

CARTOGRAPHERS

ÆFRIL

PLANE OF KNOWLEDGE

MAP
PACK
2

JORDY ADAN & JOHN BRIEGER


TW
GAMES

Affril – Plane of Knowledge

This map pack can be played with either *Cartographers: A Roll Player Tale* or *Cartographers Heroes*.

COMPONENTS

- 75 Map Sheets (double sided)
- 3 Scoring Cards



CHANGES TO SETUP

Players collectively decide which side of the map sheets to use (A1 or A2). Use a scoring card from this map pack in place of the pattern type from the core game. Before the game begins, each player fills any connection dot between two islands on their map sheet.

ISLAND CONNECTIONS

Players may only draw shapes on connected islands. A player may spend a coin at any time to fill a connection dot between a connected island and a new island. If they cannot legally draw any of the available shapes, they must spend a coin to fill a connection dot first.

To spend a coin, a player draws a slash through a filled coin symbol on the coin track. Spent coins do not earn reputation stars at the end of each season.

If a player cannot afford to fill a connection dot when required to do so, they gain a coin instead, but do not get to draw the normal 1x1 square.

AMBUSH CARDS

In multiplayer mode, each player draws the depicted shape on any connected island on their neighbor's map. If unable, they draw the shape on any island. If still unable, they draw a 1x1 monster space on any island.

In solo mode, draw the depicted shape on the island closest to the indicated corner of the map, using normal placement priority. If unable, check the next island in the indicated direction. If unable to draw the shape on any island, disregard the ambush card.

Credits

Game Designers: Jordy Adan and John Brieger

Illustrator: Lucas Ribeiro

Graphic Designer: Luis Francisco

Wordsmith: James Ryan

Editor: Dustin Schwartz

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