### CAMPAIGN LOG

#### READ THE RULES ON PAGES III-V OF THIS GUIDEBOOK TO LEARN HOW TO USE THIS!

#### **CHAPTER TRACKER**

⊘ won	(×) Lost	CHAPTER
		Chapter 1: read page 1
		🚱 After mission 1: read page 17
		Chapter 2: read page 2
ř.		🚱 After mission 2: read page 19
		Chapter 3: read page 3
		After mission 3, if you lost the mission, read page 18
		Chapter 4: read page 4 Note: that many chapters do not have a ☞ icon under them. These chapters end after playing the mission.
		Chapter 5: read page 5
		Chapter 6: read page 6
	147	🚱 After mission 6: read page 24
		Chapter 7: read page 7
		Chapter 8: read page 8
		Chapter 9: read page 9
		After mission 9, if you lost the mission, read page 26. If you won, read page 28.
		Chapter 10: read page 10
		Chapter 11: read page 11
		Chapter 12: read page 12
		After mission 12, if you lost the mission, read page 30.
		Chapter 13: read page 13
		🚱 After mission 13, read page 32
		Chapter 14: read page 14
		After mission 14, read the page that matches what happened: Won Mission 14: read page 15 Lost Mission 14: read page 16 Won Mission 15: read page 39 Lost Mission 15: read page 40 Visit UnexpectedGames.com



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(Write their numbers below)

# **CAMPAIGN REFERENCE**

To start or continue your game, perform the following steps:

- **1. Start Chapter:** Find the topmost, unchecked row on the chapter tracker. Read the comic on the page specified.
  - Follow any instructions on that page, including playing a mission, gaining secrets, or reading other pages.
- 2. After Mission: Check the Won or Lost box on the chapter tracker. Then, refer to the chapter tracker to see if you need to read another page of the comic.

You can then begin a new chapter by following step 1 above, or pack the game away and resume playing another day.

## **TURN REFERENCE**

On your turn, perform the following steps:

- **1.** Actions: Perform one or two actions, each can be either of the following:
  - Use an Action Card: Play one card from your hand onto an action card to resolve its ability. Your card's value must be higher than the card on top of that action card's pile.
  - Use your Special Action: Discard two cards from your hand to use your character's special action.
- **2. Fill Hand:** Draw cards from the resource deck until you have four cards in your hand. This is optional while in peril.