

P R O W L E R ' S
PASSAGE

RULEBOOK



RENEGADE
GAME STUDIOS

PROWLER'S PASSAGE

Designed by J. Alex Kevern



2 Players



25 Minutes

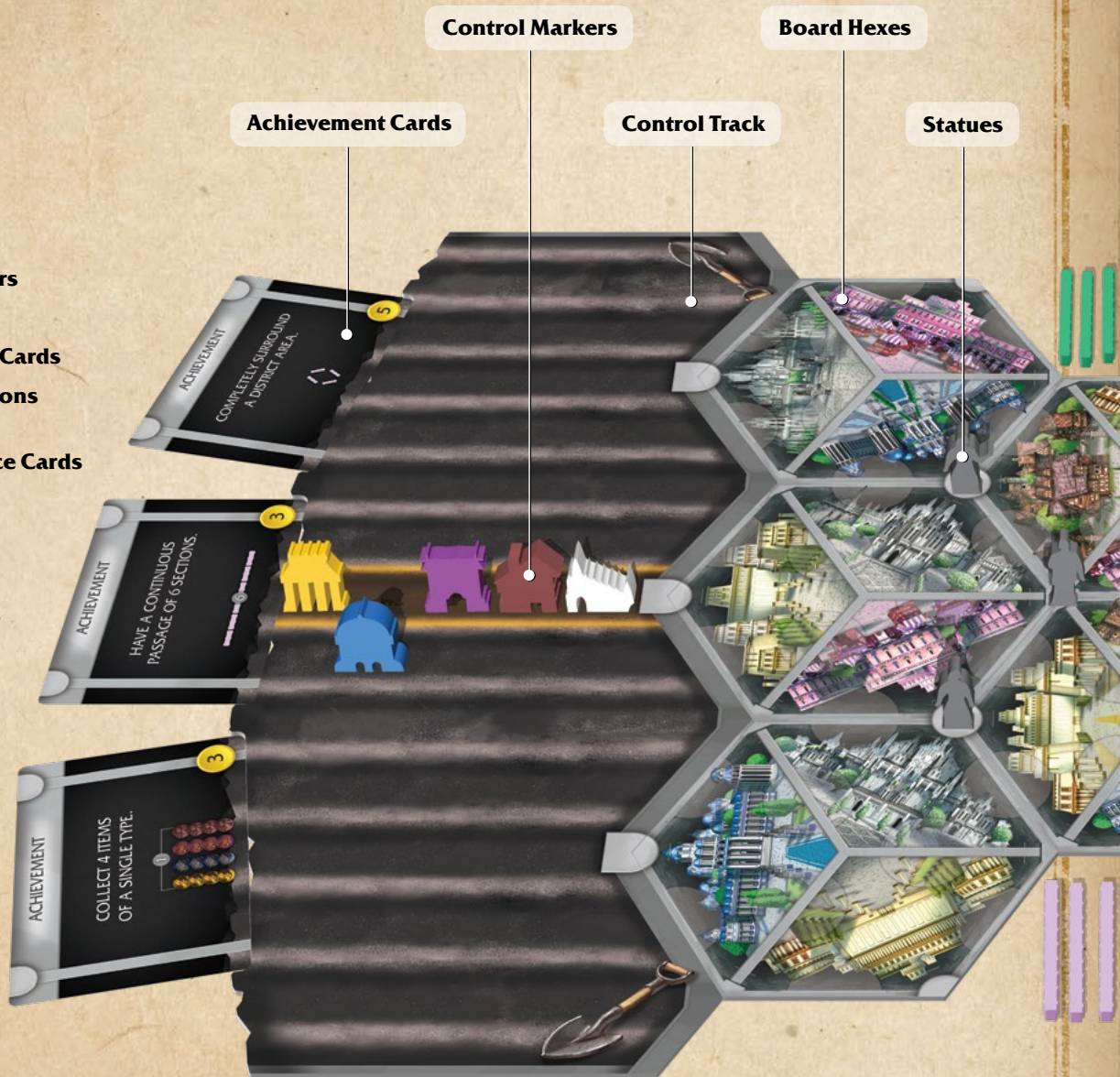


Ages 12+

An ostentatious city. Nearly all of the region's wealth lies within, with no way for those outside to access it — or so they thought. As it turns out, when people are walking around with their noses up at everything... they often miss what's just under their feet.

Components

- **1 Control Track**
- **10 Board Hexes**
- **27 Object Tiles**
(double-sided)
 - 22 Item Tiles
 - 5 Shovel Tiles
- **5 Control Markers**
- **4 Statues**
- **15 Achievement Cards**
- **26 Passage Sections**
(13 per player)
- **2 Score Reference Cards**
- **1 Scorepad**
(and pencil)



Game Setup

Passage Sections

Score Reference Cards

Object Tiles

Scorepad



1. Place the **control track** in the center of the play area, so that each end faces a player. Put the 5 **control markers** in the center space.

2. Select 6 **board hexes** at random (*return the others to the box*). Place these board hexes face up to form a triangle shape, with one side adjacent to the control track.

3. Each board hex has 3 corners with a partial circle; rotate the board hexes as needed so that these partial circles join together to form 3 complete circles, called **platforms**, at their intersections.

4. There are 27 interior lines, known as **pathways**, on the board, and each pathway borders 2 areas; place 1 random **object tile** on each pathway. The tiles are double-sided, so place each with a random side face up.

5. Place the 4 **statues** on the board: 1 in the very center of the board where 6 pathways converge, and the remaining 3 statues on the 3 platforms.

6. Shuffle the 15 **achievement cards** face down, then select 3 at random (*return the others to the box*). Place the 3 selected cards face up next to the board.

7. Each player takes the 13 **passage sections** in their chosen color.

8. Choose a start player randomly. The second player then moves any 1 control marker 1 space toward themselves on the control track.

How to Play

You and your opponent are rival thieves, working to build a network of passages under the city so that you can plunder it from within. The city is made up of 5 different districts, each with unique features for you to exploit.

Build your passages to collect items and gain wealth for districts you control. Gain even more wealth by building a long series of connected passages, collecting sets of items, stealing statues, and completing achievements. Gain more wealth than your rival to steal the most prized thing of all — victory.

Taking Your Turn

On your turn, you must (1) **place a passage**, then (2) **collect the tile**, and (3) **move control markers**. At the end of your turn, check to see if you have triggered the mid-game scoring.

1. Place Passage: Take a passage from your personal supply and place it on any pathway on the board that has an object tile on it.

2. Collect the Tile: Take the object tile (*item tile or shovel tile*) from the pathway where you just placed your passage. Place it in front of you, keeping the tile face up in its original orientation.

3. Move Control Markers: The pathway where you placed your passage is adjacent to 2 district areas. For each of these districts, move the matching control marker 1 space toward you on the control track. (*If both adjacent districts are the same, move that marker 2 spaces instead.*)

If the tile you collected this turn is a shovel tile, then you immediately move control markers additional spaces.



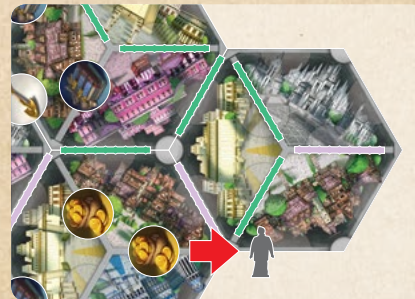
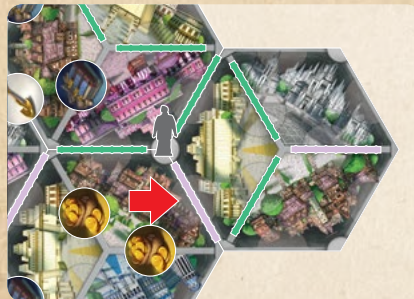
Move the 2 control markers matching the adjacent districts 1 additional space toward you.
(*If both adjacent districts are the same, move that control marker 2 additional spaces instead.*)



Move any 1 control marker 1 space toward you.
(*It does not have to be a control marker matching an adjacent district.*)

Stealing Statues

If placing your passage this turn caused a statue to be completely surrounded by passages (*yours and/or your opponent's*), take the statue and place it in front of you. Stealing statues gains you wealth and can trigger a scoring phase.



Claiming Achievements

If you fulfill the conditions of an achievement card during your turn, take the card immediately and place it in front of you. It is now unavailable to your opponent; each achievement can only be claimed by 1 player. You can even claim multiple achievement cards in a single turn. You will score for your achievements during the final scoring phase.

Turn Example

(1) Raina looks at the board and sees a pathway she likes, with an item (purple) that will help her make a large set.

(2) Raina then places 1 of her passages on that pathway, then takes the item tile and puts it with the rest of her items.

(3) Lastly, Raina moves the control markers of the adjacent districts (white, blue) 1 space toward her side of the control track.



Scoring Phases

Scoring occurs twice during the game. The **mid-game scoring phase** is triggered when any 2 of the 4 statues on the board have been stolen -OR- when each player has exactly 5 passages remaining in their supply.

The **final scoring phase** is triggered when the second player has placed their 13th passage.

When a scoring phase is triggered, the current player finishes their turn before the scoring phase is carried out.

In both scoring phases, you will follow the same procedure. Using the scorepad, write down your score for the following 5 categories (*also shown on the score reference cards*):

1. **PASSAGES** › Gain 2 wealth for each section in your longest continuous passage. This continuous passage cannot break or backtrack on itself (*though it can cross through the same intersection multiple times*).
2. **STATUES** › Gain 1 wealth for each statue you have stolen.
3. **ITEMS** › For each set of items **of the same type** that you have, gain wealth according to the chart below. Do NOT score for your shovel tiles, which are not items.

Items	1	2	3	4	5	6	7
Wealth	1	3	6	10	15	21	28

4. **DISTRICTS** › For each district that you control (*i.e., for which the control marker is on your side of the control track*), gain the district reward. If the players are tied for control of a district, neither gains that district reward.



Banking District: Gain 1 wealth per yellow item you have, plus 5 wealth.



Political District: Gain 1 wealth per blue item you have, and 2 wealth per district you control.



Market District: Gain 1 wealth per purple item you have, 1 wealth per achievement you have, 1 wealth per statue you have, plus wealth equal to the Market control marker's position on your side of the control track. (*The position of the control marker is the number of spaces it has moved beyond the center.*)



Residential District: Gain 1 wealth per brown item you have, plus 1/2/3... wealth for 3/4/5... sections in your longest continuous passage (*each section after the 3rd is worth 1 wealth*).



Castle District: Lose 1 wealth per shovel tile you have, and gain 3 wealth per pair of like items you have (*do not count shovel tiles*).

5. **ACHIEVEMENTS** › Gain wealth shown on the achievement cards you have claimed. (*Important! Skip this step during mid-game scoring.*)

You have now completed scoring!

At the end of the mid-game scoring phase, play resumes with the next player's turn. Do not discard or reset anything — both players keep their object tiles and statues to be scored again during the final scoring phase.



Scoring Example

In this example, Michael is the pink player, seated at the far side of the table. He is about to tally his score during the final scoring phase.

PASSAGES:

Michael's longest continuous passage is 7 sections long, so he gains **14 wealth**.

STATUES:

He has stolen 3 statues, so he gains **3 wealth**.

ITEMS:

Michael has 4 brown items (10 wealth) 3 purple items (6 wealth), 1 blue item (1 wealth), and 1 yellow item (1 wealth). Michael gains $10+6+1+1=$ **18 wealth**.

DISTRICTS:

Michael controls the Banking, Market, and Residential districts, so he gains the rewards for those districts.

- **Banking district:** Michael gains 5 wealth. Plus, he has 1 yellow item for +1 wealth.
- **Market district:** Michael has 2 achievement cards (2 wealth), 3 statues (3 wealth), and the Market control marker is on the "2" space on Michael's side of the control track (2 wealth). Plus, he has 3 purple items for +3 wealth.
- **Residential district:** Because Michael's longest continuous passage is 7 sections long, he gains 5 wealth. Plus, he has 4 brown items for +4 wealth.

In total, Michael gains $6+10+9=$ **25 wealth** from district rewards.

ACHIEVEMENTS: Michael has claimed 2 achievement cards, so he gains **7 wealth**.

When the tally is complete, Michael finds that he has gained 14 from passages, 3 from statues, 18 from items, 25 from districts, and 7 from achievements, for a score of **67 wealth** in this scoring phase. *(To get his final total for the game, he will add this score to his score from the mid-game scoring phase.)*

End of the Game

The game ends after the final scoring phase is completed. Total each player's scores from both scoring phases, and the player with the most wealth wins! In the case of a tie, the player with the longest continuous section of connected passages is the winner. If the players are still tied, the player who controls more districts is the winner.

Achievement Guide

Steal 2 statues.

(3 wealth)

Have a continuous passage of 6 sections.

(3 wealth)

Have 2 separate passages of 3+ sections each.

These 2 passages must be continuous, but must not be connected to each other.

(5 wealth)

Completely surround a district area.

All 4 adjacent passages must have only your passages, not your opponent's.

(5 wealth)

Collect 1 item of all 4 types.

Shovel tiles are not considered items.

(5 wealth)

Collect 2 items each of 3 different types.

Shovel tiles are not considered items.

(5 wealth)

Collect 3 items each of 2 different types.

Shovel tiles are not considered items.

(4 wealth)

Collect 4 items of a single type.

Shovel tiles are not considered items.

(3 wealth)

Control 4 districts.

(4 wealth)

Control 1 district by 5 or more.

Have the control marker for any district 5+ spaces on your side of the control track.

(6 wealth)

Control 2 districts by 3 or more.

Have the control markers for 2 districts 3+ spaces on your side of the control track.

(4 wealth)

Control 3 districts by 2 or more.

Have the control markers for 3 districts 2+ spaces on your side of the control track.

(4 wealth)

Control 3 districts and have 1 item of those 3 types.

The Castle district and shovel tiles do not count toward this achievement.

(4 wealth)

Have the longest passage at mid-game scoring.

If the players are tied, neither claims this achievement.

(3 wealth)

Control the most districts at mid-game scoring.

If the players are tied, neither claims this achievement.

(3 wealth)

Credits

Game Designer: J. Alex Kevern
Developer: Stephanie Straw
Illustrator: Pedro Henrique Cardoso
Graphic Designer: Anita Osburn
Editor: Dustin Schwartz
Production Artist: Cold Castle Studios

RENEGADE GAME STUDIOS

President & Publisher: Scott Gaeta
Controller: Robyn Gaeta
Director of Operations: Leisha Cummins
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Creative Director: Anita Osburn
Senior Producer: Dan Bojanowski
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Customer Service: Jenni Kingma

— Special Thanks —

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Renegade Game Studios would like to thank all of the tile-laying, dice-chucking, card-shuffling, score-tallying, rulebook-reading gamers out there!

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Gameplay Reference

TURN STRUCTURE

1. Place Passage
2. Collect the Tile
3. Move Control Markers

SCORING PHASES

1. Passages: 2 wealth per section in longest continuous passage
2. Statues: 1 wealth per statue
3. Items: score for each set of items of the same type (*not shovel tiles*)

Items	1	2	3	4	5	6	7
Wealth	1	3	6	10	15	21	28

4. Districts: gain the reward for each district you control
5. Achievements: (*final scoring only*)

SCORING TRIGGERS

Mid-game scoring is triggered when...

- 2 statues have been stolen -OR-
- each player has 5 passages left

Final scoring is triggered when all passages have been placed

DISTRICT REWARDS



Banking: 1 wealth per yellow item, +5 wealth



Political: 1 wealth per blue item, 2 wealth per district you control



Market: 1 wealth per purple item, 1 wealth per achievement, 1 wealth per statue, plus wealth equal to Market control marker's position



Residential: 1 wealth per brown item, plus 1/2/3... wealth for 3/4/5... connected sections in your longest continuous passage



Castle: lose 1 wealth per shovel tile, gain 3 wealth per pair of like items (*not shovel tiles*)