



LAROSIA  
GAME MANUAL



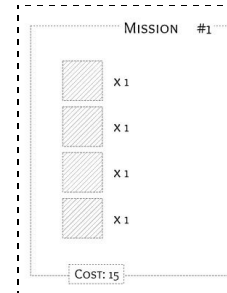
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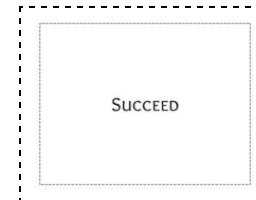


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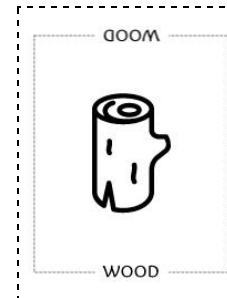
- 35 \$1 bills, 25 \$5 bills, 20 \$10 bills
- 12 faction cards corresponding to 4 factions - Cheris, Orana, Sitris, Persimia (3 cards per faction)
- 8 mission cards
- 4 “succeed” cards
- 4 “fail” cards
- 19 wood resource cards
- 19 coal resource cards
- 19 iron resource cards
- 19 oil resource cards
- 9 development cards
- 32 resource tokens (8 per resource)
- 1 game manual



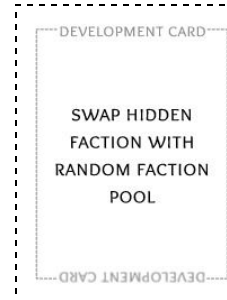
Mission Card



Success Card



Resource Card



Development Card



Faction Card



Resource Token



## STORY

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In the continent of Larosia, there are four major factions: Chervis, Orana, Sitris, and Persimia, all vying for power and control. Different nations have different plans, but they all have the same goal - to overwhelm the other nations with sheer force and power. To do this, they must collect the right resources.

You, dear player, are a double agent responsible for gathering resources for either of your representative nations. You will choose to go on missions and obtain certain resources. You will bid on the opportunities you need. And if your nation seems like it will fall behind, you can decide if you want to betray your nation and claim a new loyalty.

Beware, as other agents may think the same way. It is up to you to judge the potential risks and alliances you want to commit to. Good luck, master strategist!



## SUMMARY OF GAMEPLAY

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Players go on eight missions to collect resources for their factions, but each player has two factions they work for. Due to the limited inflow of money, players must strategically decide where to spend currency. At the end of the game, players will side with one of their factions and count the victory points they obtained throughout the game. The player(s) with the most victory points win.



## RULES

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### Setup:

1. Each player starts off with a different faction card (Chervis, Orana, Sitris, Persimia) face up.
2. The rest of the faction cards are shuffled, and one card is passed out to each player face down. This cannot be flipped at any point during the game.
3. The remaining cards are placed off to the side as the faction card pool. These can potentially be exchanged using a development card. In the case that a player receives two of the same faction card, their victory point bonus increases to (+3/+2) for their respective resources.
4. Resource tokens are shuffled and placed on each mission card.

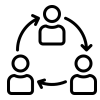
### Overview:

Each round players will receive money. Then, players will decide whether or not to go on a mission. The missions go in order from 1 to 8. Players on the mission will choose to “fail” or “succeed”, and receive the appropriate resources for that mission. Each round ends with players bidding for a development card.

### How to Play:

1. Before each mission, all players receive 15 dollars.
2. All players look at the first mission card and decide if they want to go on the mission. Players will reveal a “success” or “fail” card at the same time to indicate whether or not they choose to go.
  - a. If they go, they must pay the fee.

- b. If they choose not to, they do nothing.
3. After the players embark on the mission, they will then choose a “success” or “fail” card and reveal them at the same time. Resources are given accordingly (see *Resources under the Reference section*).
4. After resources are given out, players will bid for a development card (see *Development Cards under the Reference section*).
5. Once this is done steps 1-4 are repeated until all missions are done or no players can go on the mission.
6. After the last mission is done, or players can no longer afford to go on missions, players will choose which one of their factions they side with, and count their victory points accordingly. The player(s) with the most points win (see *Victory Points under the Reference section*)



### EXAMPLE GAMEPLAY

**Roger, Ted, Eugenia, and Pablo** are playing on round 2.

1. All players receive 15 dollars.
2. All the players look at mission card 2, which has 3 wood, 3 coal, and an entry fee of 20 dollars.
3. All players place their “success” or “fail” card face down and reveal together. **Roger, Ted, and Pablo** revealed “success” and **Eugenia** revealed “fail”, so **Roger, Ted, and Pablo** pay the fee and go on the mission.
4. Once again, **Roger, Ted, and Pablo** all place a “success” or “fail” card face down. Upon reveal, it turns out **Roger and Pablo** both chose “success”, while **Ted** chose “fail”.

Since there is one “fail”, **Ted** receives 4 wood and 4 coal, while **Roger** and **Pablo** receive nothing.

5. **Pablo** and **Eugenia** decide they want to bid for a development card. **Pablo** initially bids 10 dollars. **Eugenia** then bids 11 dollars, and **Pablo** counters with 12 dollars. **Eugenia** decides she doesn’t want to pay more than 12 dollars for a development card, so **Pablo** wins the bid and receives a development card, paying 12 dollars in the process.



### REFERENCE

#### Development Cards

- After a mission is over, players can bid for development cards. These cards give a variety of power ups, which will be written on the card.
- Players bid buy shouting out how much they are willing to pay for a card, others can respond with a price that is higher than the previously listed offer.
- A bid wins when no other player wants to offer a higher value.
- The player that offered the highest bid draws a random development card from the deck and can use this card at anytime in the game.
- Used development cards go into a separate discard pile and cannot be used for the rest of the game.



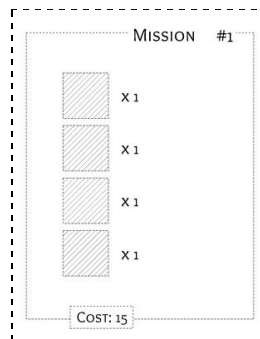
### Factions

- There are 4 factions: Sitris, Orana, Persimia, and Cheri.
- All factions want some different combination of resources listed on the faction card.
- Players will have one face up faction and one face down. They have the option to play to either one of their faction's desired resources, but must commit to only one at the end of the game to count victory points.



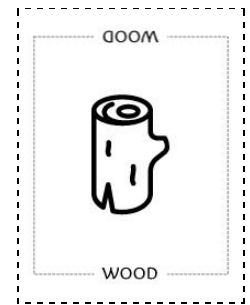
### Missions

- The mission cards are numbered 1-8. On the card are cost numbers and blank squares.
- Those blank squares are where players will put resource tokens at the beginning of the game, determining the resource rewards for each mission.
- Below is a balanced distribution, but players are free to distribute them however they like.
  - Mission 1: oil, iron, wood coal
  - Mission 2: oil, wood
  - Mission 3: iron, coal
  - Mission 4: oil, iron
  - Mission 5: wood, coal
  - Mission 6: oil, coal
  - Mission 7: iron, wood
  - Mission 8: oil, iron, wood, coal



### Resources

- There are 4 resources that exist within the game: iron, wood, coal, and oil.
- These are collected when players go on missions, or from development cards.
- If everyone chooses "success" for the mission, they all receive the same resources.
- If one person chooses "fail" while all the others choose "success", the person that failed receives every resource +1, and the players that chose "success" receive nothing.
  - For example, if 1 player chooses "fail" and 3 others choose "success" and the reward for the mission is 2 iron and 2 coal, the player that failed the mission receives 3 iron and 3 coal. The other 3 players receive nothing.
- In any other case, no one receives any resources.
  - If 2 or more players choose "fail" in any mission, the mission fails and no one receives any resources.



### Victory Points

- On each faction card, the desired resources and victory points for those resources are shown.
- At the end of the game, when the player commits to a faction, they count the victory points for that faction according to whatever resources they have.
- If multiple players are on the same team, they add their victory points together.
- If players end with extra money, they receive 1 victory point for every \$15 they have.



## FAQ

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Can a player have two of the same faction card?

Yes, in the case that a player has 2 of the same faction card, their victory point bonus increases to (+3/+2) for their respective resources.

Do you receive money before bidding?

No, money for the new round is given after bidding is done.

Do you still pay the mission fee if you failed the mission?

Yes, the fee is paid before the outcome of the mission is decided.

When can I play my development card?

Anytime, until players must commit to their chosen faction.

Can you repeat missions?

No, once you go on a mission, that mission cannot be repeated and players must move on to the next one.

What if nobody can pay for the mission (everyone runs out of money)?

Players must abandon the mission and move on to the next round. Reminder: players gain 15 dollars at the start of each round.