

 1-2 players  20-30 min./game  12+

In a faraway land, a hero awakens to find the world has changed. The peaceful world seems somehow less peaceful. Word arrives of a corrupting force that has unleashed havoc. Fertile lands turned to sand, animals of the woods growing large and evil and the hearts of mankind being corrupted with power. Signs of this corruption manifest across the land in the form of black splotches. Could this be the work of Tulo Tulodon banished so long ago? Can he be stopped before it's too late?

Components

- 122 map cards • 106 Grit game cards • 2 hero cards
- 7 gold tracking cards • 2 hero item reminder cards
- 10 divider cards • 2 hero meeples • 10 dice • 12 cubes

Object

Explore the world by traveling around a hidden map and ending each game at a checkpoint. Events are depicted by QR codes and provide the method to find out what is causing the corruption and to help you get ready for the ultimate battle for the fate of the land.

Box Setup

Before your first game sort the **Grit game cards** so that the numbers on their backs are in ascending order. Place the **Grit game cards**, starting in the front with [000] and ending in the back with [201], into the box and add the **divider cards** to make them easier to find while playing. There will be multiples of some cards. Place the **gold tracking cards**, **hero item reminder cards** and **hero cards** in front of the **Grit game cards**. Place the blank **divider cards** in the back of the box for use if you want further division.



QR Codes

This game uses QR codes to link the online webpage encounters of Grit to the world map. You will want to find a QR Reader application that allows you to be linked to websites. (My preferred app during design was 'QR CODE READER – FREE' by hopesj0314 in the Google App Store). You can try your QR reader here:



First Game Setup

Chose a hero to play as and put that **hero card** in front of you. If you are playing a 2-Player game, use both heroes and see **2-Player Game** for rules differences. You should use the same hero for every game of the campaign. Your first game will start at checkpoint [000] on map card [001]. You have no items and 0 gold.



Setup



Place your **hero card** and your last checkpoint in front of you. Choose which items you are equipping, and which ones are going into your satchel. You cannot exceed your equipment limits or satchel carrying capacity. Place a cube onto the **health** and **stamina** squares on your hero card matching the values on your checkpoint and as modified by your equipped items. You cannot exceed your max **health** or **stamina**. Place the **map card** matching your checkpoint in the middle of the playing surface and place your **hero meeple** on it. Place the **gold tracking cards** near your **hero card** with your current amount of gold showing. Your maximum gold total is 49. Fifty gold is an unsafe amount for one hero to carry with them. Place a **hero item reminder card** to the side and put a cube onto the square matching your current number of items. Place the dice and remaining cubes to the side.

Gameplay

Gameplay consists of exploring the map, checking out events by scanning the QR codes and attempting to reach a checkpoint before the end of the game.

Movement

To move to a new map card, spend the **stamina** cost inside the gray circle in the direction you would like to move and then find and place the map card matching the number outside the circle in that direction. The arrow in the top right of the map card shows which direction is north.



QR Code Types

There are three different types of QR codes to encounter in Grit: standard, immediate, and digging. You can only swap items between your satchel and equipped area when not engaged in a QR code site.

Standard

Standard locations are ones you can choose to do immediately, come back to, or skip entirely. They are standard QR codes with no pictures in the middle.

Immediate

Immediate locations require you to scan the code as soon as the card is revealed and generally contain Combat Challenges, but sometimes Skill Challenges.

Digging

Digging sites cost 1 stamina to use. This is called out on the site that the link sends you to. They function similarly to standard locations.

Combat Challenges

Fight the bad guys of the world through skilled dice rolling, modified with weapons of awesomeness.

Skill Challenges

Prove your mettle through, also, skilled dice rolling, as well as honed decision making as you work your way through choose-your-own-adventure style decisions.

Buildings

Buildings come in all variety and allow you to buy and sell things, find and complete quests, hear rumors about the land to help guide you to the end and generally experience the world.

Checkpoints occur at some buildings. When you reach a checkpoint, you have the option of ending your game right then. If you choose not to, you may keep playing your current game and come back, but you must end your game at a checkpoint or you will be reset to your previous one.

Hidden Locations

The world contains hidden locations marked by a three-letter code. If you think you have found one, use the QR code to the right to look up the code and if you see a match, follow the link.



End of Game

The game ends when you reach a checkpoint and choose to end the game. If your **health** or **stamina** reaches 0 before you end your game at a checkpoint, your game ends immediately and you must discard items until you have equal to or fewer items than the cube location on your **hero item reminder card**. You cannot discard curses or main quest items. Put discarded cards back in the box. Start your next game at the checkpoint where you started your current game. It will be very obvious when the campaign comes to an end.

Clean Up

If you are immediately playing a new game, you can leave as many map cards out as you would like, but make sure the checkpoint map card is in play. Reset your cube location on the **hero item reminder card**. You are ready to play.

Otherwise, place your hero card at the front of the box. On top of it, place a **hero item reminder card**, all your items, your checkpoint and current money value. Place the rest of the **map** and **Grit game cards** back and set any other cards behind your **hero card**.

2-Player Game

The 2-player game works the same as a solo game except: You share your gold total, you each need to make it to the same checkpoint to advance, only one player may take on a Skill Challenge or Combat Challenge at a time and items can be traded if you are on the same map card.

Credits

Game Design by Chris Romansky
Artwork by Chris Romansky with purchased assets from <https://itch.io/> and assets from <http://game-icons.net/>



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