

The logo for the board game "Return to Dark Tower" is centered on a dark, textured background. It features the words "Return to" in a smaller, serif font above the word "DARK TOWER" in a large, bold, stylized font with a gothic or medieval aesthetic. The letters are filled with a golden-yellow color. Behind the text is a complex geometric diagram consisting of concentric circles, vertical lines, and various shapes, resembling a magical or architectural blueprint. The entire scene is framed by a thin, golden-yellow border with decorative corner motifs.

Return to DARK TOWER™

Ages 9+ • 1-4 Players • 90-120 Minutes

12-8-20 for Review

Long ago, the sorcerer-king Azkol built a Tower at the crossroads of the Four Kingdoms. Behind its ebon walls, he practiced dark sorcery in his search for power.

As Azkol's madness grew, his apprentice, the sorceress Nimet, plotted against him. She stole his wondrous treasures and fled the Tower, then recruited heroes from the Four Kingdoms to stop him. One hero prevailed. Azkol was defeated, and the Tower lay vacant.

But now a new adversary has taken up residence. It grows in power, spreading corruption and calling forth wicked creatures from afar. This foe cannot be defeated alone. The heroes of the Four Kingdoms must unite and return to the Tower.

Overview

Return to Dark Tower is a cooperative game. You play as virtuous heroes of the Four Kingdoms who must join forces, with the aid of a helpful companion, to defeat the adversary in the Tower. You all win or lose the game together.

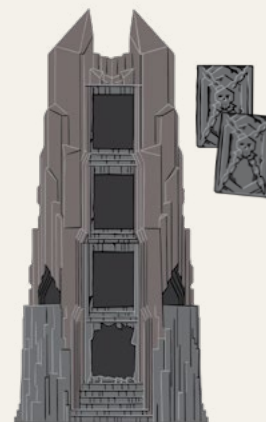
Take heroic actions to battle foes and cleanse evil from the kingdoms. Your companion will guide you in your quest to breach the Tower and engage the adversary in battle. But beware! The Tower's influence is ever working to corrupt the heroes.

You have six months to stem the tide before the Four Kingdoms fall and the adversary's reign is absolute. Can you repel the gathering darkness?

If you wish to play the competitive game, see page 24.



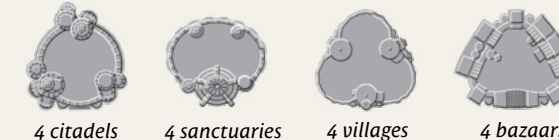
Components



1 Tower & 12 seals



1 game board

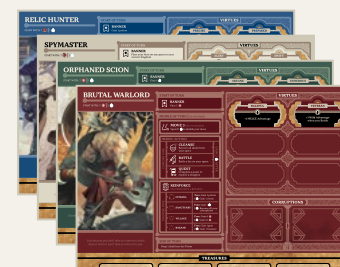


4 citadels 4 sanctuaries 4 villages 4 bazaars

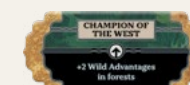
16 buildings



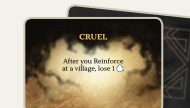
4 hero figures & bases



4 hero boards



16 virtue tiles



12 corruption cards



24+ skulls



40+ spirit tokens



65 foe tokens



50+ warrior tokens



20 foe cards



22 treasure cards



18 gear cards



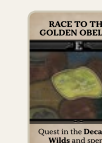
18 potion cards



20 quest item cards



10 companion cards



16 heroic test cards



1 haggles die



6 dungeon tokens



3 quest markers

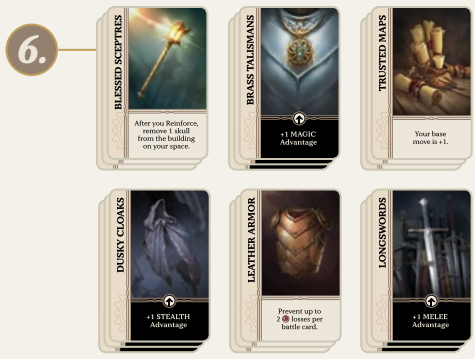
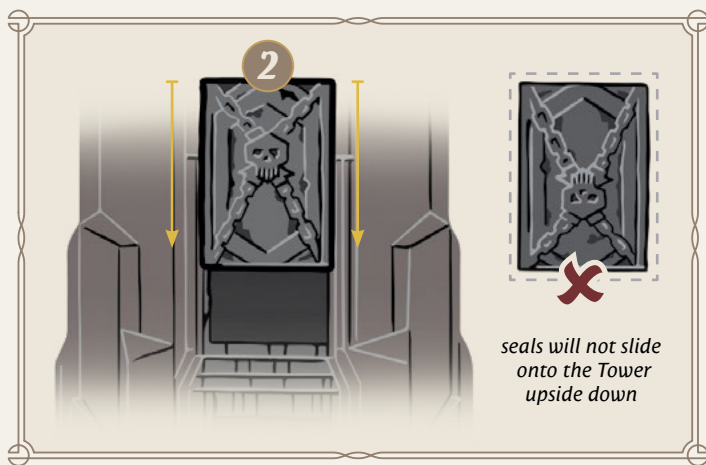


20 special tokens

World Setup

- 1 Place the **game board** in the center of the table so that each kingdom faces a different player.
- 2 Turn the **Tower** on. Slide the 12 **seals** onto the Tower to cover the openings. Place the Tower in the center of the game board so that each side faces a different kingdom.
- 3 Place the 16 **buildings** in the labeled building sites on the game board.
- 4 Add 1 **skull** to each building.
- 5 Set aside the **warrior tokens**, **spirit tokens**, and remaining 8 skulls to create the supply.
- 6 Sort the **gear cards** by name into 6 separate face-up stacks. Make sure that each stack has 3 copies of a single card.
- 7 Shuffle the **treasure cards** together into a single face-down deck. Reveal the top 3 cards and place them in a face-up row to create the market.
- 8 Shuffle the **potion cards** together into a single face-down deck.
- 9 Shuffle the **corruption cards** together into a single face-down deck.
- 10 Place the **companion cards**, **quest markers**, and **haggle die** near the game board.

Note: Leave all the other cards and tokens in the game box for now. You will retrieve them later when required. You will not need all of them in every game.

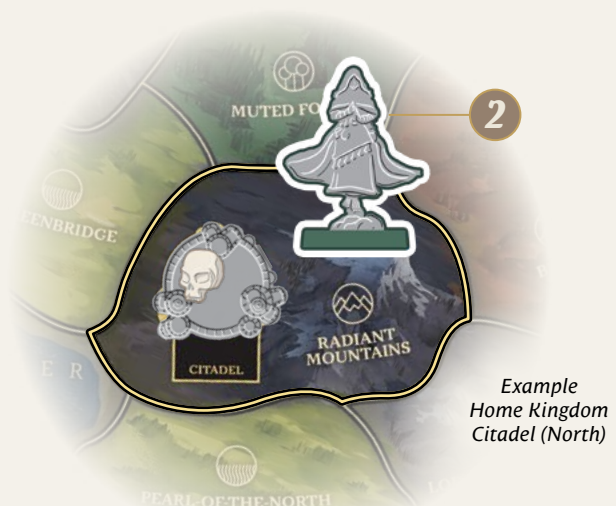


Note: The game comes with extra skulls. Do not use the extras except as replacements for skulls that have been lost or misplaced.

Hero Setup

Decide which player will play as which hero or assign them randomly. Choose who will be the start player. Each player then carries out these steps.

- Place your **hero board** on the table in front of you.
 - Place your **hero figure** on the space with the citadel in your home kingdom.
- NOTE:** The game board has four kingdoms: North, South, East, and West. Your home kingdom is the one facing your seat at the table. This determines where your hero figure begins and which kingdom virtue tile you have.
- Collect your **starting resources** from the supply. In the base game, all heroes start with the same resources: 7 warriors and 1 spirit.
 - Find the 1 **kingdom virtue tile** for your home kingdom and place it in an empty virtue slot on your hero board.
 - Find the 3 **hero virtue tiles** for your hero and place them in empty virtue slots on your hero board, locked side up.



Example Home Kingdom Citadel (North)



Example Kingdom Virtue Tile (North)



Hero Virtue Tiles (Locked)

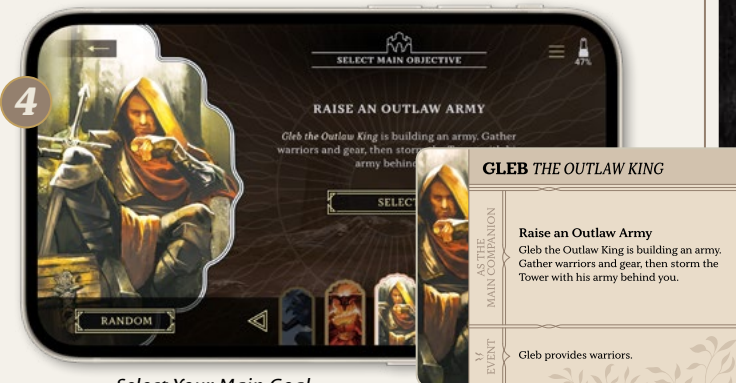
App Setup

You will need to have the official Return to Dark Tower game app downloaded on one device.

Review screen text before final file handoff?

- Launch the app on your device and select "new game."
- Select your game mode: "cooperative" or "competitive." If you are playing with an expansion or want an easier game, select those options.
- Input the current number of players.
- Select your **main goal**. Retrieve the matching companion card.
- Select your **adversary**. Retrieve the matching adversary card and adversary token and place them beside the game board as reference.
- Select your **foes**. Retrieve the matching foe cards and place them beside the game board as reference. Retrieve the matching foe tokens and place them nearby.
- Follow the prompts within the app to sync your device to the Tower.
- When you are ready to begin, press "begin game."
- Follow the directions within the app to perform final setup. This includes spawning foes, placing special tokens, and adding a quest marker.

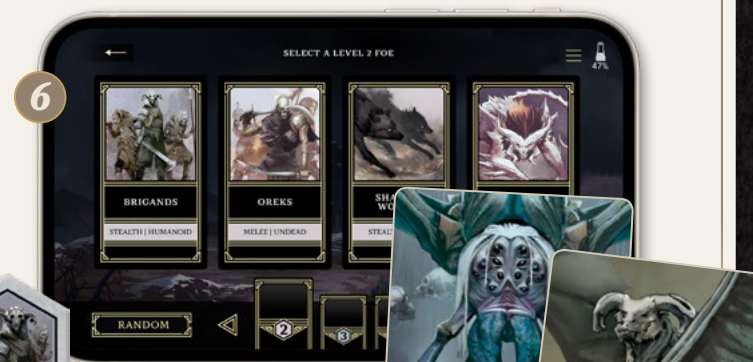
Note: The recommended first game is Raise an Outlaw Army and Ashstrider. The other main goals and adversaries are more challenging.



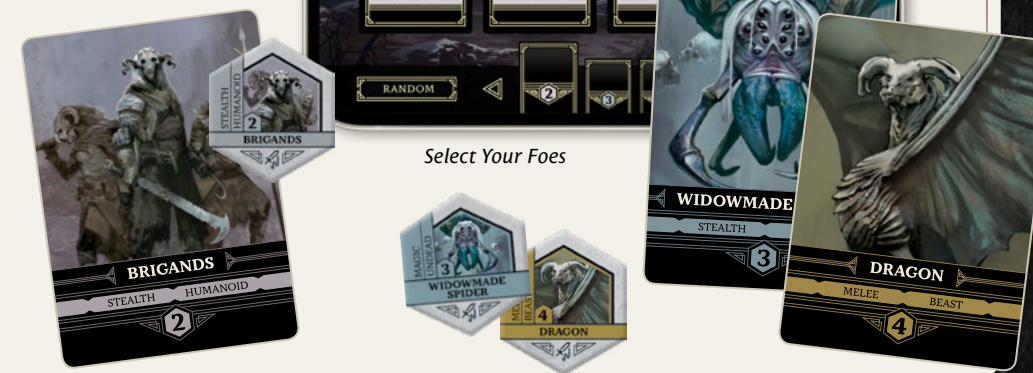
Select Your Main Goal



Select Your Adversary



Select Your Foes



Concepts to Know: HEROES

◆ ADVANTAGES ◆

Advantages represent your hero's expertise during heroic actions.

Most Advantages refer to specific traits, such as MELEE or UNDEAD **A**. You can spend these Advantages against foes with that trait or in dungeons with that trait. Wild Advantages can count as any type.

Some Advantages refer to game board spaces with specific features, such as mountains or buildings **B**. You can spend these Advantages while you are on those spaces.

◆ ITEMS ◆

There are four types of items: *potions*, *gear*, *treasures*, and *quest items*. You gain items by reinforcing, defeating foes, exploring dungeons, and completing quests. You can only use your items on your own turn.

Each hero can carry a certain number of items in their inventory: *potions* (unlimited), *gear* (up to one of each), *treasures* (up to four), *quest items* (unlimited). If you ever gain a duplicate gear or fifth treasure, lose one.

When you gain a potion, draw the top card of the potion deck. When you gain a gear, choose one card from the gear stacks.

When you gain a treasure, choose one of the face-up treasures from the market. When a treasure leaves the market, reveal the top card of the treasure deck to replace it.



BRUTAL WARLORD

START WITH: 7 1

BANNER
Gain 5

MIDDLE OF TURN | IN ANY ORDER

MOVE 3 (PLACES NEEDED)
Spend 1 to double your move

HEROIC ACTION

CLEANSE
Remove all skulls from your space

BATTLE
Battle a foe on your space

QUEST
Complete a quest or explore a dungeon

REINFORCE
ON A SPACE WITH A BUILDING

CITADEL Free: Gain 1 potion
5 : Gain 1 virtue

SANCTUARY Free: Gain 1
5 : Remove all your corruptions

VILLAGE Free: Gain 6
1 : Gain 12

BAZAAR Free: Gain 1 gear
2 : Gain 1 treasure

END OF TURN
Drop 1 skull into the Tower

VIRTUES

BALEFUL **A**
+1 MELEE Advantage

CHAMPION OF THE NORTH **B**
+2 Wild Advantages in mountains

INSPIRING **C**
After you Reinforce, also gain 6

VETERAN
+1 Wild Advantage when you Battle

CALLOUS
After you Battle, if you lost at least 10 , gain a treasure from the market

RELENTLESS
If you double your move, gain +1 Wild Advantage

CORRUPTIONS

WEAK
You cannot carry more than 2 treasures.

CRUEL **D**
After you Reinforce at a village, lose 1

TREASURES

Just because you don't take an interest in battle doesn't mean it won't take an interest in you.

◆ COMPANIONS ◆

Companions are powerful allies who guide your efforts. In each game, there is a main companion who usually accompanies one hero and offers quests to complete. Companions provide special abilities to the hero they accompany. They also trigger beneficial events.

The heroes gain other companions by completing quests during the game. When a quest is completed, the new companion joins the hero who completed the quest and will accompany a hero for the rest of the game.



◆ WARRIORS ◆

Warriors represent followers who aid your efforts. They are an important resource for the heroes when battling foes, exploring dungeons, and completing quests. Warriors are unlimited, so use a proxy if the supply runs out.

◆ SPIRIT ◆

Spirit represents the force of courage and resolve. It is an important resource that allows the heroes to move farther, gain virtues, remove corruptions, and more. Spirit is unlimited, so use a proxy if the supply runs out.

◆ VIRTUES ◆

Virtues are abilities that strengthen your hero.

Each hero has a unique set of virtues. You start the game with three virtues and can gain up to three more. You gain virtues by spending spirit when you reinforce at a citadel.

When you gain a virtue, flip one of your inactive virtues face up on your hero board **C**. It goes into effect immediately.

◆ CORRUPTIONS ◆

Corruptions are penalties that weaken your hero. You gain a corruption when...

- an event makes you lose a resource or item that you do not have enough of
- a battle card makes you lose a resource or item that you do not have enough of
- the outcome of a failed quest instructs you to
- you have to drop a skull into the tower but there are none in the supply
- a building in your home kingdom is destroyed

When you gain a corruption, draw the top card of the corruption deck and place it on your hero board **D**. It goes into effect immediately.

You cannot gain more than one corruption per event or battle card. For example, if a battle card makes you lose four warriors and one spirit, and you do not have enough of either, you will still only gain one corruption (not two).

You can only have up to two corruptions. If you would gain a third corruption, the players lose the game!

It is possible to remove corruptions from heroes. When corruptions are removed, return them to the bottom of the corruption deck.

Concepts to Know: THE WORLD

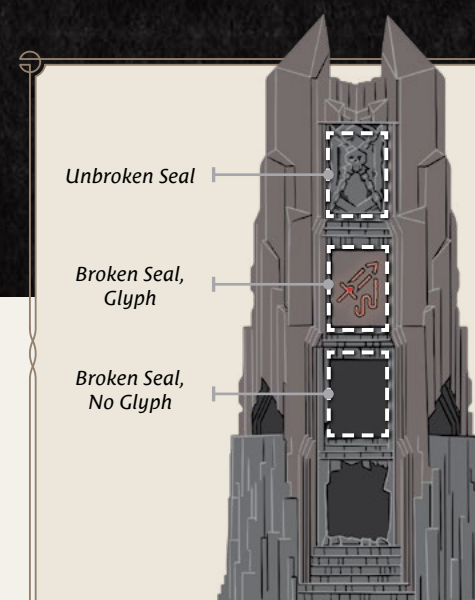
◆ KINGDOMS ◆

The game board is divided into four kingdoms, separated by rivers. Each kingdom has 15 spaces. The terrain type of each space is indicated by its color and icon.



The kingdom facing your seat at the table is your *home kingdom*. The kingdom where your hero figure is currently located is your *current kingdom*.

In games with fewer than four players, a kingdom that is not anyone's home kingdom is known as a dormant kingdom.



◆ GLYPHS ◆

As the seals on the Tower break, glyphs will be revealed. Each glyph matches a specific action.

While a revealed glyph is facing your home kingdom, you must spend one spirit to take the matching action. If you cannot spend the spirit, you cannot take the action.



◆ BUILDINGS ◆

There are four types of buildings: *citadels*, *sanctuaries*, *villages*, and *bazaars*. In each kingdom, there is one building of each type.

Each building is on a specific space. While you are there, you can take the Reinforce action to gain certain benefits, which vary from building to building.

When a building is destroyed, it is removed from the game. The hero whose home kingdom the building was in gains a corruption. If it was in a dormant kingdom, no one gains a corruption.



◆ SKULLS ◆

Skulls represent the growing influence of evil. Their presence in the four kingdoms makes foes and events more threatening.

When skulls emerge from the Tower or are added due to events, they must be placed on buildings. As seals on the Tower break, skulls will emerge with greater frequency.



Max. Three Skulls

Each building can hold up to three skulls. If a fourth skull would be placed on a building, the building is destroyed instead and those skulls are returned to the supply.

◆ FOES ◆

Foes menace the four kingdoms until you defeat them. In each game, you will face several foes, including a special foe known as the adversary. The app will tell you when and where these foes appear on the game board. Each foe has a matching card.

- **Level A**: This indicates how many battle cards you must draw from this foe's unique deck when you face them in battle. There will be a level 2, level 3, level 4, and level 5 foe (the adversary) in each game.
- **Traits B**: These indicate which Advantages you can spend against this foe in battle and what negative effects are commonly found on their battle cards.
- **Event C**: This indicates what this foe will do at random times. A foe's events only trigger if there is at least one of that foe on the game board.
- **Status**: Shown only in the app. This determines how threatening this foe's battle cards and events are. All foes enter the game at **READY** status (with the exception of the adversary), but their status can be upgraded or downgraded by certain events.



Trait	Common Effect
Humanoid	Adds skulls to buildings
Beast	Makes you lose warriors
Undead	Makes you lose spirit
Melee	Makes you lose gear
Stealth	Makes you lose potions
Magic	Manipulates the Tower

Sequence of Play

The game is played in a series of rounds, called **months**. The game can last up to six months. If the heroes do not complete the main goal and defeat the adversary before the end of the sixth month, they lose the game.

◆ INDIVIDUAL TURNS ◆

In the first month, the first **turn** is taken by the start player. Then turns continue in clockwise order from there. Each player takes exactly one turn in the first month.

In the following months, the first turn is taken by the player seated to the left of whoever took the final turn in the previous month. Then turns continue in clockwise order from there. You know the average number of turns per month, but not the exact number of turns.

The app will inform you when the month ends.

◆ MONTHLY QUESTS ◆

At the start of each month (besides the first month), the app will give you two monthly **quests**. Read the descriptions aloud and place the matching quest markers in the indicated locations on the game board to show where they can be completed.

- **Companion Quest:** This quest relates to the main companion. Completing this quest provides some benefit that helps the heroes.
- **Adversary Quest:** This quest relates to the adversary. Failing this quest incurs some negative effect that hinders the heroes.

If you don't finish a monthly quest by the end of the month, the quest fails. Read the outcome aloud and resolve any negative effect, as instructed by the app.

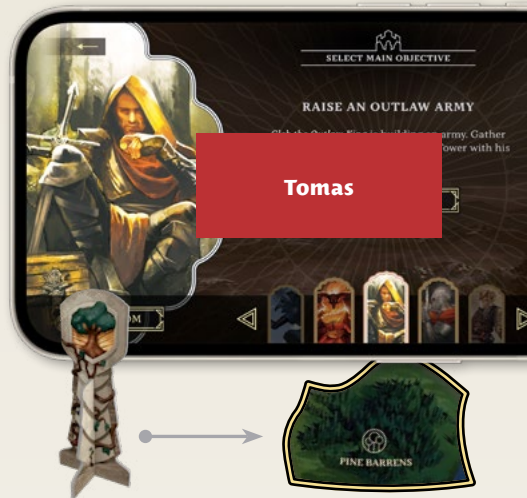
Taking Your Turn

When it is your turn, perform these three steps, in order, as outlined on your hero board:

- 1 **Start of Turn:** You *may* take your Banner action.
- 2 **Middle of Turn:** You *may* move, take a heroic action, and take a Reinforce action, in any order.
- 3 **End of Turn:** You *must* drop a skull into the Tower.

Player Count	Average Turns per Month
1	5 turns
2	6 turns
3	7 turns
4	8 turns

Note: Each player takes exactly one turn in the first month. This chart shows the average number of total player turns for all following months.



Example Companion Quest & Quest Marker

Note: You should discuss your plans with your fellow heroes, but the final decisions for what to do on your turn are yours and yours alone.

1. Start of Turn



At the start of your turn, you may take your **BANNER ACTION**, which is listed on your hero board. This action is optional. However, this is your only opportunity to take it. You cannot save your Banner action for later.

If there are other game effects which apply “at the start of your turn,” they resolve now. You can resolve these effects and your Banner action in any order.



Banner Action (Brutal Warlord)

Resource or Item	Return to...
Warriors	the general supply
Spirit	the general supply
Gear	the matching gear stack
Potion	the bottom of the potion deck
Treasure	the bottom of the treasure deck
Quest Item	the game box

◆ SPENDING VS. LOSING ◆

If an effect says to **spend** resources or items, it is optional. You may spend them to trigger the effect. If you cannot or do not want to, you cannot trigger the effect. Each resource or item that you spend can only count toward a single effect.

If an effect says to **lose** resources or items, it is mandatory. You must lose them if possible. If you cannot resolve the loss fully, lose as much as you do have and then gain a single corruption. You cannot gain multiple corruptions from a single effect.

When you spend or lose resources or items, return them to the proper location.

◆ MAKING TRADES ◆

Once per turn, if you and one or more other heroes are located on the same space, you may freely **trade** with each other (as long as you all agree). You may give and take warriors, spirit, items, and companions. You may not give or take virtues and corruptions.



2. Middle of Turn

In the middle of your turn, you can **MOVE**, take a **HEROIC ACTION**, and take a **REINFORCE ACTION**. These steps are all optional, and you can perform them in any order. You can even split up your move, stopping to take actions in the middle of your movement.

◆ MOVEMENT ◆

You can move a number of spaces equal to or less than your move value. Your base move value is listed on your hero board.

You can spend one spirit to double your move value for the turn. However, once you have used at least one space of movement, you can no longer double your move value.

Other game effects, such as virtues or gear, can modify your move value for the turn. Modifiers are always applied before doubling. If you gain access to these effects after you have started to move, they will not apply until your next turn.

When you use a space of movement, you can move from your current space to an adjacent space. Spaces on the game board are adjacent to each other if they share a segment of narrow gold border (land) or thick blue border (river).

Note: When you cross a river, you cannot move to a space further up or down the river. You can only move to a space that borders the same segment of river.

Nothing on the game board prevents or stops your movement. You can freely move through spaces, regardless of the presence of foes, skulls, tokens, or other heroes.

MOVE 3 (SPLIT AS NEEDED)
Spend 1 to double your move

Move Action (Orphaned Scion)



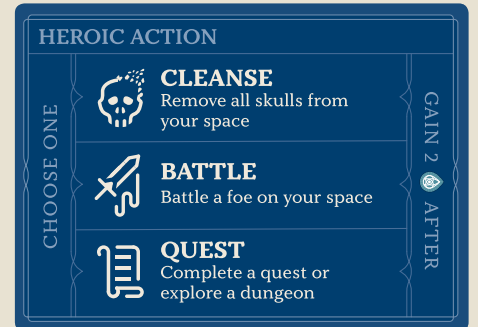
EXAMPLE: You (Orphaned Scion) are at the Upper Ice Fangs. You can move up to three spaces. You use your first two spaces of movement to move to the Peaks of the Djinn and then to the Inner Kinghills. At the Inner Kinghills, you stop to take an action. You then use your last space of movement to move back to the Peaks of the Djinn.

◆ HEROIC ACTIONS ◆

There are three different heroic actions: **A) CLEANSE**, **B) BATTLE**, and **C) QUEST**. You may take only one of these heroic actions per turn.

Before you take a heroic action, calculate how many Advantages you have. If you spend or lose the source of an Advantage in the middle of an action, the Advantage applies until the end of the action. Some game effects allow you to gain more Advantages in the middle of a heroic action. You can spend up to 10 Advantages during a heroic action.

Important! After you take a heroic action, gain two spirit from the supply.



Heroic Actions (Relic Hunter)

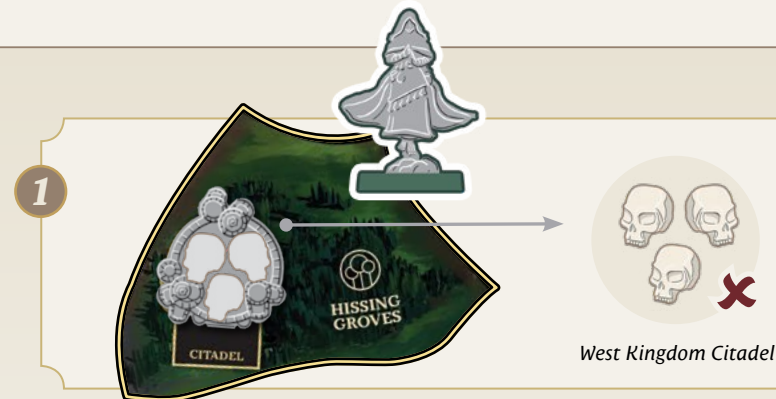
Types of Advantages

BEAST	MAGIC
HUMANOID	MELEE
UNDEAD	STEALTH

A) CLEANSE



Take the Cleanse action to **remove skulls** from a building on your space. Remove all skulls from the building and return them to the supply. You cannot take the Cleanse action while you are on a space without any skulls.



Example: 1 You (Orphaned Scion) are at the Hissing Groves. The citadel in the west kingdom is located here. The citadel has three skulls, so you decide to cleanse it. You remove all of the skulls from the citadel and return them to the supply. 2 Your Generous virtue lets you also remove one skull from another building after you take the Cleanse action, so you remove one skull from the village in the east kingdom. 3 At the end of this heroic action, you gain two spirit.



B) BATTLE



Take the Battle action to **battle a foe** on your space and remove them from the game board. You cannot take the Battle action while you are on a space without any foes.

◆ Selecting Battle Cards ◆

Open the battle screen to select which foe to battle. The app will show their battle cards, and you must then select a number of battle cards equal to their level. The app will show the results, which are scaled to match the foe's current status and usually indicate negative effects like the loss of resources or items.

◆ Spending Advantages ◆

You can now spend your Advantages to improve the results. The app shows how many you have spent so far. To spend an Advantage, press the “improve” button on a battle card. The card will then change to a better result, with a lesser negative effect or even a positive effect.

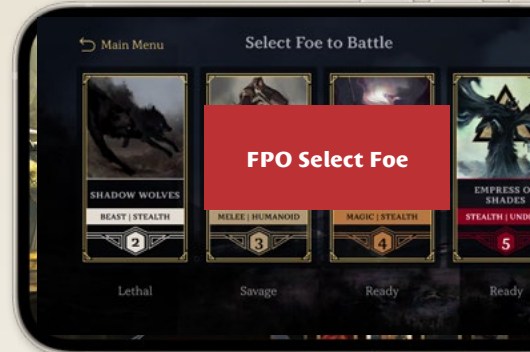
- You can spend your Advantages however you like, including multiple Advantages on a single battle card.
- Each battle card can be improved, with enough Advantages, until you have the best possible result for that card.
- You cannot undo spent Advantages.

◆ Applying the Results ◆

When you are ready to apply the results, press the “next” button. The app will show the battle cards, one at a time. As each battle card is shown, resolve its effect, then press the “confirm” button. Once all battle cards have been resolved, the app will instruct you to remove the foe token from the game board. That foe is now defeated!

◆ REMOVING FOES ◆

Certain effects let you remove foes from the game board without battling them. Open the foe status screen to select which foe to remove. This is not a heroic action, so you do not gain two spirit when you do this. The adversary is the only foe that cannot be removed this way.



Sample Text

◆ BATTLING THE ADVERSARY ◆

Once you have completed the main goal, you can battle the adversary. This works like a normal battle, but with two key exceptions:

- Adversaries have battle cards with effects that allow them to escape. When you resolve a battle card with an effect that allows the adversary to escape, they are not defeated and must be battled again.
- Adversaries have battle cards that are removed from their deck after you resolve them. Once you have resolved one of these cards, it will not appear in subsequent battles against the adversary.



Escape Battle Card Example



Sample Text



Sample Text



Sample Text

Example: You (Relic Hunter) decide to battle brigands. Their current status is lethal, but you have four Advantages for this battle. Brigands are a level-two foe, so you must select two battle cards **1**. One card forces you to lose 16 **2** due to the skulls on the nearby building. The other card forces you to lose three potions **2**. You spend three Advantages to improve the first card until it causes no losses, and you spend one Advantage to improve the second card until it only forces you to lose two potions. You lose both of your potions, but you avoid gaining a corruption and the brigands are now defeated **3**. At the end of this heroic action, you gain two spirit.

Heroic Actions (Cont.)

C) QUEST



Take the Quest action to **complete a quest** or **explore a dungeon** on your space. You cannot take the Quest action if you cannot legally carry out one of these options.

◆ **Complete a Quest** ◆

There are no quests in the first month. In each of the following months, there will be a companion quest and an adversary quest.

In order to complete a quest, you must meet all of its requirements, which are shown on the quest screen. Quests might require you to be on a certain space, spend certain resources, defeat a certain foe, complete a certain dungeon, and so on.

When you complete a quest, select it and press the “complete” button. The app will reveal the outcome of the completed quest. Read the outcome aloud, gain any rewards indicated, and remove the quest marker from the game board.



Complete Button

◆ **COMPLETING THE MAIN GOAL** ◆

The main goal is a type of quest. You can complete the main goal, just like a normal quest, if you meet all of its requirements. The outcome of completing the main goal will include the adversary spawning somewhere on the game board.

◆ **Explore a Dungeon** ◆

Dungeons will spawn as part of certain quests. Completing a dungeon automatically completes the associated quest in the same action.

ENTERING THE DUNGEON

Open the dungeon screen to select which dungeon to explore. The app will show the dungeon layout. Select the highlighted room to enter. You will move through the dungeon, one room at a time. As you enter each room, the app will show the result. These results usually indicate negative effects like the loss of resources or items.

SPENDING ADVANTAGES

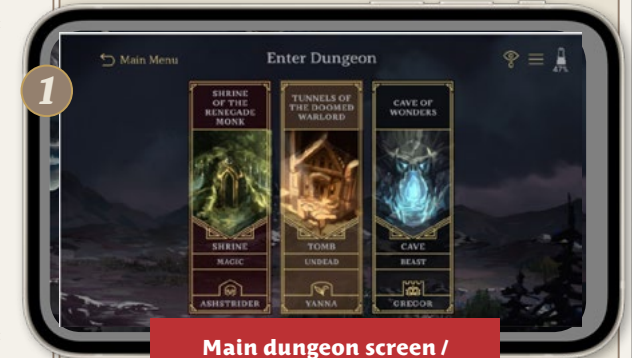
You can spend your Advantages to improve the results. The app shows how many you have spent so far. To spend an Advantage, press the “improve” button on a room. The room will then change to a better result, with a lesser negative effect or even a positive effect.

- You are not required to spend your Advantages on earlier rooms, since you might want to save them for later rooms.
- Each room can only be improved once.
- You cannot undo spent Advantages.

APPLYING THE RESULTS

For each room, when you are ready to continue, press the “next” button. Resolve the effect shown, then press the “confirm” button. That room is now cleared and you must decide whether to enter another connected room or leave the dungeon.

- If you clear the target room, you have completed the dungeon!
- If you leave the dungeon, the rooms you cleared will remain cleared the next time that any hero explores that dungeon.



Main dungeon screen / Fortress

Example: You (Spymaster) decide to explore a fortress. Fortresses are dungeons with the MELEE trait, so you have one Advantage from your Longswords. The first room you enter forces you to lose one gear. You give up your Longswords. The next room you enter forces you to lose one spirit. You don't have any spirit, so you spend your one Advantage from Longswords to improve the result. Now you gain one spirit instead. Since you are out of Advantages, you don't want to risk exploring further. You decide to leave, having cleared two rooms but not completed the dungeon. At the end of this heroic action, you gain two spirit.



Recruit Hakan Quest



Quest Location Requirement

Spend Two Gear (Dusky Cloaks & Leather Armor)



Gain Hakan and 2 Spirit

Example: 1 You (Brutal Warlord) decide to complete the monthly companion quest. This quest, Recruit Hakan, requires you to be in the Ash Hills and spend two gear. 2 You move to the Ash Hills and spend your Dusky Cloaks and Leather Armor in order to meet the quest's requirements. 3 Your reward for completing this quest is to gain Hakan the Artificer as a companion. At the end of this heroic action, you gain two spirit.



Lose 1 Gear

Use Longswords Advantage



Gain 1 Spirit



Heroic Action Benefit

◆ REINFORCE ◆



Take the Reinforce action to **use a building effect**. You may only take the Reinforce action once per turn. You cannot take the Reinforce action while you are on a space without a building.

◆ Building Effects ◆

When you take the Reinforce action, the building effect is based on the type of building: citadel, sanctuary, village, or bazaar. You may either use the **standard benefit** for free or spend spirit to gain the **upgraded benefit**.

- **Citadel:** Gain one potion for free -OR- spend five spirit to gain one virtue.
- **Sanctuary:** Gain one spirit for free -OR- spend five spirit to remove all your corruptions.
- **Village:** Gain six warriors for free -OR- spend one spirit to gain 12 warriors.
- **Bazaar:** Gain one gear for free -OR- spend two spirit to gain one treasure.

◆ Haggie Die ◆

Before you take the Reinforce action, you may choose to roll the haggie die. The result of the roll will have a positive, neutral, or negative effect on the action.

REINFORCE ON A SPACE WITH A BUILDING	
CHOOSE ONE	CITADEL Free: Gain 1 potion 5 ☉: Gain 1 virtue
	SANCTUARY Free: Gain 1 ☉ 5 ☉: Remove all your corruptions
	VILLAGE Free: Gain 6 ☉ 1 ☉: Gain 12 ☉
	BAZAAR Free: Gain 1 gear 2 ☉: Gain 1 treasure

Building Effects (Relic Hunter)

- Resolve the Reinforce action normally.
- After you resolve the Reinforce action, gain three warriors.
- After you resolve the Reinforce action, gain one potion.
- After you resolve the Reinforce action, gain one gear.
- Cancel the Reinforce action entirely.

3. End of Turn

At the end of your turn, you must drop one skull into the Tower. Take the skull from the supply. If there are no skulls available in the supply, gain a corruption instead. Dropping a skull into the Tower might cause **skulls to emerge** or **events to trigger**. Place any skulls first, then resolve any events. There are no events in the first month.

Note: Once you have dropped the skull, you may not use items any more on this turn, not even to deal with skulls or events.

◆ PLACING SKULLS ◆

When a skull emerges, it tumbles out of an opening in the Tower and into one of the four kingdoms. The skull must then be placed on a building in the kingdom where it first emerged, even if it rolled in a different kingdom.

No matter whose turn it is, each player gets to decide where to place skulls that emerge in their home kingdom. The active player always gets to decide where to place skulls that emerge in dormant kingdoms.

If a building would receive its fourth skull, it is destroyed! Those skulls are returned to the supply and the player whose kingdom that building was in gains a corruption. If that building was in a dormant kingdom, no one gains a corruption.

1 Drop a Skull (Spymaster), Emerges East Kingdom

2 Choose Placement of Fourth Skull (Relic Hunter)

3 Gain Corruption (Relic Hunter)

Example: **1** You (Spymaster) drop a skull into the Tower. When you do, a skull emerges into the east kingdom, which is the Relic Hunter's home kingdom. Unfortunately, all of the buildings in that kingdom have three skulls already, with no space for more. **2** The Relic Hunter decides to place the skull on the sanctuary. Since that would be the sanctuary's fourth skull, it is destroyed! **3** The skulls are returned to the supply, the sanctuary is removed from the east kingdom, and the Relic Hunter gains a corruption.

1



Reinforce Action at a Village

2



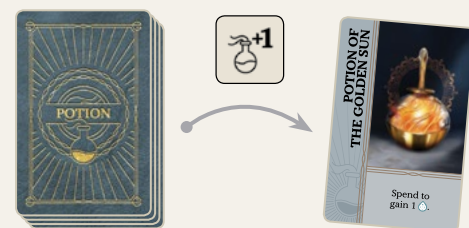
Roll Haggie Die

3



Spend 1 Spirit for the Upgraded Benefit

4



Apply Haggie Die Result

Example: **1** You (Brutal Warlord) decide to reinforce at a village. Villages always give you warriors. The standard benefit will give you 6 ☉ or the upgraded benefit will give you 12 ☉. **2** But you choose to roll the haggie die first, and the result of the roll indicates that you will gain one potion after you resolve the action. **3** You decide to spend 1 ☉ to gain the upgraded benefit of the village, which gives you 12 ☉. **4** Now you apply the result of the haggie die, drawing the top card of the potion deck, which is a Potion of the Golden Sun.

3. End of Turn (Cont.)

◆ TRIGGERING EVENTS ◆

When an event triggers, the app will inform you. Read the event aloud and follow the instructions to resolve it, making any choices required by the event. Once the event is resolved fully, press the “confirm” button. Repeat as needed for each event.

Events fall broadly into these categories:

- **Foe Events:** Foes cause various negative effects.
- **Foe Spawns:** Foes spawn somewhere on the game board.
- **Foe Upgrades:** Foes become more threatening as their status upgrades.
- **The Tower Stirs:** The Tower rotates or a seal on the Tower breaks.
- **Companion Events:** Companions cause various positive effects.
- **New Wares:** The cards available in the treasure market cycle.

When an event causes a seal on the Tower to break, remove the seal indicated by the flashing lights. If any skulls emerge from the Tower when a seal breaks or when the Tower rotates, they must be placed following the normal rules for emerging skulls.

After you resolve any events, your turn ends and the next player’s turn begins.

1 Drop a Skull (Relic Hunter)

2 Event #1: Place Shadow Wolves

3 Event #2: Seal Breaks, Skulls Emerge

Example: 1 You (Relic Hunter) drop a skull into the Tower. When you do, an event tells you to spawn shadow wolves in Forest of Shades and the Bleak Wastes. 2 You place one shadow wolves token on each of those spaces. 3 Next, another event tells you that a seal on the Tower has broken. You remove the seal indicated by the flashing lights, and three skulls then emerge into the north kingdom, which is the Brutal Warlord’s home kingdom. The Brutal Warlord decides where to place those skulls on the buildings in the north kingdom.

End of the Game

◆ WINNING THE GAME ◆

You win the game if you complete the main goal and then defeat the adversary.

◆ Completing the Main Goal ◆

The main goal is selected at the start of the game. The main companion guides you toward the completion of the main goal. If you complete the main goal, the adversary will spawn somewhere on the game board.

◆ Defeating the Adversary ◆

The adversary is selected at the start of the game. If you defeat the adversary in battle once they spawn on the game board, you win the game!

◆ LOSING THE GAME ◆

You lose the game immediately in either of the following situations:

- When a hero would gain their third corruption.
- When the sixth month ends.

If you lose the game from a hero gaining their third corruption, press the corresponding button on the main screen within the app.



Gaining Your Third Corruption

Long ago, Azkol's apprentice, the sorceress Nimet, sought out the greatest hero from each kingdom in an attempt to end her master's evil. Travel back to that time and prove yourself worthy. Enter the Tower and steal Azkol's most powerful relic, weakening him forever.

Competitive Game

We suggest that you familiarize yourself with the cooperative game mode before you try the competitive game mode.

◆ OVERVIEW ◆

In the competitive game mode, the heroes race to be the first to find the relic hidden within the Tower dungeon.

◆ SETUP CHANGES ◆

Observe these changes and additions to the game setup:

- Deal each player four heroic test cards (one of each type), face down.
- Give each player one Amulet of Hope quest item.
- Choose the competitive game type within the app.

◆ HERO GOALS ◆

The goal for each hero is to **complete three heroic tests**, **enter the Tower dungeon**, and **find the relic**. See the following sections for details.

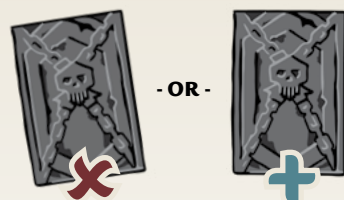
◆ Completing Heroic Tests ◆

Completing a heroic test requires you to take the Quest action while you are in a specific location on the game board. In addition, you must also have or spend certain resources or items. Flip the heroic test card face up once it is completed.

Important! When you complete a heroic test, you may remove a seal from any Tower opening or place a removed seal back on any Tower opening.



Setup Changes



Optional Heroic Test Completion Effect

◆ Entering the Tower Dungeon ◆

Once you have completed three heroic tests, you have gained access to the Tower dungeon. Entering the Tower dungeon, once you have gained access, requires you to take the Quest action while you are on any space adjacent to the Tower.

◆ Finding the Relic ◆

Finding the relic requires you to find the room in the Tower dungeon where the relic is hidden. If you find the relic, you win the game! If you leave before you find it, you can re-enter the Tower dungeon and keep exploring on a future turn.

◆ HERO ELIMINATION ◆

If you would gain a third corruption, you are eliminated from the game, and your home kingdom becomes dormant.

◆ END OF THE GAME ◆

If one hero finds the relic, that hero wins! If all but one of the heroes are eliminated, the lone remaining hero wins. If the sixth month ends, Azkol reigns supreme and nobody wins.

◆ CLARIFICATIONS ◆

- The app will offer a quest each month. The first hero who completes the monthly quest gains a companion. If no one completes the monthly quest, there is no penalty.
- Despite the competitive nature of the game, the keyword "foe" still only refers to actual foes, not to the other heroes.
- You do not need permission from other heroes to affect them with items or abilities (e.g., moving them with the Potion of One Thousand Strides).
- Heroes may still trade with each other as usual, but they both must agree to the trade.
- When you gain a potion, if there are no potions left in the deck, you can instead take a potion of your choice from another hero.



Quest Action (Orphaned Scion)



Appendix of Tokens



◆ Foe Tokens ◆

Foe tokens indicate the locations of foes in the four kingdoms. The Battle icon shows you that you must take the Battle action to defeat them. Each foe token shows the level and traits of that foe. Foe tokens are removed when you defeat them or when they are otherwise removed by an effect.

NOTE: The foe tokens are double sided. The two sides differ only in appearance, not in function. Use whichever side you prefer.



◆ Caravan Tokens ◆

Caravan tokens are only used when *Miras the Horselord* is the main companion. Caravans travel through the four kingdoms, bringing relics to the adversary. Caravans function like dungeons that can be explored. You must try to find and destroy the relics carried by these caravans before they reach the Tower.

◆ Siege Tree Tokens ◆

Siege tree tokens are only used when *Letha the Dryad* is the main companion. Spaces with siege tree tokens on them count as forests in addition to their normal terrain type. You may Reinforce on a space with a siege tree token to move it 1 space.



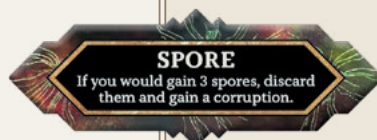
◆ Dungeon Tokens ◆

Dungeon tokens indicate the locations of dungeons in the four kingdoms. The Quest icon tells you that you must take the Quest action to explore them. Each dungeon token shows the trait of that dungeon. Dungeon tokens are removed when you complete them or when the app otherwise instructs you to.



◆ Spore Tokens ◆

Spore tokens are only used when the *Lingering Rot* is the adversary. Heroes gain spore tokens from battles and events. When you gain a spore token, place it on your hero board. If you would ever gain a third spore token, return all your spore tokens to the supply and gain a corruption instead.



◆ River of Fire Tokens ◆

River of fire tokens are only used when *Ashstrider* is the adversary. River of fire tokens turn normal rivers into rivers of fire. When you move across a river of fire, you lose six . River of fire tokens cannot be removed.



Acknowledgments

Game Design: Rob Daviau, Isaac Childres, Noah Cohen, Justin Jacobson, Brian Neff

Lead Tower Development: Tim Burrell-Saward

Electrical Engineering: Charlie Bruce

Lead Illustration: Qistina Khalida

Concept Art: JJ Ariosa, Garrett Kaida

Logo Design: Jason Taylor

Graphic Design: Lindsay Daviau, Jason Taylor

Production Management: Lindsay Daviau

Project Management: Suzanne Sheldon, Rob Daviau, Tim Burrell-Saward

App Development: Björn Elíeser Jónsson, Porcelain Fortress

Manufacturing Consultant: Andrew Sung

Board and Additional Illustration: Garrett Kaida

Tower Design: Tim Burrell-Saward, Jason Taylor

Design and Engineering Support: Joana Miranda, Ian Goode, Matt Batchelor, Gerard Moore, Sam Costidell, Daniel Newton

3D Modeling: Hakan Diniz, Chad Hoverter

Miniature Modeling: Punga Miniatures

UI Design: Sam Ballard

Editing: Dustin Schwartz

Rules Layout: Jason D. Kingsley

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<i>Building</i>	<i>Standard Effect</i>	<i>Upgraded Effect</i>
 Citadel	Gain one potion for free. <i>Draw the top card of the potion deck.</i>	Spend five spirit to gain one virtue. <i>Choose one of your inactive virtues and flip it face up.</i>
 Sanctuary	Gain one spirit for free. <i>Take this spirit from the supply.</i>	Spend five spirit to remove all your corruptions. <i>Return these cards to the bottom of the corruption deck in any order.</i>
 Village	Gain six warriors for free. <i>Take these warriors from the supply.</i>	Spend one spirit to gain 12 warriors. <i>Take these warriors from the supply.</i>
 Bazaar	Gain one gear for free. <i>Choose one card from the gear stacks.</i>	Spend two spirit to gain a treasure. <i>Choose one card from the treasure market.</i>

<i>Dungeon</i>	<i>Trait</i>
CAVES	BEAST
ENCAMPMENT	HUMANOID
TOMB	UNDEAD
SHRINE	MAGIC
FORTRESS	MELEE
RUINS	STEALTH