

A game by **MARCO VALTRIANI** Based on a novel by **PAOLO VALLERGA**

## THE STORY SO FAR...

It is the year "011" of the 19th Century, in the mystic city of Turin. The phantasmagoric **Doctor Vikström** - a scholar of the kabbalah, mysticism, symbology, and dead languages - has discovered an unknown text of the Icelandic poet and historian Snorri Sturluson. The book contains a terrifying prophecy: Fenrir, the son of Loki destined to kill Odin and cause the Ragnarök, is about to wake! In only 11 hours, the Wolf God will rise, and the world as we know it will cease to exist... But the lost book hints of a way to halt the prophecy: if someone can compose a special piece of music and find the one musician who can play it on the "**Inscrutable Organ of Eternity**" - a mysterious pipe organ hidden somewhere in Turin - the final battle of the gods can be delayed for another age.

But where is this fantastic instrument? And who is this "**Chosen One**" who alone can play the sacred "**Song of Making**" and save the world of man?

Turin, the magical city par excellence, becomes the site of a dangerous race against time. Eight unique individuals find their destinies cross as they seek to solve the mystery and alter the fate of the world: **The mysterious Captain Snowy**, adventurer and pirate; **Princess Lilja**, lady of the tarot; the **brilliant inventor Pahlsson**, who once built a semi-human automaton; **the detective Count Koleberg**, sent to investigate a series of mysterious murders committed by a savage beast; **the obscure and charming Lady Lewis**, who plays haunting melodies from time immemorial; the incredible composer of magical melodies, **the Professor Johnsson**; and a foremost werewolf hunter, the **unforeseeable Mr. Vidal**, who many think is a werewolf himself. Eight lives to choose the world's destiny...

But they are not all motivated by the same desire: one of these souls has been possessed by the spirit of Fenrir, who needs a physical form to seek out the Chosen One and stop him that the gates of Gimlé might be opened. For he sees the Ragnarök not as an ending, but a new beginning for a new age...

The battle for the final truth has begun: the ancient feud between good and evil is poised to begin. But how does one tell who is the champion of one, and who fights for the other?

# 11

RULES

**Adhrama Rediviva**

Shine on me Roma Roma rediviva you re  
reborn at last from the past Adhrama Rediviva  
Adhrama Hear the calling: "Walk to meet me!  
Run to meet me!" In ancient days, in an ancient world,  
the Sings sang their melodies But the song is lost.  
Sings speak the words of gods



THERION



[www.therion011.com](http://www.therion011.com)



## GAME COMPONENTS

- 1 Gameboard, showing the uchronic city of Turin in the year "011"
- 1 Character Chart
- 8 Sculpted Character miniatures
- 1 Inscrutable Organ of Eternity miniature
- 3 Action Gears

- 24 Markers in 6 player colors
- 50 Research Tiles

- 55 Game cards, including:
  - 8 Character Cards
  - 24 Power Cards
  - 5 Hero Cards
  - 1 Fenrir Card
  - 11 Event Cards
  - 6 Quick Reference Cards

- 21 Clue markers
- 1 Blocked Character marker
- 1 Hour Hand
- 4 Metal hinges (for the Action Gears and Hour Hand)
- Paper and pencils for keeping notes.



## OBJECT OF THE GAME

It's year "011" in an alternative 19th century. The Inscrutable Organ of Eternity is hidden somewhere in Turin, and it's the only instrument that can prevent the coming Ragnarök.

Only one of the 8 Characters in the game is the "Chosen One" who can play the Organ. One of the others, meanwhile, has been possessed by the the Spirit of Fenrir the Wolf, and will try to prevent the Chosen One from reaching the Organ.

The game is played over 11 rounds, called Hours. All players begin the game as Heroes, but one of them will be recruited by Fenrir in the fifth hour.

### To win as a Hero, you must:

- **Identify the Chosen One** among the 8 characters in the game.
- **Compose the Song of Making** by writing all 15 Pages.
- **Locate the Inscrutable Organ of Eternity** hidden somewhere in Turin.

These 3 steps can be performed in any order. Then you must:

- **Deliver the Chosen One to the Inscrutable Organ of Eternity and play the Song of Making!**

### To win as the Incarnation of Fenrir, you must:

- **Identify the Chosen One** among the 8 characters in the game.
- **Compose the Song of Making** by writing at least 12 Pages.
- **Gather Fenrir's Power** by collecting 2 Marks of the Wolf.

These 3 steps can be performed in any order. Then you must:

- **Deliver Fenrir to the Chosen One before he reaches the Inscrutable Organ of Eternity!**

## SETUP

Before your first game, carefully remove the pieces from the frames. Use the metal hinges to attach the 3 Action Gears and the Hour Hand to the board, as shown in the illustration. It doesn't matter which symbols are showing on the Gears, as they will change during the game.

**Place the gameboard in the middle of the playing area.** Rotate the Action Gears until the "Move Clue" symbol on the Activity Gear is next to the pointer. Turn the Hour Hand to the number "1" of the Ragnarök Clock.

Shuffle the Research Tiles and place them in a face-down draw pile near the board.

Shuffle the Event Cards and place them in a face-down draw pile near the board.

Place all the Clues near the gameboard, to form a Supply.

Place the Character Miniatures on the board, on the spaces marked with the matching runic symbols.

Place the Organ miniature on the matching symbol, in the middle of the 4 Location Spaces.

Place the Character Chart near the gameboard.

Shuffle the Character Cards and deal one, face down, to each player.

**Golden Rule n. 1: Your Character Card DOES NOT identify you with the Character. During the game, every player may use every Character miniature, as explained in these rules.**



Take one of the remaining character cards and set it aside from the others (for example, partially under the gameboard) without revealing it to anyone. **This card identifies which character is the Chosen One.**

Place the rest of the Character Cards in a face-down pile near the board, without looking at them. This is the **Unknown Characters deck**.

Give each player one set of 4 Power Cards (one card of each type) and 4 markers of one color. Return any leftover Power Cards and markers to the box.

Keep 1 of your markers in front of you for now.

Place the other 3 markers:

- On the starting space of the Time Track (Fig. 2);
- On the starting space of the Music Track (Fig. 3);
- On the left column of the Turn Order Track, in random order (Fig. 4).

The 5 Hero Cards, the Fenrir Card, and the Blocked Character marker are not used for the moment.



## BEFORE STARTING TO PLAY, YOU NEED TO KNOW THAT:

011 is played over 11 rounds, called **Hours**. Each Hour is divided into **5 phases**. All players, in order, must complete one phase, before the next phase begins:

1. **Reveal Event**
2. **Bid for Turn Order**
3. **Place Clues on the Map**
4. **Character Actions and Movement**
5. **Play Location Tiles**

Once all 5 Phases are complete, advance the Hour Hand one space on the Ragnarök Clock. If the Hand reaches XII (and so, the 11th Hour has passed), the game ends and all players lose! Otherwise, a new Round begins with Phase 1.

### TIME

In 011, your most important resource is **Time**. You begin the game with **45 Time Points**, which you must spend to take actions on your turn. There are only a very limited number of ways that you can reclaim a few precious minutes, so spend your Time Points wisely!

**Be careful!** If your Time Points ever reach 0, **you're out of the game!** You must reveal your Character Card to the other players, and you cannot take any more actions. The Character still remains in play.

**IMPORTANT:** You can never have more than 45 Time Points!

THE TIME TRACK



FIG. 2

### MUSIC

To win the game, you must compose "The Song of Making" by collecting Music Pages, indicated by the position of your marker on the Music Track.

THE MUSIC TRACK

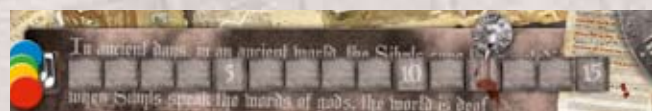


FIG. 3

### THE CHARACTERS

There are **8 Characters** in the game that can be used by all players. At the beginning of the game you are dealt 1 Character Card. This card identifies one character who is **not** the Chosen One, who you must find by a process of elimination. You should try to keep it hidden from the other players.

Each character has its own unique **Ability**. When you activate a character on your turn, you get to use that character's Ability.

One of the characters is the **Chosen One**. His (or her) card was set aside during setup and it's not in any player's hand. At the beginning of the 5th Hour, the Character in one of the players' hands will be **Possessed by Fenrir**, and the

Victory Conditions for that player will change as explained in "Object of the Game."

### THE CITY OF TURIN

The gameboard represents the uchronic city of Turin. The board is divided into a number of spaces, which represent the buildings of the city, and are used to control the movement of characters as they search for clues.



**8 of the spaces show a rune:** these are the starting spaces for each of the Characters.



**5 circles show the Mystic Buildings scattered around the city:** they are crucial for discovering the resting place of the Inscrutable Organ of Eternity.

The city of Turin has an advanced system of **steam-powered transportation**. The colored squares (yellow, green, and blue) allow you to use the **Smokey Train**, the **Monorail**, and the **Airship** to move quickly through the city. These vehicles are called "Machine Transport."



### THE ACTION GEARS

On the game board there are three interlocking **Action Gears**:

The **Machine Gear (8 gear teeth)** tells you which steam-powered Machine Transport you can use on your turn; **The Walking Gear (9 gear teeth)** shows the maximum distance your chosen character can walk during your turn; **The Activity Gear (7 gear teeth)** tells you what action you can take after your movement is complete.

The possible actions are:



**Investigate** – Examine 1 card from the hand of another player or from the **Unknown Characters deck**.



**Research** – Draw 1 Research Tile.



**Compose** – Gain 1 Music Page on the Music Track.



**Move Clue** – Move 1 Clue 1 space in any direction (not diagonally).

**IMPORTANT:** The machine transport, the distance you can walk, and the action you can take are indicated by the relative pointer.



### CLUES

In order to succeed at your mission, you are going to need to find **Clues** about the coming Ragnarök, by collecting them from the board. These Clues can be used to improve the effect of the Actions explained above. Each Hour, a number of Clues will be placed around the city, and you can collect them by moving a Character to their location.



### RESEARCH TILES

The **Research Tiles** represent important information and valuable artifacts that you may uncover during the course of your investigations. They are of 2 kinds:

**Locations Tiles** (showing the 5 Mystic Buildings) are used to locate where the Inscrutable Organ of Eternity is hidden;

**Item Tiles** give you temporary advantages.



Some Research Tiles also show the **Inscrutable Organ of Eternity** or the **Mark of the Wolf**; these tiles can be used to help achieve victory for the Chosen One or Fenrir!

### POWER CARDS

You begin the game with a set of **4 Power Cards** (one of each). These represent your character's intuition and mystical knowledge. Each Power Card gives you a potent ability that you can use once during the game. **But pay attention:** the Power Cards you have are mixed together



POWER CARDS

with your Character Card. As you use your Power Cards, the size of your hand will shrink, making it easier for the others to find your Character Card using the **Investigate** Action!



BACK



8 CHARACTER CARDS

### EVENT CARDS

One Event Card is revealed each Hour, presenting a challenge or opportunity that can influence your strategy!





The quest can now begin...

## ROUND OF PLAY (HOUR)

EACH HOUR IS DIVIDED INTO THESE 5 PHASES:

1. REVEAL EVENT
2. BID FOR TURN ORDER
3. PLACE CLUES ON THE MAP
4. CHARACTER ACTIONS AND MOVEMENT
5. PLAY LOCATION TILES

### PHASE 1: REVEAL EVENT

Turn over the top Event Card in the stack. This card will affect the *current Hour only*, and each player must follow the instructions on the Event Card during Phase 4. To see a complete overview of all Event Card effects, go to the end of these rules.

### PHASE 2: BID FOR TURN ORDER

During this phase, the players offer Time Points to determine their position on the Turn Order Track. The turn order for the Hour is determined through a series of auctions.

The player in the first position (square “I” on the track) chooses a position on the Turn Order Track (up to the total number of players in the game) and announces his opening bid for that position (it can be 0). The other players, **in clockwise order**, must either **raise** the bid or **pass**. If you pass, you are out of the bidding for the rest of this auction. When all but one player has passed, the winner places his marker on the chosen space of the Turn Order Track and reduces his Time Points to pay for the winning bid. Once you have won a position on the Turn Order Track, you may not participate in any more auctions for the rest of the phase. Continue holding auctions, always starting with the player in the lowest turn order position from the last Hour, until all players have a position on the Turn Order Track. If you are the

last player who needs a position, you place your marker in the last empty space for free.

**NOTE:** There are two columns on the track. When you win an auction, move your marker to the other column. This way you can keep track of which player will start the next auction as well as the new turn order.

**NOTE:** At the beginning of the game, the turn order was determined randomly. This only affects the order that the players begin auctions during the first Hour. The turn order auction phase is still played normally during the first Hour.

Example: The turn order from the last Hour was Marco (green), Mario (yellow), Christian (blue), and Leonardo (red). Since Marco was first, he starts the first auction. He bids 0 Time Points for position “II”. Mario passes, Christian passes, and Leonardo bids 1 Time Point. Marco raises to 2, and Leonardo passes (Mario and Christian passed earlier, so they can’t bid again). Marco pays 2 Time Points (on the Time Track) and places his marker on the second position of the Turn Order Track.



Now it is Mario’s turn (yellow) to start an auction, bidding 1 Time Point for position “I”. Christian raises to 2 Time Points, and Leonardo passes. Marco already has a position, so he can’t bid. Mario raises again to 3, then Christian offers 4. Mario decides to pass, so Christian pays 4 Time Points and places his marker on the first position.



Mario (Yellow) is still the first player in the old turn order, so he gets to start the next auction also. This time he offers “0” for position “III”. Leonardo (Red) bids 1 and Mario passes. So, Leonardo pays 1 Time Point and places his marker on position “III” of the Turn Order Track. The only space left for Mario is position 4, so he places his marker there for free. The turn order for this Hour will be Christian (blue), Marco (green), Leonardo (red), and Mario (yellow).



### PHASE 3: PLACE CLUES ON THE MAP

**IMPORTANT: The first player skips this phase!**

Starting with the player whose marker is on the “II” square, and following turn order, each player places a Clue, **taken from the Supply**, on any empty building on the map. You may not place a clue on any of the special spaces: Machine Transport spaces (blue, yellow, or green) and Mystic Buildings.



Example: In a 4 player game, 3 new Clues are placed on the board each hour. Clues cannot be placed on spaces marked with crosses. A Clue can be placed on a round Mystic Building, but only with a character Ability or card effect.

### PHASE 4: CHARACTER ACTIONS AND MOVEMENT

**Remember to resolve the current Event Card, applying its effects to the indicated players or characters!**

In Turn Order, each player chooses one character to move and take actions, following these four steps (4.1 to 4.4) before the turn passes to the next player.

**These steps must be followed in order:**

#### 4.1) CHOOSE A CHARACTER

You may select any character on the board. You are not limited to choosing the character that matches your Character Card.

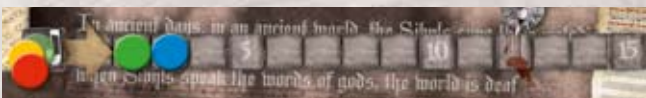
Each character can be used only once each Hour. Place your colored marker on the Character Chart in the space that matches the character you choose to use, to help the others remember which characters cannot be used.



Example: It’s Marco’s turn (Marco is Green and he is the 2nd player this Hour), and he can pick any character that doesn’t have a player marker on it. The first player moved The Impossible Detective Lord Koleberg, so Marco cannot choose him.

He chooses The Phantasmagoric Doctor Vikström, and places his marker on Vikström’s space of the Character Chart.

The current Event Card shows that the player in the 2nd position on the Turn Order Track gains 2 Music Pages. Since Marco is the second player, he moves his marker on the Music Track up 2 spaces.



#### 4.2) USE CHARACTER ABILITY

After you chose a character, you **must** use its special Ability. Each character has a different ability. To see a complete overview of the Character Abilities, go to the end of these rules.



Example: Marco chooses The Phantasmagoric Doctor Vikström, and places his marker on Vikström’s space of the Character Chart, then immediately gains 3 time points on the time track.



### 4.3) ADJUST ACTION GEARS AND MOVE YOUR CHARACTER

After using the character's Ability, you must rotate one of the three Action Gears 1, 2, or 3 steps (as shown by the pointer on the board). You must spend a number of Time Points equal to the number of steps the gear is turned.

Rotating any Gear also causes the other 2 gears to rotate. The final position of the Action Gears relative to the pointers on the board determine what actions your character can take, and how far he can move on your turn:

The **Machine Gear** shows which **Machine Transport** your chosen character may use to move this turn.

The **Walking Gear** shows the maximum number of spaces your chosen character can move by **walking** this turn.

The **Activity Gear** shows which Action you **must** take this turn.

After turning the Action Gears, you **may** move your chosen character. The character can move by walking and by using the Machine Transport shown on the Machine Gear, in any order.

**Walking:** You can move the character in any direction (not diagonally), but you must spend one Time Point for each space moved. The character cannot walk more than the maximum distance shown on the **Walking Gear**.



A walking character can move onto any type of space on the board, as long as it is not occupied by any other miniatures. Walking movement is always orthogonally from space to adjacent space. **Diagonal moves are not allowed.** To help, some spaces are linked with lines and arrows if it is not obvious that they are adjacent. Links are not spaces and do not count as steps.

Your chosen character **cannot** move through or end his move on the same space as any other character or the Inscrutable Organ of Eternity, unless you **Declare Victory** during your turn (See "Declaring Victory" on page 6).

If your chosen character moves through or lands on a space with a **Clue**, you must pick it up. You do not have to stop on the space.

**Machine Transport:** During the character's movement, he may use the Machine Transport you selected on the Machine Gear, without spending any Time Points.

If the Movement Gear shows **3 Steps**, the character uses a **Steam Taxi**, and may move up to 3 spaces in any direction (as if he was walking, but without spending Time Points). The other icons show the **Smokey Train**, the **Monorail**, and the **Airship**, which allow the character to move from a colored space to another space of the same color of your choice:



#### THE SMOKEY TRAIN

allows the character to move on yellow spaces;



#### THE MONORAIL

allows the character to move on green spaces;



#### THE AIRSHIP

allows the character to move on blue spaces.

Your chosen character can combine both types of movement in any order you choose: he can walk some spaces, then use a Machine Transport, and then walk some more, for example.

You may only use Machine Transport once during the turn, unless a Power Card or Item Tile allows you to use Machine Transport again.

Colored spaces can be crossed while walking without using the Machine Transport. It is also possible to end your movement on them.

Example: Now Marco gets to adjust the Action Gears and move Vikström on the map. He rotates the Machine Gear 2 steps, so it shows the Smokey Train. This costs him 2 Time Points. The Walking Gear now shows "3."

He walks Vikström 2 spaces, paying 2 more Time Points, and landing on a yellow space. This allows him to use the Smokey Train to move to another yellow space across the board. Finally, he walks Vikström 1 more space (for 1 Time Point), landing on a building with a Clue,



which he picks up and adds to his supply. He can't move any further, since he has walked the maximum distance shown on the Walking Gear and has already used his Machine Transport.



MACHINE GEAR



### 4.4) TAKE AN ACTION

When you are finished moving, you must take the action shown on the Activity Gear. The different actions are:



**INVESTIGATE** - Examine 1 random card from any player's hand, and then return it to him;

**Or**

Examine 1 random card from the **Unknown Characters deck** (of course you cannot examine the Chosen One's card!) and then return it.

**NOTE:** It is possible to investigate the same player (or the deck) more than once in the same Hour. If you do, please see the "**Special Cases and Clarifications**" at the end of these rules. **HINT:** In the box, you can find paper and pencils to help you to remember all the Characters you have seen.



**RESEARCH** - Draw 1 Research Tile.



**COMPOSE** - Gain 1 Music Page on the Music Track.



**MOVE CLUE** - Move 1 Clue 1 space in any direction (not diagonally). If you move a Clue into the same space as your chosen character, you may take that Clue.

**Golden Rule n. 2: You may spend as many Clues as you want to improve the "Investigate", "Research", and "Compose" Actions on the Activity Gear. You cannot spend Clues to improve a Character Ability, or the effects of a Card or Tile.**

- When **Investigating**, you examine 1 additional card for each Clue spent.
- When **Researching**, you draw 1 additional tile for each Clue spent.
- When **Composing**, you gain 1 additional Music Page for each Clue spent.

**Example:** When Marco ends his Character movement for the turn, the Activity Gear shows "Investigate." He can examine 1 card from another player's hand (or from the Unknown Characters deck) to try to find which Character he has in hand.



ACTIVITY GEAR

Marco decides to spend 4 Clues so he can examine 4 more cards. He takes all 5 cards from Christian's hand and sees Captain Snowy! Now he must return the cards to Christian.

Good! Now Marco knows that Captain Snowy is not the Chosen One!

### PLAYING POWER CARDS AND ITEM TILES

During your turn in **Phase 4** you may play **1 Power Card** and/or **1 Item Tile** from your hand (and not more than one of each).

Power Cards and Item Tiles have effects similar to the character Abilities. Power Cards offer the most potent effects, as these represent your unique focus, intuition,



and exceptional abilities. However, as you play Power Cards, you will make it easier for the others to deduce your Character Card through the Investigate action!

After the effect is resolved, any Item Tile played returns to the bottom of the draw pile, face down. Any Power Card played is discarded from the game.

## PHASE 5: PLAY LOCATION TILE

**IMPORTANT: Only the last player on the Turn Order Track plays during this phase!**

The last player in turn order **may** place 1 Location Tile on one of the 4 Location Spaces around the Inscrutable Organ of Eternity miniature.

Placing tiles will help reveal the location of the mystical organ on the board. Each Location Space shows the relative directions between the organ and the Mystic Building you place there. The tiles on the board will slowly surround the Organ of Eternity, and reveal its location in the city. For example, if you place “La Mole” on the **West** space, all players know that the organ is to the **East** of the Mole Antonelliana.



Example: Since the “Mole Antonelliana” is on the space to the West of the Organ, the Organ can only be found in a space to the East of the Mole.

You can only place a Location Tile if that location is geographically valid. For example, if “La Mole” is on the **West** space, you cannot place “Il Cimitero” on the **East** space, since those two directions would be in conflict. “Il Cimitero” could be placed on the **North** space, but not **South**, because it is on the extreme Northern edge of the city. You can place two identical Location Tiles in different positions, but not opposite each other.

Once a tile is placed it cannot be removed or moved by any player.

**If you place a Location Tile, you immediately gain 1 Clue and 2 Time Points as a reward for sharing the information with the other players.**



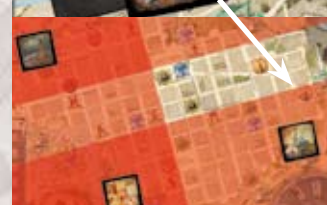
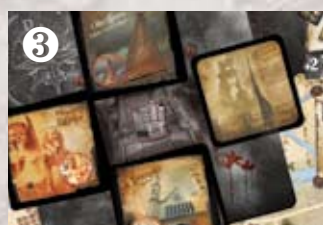
## REVEALING THE LOCATION OF THE INSCRUTABLE ORGAN OF ETERNITY

If you place the **fourth** Location Tile, you have discovered the location of the Organ!

Take the Inscrutable Organ of Eternity miniature and place it on any building space inside the area of the game board defined by the 4 tiles that is not a Mystic Building or Machine Transport space. As a reward for placing the organ, you receive 3 Time Points (in addition to the reward for placing the fourth tile).



Example: There are already 3 Location Tiles on the board: “Il Templo” on the South space, “Museo Egizio” on the West space, and “Obelisco” on the North Space. Mario places a “La Mole” tile on the East Location Space. Now he must place the Organ on the gameboard: West of Mole Antonelliana, North of Tempio



Valdese, East of Museo Egizio and South of the Obelisco. He chooses a regular building in this area, and places the Organ on it. He receives 3 additional Time Points for placing the Organ.

If there are 3 Location Tiles around the Organ of Eternity miniature, **instead of placing a fourth tile** you may discard any **Item Tile** that has the Organ symbol from your hand to place the Inscrutable Organ of Eternity miniature on any regular building that is inside the area defined by the 3 Location Tiles. The discarded tile is returned to the bottom of the Research Tiles deck, face down. As a reward for doing so, you gain 3 Time Points (but you do not receive the 1 Clue and 2 Time Points for placing a tile).



**NOTE: you can never place the Organ before at least 3 Location Tiles are placed!**

## THE END OF THE HOUR

After Phase 5 (Place a Tile) is over, the Hour ends. Advance the Hour Hand one space on the Ragnarök Clock and remove all the markers from the Character Chart.

**IMPORTANT:** At the end of this Phase, you may not have more than 3 Research Tiles in your hand! If you have too many tiles, you must discard down to 3, returning the discarded tiles to the bottom of the Research Tiles deck, face down. Unless the clock now shows Midnight, begin the next Hour with **Phase 1: Reveal Event**.

## FENRIR AWAKES

The Spirit of the Wolf prowls the streets of Turin, seeking the one individual who can give it a physical body so it can stop the Chosen One.

At the beginning of Hour V, take the Fenrir Card and a number of Hero Cards equal to the number of players less 1 and shuffle them together (i.e., 3 Hero Cards in a 4 player game). Secretly give 1 card to each player. **Do not show your card to the other players! This card cannot be examined through the Investigate action.**

If you receive the Fenrir card, your victory conditions change: The Character you have in hand becomes the Incarnation of Fenrir and his task will be to stop the Chosen One. If you receive a Hero Card, your Victory conditions remain the same.

HERO CARD



FENRIR CARD



CARD BACK



## DECLARING VICTORY

You may declare victory during your turn in **Phase 4: Character Actions and Movement**.

### IF YOU ARE A HERO

In order to declare victory, you must announce who is the Chosen One and where the Organ is located. You must also have collected 15 Music Pages on the Music Track (or you must be able to collect enough pages in the turn you declare victory).

**You must call out the name of the Chosen One, and look at his card: If you are right, reveal the card to all the other players. If you are wrong, put it back face down on the table, and you are immediately eliminated from the game!**

If you are right, you must move the Chosen One (by the normal movement methods) to the building where the Organ of Eternity is located (and have 15 Music Pages) before the end of your turn. If you can, you win! If not, you are eliminated from the game!



## IF YOU ARE THE INCARNATION OF FENRIR:

In order to declare victory, you must announce who is the Chosen One and have in your hand at least 2 Marks of the Wolf on your tiles. You must also have collected 12 Music Pages on the Music Track (or you must be able to collect enough pages in the turn you declare victory).

**Show everybody the 2 Marks of the Wolf and declare who is the Chosen One. Look at his card: If you are right, reveal the card to all the other players. If you are wrong, put it back face down on the table, and you are immediately eliminated from the game!**

If you are right, you must move the character whose card you have in your hand (by the normal movement methods) to the same space as the Chosen One (and have 12 Music Pages). If you can, you win! If not, you are eliminated from the game!

**In both cases, you must have enough Time Points to complete all of the required steps!**

**Golden Rule n.3: A player who declares victory can choose to move any character, even one already used by another player during that Hour, or which is blocked by an event or ability. He still gets to use the character's Ability and any appropriate benefits from the current Event Card.**

## RAGNARÖK

If the Hour Hand reaches Midnight without any successful declaration of victory, the Ragnarök begins. The Chosen One has failed his quest, and the possessed character did not complete his metamorphosis into Fenrir. All the players lose!

**REMEMBER: Even though the Heroes all have the same objective, 011 is not a cooperative game! Defeat can be for all, but victory will only be for one!**

## SPECIAL RULES FOR 3-PLAYER GAMES

If you are playing a 3-player game, you need to use a few special rules. All of the normal rules are used, except for those changed below:

### SETUP

Fenrir is not used in the three player game. Do not use the Fenrir and Hero Cards, and remove the "Fenrir's Stones" tile from the pile before you shuffle. Set up the board and Research Tiles as normal, then shuffle the **Character Cards** and deal 2 to **each player**. Set one card aside to be the Chosen One and flip over the last Character Card so everyone can see it. Place your player markers on the "36" space of the Time Track (instead of "45") and the "0" space of the Music Track, then start playing normally, ignoring all the rules that refer to Fenrir.

FENRIR'S STONES



## THE POWERS, ITEMS, AND EVENTS

This section includes explanations of the various Power Cards, Item Tiles, and Event Cards. You can refer to these if needed during the game. **Remember: during your turn you can play 1 tile and/or 1 card in addition to the action shown on the Activity Gear. The effects of cards and tiles can never be improved through the use of Clues. Also, effects of cards or tiles can never be interrupted or split between different targets.**

### POWER CARDS



EXAMINE 3 CARDS IN 1 OTHER PLAYER'S HAND, OR IN THE UNKNOWN CHARACTERS DECK, THEN RETURN THEM.

YOUR CHOSEN CHARACTER CAN RIDE ANY ONE OF THE MACHINE TRANSPORTS FOR FREE, IN ADDITION TO HIS NORMAL MOVEMENT.

DRAW 3 RESEARCH TILES.

GAIN 3 MUSIC PAGES ON THE MUSIC TRACK.

### EVENT CARDS

Event Cards have multiple effects, that affect specific Characters or players who occupy a particular position on the Turn Order track. The X position indicates the last player in turn, regardless of the number of players. In a 3 player game, any effect related to the player in position IV is ignored. A character symbol marked with a lock means that character cannot be chosen to move or take actions during that Hour. Place the Blocked Character marker on that character's space of the Character Chart. **Exception: if a player is declaring victory, he may choose to move a blocked character.** The effects of each Event Card are described below:



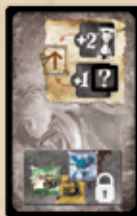
- The third player uses the special Ability of his chosen character twice.
- No player may select The Brilliant Inventor Mister Pålsson.



- The fourth player draws 2 Research Tiles (in a 3 player game, ignore this effect).
- Any player who selects the Mystical Princess Lilja gains 1 Clue from the supply and draws 1 Research Tile.



- The third player investigates 2 cards.
- Any player who selects the Unforeseeable Hunter Vidal gains 1 Clue from the supply and 1 Time Point.



- Any player who selects The Brilliant Inventor Mister Pålsson gains 1 Clue from the supply and 2 Time Points.
- No Machine Transports can be used by any player.



- The fourth player gains 3 Time Points (in a 3 player game, ignore this effect).
- Any player who selects The Incredible Monodist Prof. Johnsson gains 1 Clue from the supply and 1 Music Page.
- No player may select The Phantasmagoric Doctor Vikström.



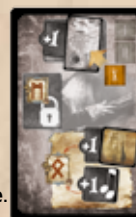
- The second player gains 2 Time Points.
- No player may select The Charming Dark Lady Lewis.



- The last player may move his chosen character 3 extra spaces (walking) for free.
- No player may select The Mysterious Captain Snowy.



- The last player draws 1 Research Tile.
- Any player who selects The Charming Dark Lady Lewis must choose another character and block it. Mark it with the Blocked Character marker.



- The last player takes back 1 Power Card that he played earlier in the game and returns it to his hand.
- Any player who selects The Phantasmagoric Doctor Vikström gains 1 Music Page and draws 1 Research Tile.
- No player may select The Impossible Detective Koleberg.



- The last player draws 3 Research Tiles.
- Any player who selects The Mysterious Captain Snowy gains 1 Music Page and 2 Time Points.
- No player may select The Mystical Princess Lilja.



- The second player gains 2 Music Pages.
- Any player who selects The Impossible Detective Lord Koleberg gains 1 Clue from the supply and may move Lord Koleberg 3 extra spaces for free.
- No player can play any Power Cards or Item Tiles.



## ITEM TILES



Deggial / Lemuria / Nifelheim  
Sitra Ahra / To Mega Therion  
Feuer Overtüre  
Prometheus Entfesselt

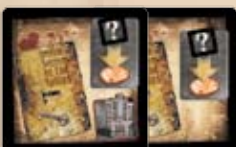
Gain 1 or 2 Music Pages on the Music Track (as shown on the tile).



Adulruna Rediviva  
An Arrow From The Sun  
The Perennial Sophia



Your chosen character can use the Machine Transport shown for free, in addition to his normal movement.



Place 1 Clue in any empty Mystic Building.



Gain 1 Time Point.



Discard a Clue to gain 3 Time Points. If you have no Clues, you cannot play this tile.



Take a free Investigate action.



Spend 2 Time Points to move your chosen character 3 spaces.



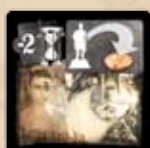
Spend 2 Time Points to gain 4 Music Pages on the Music Track.



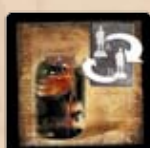
Spend 2 Time Points to draw 3 research Tiles.



No effects. This counts as 2 Marks of the Wolf for the Incarnation of Fenrir.



Spend 2 Time Points to move any character to any empty Mystic Building.



Swap 2 character miniatures, anywhere on the gameboard.

## THE CHARACTER ABILITIES

When you select a character during your turn, you must use the chosen character's special Ability:

<p><b>The Incredible Monodist Prof. Johnsson</b> Gain 2 Music Pages on the Music Track.</p>	<p><b>The Mystical Princess Lilja</b> Draw 2 Research Tiles.</p>	<p><b>The Brilliant Inventor Mister Pålsson</b> Spend 2 Time Points, then name any other character and use his special Ability.</p>	<p><b>The Phantasmagoric Doctor Vikström</b> Gain 3 Time Points on the Time Track.</p>
<p><b>The Charming Dark Lady Lewis</b> Investigate 2 cards.</p>	<p><b>The Unforeseeable Hunter Vidal</b> Take one of these actions for free (Research, Investigate, Compose, or Move Clue).</p>	<p><b>The Impossible Detective Lord Koleberg</b> Place 1 Clue on any empty Mystic Building.</p>	<p><b>The Mysterious Captain Snowy</b> Move Captain Snowy 3 extra spaces (walking) for free.</p>

## SUGGESTIONS FOR BEGINNERS

### SIMPLIFIED RULES:

If you are playing 011 for the first time, you may need help in finding the Chosen One. Start the game by flipping the Unknown Characters deck face up.

### EVENTS

When planning your turn, pay attention to the Event Card in play: it can give you unexpected possibilities, but it could also prevent you from using a character you need.

### AUCTIONS

The Auction for Turn Order is very important in 011. Remember that player number 1 has the best choice of characters, and more chances to collect Clues, but he doesn't play in Phase 3 Place Clues on the Map, and only the last player can play Location Tiles in Phase 5. Also, pay attention to the benefits given by the Event Card: both those directly related to the player order position, and the ones given to a particular Character, who could be chosen by the first player before the others have a chance.

### TIME

Remember: you don't have many chances to gain Time Points. Fortunately, your opponents cannot reduce your Time Points in any way. They are completely in your hands. Manage them carefully! Also, pay attention to the Hour Hand: placing Location Tiles is the last thing done each Hour, so if you are a Hero and you can't find where the Organ is before the end of Hour X, it is impossible to win!

## SPECIAL CASES AND CLARIFICATIONS

### Playing Clues to Improve Actions:

Clues can be played to improve the effects of the actions shown on the Activity Gear (but not those given by Character Abilities, or by Power Cards, Item Tiles, or Event Cards). When you use Clues, **you must declare how many Clues you want to spend before taking the action!** It's not permitted, for example, to draw a tile, look at it, and then decide to spend Clues to draw others.

### No Clues Remaining In the Supply:

It is unlikely that you will run out of Clue markers, but the supply of Clues should be considered to be unlimited.

### Placing the Inscrutable Organ of Eternity:

It is possible that, after the placement of 1 or 2 Location Tiles, the area in which the Organ can be located cannot be reduced any further by the placement of other tiles. But, the

Organ still cannot be placed on the board before the fourth tile is placed on a Location Space, or discarded if it shows the symbol of the Organ, as explained in these rules.

### Investigating the same player or the Unknown Character deck more than once in the same Hour:

You can perform the **Investigate** Action in many ways: it can be shown on the Activity Gear, it's allowed by the Ability of The Charming Dark Lady Lewis, and it is one of the effects on Events, Power Cards, and Item Tiles. So, it is possible that you will Investigate another player (or the Unknown Character deck) more than once per turn. For this reason, the investigated player must keep any cards you have already seen that Hour separate from the unseen ones. This way, you cannot see the same cards you saw earlier. The same applies to the Unknown Characters deck: The cards are put back together and reshuffled when you end your turn for **Phase 4: Character Actions and Movement**.



Translation by Mario Sacchi, Marco Valtriani, and William Niebling  
English language version by ElfinWerks - <http://www.elfinwerks.com>  
A game by Marco Valtriani - Artwork by Paolo Vallergera - Scribabs  
© Copyright 2011 SCRIBABS di Paolo Vallergera - via Malta, 5 - 10141 - Torino - Italy

"011" An Adventure with Therion is a trademark of SCRIBABS di Paolo Vallergera - All Rights Reserved. [www.therion011.com](http://www.therion011.com)  
Some images are made by Alessandro Facchini © - [www.gekostudio.com](http://www.gekostudio.com) taken on the set of "011 - Adulruna Rediviva". June 2011.  
Some Therion images are original shots by Fernando Aceves © with kindly permission of Therion.

Marco Valtriani thanks: Francesca and Gabriel Valtriani, Sirio Smeriglio, Creatori di Divertimento and the staff of PisaGioca, every designer and any player that played 011 during **Giochi con l'Autore** and **IDEAG**; Massimiliano Calimera, Andrea Ligabue, Marco Signore. Lead playtesters Francesco Giovo, Leonardo Ligustri and Silvy Montanaro; playtesters Gabriele Allidi, Barbara Bosia, Margherita Clemente, Luca Galantini, Simone Giovannozzi, Michele Mura, Francesco Pelosi, Cristian Remaggi, Valentina Mameli. <http://www.creatoridivertimento.com>