

# Blind Evolution Mythos

Blind Evolution Mythos is a cooperative board game.

In this world, powerful but dangerous books called “Taboo Biblio” exist and they are causing bizarre incidents.

You take a role of TB filer who belongs to a regulatory agency of forbidden books. They are heroes with special power. To fight against dreadful books, they venture to use the power of forbidden books.

Cooperate with other players and reveal the secret.

Your character becomes powerful while you pursue Taboo biblio. However, more power you gain, you are involve in a great risk. Also, stories not just follow a scenario. Your future is a closed book. Random event will take you to unexpected place.



## COMPONENTS

### Books

- 1 Rule book
- 1 Scenario book

### **Tiles and Boards**

- 7 Map tiles (A to G)
- 4 Taboo biblio board
- 1 Turn counter

### **Cards**

- 8 Character cards
- 4 HP cards (blue, red, yellow, green)
- 36 ability cards (12 each; 1<sup>st</sup> level, 2<sup>nd</sup> level and 3<sup>rd</sup> level)
- 80 Event cards
- 76 player's judgement cards (19 each in blue, red, yellow, green)
- 19 cards for spreading contamination
- 4 summery cards (blue, red, yellow, green)

### **Tokens**

- 42 TB bits (14 each in three types)
- 30 money tokens (gold)
- 5 item tokens (A to E)
- 11 number tokens (0 to 10)
- 10 common tokens (tokens with [★] icon)
- 10 fallen character tokens (with illustration of scull)
- 20 super tokens (red)

### **Chips (put them into Map tiles)**

- 10 Facilities (Base, internet café, library, laboratory, fortuneteller, secondhand bookstore, 2 blank chips)
- 10 stations
- 80 exploration chips (chips without [!] icon)
- 20 clue chips (chips with [!] icon)

### **Pawns**

- 8 character pawns
- 60 contamination pawns
- 5 boss pawns (3 medium size and 2 large size)
- 75 pawn stands

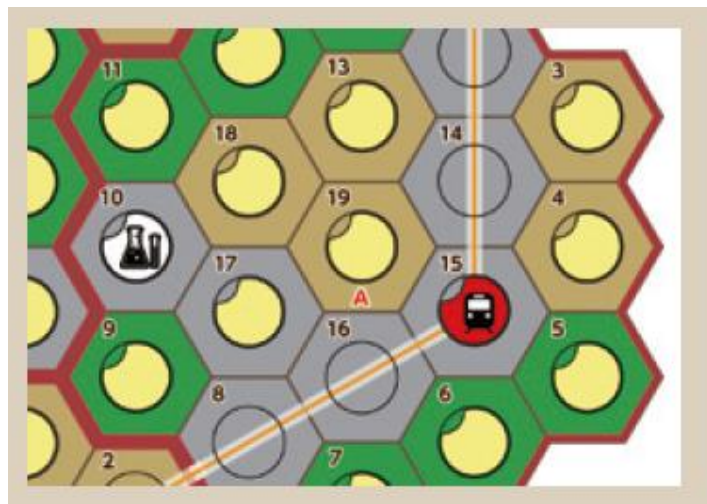
## ☆Game Set up

Select a scenario from scenario book before starting the game. Choose the scenario with suitable number of players and level.

If one of the players takes a part as a host, exclude the host from number of player and select a scenario. Host will read [☆preparation]and follow the instructions. Then read [☆Contents of Scenario] and [☆Clues]before you start.

If you are playing without host, somebody read [ ☆ Contents of scenario]out loud. Each [☆Clues] is read out loud when the suitable situation occurs by player's action.

See [☆preparation]and locate the map tiles accordingly. Set facility chips and stations. If tiles have clues, set exploration chips and a clue chip. Count how many vacant hexes (hex without facility, station and railway) in the each tile. Take [Clue chips (chip with [!], usually one per tile)] and [Exploration chips] and make sure that the total number of them are same with vacant hexes. Flip the chips (yellow side up) and put them into the hole of each tile at randomly.



Sort the ability cards by level and put them face up near the tiles where easy reach from every player. Shuffle event cards and make a face down deck. Make a face down pile of TB bits. This will form a common pool.

Shuffle 4 HP cards face down (with black and white side up) and each player takes one card. This will decide player's color. Players take Taboo Biblio board of their color, 19 player's Judgement card and summary card. Taboo Biblio board has different color and shape. If everybody agrees, players can choose who will use which board.

Some scenarios have “recommended character” and “un-recommended character”. Select your character according to the instruction. If recommended character is set for scenario, pick other character randomly and distribute to each player. If no character is recommended for scenario, pick characters randomly and distribute to players. Players can choose their character at will if everybody agrees.

A character card is placed on a HP card showing the number of max HP at the upper side of the card. If your character has more than 10 hit points, use the back side of the card.

Money tokens and ability cards are distributed at beginning of the game. Follow the instructions of each scenario. Place a common token on [1] of Turn counter.

Read [☆Contents of Scenario] and place character pawn at the starting point of the scenario.

Select starting player. All players take their turn clockwise and game will progress to next turn when last player end his action.



### ☆Turn rotation

Turn ends when all players take their turn. At the end of a turn, “Spread of contamination” and “applying damage” occurs (see page7).

**Important!:** When active player is playing his turn, the player next to the active player (to one’s left) draw an Event card and read it secretly. If trigger happens, the player reveals that the event has happened and solves it (see p12 for detail).

Active player has 2 action points each turn. Each action point allows active player to take one of five actions. The player can choose same action twice.

### Turn Order

#### 1. Read event card

#### 2. Five main actions

Move (Battle)

Area search      Get TB bit (Super token) --Placing TB bit --Acquiring ability card

Research

Decontamination      Get TB bit

Earning money

(Get money token)

#### 3. After every player takes his turn, spread contamination and deal damage to character

## ◆Player's Action

### ◇Move

Walk to adjacent hex. You can move up to 3 hexes.

You can stop or pass through a hex with other character, but you cannot enter or pass through a hex with contamination pawn.

You can also use public transportation to move.

**-Taxi:** Pay one money token and move up to 6 hexes. You can take a train before or after riding a taxi, but you cannot take a train in middle of taxi movement.

**-Train (JR, Private railway, Subway):** Pay one money token and move one section of same line (from one train station to next train station). As long as you pay additional money, you can move to next station. Taking a train is not considered as an action and freely combined with movement by foot (you can use a train middle of your walking movement). If you are at a station before you start your move, you can use a train without any action.

**Important!:** If you are at a [hospital] before or after your movement, you can use the facility. Every money token you pay, you recover 2 HP. This is not considered as an action. However, you cannot gain your HP when you pass through the hospital.

### ◇Area Search

Search if there is any "Clue chip" at a hex you exists and your surrounding hexes. By taking this action, you will gain knowledge of Taboo Biblio which will lead to acquiring special power.

Use player's Judgement card and check number of Success level. From the Success level, Accomplishment level is worked out (see page9).

Success level	1	2	3	4	5	6~9	10~14	15~19
Accomplishment level	1	2	3	4	5	6	7	8

1: Decide which hex you will explore. The number of the hex you can check is same as your Accomplishment level. When you select hex with exploration chip, you will flip the

chip. If the chip is clue chip with [!], the clue is there. See scenario for the detail of the clue.

When you select hex without exploration chip (for example: facility chip), see scenario and check if there are any clue (there is no clue if you cannot find facility name in the scenario)..

2: Take TB bit at random (back side up) after the check. The numbers of TB bits is same with Accomplishment level.

Important: If the Success level was one, you will take TB bit at your choice. You also gain one super token.

There is no particular order for 1 and 2. Take away exploration chip after you flip them over.

#### ◇Research

Research the hex which your character currently exist. If you are at the hex with clue and your Accomplishment level exceeds difficulty of the clue, you will know the content of the clue. By taking this action, you will gain knowledge of Taboo Biblio which will lead you acquire special power.

Use player's card and check number of Success level. From the Success level, Accomplishment level is worked out (see page10).

Success level	1	2	3	4	5	6~9	10~14	15~19
Accomplishment level	1	2	3	4	5	6	7	8

1: If the Accomplishment level exceeds the difficulty of the clue, the information is open. Read the appropriate part of the scenario.

The Accomplishment level is cumulative even if the Accomplishment level does not exceed the difficulty. Put common token on the hex and show how far your research is done. When the number of token exceeds the difficulty of the clue, you will get information. If there is no clue on the hex, you will immediately know there is no clue on

the tile no matter how many Success level you have.

2: Gain TB bits at randomly after you check for the clue. The number of bits is same with the Accomplishment level.

Important: If the Success level was one, you will take TB bit at your choice. You also gain one super token.

There is no particular order for 1 and 2.

#### ◇Decontamination

Take away one adjacent contamination pawn. By taking this action, you will gain knowledge of Taboo Biblio which will lead you acquire special power.

Each time player takes the action, they get 3 TB bits at randomly. Even if the character eliminates multiple contamination using special abilities, they gain 3 TB bits.

If you have [Slip Through※すりぬけ。適役探し中] ability card, you can take away a contamination pawn at your location.

#### ◇Earning money

Check how many Success level you get. You will get money token of half a number of your Success level. By taking this action, you will gain knowledge of Taboo Biblio which will lead you acquire special power. You will gain one TB bit at randomly.

Success level	1~2	3~4	5~6	7~8	9~10	11~12	13~14	15~16	17~18	19
Money token	1	2	3	4	5	6	7	8	9	10

#### ◆End of Turn: Spread of contamination and applying damage

Turn ends when every player finishes their turn.

Spread contamination and apply damage at the end of turn. Contamination is every sorts of distortion and filth of the world that emerge by influence of Taboo Biblio. The detail of the contamination depends on scenario. For example, contamination could be the emerging spot of monster or forbidden place.

Check the Spread of Contamination for each tiles in alphabetical order. Take a card from deck for spreading contamination and determine if contamination break out or spread. Do not forget to check if character suffer damage or map tiles being occupied by contamination.

--No contamination on the tile: Nothing happens when card show “NO Contamination”. If the card shows “Contamination ★~★★★★”, place contamination pawn on the tile. The number of pawn are same with the number of star. Draw another card and see the number that corresponds to the hex number. Place the first pawn on the hex and rest of them in ascending number. Only one contamination pawn can exist in each hex.

--Contamination pawn is already on the tile: Nothing happens when card show “NO Contamination”. If the card shows “Contamination ★~★★★★”, place contamination pawn on the tile. The number of pawn are same with the number of star. Check the tile and find the hex with largest number which is occupied by Contamination pawn. Place the contamination pawn starting form the next highest number.

After that progress turn counter by one. If it exceed turn limit of scenario. Player fail the scenario.

Important!: After emerge and spread of contamination, character adjacent to contamination pawn suffer one damage from each contamination pawn. Adjust character card and HP card to show current HP.

Important!: If more than 10 contamination pawn exist on one tile. The tile is “Occupied” by contamination. Place common marker near the tile to show the tile is occupied. If 3 or more tile become this state, player lose the game (see end of game, page15). You can move to tile or do all sorts of action after tile is occupied. Also, contamination continue to spread on the tile.

## ☆Other Rules

## ◆Judgment



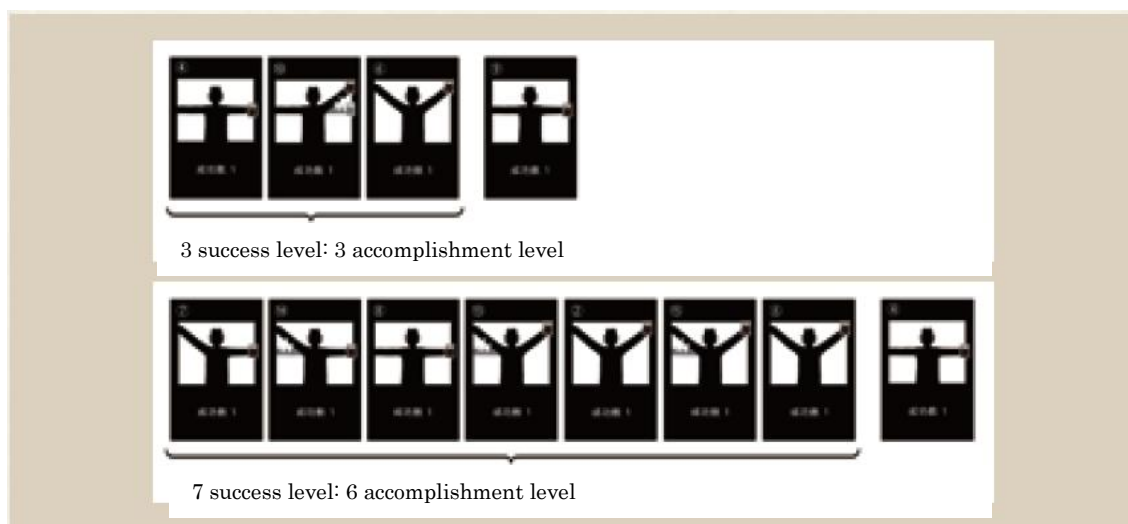
Every time you do Judgment, you shuffle all 19 cards and draw one by one.

Locate the cards left to right and see if the hands of figure make a link. Each cards count for one Success level. However, hands have to make link. For example, if first and second card did not make a link, it is only one Success level.

You will continue until you fail to make a link and add up final Success level.

When you are taking [area search] or [research], you must see how many [accomplishment level] you have for the action. See the chart below.

success level	1	2	3	4	5	6~9	10~14	15~19
accomplishment level	1	2	3	4	5	6	7	8



You may use super token for other player's [Area search] and [research]. Each token spent will add plus one bonus to the final Accomplishment level. The number of super token used is unlimited but you can only use the token for other player's judgement.

The number of acquired TB bits does not change even the Accomplishment level of judgement have changed by super token, event card and ability card. See original Accomplishment level by the judgment. You may stop the judgement on your will. However when you are taking [area search] and [research], continue to draw a card until you lose link (to determent how many TB bits you gain).

◆TB board and TB bit

Acquired TB bits are placed on TB board.

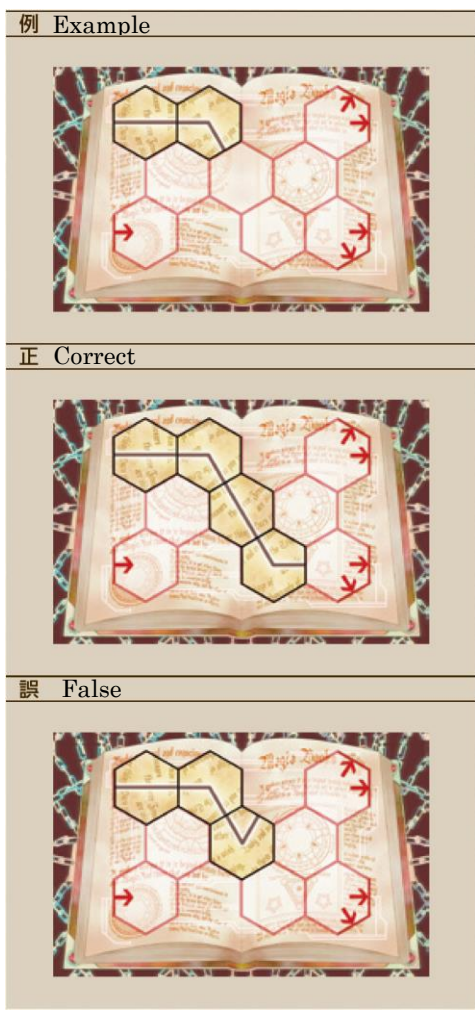
Start from left end of the board and make a line (see right). The first TB bit have to be placed on the leftmost hex with arrow icon. When you place the TB bit on the rightmost tile with arrow, “the line is completed” and you will gain an ability card.

Once it is placed, you cannot move or replace TB bit (Exception: when you are instruct to do TB puzzle by event card, you may freely rearrange your TB bits. See page13)

Instead of placing on your board, you may [reserve] 3 TB bits at the end of your turn. Place them somewhere near your TB board.

Also, you may exchange three TB bit to one TB bit of your choice. You may do this anytime you wish.

When the line is completed of the TB board, you can get one ability card. Level of the card you can get will depends on how many TB bits you used to make a line. You may choose to take the ability card of lower level. If you have enough TB bits, you may take more than one ability cards. You may keep any number of ability cards. Used TB bits are returned to the pool.



Number of TB bit	4~5	6	7
Level of Ability card	Level 1	Level 2	Level 3

After you gain ability card, you must check if you could endure temptation of forbidden book. This is called fallen check. Draw the judgement card as usual. The number of Success level needed to avoid corruption is depends on how many TB bits are used to complete the line.

Number of TB bit	4~5	6	7
Required Success level	2	3	4

What is important here is the number of TB bits. Not the level of acquired card (For example, if line up seven bits, you can get 1 level card. Required Success level for fallen check is 4).

If you fail fallen check you must receive fallen character token. You can get the ability card as usual and use it immediately.

If you success fallen check, you discard one fallen character token (Only if you have one. This means now you have no fallen character token). If you don't have fallen character token, nothing happens.

If you fail to success when you already have one fallen character token, you cannot investigate this case anymore. You are seduced by the power of Taboo biblio and go insane or run away with forbidden book to use it wrongfully. See [Damage and getting incapacitated] and follow the instruction on getting incapacitated.

Taboo biblio's power is dangerous. Keep that in your mind when you place TB bit.

Important! Some scenario and event card instruct you to "discard TB bit". In that case, you discard from your reserve or from the TB board. When you are discarding from your TB board, discard the one at the end of the line. Make sure the line is not broken in the middle.

#### ◆Ability card

Ability cards are divide into three levels; level 1, level 2, level 3.

Acquired cards are placed in front of player. The number of card of player can hold is unlimited. However player cannot possess two identical cards.

Basically ability cards are used in each player's turn. Some cards are exception: [Informant A] and [Informant B] are can be used in other player's turn. [Energy drain] is automatically used at the end of the turn: when contamination emerges and spread.

If the card text mentions "when you perform .....action", you can only use the card when you select that action. If the card text does not specify any action, card is used without player's action.

Chards with the indication [once per turn] are used once on each player's turn. Rotate the card 90 degree angle so that you can see that the card is used. The card is not discarded after use.

Chards with the indication [discard] are return to the card pile after its use.

Chards with the indication [parmanet] are effective all the time.

You cannot discard [once per turn] and [permanent] cards.

If you have [Area decontamination] and [Slip Through], you can remove contamination on you tile with the effect of [Area decontamination].

#### ◆Special ability of charactor

The use of special ability is similar with ability cards. You can choose whether you will use the ability or not. Special ability does not require action unless it is particularly mentioned.

Basically special ability are used during active player's turn. Chihiro's special ability ([Follower]) is used in other player's turn. Chihiro ends her movement at the same hex of followed character.

#### ◆Event card

At the beginning of each player's tern, next player (player at left side of current player) draw an event card and read it secretly.

If the [trigger] of requirement met during the turn the player read out the card immediately.

If several character meet the requirement, all of the character become target of event. Sometime the players character who is reading a card become a target of the event. In that case, other player read the card.

Discard the event card at the end of the turn if the trigger does not happened.

You also discard the event card after applying the result of the event. If the effect of the event card remains, target player keep the card (follow the instruction of the card).

There are three types of event card: one with Result, Option and TB puzzle.

#### --Result

Read out the result immediately when trigger of the requirement is met.

#### --Option

Target player will select from options. Usually target player is active player.

Read out the selected option and apply its result. If the result say [pay \*\* / discard

\*\*] and target player did not afford to do so, the player pay / discard as much as one can. Ignore the shortage.

If the option state to increase contamination pawn, follow the rule of [**Spread of contamination and applying damage**] on page7.

### --TB Puzzle

Result of the event card is determent by a puzzle using TB board and TB bits. The result changes how well puzzle is solve (number of use bits).

#### **Follow direction below for TB puzzle**

- 1: Set aside the entire TB bit on the TB board.
- 2: Take TB bit one by one from pool. Make a line from left to right on the TB board. Connect the line to the designated hex at the right end.
- 3: If you cannot or not willing to place a TB bit on a board, you may discard them. However, you may only discard three bits during the puzzle. You may only draw up to 10 TB bits for the puzzle.
- 4: TB bits used for puzzle are return to the pool. TB bits originally possessed by player are placed again on the board. Instead of placing the bits to its original location, the player may change its location.

If the line of the board connects to left end to right end, puzzle is successfully completed. The result of event card depends on how many TB bits you use to make the puzzle.

### ◆**Battle with Boss**

Boss are special types of enemy. They are indicated by two types of Boss pawn; middle and large size.

When character moves to the same hex of Boss, the battle automatically breaks out. The battle does not require action point (it is consider as a part of movement). Even a character did not use all of his movement, the move ends here. If Boss emerges on the same hex of a character by event and clue of scenario or other means, the battle begin when the player becomes active player.

Player(s) adjacent to the active player can join the battle at the start of the battle. Every player participating the battle move to the same hex of BOSS and begin the battle. Players cannot join it later once the battle breaks out.

The battle is consist of series of continuous Round. Simultaneously attack of BOSS, active player and other player is counted as one round.

Every plyer participating in battle draw judgement cards to determent Success level. One of the player draw card for Boss. Half of Success level (rounded up) is the damage for Boss.

Success level	1~2	3~4	5~6	7~8	9~10	11~12	13~14	15~16	17~18	19
Damage	1	2	3	4	5	6	7	8	9	10

The damage for player is calculated in same way. When more than one players are in the battle, a player with least Success level will suffer damage. If multiple player meet the condition, determent who will suffer the damage at randomly (apply number of Number token for each player and draw randomly).

At the end of each round, active player and other participating player decide to continue the battle or escape from it.

Player who chooses to continue the battle will go to next round.

Player who chooses to escape from the battle make a judgement of [2 Success level]. If the judgement meets a requirement, the player escapes to adjacent hex (player cannot move to the hex occupied by a contamination). If the player fails he will suffer one damage but the plyer nor does the enemy deal damage to the opponent. The player can chose to go back to the battle or try to escape again.

#### ◆Damage and getting incapacitated

Character might suffer damage by event card, battle, touching contamination pawn and other effects during the game. When character suffer damage HP of character decrease.

Current HP is indicated by HP card. Slide the character card placed on the HP card and show the number of current HP.

Character will be incapacitated if HP become 0 and drop out from the scenario. Characters also get incapacitated by getting second fallen character token.

When you become incapacitated during your turn, your turn ends immediately. You will lose all of your money token, TB bits and ability cards. If you have any event card, you will discard it as well. Super token will remain in plyer's possession.

Take away character pawn from the board. If the character owns any important

item for scenario it will dropped on the hex. Any character entering the hex can pick up the item without spending action point.

After his or her character leaves the scenario, the player can pick a new character randomly (or select a character if everyone agrees) from reserve and continue the game (it depends on scenario but usually two characters are available). Joining character emerges from the starting point of the scenario at the beginning of the player's turn. The status of new character is same with the beginning of scenario.

## ☆End of the game

Game ends when player accomplish aim of the scenario within the turn limit. If you are playing champagne scenario, number of super token which you can carry over to next scenario is determent by how well you done in the scenario.

If you exceed turn limit or expel all the characters in reserve (usually game ends when third character become incapacitated) or three map tiles are taken over by contamination, players loose and the game ends.