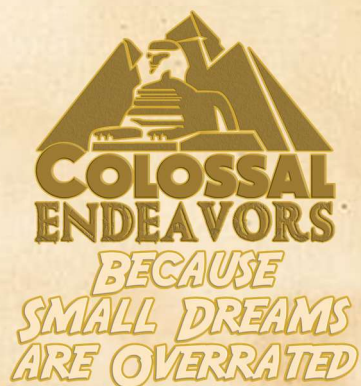


*Mistress
Mandara's*
Magnificent
EMPORIUM
*of Eldritch Arms,
Enchanted Armour
& Arcane Curios*

The SOLO Crafting, Enchanting and
Adventuring tabletop game.

ADVENTURER'S MANUAL

*(OH, LOOK! IT'S MADE TO LOOK LIKE IT'S PRINTED ON ANCIENT,
WATER-STAINED PARCHMENT. HOW ORIGINAL!)*



PROLOGUE OR...

... the answer to the stupid question, "Why the heck am I here?!?"

Greetings, pathetic humanoid mortal!

I would introduce myself using a 'name' but attempting to comprehend it would likely cause your puny brain box to collapse in upon itself. Entertaining as that may be... it is probably best that we come up with a name that is less likely to lead to a brain-splatter mess.

You can call me Colossal Ken.

You probably didn't know this, but being all-powerful and living for a crazy long time can be REALLY boring - think 'never-ending novel plague quarantine lockdown' boring.

The GOOD NEWS - for me, anyway - is that I have chosen you to entertain me for the next tiny fraction of my existence.

I will be your guide during your Mistress Mandara's Magnificent Emporium of blah, blah, blah Adventures (since the only thing you seem skilled at 'guiding' is too many foodstuffs into your over-eager gobber). You are NOT required to follow my guidance. Feel free to tweak or alter or change the 'rules' as you see fit. The goal is for ME to have fun and YOU yelling at inanimate objects isn't terribly entertaining (unless it involves a TV showing cable news - that \$#!+ is CRAZY!).

Have fun! ... 'cause if you don't, I'll squish your head like a grape!

- Yours in Colossal Mayhem, Colossal Ken

SUPER DUPER BASICS

THE STORY

Your auntie, Mistress Mandara, founded a highly successful Emporium where she crafted magical arms and armour along with other spiffy stuff.

Some bad stuff happened. She lost all her retirement savings and is on the verge of losing her beloved Emporium, too.

*She is counting on YOU to help her with one last, big PUSH to refill her retirement coffers so she can ride off into the sunset...
NOT hating your guts.*

GAME GOAL

What?!? Entertaining ME ain't good enough for 'ya? You need something else to strive for?!?

The Goal is to secure the best Retirement that you can for Mistress Mandara. There are multiple outcomes (think of them as Victory Conditions) ranging from a retirement filled with misery and hard labour until she perishes all the way to the Mistress' Ultimate Goal of retiring on the Coconut Coast with a bevy of cabana boys.

CRAFTING MASTERWORK COMMISSIONS:



Crafting and selling run-of-the-mill enchanted stuff just won't cut it for this Colossal Endeavor. In order to 'win one for the Mistress' you will need to take on Masterwork Commissions from some fairly colorful customers.

A Masterwork Commission is a specific request by a customer for you to craft a unique magical item. Completing a Masterwork Commission generates a small amount of Gold to help finance the crafting of other items. More importantly, however, completing Masterwork Commissions also generates Prestige that can be used by Mistress Mandara to buy her way into a retirement home. The higher the Prestige, the better the Retirement Home.

A Game of The Magnificent Emporium is similar to a game of solitaire - you keep playing until you run out of 'moves'. The game is done after you have either completed 3 Masterwork Commissions OR have run out of items to craft (usually because you run out of Gold and / or Adventurers).

VICTORY CONDITIONS

PRESTIGE POINTS SCORE	VICTORY CONDITIONS
1-4	"NOT GREAT, BUT NOW I HAVE YOU TO FENOODLE MY BUNIONS UNTIL I CROAK. STOP CRYING!"
0	"HOPE YOU DIDN'T TRY TOO HARD. YOU FINISHED EXACTLY WHERE YOU STARTED, YOU DUNDERHEAD!"
-1	"I KNEW YOU WERE A LAYABOUT. JUST NEVER IMAGINED YOU WERE MORE WORTHLESS-ER THAN I THOUGHT."
-2	"THERE ARE ONLY 3 THINGS THAT I TRULY DESPISE. ALL THREE OF THEM ARE YOU, YOU AND YOU!"
-3	"I THOUGHT LOSING MY EMPORIUM WAS THE WORST. NOPE. YOU ARE THE WORST THING EVER!"
15	"I LOVE MY COCONUT COAST ESTATE! AND THE CABANA BOYS SEEM TO LOVE ME FOR MORE THAN MY GOLD! STOP LAUGHING!"
14	"I LOVE MY NEW HOUSEBOAT - GREAT VIEW OF THE CABANA BOYS' CABANA! WAIT. IS THAT A BANANA IN HIS..."
13	"SO KIND OF THE BOYS TO SHARE THEIR CABANA WITH ME... AND THEIR SHOWER... AND THEIR FILTHY LITTLE..."
9-12	"IT'S A BIT OF A HIKE TO THE CABANA BOYS, BUT I WON'T NEED TO SEE YOUR SORRY ARSE AGAIN! STOP SMILING!"
5-8	"NOW I CAN SPEND ALL DAY, EVERY DAY BARE-ARSE NAKED WHILE I CRASH AT YOUR PLACE. STOP GAGGING!"

GAME SETUP

Setup the Game Pieces like this:

Few Important Setup Points

1. At the start of the game, the Brokerage House, Marketplace and Adventurer's Guild will all be Tier I.

This means that two (2) Basic Crafting Commissions will be available in the Brokerage House, two (2) Common Crafting Tokens will be available in the Marketplace and one (1) Adventurer will be available in the Adventurer's Guild.

2. You start with 20 Gold (yikes, you're poor!) and 0 / ZIP / ZERO / ZED Prestige (personally, I'm surprised it's THAT high).
3. The Basic Crafting Commission Deck needs to be separated into THREE (3) SEPARATE DECKS BEFORE BEING RECOMBINED INTO A SINGLE DECK.

The Common Cards (with green orbs) will be ON THE TOP, the Rare Cards (with blue orbs) will be IN THE MIDDLE, and the Epic Cards (with purple orbs) will be ON THE BOTTOM. The VERY BOTTOM CARD is always the Legendary Augment Card.

Game Setup (cont.)

4. The Delve Deck should be shuffled and split into two (2) decks of roughly equal size. The two deck halves essentially become the last two cards of your hand (3x Basic Crafting Commission Cards plus 2x Delve Cards makes a card hand of five (5) cards). Delve Cards that need to be discarded (whether because they were successfully completed OR failed) are discarded OFF THE BOARD.
 5. Divide the Masterwork Commission Deck into three (3) decks – Rare, Epic and Legendary. Place the Rare Deck (with the blue orb) in the leftmost spot, the Epic Deck (with the purple orb) in the middle spot and the Legendary Deck (with the orange orb) in the rightmost spot.
-

HOW TO PLAY: SUPER DUPER BASICS

Step 0 (optional): Discard any number of Crafting Tokens from your hand to the drawstring bag and replace with a like number. You may only do this ONCE.

The Emporium is a solitaire game. The game is played either until you “run out of moves” or you complete three (3) Masterwork Commissions. There are no Rounds of play and any Action can be taken at any time and in any order (even the dumb actions that cause you to lose super fast!).

There should ALWAYS be a full (up to its current Tier Level) Brokerage House, a full (up to its current Tier Level) Marketplace, a full (up to its current Tier Level) Adventurer’s Guild, a full Player hand (consisting of 3x Basic Crafting Commission Cards, 2x Delve Cards and 5x Basic Crafting Components), and three (3) Masterwork Commissions visible.

At any time during play, you can perform any of the following Actions:

1. **Shop at the Marketplace**
2. **Complete a Crafting Commission (Basic Crafting Commission OR Masterwork Crafting Commission)**
3. **Upgrade a Facility (Brokerage House, Marketplace, or Adventurer’s Guild)**
4. **Hire an Adventurer**
5. **Send an Adventurer to their death...err, to Explore a Delve.**

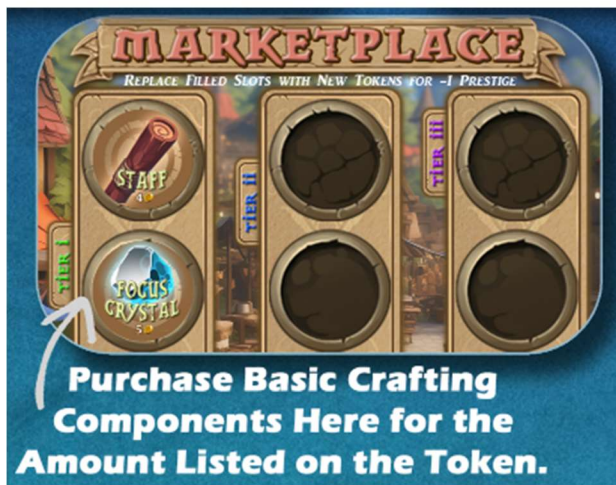
This is, basically, THE ENTIRE GAME in a nutshell!

HOW TO PLAY: MORE DETAILED-ER

At any time during play, you can perform any of the following Actions:

1. Shop at the Marketplace
 2. Complete a Crafting Commission (Basic Crafting Commission OR Masterwork Crafting Commission)
 3. Upgrade a Facility (Brokerage House, Marketplace, or Adventurer's Guild)
 4. Hire an Adventurer
 5. Send an Adventurer to their death...err, to Explore a Delve.
-

1. Shop at the Marketplace



Purchase Basic Crafting Component Tokens at the Marketplace for the value listed on the Token.

Your hand cannot exceed a total of five (5) Tokens UNLESS specified by a Card Effect or a Loot Reward.

That's it. What else did you think was gonna happen at the Marketplace?!?

2. Complete a Crafting Commission

Basic Crafting Commissions and Masterwork Crafting Commissions are completed in the exact same way – by combining the two (2) Crafting Components listed on the Crafting Commission Card (think of these Cards as Recipe Cards listing the necessary Crafting Ingredients).

There are two types of Crafting Components: Basic Crafting Component TOKENS and COMPLETED Basic Crafting Commission CARDS.



Simply combine the listed Components to 'craft' the item.

- ❶: Combine two (2) Basic Crafting Tokens to Complete a Basic Crafting Commission.
- ❷: Combine one (1) Basic Crafting Token with one (1) COMPLETED Crafting Commission to Complete another Basic Crafting Commission.
- ❸: Combine two (2) COMPLETED Crafting Commissions to Craft a Masterwork Commission.
- ❹: Combine one (1) COMPLETED Crafting Commission with one (1) Basic Crafting Token to Craft a Masterwork Commission.

Complete a Crafting Commission (cont.)

Once a Commission has been completed,

1. Collect the Reward (Gold ONLY for Basic Crafting Commissions and Gold + Prestige for Masterwork Crafting Commissions).
 2. Randomly draw Tokens from the drawstring to replenish your hand back to a maximum of five (5) Tokens (do this BEFORE discarding used Tokens!).
 3. Draw Commission Card(s) to replenish any cards removed from your hand, the Brokerage House or empty Masterwork Commission Slots.
 4. **KEEP all Basic Crafting Commission Cards (simply set them aside).** You can use these cards as 'recipes' for future crafting. HOWEVER, you ONLY collect the Gold reward after the FIRST successful crafting. NO CHEATING!!!
 5. **Discard Basic Crafting Component Tokens back to the drawstring bag** (do this AFTER you have replenished your Token hand from the drawstring bag).
-

3. Upgrade a Facility



To Upgrade a Facility, simply pay the Gold cost listed for the Upgrade you wish to undertake.

The Brokerage House, Marketplace and Adventurer's Guild can all be Upgraded. Upgrading these facilities makes more items available at one time (e.g., 4x Common Crafting Component Tokens available in the Marketplace at Tier II and 6x Tokens available after unlocking Tier III).

After Upgrading, IMMEDIATELY fill any newly-unlocked 'empty slots' (Commissions in the case of the Brokerage House, Tokens in the case of the Marketplace, and Adventurers in the case of the Adventurer's Guild).

4. Hire an Adventurer



Adventurers can be hired by paying the Gold cost listed on their card.

Adventurers come in varying skill levels (kinda like Game Designers – ranging from horrible all the way up to Colossal Ken-ness): **Green** (green orb), **Seasoned** (blue orb) and **Veteran** (purple orb).

NOTE: The color of the Colossal Ken Skill Orb is NOT visible to Squishies like you. Even IMAGINING the awesomeness of the color would cause your brain to melt. Wanna give it a try?

The combat effectiveness of each Adventurer is indicated by the dice level in the upper right. The combat effectiveness ranges from 2d6 to 4d6.

ADVENTURER SKILLS

Adventurers have Skills that can alter the outcome of dice rolls.

Skills marked with the **Infinity Symbol** (∞) may be used an unlimited number of times.

ALL OTHER SKILLS may only be used **ONCE PER DELVE PHASE** (**Find Location**, **Explore Delve**, or **Battle Boss Monster**).

Adventurer Skills are listed on the back of the card for Reference.

ADVENTURER SKILLS

Area Effect: Re-roll ALL dice on a **Find Location**, **Explore Delve** or **Boss Monster Battle**.

Detect Vulnerability: Subtract 1 (-1) from Opponent's **Find**, **Explore** or **Boss Battle** roll.

Disarm: Remove a single die from Opponent's dice pool before a **Boss Battle**.

Expert Dodge: Re-roll a single Opponent's **Explore** or **Boss Battle** die.

∞ Fleet of Foot: Automatically Re-roll **Find**, **Explore** or **Boss Battle** rolls of 1 or 2.

Forge Ash: Re-roll ALL Adventurer's **Find**, **Explore** or **Boss Battle** dice.

Leverage: Re-roll a single Adventurer **Find**, **Explore** or **Boss Battle** die.

Ogre Strength: Add two **Find**, **Explore** or **Boss Battle** dice together. Cannot exceed 6.

∞ Skillful Execution: **Find**, **Explore** or **Boss Battle** rolls of 5 count as a roll of 6.

Summon Familiar: Add a die to the Adventurer's dice pool (**Find**, **Explore** or **Boss Battle**).

∞ Survivor: Automatically Re-roll Adventurer's **Find**, **Explore** or **Boss Battle** die when less than 4.

You may hire as many Adventurers as you like. Adventurer cards have no impact on your hand size. Each Adventurer has gained one or two Skills that can be used to help them negotiate the challenges ahead of them.

Ha! Like THAT's gonna help!!!

5. Send an Adventurer to their Death... err, to Explore a Delve

Exploring Delves requires that you have hired at least one Adventurer.

Choose a Delve Card from your hand.

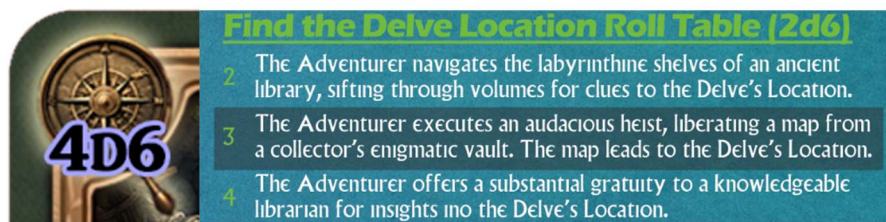


There are three (3) phases to each Delve:

*NOTE: The **Find the Delve Location** and **Explore the Delve** Roll Tables are **OPTIONAL**. They are included to add 'flavour' to the Adventuring. The Dice Rolls that are **NECESSARY** to Resolve the three Phases are listed on the Delve Cards (Find and Explore are on the **FRONT** and the Boss Monster is on the **BACK**).*

Find the Delve Location: Locate the entrance to the fabled and long-lost Delve. This often involves super exciting stuff like GOING TO THE LIBRARY!

1. Roll on the **Find the Delve Location Roll Table (2d6)**. This reveals the **Find Challenge** that the Adventurer needs to overcome to Find the Delve location.




2. Resolve the Find Challenge using the Dice Resolution Mechanics below. The **DIFFICULTY** of this Challenge is determined by the Compass Rose / Magnifying Glass icon Dice (upper left corner of the Delve Card).
3. If the Adventurer **FAILS** to Find the location of the Delve, the Delve Card is discarded, but the Adventurer lives to 'find' another day (VERY few Adventurers die from paper cuts while exploring libraries or thumbing through musty, old maps!).

Explore a Delve (cont.)

Explore the Delve: Conquer Exploration Obstacles in search of the treasure that you seek.

1. Roll on the **Explore the Delve Roll Table (2d6)**. This reveals the **Exploration Obstacle** that the Adventurer must overcome on their way to the hidden treasure.
2. Resolve the Exploration Obstacle using the Dice Resolution Mechanics below. The **DIFFICULTY** of this Obstacle is determined by the Glowing Lantern icon Dice (upper right corner of the Delve Card).

Explore the Delve Roll Table (2d6)	
2	Those spinning blades won't hurt ... IF the Adventurer runs REALLY, REALLY fast!
3	The Adventurer encounters a group of intelligent and dangerous humanoids. Can the Adventurer negotiate safe passage?
4	The Adventurer triggered a dreaded "log gonna smasha you heada" trap. They better think fast!



3. If the Adventurer **FAILS** to overcome the Exploration Obstacle, they are lost forever – whether they starve to death or are squished by a big rock or eaten by denizens of the Delve. Don't worry: *I* will find whatever gruesome fate that befalls them wildly entertaining!
 - a. The Adventurer Card is discarded.
 - b. You can **CHOOSE** to discard the Delve Card **OR** keep it and try again with a different Adventurer. If you choose to attempt the Delve again, you can **SKIP** the 'Find' part of the Delve and go straight to the Exploration Obstacle (**DO NOT ROLL** again on the Explore the Delve Table).

Battle the Boss Monster: Successfully complete a **Combat Encounter** to defeat the baddies guarding the goodies. You didn't think this would be **EASY**, did you?!? Ha! You **DID**, didn't you?!? That's hilarious! Keep it up.

1. If the Adventurer successfully overcomes the Exploration Obstacle, Flip the Delve Card Over to reveal the Boss Monster Combat Encounter. The battle is on!



Explore a Delve (cont.)

2. Resolve the **Combat Encounter** using the Dice Resolution Mechanics below. The DIFFICULTY of this Encounter is determined by the Shield icon Dice (upper right corner of the Boss Monster Card).
3. If the Adventurer FAILS to overcome the Combat Encounter, they are lost forever – probably INSIDE the belly of the beast that pummeled them! Yuck.
 - a. The Adventurer Card is discarded.
 - b. The Delve Card is discarded. The Delve CANNOT be attempted again at this point (even with a new Adventurer).
4. If the Adventurer SUCCEEDS in besting the Boss Monster,
 - a. Roll on the **Loot the Boss Monster Roll Table (3d6)**.

Loot the Boss Monster Roll Table (3d6)

- 2 You find 15 Gold. Roll again on this table.
- 3 Draw 1x Crafting Component token at random. If you choose to keep the token, it will REPLACE a token on hand (Player choice).
- 4 Draw 2x Crafting Component tokens at random. Any tokens you choose to keep REPLACE tokens on hand (Player choice).



- b. Collect and record any BONUS Rewards (Gold or Prestige) listed on the Boss Monster Card.
 - c. Discard the Delve Card (unless you want to clean it up and turn it into an AirBnB – those city-Squishies will throw away Gold on ANYTHING!).
 - d. Keep the Adventurer Card (you could REALLY use the friends – just sayin’).
-

RESOLVING CHALLENGES, OBSTACLES & ENCOUNTERS

Find the Delve Location Challenges, Explore the Delve Obstacles and Battle the Boss Monster Combat Encounters are all resolved in a very similar way.

You know, by rolling dice and stuff.

Resolution Basics

The Adventurer has a Dice Pool (2d6, 3d6 or 4d6) indicated on the top right of their card.



The Adventurer's Opponent also has a Dice Pool (on the Delve Card).



The **Find the Delve Location Challenge** is indicated in the UPPER LEFT of the Delve Card. Look for the Compass Rose / Magnifying Glass icon.



The **Explore the Delve Obstacle** is indicated in the UPPER RIGHT of the Delve Card. Look for the Glowing Lantern icon.



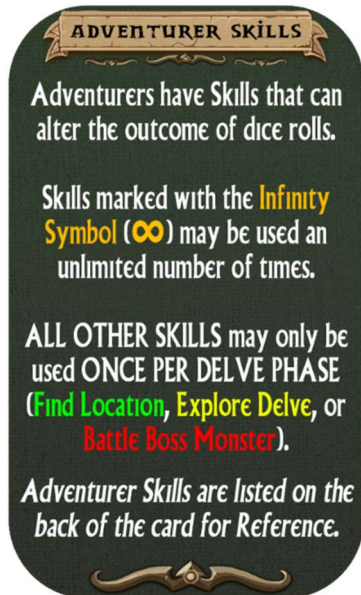
The **Battle the Boss Monster Combat Encounter** is indicated in the UPPER RIGHT of the Boss Monster Card.



In this example, Sparkles the Dark Elf has a Dice Pool of 3d6. The **Find the Delve Location Challenge** Dice Pool is 4d6. The **Explore the Delve Obstacle** Dice Pool is 4d6. The **Battle the Boss Monster Combat Encounter** Dice Pool is 3d6.

Resolution Basics (cont.)

Adventurers also have Skills that they can use to alter the outcome of the dice rolls (some skills are used BEFORE rolling and others are used AFTER the dice rolls have been made).



An Adventurer Skills Reference Card is included for... well, reference.

Each Skill may only be used ONCE PER DELVE UNLESS THE SKILL IS PRECEDED BY THE INFINITY SYMBOL (∞).



RESOLUTION STEP-BY-STEP

- Step 1. Roll Both Dice Pools:** Roll BOTH the Adventurer's Dice and the Opponent's Dice (but don't mix 'em up, dummy!). Remember, an 'opponent' can be **Find Challenge**, **Exploration Obstacle** OR a **Combat Encounter**.
- Step 2. Show Off Your Skillz (optional):** Since the winner of the Round is determined by which side possesses the highest SINGLE die, the Adventurer may choose to use a Skill to alter the outcome of the Round's roll. A Skill may ONLY BE USED ONCE during a Delve UNLESS it is marked INFINITE (∞).
- Step 3. Adjust the Dice Pools:** Each Round of the Encounter will result in the loss of a die from one or both dice pools (yes, even on a tie) according to the following Rules:

Resolving **Find the Delve Location Challenge** & **Explore the Delve Obstacle**:

When Adventurer Wins: Obstacle LOSES 2x Pool Dice.

When Obstacle Wins: Adventurer LOSES 1x Pool die (because the effort exhausts the Adventurer).

On a Tie: Obstacle LOSES 2x Pool Dice **AND** Adventurer LOSSES 1x Pool Die (because the Adventurer has made some headway, BUT has ALSO been exhausted by the effort).

RESOLUTION STEP-BY-STEP (CONT.)

Resolving **Battle the Boss Monster Combat Encounter**:

When Adventurer Wins: Boss Monster LOSES 1x Pool Die (the bad guy should do more cardio).

When Enemy Wins: Adventurer LOSES 1x Pool die (because the bad guy beat the crud outta your wannabe hero).

On a Tie: Boss Monster LOSES 1x Pool Die AND Adventurer LOSSES 1x Pool Die (that's what happens when you bop your heads together).

Step 4. Press on Until Win or Lose: Continue rolling dice until the Adventurer either Succeeds or Fails!

SUCCESS: The **Find Challenge**, **Exploration Obstacle** or **Combat Encounter** is defeated when the Adventurer reduces the Opponent Dice Pool to ZERO. This happens EVEN IF the Adventurer AND the Opponent lose all their dice in the same Final Round ("Whoa! That was close!").

FAILURE: Failure takes different forms depending on whether it is a **Find Challenge**, **Exploration Obstacle** or **Combat Encounter**. See "Send Your Adventurer to Their Death... err, to Explore a Delve" above for details on failure. In short:

Adventurers that FAIL a Find Challenge survive. The Delve can be attempted again (by the same Adventurer or a different Adventurer).

Adventurers that FAIL an Exploration Obstacle die, BUT the Delve can be attempted by a different Adventurer.

Adventurers that FAIL a Combat Encounter die. The Delve Card is discarded. The Delve CANNOT be attempted again.

FIND, EXPLORE AND LOOT ROLL TABLES

Find, Explore and Loot Roll Tables

Find the Delve Location Roll Table (2d6)

- 2 The Adventurer navigates the labyrinthine shelves of an ancient library, sifting through volumes for clues to the Delve's Location.
- 3 The Adventurer executes an audacious heist, liberating a map from a collector's enigmatic vault. The map leads to the Delve's Location.
- 4 The Adventurer offers a substantial gratuity to a knowledgeable librarian for insights into the Delve's Location.
- 5 The Adventurer listens to the tales of seasoned explorers to piece together fragments to reveal the Delve's Location.
- 6 The Adventurer gathers whispers of unusual events from disparate sources to piece together the Delve's Location.
- 7 The Adventurer consults a reclusive sage known for their knowledge of obscure lore to reveal the Delve's Location.
- 8 The Adventurer seeks out survivors of an enigmatic attack, deciphering their accounts to unveil the Delve's Location.
- 9 The Adventurer uses their powers of persuasion to sway a guard to share maps and manuscripts pointing to the Delve's Location.
- 10 The Adventurer challenges a rival explorer to a duel and wins the Delve's Location in the bargain.
- 11 The Adventurer plies their legendary gambling skills to win an invaluable map that leads to the Delve's Location.
- 12 The Adventurer decodes a series of cryptic symbols found in an ancient mural to reveal the Delve's Location.

Explore the Delve Roll Table (2d6)

- 2 Those spinning blades won't hurt ... IF the Adventurer runs REALLY, REALLY fast!
- 3 The Adventurer encounters a group of intelligent and dangerous humanoids. Can the Adventurer negotiate safe passage?
- 4 The Adventurer triggered a dreaded "log gonna smash you heada" trap. They better think fast!
- 5 A betentacled beast yanks the Adventurer into a deep cavern pool. Can they break free before they run out of air?
- 6 The floor gives way beneath the Adventurer's feet! Can they safely negotiate the steep ramp as they tumble into the darkness?
- 7 It's a trap! The walls are closing in on the Adventurer. Can they deactivate the trap before it's too late?
- 8 Rats! The Adventurer has fallen into a pit trap (with rats!). Can they climb out before they become dinner?
- 9 The Adventurer encounters a hungry Troll. Can they appease it with something OTHER THAN Mashed Adventurer and Gravy?
- 10 The Adventurer is surrounded on all sides by a swarm of spiders. Can they climb the sticky webs to escape?
- 11 The ceiling is collapsing! Can the Adventurer move fast enough to keep from getting squished?
- 12 The rickety rope bridge is giving way! Can the Adventurer make it across before plunging to their death?

Loot the Boss Monster Roll Table (3d6)

- 2 You find 15 Gold. Roll again on this table.
- 3 Draw 1x Crafting Component token at random. If you choose to keep the token, it will REPLACE a token on hand (Player choice).
- 4 Draw 2x Crafting Component tokens at random. Any tokens you choose to keep REPLACE tokens on hand (Player choice).
- 5 Draw 3x Crafting Component tokens at random. You may keep one. Any you keep will REPLACE tokens on hand (Player choice).
- 6 Draw 4x Crafting Component tokens at random. You may keep up to two. Any you keep will REPLACE tokens on hand (Player choice).
- 7 Draw 5x Random Crafting Component tokens. You may keep up to three. Any you keep will REPLACE tokens on hand (Player choice).
- 8 You find 30 Gold. Roll again on this table.
- 9 Draw Crafting Component tokens randomly one-at-a-time until you find an Orb. This DOES NOT count against the 5-token hand limit.
- 10 Draw Crafting Component tokens randomly until you find the Orb OF YOUR CHOICE. DOES NOT count against the 5-token hand limit.
- 11 Draw Crafting Component tokens randomly until you find an Augment. This DOES NOT count against the 5-token hand limit.
- 12 Draw Crafting Component tokens randomly until you find Augment OF YOUR CHOICE. DOES NOT count against 5-token hand limit.
- 13 You find 60 Gold. Roll again on this table.
- 14 Draw Crafting Component tokens randomly until you find the Orb OF YOUR CHOICE. DOES NOT count against the 5-token hand limit.
- 15 Draw Crafting Component tokens randomly until you find Augment OF YOUR CHOICE. DOES NOT count against 5-token hand limit.

Send Adventurers Adventuring

- 1) **Find Location:** Locate the entrance to the fabled Delve. This often involves super exciting stuff like GOING TO THE LIBRARY! If Adventurer FAILS, Delve is discarded, but Adventurer lives to 'find' another day!
- 2) **Explore Delve:** Search the Delve for rare Crafting Materials. If Adventurer FAILS, they are lost forever (probably 'cause they did something stupid like eat a mushroom!). Discard the Adventurer Card. Player may Discard Delve Card OR Keep and attempt again. When attempting again, SKIP the 'Find' Phase.
- 3) **Battle Boss Monster:** Defeat the Boss Monster to 'liberate' all their goodies. Flip the Delve Card to reveal the Boss Monster. If Adventurer FAILS, they are lost forever (probably INSIDE the belly of the beast!). Discard the Adventurer Card. Player may Discard Delve Card OR Keep and attempt again. When attempting again, SKIP the 'Find' Phase AND 'Explore' Phase.

All three Phases are Resolved using Dice Mechanics detailed on the BACK of the Adventurer's Guild Card (and in the Rule Book).

Find, Explore and Loot Roll Tables

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- Rats! The Adventurer has fallen into a pit trap (with rats!). Can they climb out before they become dinner?
- The Adventurer encounters a hungry Troll. Can they appease it with something OTHER THAN Mashed Adventurer and Gravy?
- The Adventurer is surrounded on all sides by a swarm of spiders. Can they climb the sticky webs to escape?
- The ceiling is collapsing! Can the Adventurer move fast enough to keep from getting squished?
- The rickety rope bridge is giving way! Can the Adventurer make it across before plunging to their death?

Loot the Boss Monster Roll Table (3d6)

- You find 15 Gold. Roll again on this table.
- Draw 1x Crafting Component token at random. If you choose to keep the token, it will REPLACE a token on hand (Player choice).
- Draw 2x Crafting Component tokens at random. Any tokens you choose to keep REPLACE tokens on hand (Player choice).
- Draw 3x Crafting Component tokens at random. You may keep one. Any you keep will REPLACE tokens on hand (Player choice).
- Draw 4x Crafting Component tokens at random. You may keep up to two. Any you keep will REPLACE tokens on hand (Player choice).
- Draw 5x Random Crafting Component tokens. You may keep up to three. Any you keep will REPLACE tokens on hand (Player choice).
- You find 30 Gold. Roll again on this table.
- Draw Crafting Component tokens randomly one-at-a-time until you find an Orb. This DOES NOT count against the 5-token hand limit.
- Draw Crafting Component tokens randomly until you find the Orb OF YOUR CHOICE. DOES NOT count against the 5-token hand limit.
- Draw Crafting Component tokens randomly until you find an Augment. This DOES NOT count against the 5-token hand limit.
- Draw Crafting Component tokens randomly until you find Augment OF YOUR CHOICE. DOES NOT count against 5-token hand limit.
- You find 60 Gold. Roll again on this table.
- Draw Crafting Component tokens randomly until you find the Orb OF YOUR CHOICE. DOES NOT count against the 5-token hand limit.
- Draw Crafting Component tokens randomly until you find Augment OF YOUR CHOICE. DOES NOT count against 5-token hand limit.

Send Adventurers Adventuring

- Find Location:** Locate the entrance to the fabled Delve. This often involves super exciting stuff like GOING TO THE LIBRARY! If Adventurer FAILS, Delve is discarded, but Adventurer lives to 'find' another day!
- Explore Delve:** Search the Delve for rare Crafting Materials. If Adventurer FAILS, they are lost forever (probably 'cause they did something stupid like eat a mushroom!). Discard the Adventurer Card. Player may Discard Delve Card OR keep and attempt again. When attempting again, SKIP the 'Find' Phase.
- Battle Boss Monster:** Defeat the Boss Monster to 'liberate' all their goodies. Flip the Delve Card to reveal the Boss Monster. If Adventurer FAILS, they are lost forever (probably INSIDE the belly of the beast!). Discard the Adventurer Card. Player may Discard Delve Card OR keep and attempt again. When attempting again, SKIP the 'Find' Phase AND 'Explore' Phase.

All three Phases are Resolved using Dice Mechanics detailed on the BACK of the Adventurer's Guild Card (and in the Rule Book).

Mistress Mandara's Magnificent EMPORIUM of Eldritch Arms, Enchanted Armour & Arcane Curios

Mistress Mandara was approaching retirement when her world-famous Emporium was destroyed by a not-so-natural disaster.

(don't ask)

Her Emporium is in ruins... (bummer)

Her life's savings is lost... (that sucks)

Her hopes of retiring in luxury on the Coconut Coast (with a bevy of Cabana Boys) is teetering on the brink. (NOOOOOOOOOOO!!!)

She needs YOU to STOP being a lazy, worthless, taker-upper of space!

(Her words, not mine. Did I mention that she's REALLY upset about the Cabana Boy thing?)

The Emporium - Quickstart

OVERVIEW

The Emporium is a solitaire game. The game is played either until you "run out of moves" or you complete three (3) Masterwork Crafting Commissions. The amount of PRESTIGE earned by the end of the game determines your Score.

GAME SETUP

- Select 20 Gold (you're POOR!) and 0 Prestige (you're unknown!) on Gold / Prestige Tracker.
- Separate the Masterwork Commissions into Rare, Epic & Legendary. Shuffle INDEPENDENTLY. Place Decks at top of play surface.
- Separate Basic Crafting Commissions into Uncommon, Rare & Epic. Shuffle INDEPENDENTLY.
- Recombine the 3 Decks into A SINGLE DECK.
 - TOP: Uncommon Commissions (Green Orbs)
 - MIDDLE: Rare Commissions (Blue Orbs)
 - BOTTOM: Epic Commissions (Purple Orbs)
 - VERY BOTTOM CARD: Legendary Augment Card
- Shuffle the Delve Deck and split into two (2) Decks of roughly equal size. These two 'half Decks' become the 4th & 5th Cards of your Hand.
- Draw three (3) Basic Crafting Commission Cards and add them to your Card Hand (5 total).
- Draw five (5) Crafting Tokens and add them to your Token Hand (5 total).
- OPTIONAL. Discard any number of Crafting Tokens from your Hand and replace (once ONLY).

HOW TO PLAY

At any time, you may perform any of the following:

- >> Shop at the Marketplace.
- >> Craft a BASIC or MASTERWORK Item.
- >> Upgrade a Facility. Simply pay the Gold.
- >> Hire an Adventurer. Adventurer Ability ranges from 1d6 to 4d6. They also possess various Skills to help them perform their Adventuring duties.

Game Setup

Complete BASIC Commissions by Adding Tokens According to 'Recipe' on the Card. Keep the Cards. You'll Need Them to Craft Masterworks!

UNLOCKED at Brokerage House Tier III

UNLOCKED at Brokerage House Tier II

UNLOCKED at Brokerage House Tier II

UNLOCKED at Adventurer's Guild Tier II

UNLOCKED at Adventurer's Guild Tier III

UNLOCKED at Adventurer's Guild Tier II

UNLOCKED at Adventurer's Guild Tier III

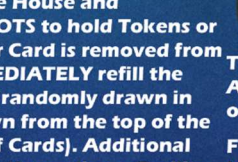
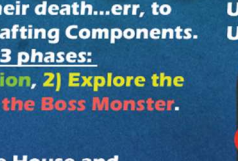
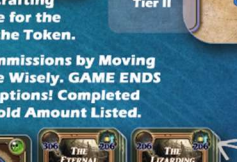
UNLOCKED at Adventurer's Guild Tier II

UNLOCKED at Adventurer's Guild Tier III

UNLOCKED at Adventurer's Guild Tier II

UNLOCKED at Adventurer's Guild Tier III

Complete RARE, EPIC or LEGENDARY Masterwork Crafting Commissions by Combining a CRAFTED ITEM and a Crafting Augment. Completed Masterwork Commissions Earn the Gold AND Prestige Amount Listed on the Card.



>> Send an Adventurer to their death...err, to Search Delves for Rare Crafting Components. Each Delve consists of 3 phases: 1) Find the Delve Location, 2) Explore the Delve, and 3) Defeat the Boss Monster.

BASIC PRINCIPLES

The Marketplace, Brokerage House and Adventurer's Guild have SLOTS to hold Tokens or Cards. ANY TIME a Token or Card is removed from one of these facilities, IMMEDIATELY refill the empty slot with a new one (randomly drawn in the case of Tokens OR drawn from the top of the Facility's Deck in the case of Cards). Additional Slots may be UNLOCKED by Upgrading a Facility.

Hire Adventurers to Gather Rare Crafting Components... or die trying. Don't worry! There are plenty more where they came from!



Accept BASIC Crafting Commissions by Moving Them to your Hand. Choose Wisely. GAME ENDS If You Run Out of Play Options! Completed Commissions Earn the Gold Amount Listed.



When Drawing AND Discarding Crafting Tokens in the Same Action, ALWAYS DRAW FIRST and THEN Discard.

Use these Tracking Cards to keep track of Facility Upgrades, Prestige and Gold.



This is, basically, THE ENTIRE GAME in a nutshell! Additional instructions can be found on the BACK of certain Cards.

For complete Gameplay Instructions, visit: <http://ColossalEndeavors.com/EmporiumRules>

Feel free to email your Crafting and Adventuring results to Ken@ColossalEndeavors.com so I can decide whether or not you are worthy of ANY consideration from me. You can also email any rules questions, also. Just don't be surprised if some of the answers are heavily laced with snark and / or humorous insults ("Your mother was a hamster, and your father smelt of elderberries!").

PRESTIGE POINTS SCORE		VICTORY CONDITIONS	
1-4	"NOT GREAT, BUT NOW I HAVE YOU TO FENOODLE MY BUNIONS UNTIL I CROAK. STOP CRYING!"	15	"I LOVE MY COCONUT COAST ESTATE! AND THE CABANA BOYS SEEM TO LOVE ME FOR MORE THAN MY GOLD! STOP LAUGHING!"
0	"HOPE YOU DIDN'T TRY TOO HARD. YOU FINISHED EXACTLY WHERE YOU STARTED, YOU DUNDERHEAD!"	14	"I LOVE MY NEW HOUSEBOAT - GREAT VIEW OF THE CABANA BOYS' CABANA! WAIT. IS THAT A BANANA IN HIS..."
-1	"I KNEW YOU WERE A LAYABOUT. JUST NEVER IMAGINED YOU WERE MORE WORTHLESS-ER THAN I THOUGHT!"	13	"SO KIND OF THE BOYS TO SHARE THEIR CABANA WITH ME... AND THEIR SHOWER... AND THEIR FILTHY LITTLE..."
-2	"THERE ARE ONLY 3 THINGS THAT I TRULY DESPISE. ALL THREE OF THEM ARE YOU, YOU AND YOU!"	9-12	"IT'S A BIT OF A HIKE TO THE CABANA BOYS, BUT I WON'T NEED TO SEE YOUR SORRY ARSE AGAIN! STOP SMILING!"
-3	"I THOUGHT LOSING MY EMPORIUM WAS THE WORST. NOPE. YOU ARE THE WORST THING EVER!"	5-8	"NOW I CAN SPEND ALL DAY, EVERY DAY BARE-ARSE NAKED WHILE I CRASH AT YOUR PLACE. STOP GAGGING!"

THE END

(THANK YOU from the bottom of my cold, black heart.)

Don't listen to him. THANK YOU for supporting me in this crazy Adventure! I am forever in your debt!

(by "forever", he means "the day after tomorrow" and by "in your debt" he means "up to and including the amount of your most recent Kickstarter Pledge and not a penny more and only until you get your darn game - at which point WE'RE EVEN!")

Yours in Colossal Mayhem,

Ken Erickson (and, somewhat irritatingly, Colossal Ken)

Colossal Endeavors