FOLLOWING THE END

Ages ago, a beautiful city stood here. Now it belongs to the scavengers.

COLOMBOARD games

A game by Lukáš Colombo Wiesner and Honza Karel Krištof.

FOLLOWING THE END

Heroes of Following the End are no heroes. After the End – a global catastrophe, the cause of which is disputed using both the philosophical arguments and hollow-point bullets – a handful of survivors remained in the largest city on the planet. After several decades of chaos, new rival factions formed, striving for domination over what is left of the City.

Fanatic clerics of the Tha'en Church who want to drown the sins of the world in streams of blood. Militia soldiers, mindlessly carrying out any orders from their captains. Gaia shamans, eager to complete the work of decay, attributed to the tortured spirit of the Earth. And a few ordinary people who are just trying to survive. In the ruins of the City, our "heroes" are looking for remnants of metal for the production of weapons and magical rituals, a convenient position for shleters and powerful Artifacts from before the End.

GOAL OF THE GAME

In Following the End, you control four allies who find themselves at the wrong time in the wrong place – a place full of enemies. The conditions for victory are simple: stay as the last team standing. In a four-player game, two teams face each other and must eliminate the enemy team.

SET-UP

The playing area in In Following the End is created from anything that is at hand. Office supplies, a random mess on your table or glasses in a pub – there are no limits to your imagination. For starters, however, we have a few tips for you on how to create a balanced and functional game area (then build it as you wish):

- Start the first game with a symmetrical game area so that all players have the same starting conditions.

- The size of the area for 2 players should have at least 2.5 lengths of Cobra on the longer side, for 3 and 4 stretch the area to the width and add a little length. But remember, the larger the area, the longer the game.

- The surface should be sufficiently rugged. Use objects of different heights, ideally with a flat top, so that the standees can stand on them, bridges, etc.

- There should be a sufficient number of Scrap deposits on the surface, the volume of scrap should reach about 9 for each player. But you can easily make a game where there will be enough Scrap or, conversely, one where you really need to save! Rotate the token so that the red edge points to a pre-agreed point (ideally somewhere in the center of the playing area). The tokens have two sides, one can be mined once, the other twice.

PUTTING THE TEAM TOGETHER

Your team consists of four inhabitants of the City. Create it as you wish, but remember that if you choose a team from heroes dependent on the high income of Scrap or a team with only defensive and supportive abilities, someone can easily catch you in the unawares. Each playing area also requires different tactics and team composition!

Set aside the Behemoth card for now. Choose a team of hero cards, then find matching cardboard standees and choose a color; slide the standees into pedestals of this color.

The team posesses two powerful artifacts that you choose at the beginning. Make sure their skills complement those of the team!

The order of selection of units and artifacts can be found on the "Game Preparation" card. In a 4-player game, temas consist of player 1 with player 3, and player 2 with player 4, so that the two players from the same team do not play right after each other.

In addition, the second player gains an additional 2 mantras at the beginning of the first round, the third player 4 and the fourth player 6.

Then divide 12 skill points among your units so that each has at least 2 (the points that the characters have on their card do not count towards the limit of 12 or the two mandatory assigned points) and that any restrictions described on the individual cards are obeyed. Beware of too strong characters – usually they are the first target of everyone. The characters have 10 lives by default, mark this with a counting token on the side of the card.

✕ Damage – the number of lives lost by a unit affected by that unit
⟳ Aiming – a aiming bonus by which you reduce the number you have to roll during the attack
�away Speed – the number of steps a unit can take without using the Motion Points from the Time Die
♡ Life indicator

THE FIRST GAME

Much depends on the choice of team. For beginners, this might seem frightening, so we recommend playing the first few games with pre-created teams:

Militia – Tan Kapp; Mer Chant; Snipp Erd; Sup Port + Lapin lazurit; Gold Sphere
Gaia – Emma Gebris; Delight Anne; Dr. Dave; Tag Tic + Ashes from Sead Evil People ; Shesha's Amulet
Tha'en – D'aprrais Acher; Kypp Usher; Watt Cher; Shiv Talon + Hand of Midas; Tesla Orb
Survivors – Rasp Eeddy; Herr Ballistor; Pamelle Eerie; Agnes Poullain. + Thumb of Private Vazqez, Holtzman generator

In the first game, it's best to place your units at a distance of 3 from the nearest Scrap deposite.

EXAMPLES OF MAP LAYOUT

Object height (from the table surface

Amount of Scrape in the deposit
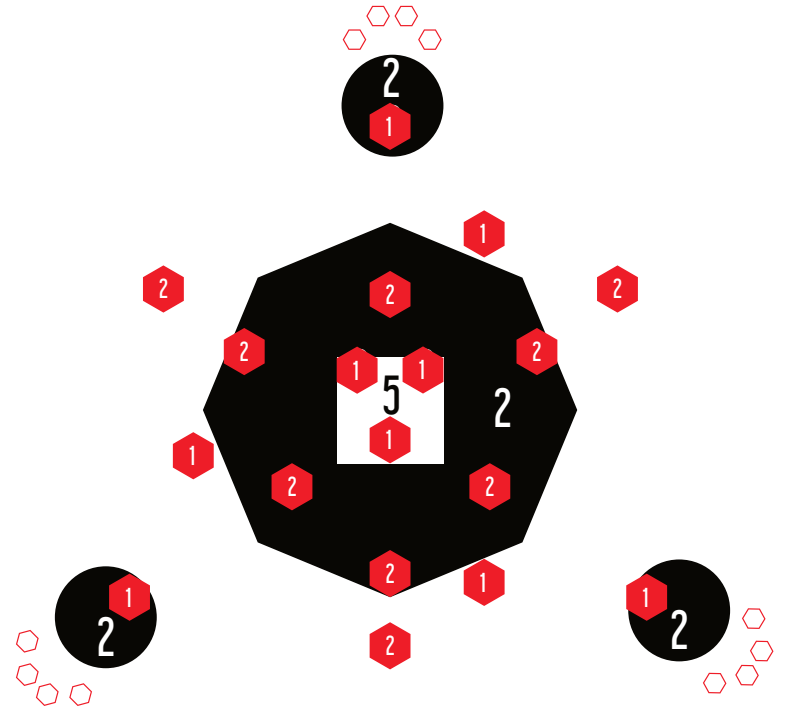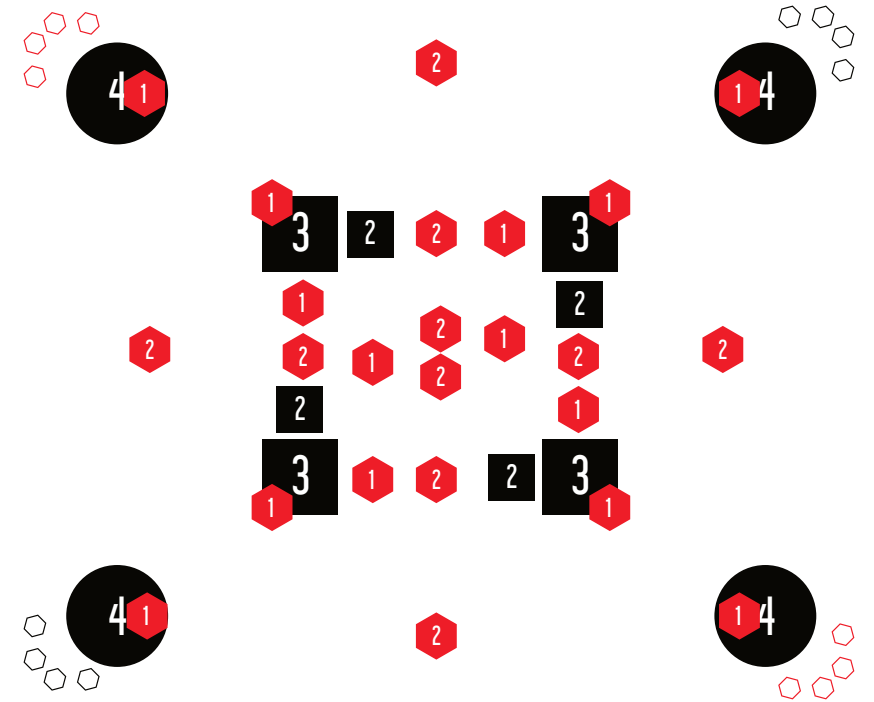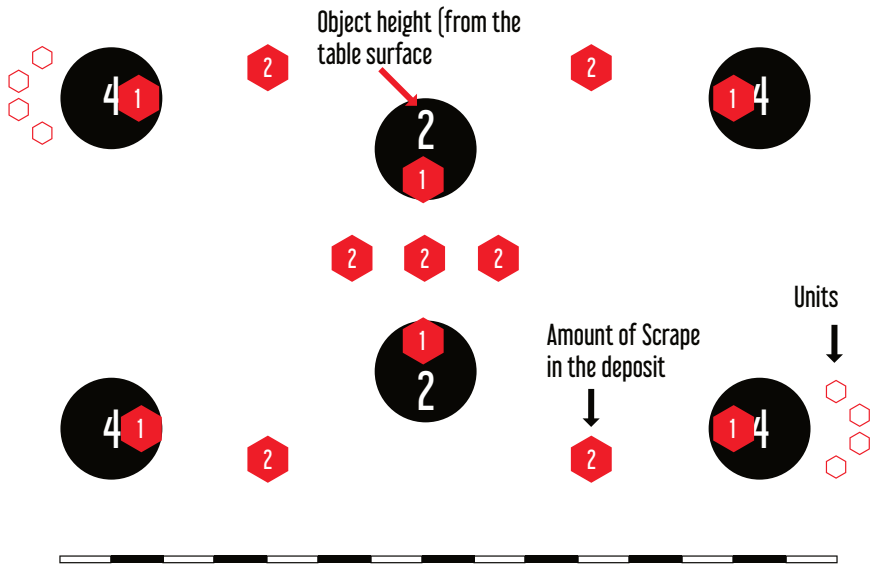
Units

TAN KAPP

Tan Kapp may attack twice per turn. Using Movement points and his Speed, he can only move a distance of 3 per turn.

CURTIS-LOHAN DEVICE

9M: Any number of friendly units can switch positions.

Health counter

Mantras counter

Skill tokens alocated to the unit

Scrape

TURN PHASES

The turn consists of the following phases:

1. **Scrap obtaining** phase. The player gets 1 Scrap.

2. **Rolling the Die of Time**. The player gains 3, 4, or 5 Movement points, based on the roll result, which they can distribute among their units during the Movement phase. Unused points can be turned into Mantras at any time during the Movement phase.

3. **Movement phase**. The player can move any number of their units. Units moves by the distance on the Cobra equal to the Movement points spent on this unit and Speed points on the unit's card (that is, for each "step" of each unit, long as one "stripe" of the Cobra, one point of either Movement or Speed must be spent). It is not mandatory to make full use of them. During the Movement phase, any number of unused Movement (not Speed) points can be converted to Mantras. All unused Movement points turn into Mantras at the end of the phase.

4. **Combat phase**. After all movement is completed, the units can attack in any order after paying the corresponding price.

5. **Mining phase**. The player obtains Scrap equal to the number of their units on the Scrap deposits.

MOVEMENT

Each move you have **as many Time Points as you roll on the Die of Time** (moreover, each unit has as many Speed Points as it has Skill points in the corresponding box). You can set the corresponding number on the classic six-sided dice used for the attack, and as you spend the points, subtract them gradually – so you won't forget how much you have spent.

During the movement phase, put the **end of Cobra so that it touches any place on the base of the unit**. The unit may move up to the edge of the Cobra stripe **corresponding to the Time and Speed points spent on movement of this unit**. Then move the unit to desired place so that any place of the base touches the Cobra. You can **freely bend Cobra** while moving (as opposed to attacking). Units cannot pass through objects, end their movement in the air, etc. They can move directly between two places – **it is not necessary, for example, to touch the ground when moving between two elevated places**. You can move the units **in any order**. With a few exceptions (Mercury Tincture, Blessing, etc.) you cannot move further than the length of the Cobra.

At any time during the movement phase (and at the latest after you no longer can or want to move any units in this phase, you have to do so), you can **transfer the remaining Time Points from the Force Cube to the Mantras** – time that units did not spend moving could be dedicated to saying Mantras to unlock artifact abilities. **Divide the Mantras between the cards of your Artifacts**, i.e. move the counting token on the edge of the card by the corresponding number of squares. They **cannot be transferred later**.

COMBAT PHASE

In the Combat phase, units can attack enemy units within range, i.e. the **maximum distance of Cobra, which they can see directly**. Cobra **must not bend** during the attack. By default, each unit can attack only **once per turn**.

First you need to pay the cost of the attack, normally **2 Scraps**, from which the units make bullets or use them for attack spells. Used Scrap is spent, **even if the attack was unsuccessful**.

The attack is made by rolling a six-sided die. To be successful, it is necessary to roll **more than**: The **shortest distance on the Cobra** between any point on the attacking unit and any point on the attacked unit MINUS the **height difference** between the units (if the attacked unit is higher, then add the height instead) MINUS number of the **Aiming skill points** of the attacking unit and other bonuses that increase the unit's Aiming.

If the result is **higher**, the attack is successful and the victim suffers such an injury as the **number of Damage skill points** of the attacking unit. If the result is the **same or less**, the victim defended itself or the attack missed – not every attack can be successful. If the **result is 1**, the attack **automatically failed**, despite the bonuses! Sometimes a gun just fails or a fireball is just all smoke and no fire. **Some effects add 1 to the roll result**, thus preventing this situation occuring.

Defeated Unit – A unit that deals a fatal blow to another unit will immediately gain experience in the form of **one Skill point**, which it places in Damage, Aiming, or Speed. If a unit has died due to another effect caused by a player (such as an Artifact effect), the Skill Point is awarded to the **nearest attacker's unit**. **Emma Gebris can improve the Fireball Damage** by one if she defeats a unit. In a 3 and 4 player game, place the **Fallen token** on the side with two symbols where the defeated unit stood.

TURN EXAMPLE
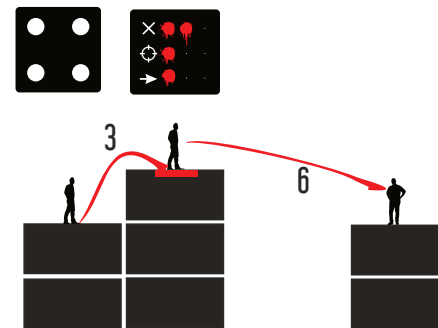
The player takes 1 ṡ and rolls the Die of Time, rolling 4. Dave moves 3 in the Movement Phase (spends his 1 ➤ point and 2 points of Time from the Cube of Time) and finishis his move on the Scrap deposit. He transfers the 3 remaining points from the Cube of Time to ᴍ, which he freely divides among his artifacts. Player pays 2 ṡ, Dr. Dave attacks at a distance of 6, but has 1 Aiming Skill point and stands 1 higher than his victim; therefore, if the result is more than 4, the victim suffers 2✕. The player then gets 1 ṡ because Dr. Dave ended the move at the Scrap Deposit.

MINING PHASE

If any of your units are at the Scrap deposit at the end of the turn, take 1 Scrap for each in the Mining phase. Then turn the token 2 peaks clockwise. If the token is turned with the white peak towards the center, it means that there is only one Scrap left in the deposit; if the token is turned with the black peak towards the center, the deposit is depleted and can no longer be used.

For mining, it is enough for the unit to stand on the token with any volume of the base. Only one unit can mine Scrap from one token in one turn.

Scrap is not allocated to the unit that extracted it, any unit can use it, put the tokens somewhere in your playing area. There is no limit to how much Scrap you can have.

When the last site is depleted, turn all the tokens by 2 peaks counterclockwise so that there is one unextracted Scrap in each, and each player must substract 4 lives total from their units (freely divided).

ARTIFACTS

In the streets of the City you can find a number of Artifacts from before the End. Whether it's advanced electronics, enchanted objects, or sacred relics, all of these mythical objects have enough power to completely change the course of combat. The catch, however, is that chanting the right Mantra to activate the Artifact takes time – and there's damn little of it.

Each Artifact can only be activated if its owner has recited a sufficient number of Mantras, which are gained at the end of the Movement phase for unused Time points (not Speed!). Place one counter token to the 0 position on each artifact card at the beginning of the game. Then don't forget to add the number of Mantras according to the number of players (second player 2 mantras, third player 4 and fourth player 6).

An artifact can only be charged to as many Mantras as can be spent activating it.

If different numbers of Mantras can be spent on activation for different levels of the Artifact effect, any level can be activated, the surplus Mantras are kept on the artifact.

Artifacts can be used as many times as you like. Artifacts can be used by the player at any stage of his turn, unless otherwise stated on the card.

A player can spend 5 Scrap at any stage of his turn, then draw 5 Artifacts from the deck, keep one, and shuffle the rest back.

THE FALLEN (3+ PLAYERS)

Followng the End, no one stays dead for long. Even though it is not htat much of a life, after all, the terrible torment of the soul and body that awaits the Fallen are further away from the life than mere death... They have already lost their fight.

When a unit is defeated in a 3 or 4 player game, place the Fallen token in its place with the two symbols facing up. When the last unit of the first defeated player is defeated in a 3 or 4 player game, this player begins to control the army of the Fallen, i.e. the tokens that are left behind after all the dead units (even the fallen units of other players). In addition to the standard Fallen token, place one of the player's life counting tokens to the place where their last unit fell.

The player can't win the game anymore, but he can still have a lot of fun devouring the surviving units. The Fallen come into play only after the player who killed the last unit of the player now controlling the Fallen makes their next move. The order of the players may thus change.

In a dead player's turn, all Fallen tokens (except for the location of the last fallen unit) move 2 toward any unit. If the token reaches a distance of 1 to any unit, the Fallen will bite into the unit and take 1 life each. If the Fallen can attack in this way, they must do so (that is, move so that they attack at least one player of any kind).

If the Fallen's movement from an object does not reach ground, place the token next to the base of the object in corresponding direction. If the Fallen want to climb an object that is higher than they reach, there must be enough of them together so that the sum of their movements is equal to or higher than the height of the object.

Units can attack Fallen in the same way as standard units. If the Fallen should lose 5 or more lives in the attack, the Fallen is defeated and the attacking unit scores 1 Skill Point. Should the attack take less, the Fallen loses 1 life, i.e. turn the token to the side with one symbol up. If the Fallen loses both its lives, it is defeated and returned to the Fallen's supply, and the unit who defeated it gets one Skill point.

From the moment the first Fallen dies, more Fallen will appear from the Fallen supply next to the counter token indicating the place where the last unit of the defeated player was defeated, 1 at the beginning of the Fallen player's turn until the Fallen tokens run out or the game ends.

BEHEMOTH (4+ PLAYERS)

The Behemoth crawls from the tainted soil of the City when second player is defeated in a 4-player game, leaving one player from each team. Behemoth devastates the City with his brute force, and his hunger is unquenchable.

At the place where the last unit of the second eliminated player died place Behemoth, a creature from ancient times summoned by the recent bloodshed. The player in control of Behemoth takes the Behemoth card and acts as if it were his unit.

The Behemoth comes into play only after the player who killed the last unit of the player now controlling the Behemoth performs their next move. The order of the players may change. Behemoth begins with 15 Lives.

Behemoth does not gain Skill points. The player who defeats Behemoth wins the game (it is still possible to win via eliminating the remaining player).

FURTHER RECOMMENDATIONS

Now it's time to start playing Following the End. Before you start, we have a few more tips for you (which you don't have to follow):

Millimeters do not matter – this game will never be 100% accurate and it is also quite possible that you sometimes poke a unit with an elbow or that the table moves. It worked out for us not to be too pedantic. But a different table, a different morality – it's up to you.

Chess rule and Dumbpoint – if you place a unit, you can't take it back. If the players are not yet very experienced, we recommend using the excess units as stuntmen and with their help to prepare the move. If someone does an outright nonsense that is not yet "played over", we usually allow the change and give a symbolic "dumbpoint", such as a line with a marker on the face. But as above, it's up to you.

Reasonable dead – yes, of course, with the Fallen and Behemoth, you can help your former teammate to get valuable Skills points for free. But what is the fun then?

Laying down the king – Sometimes in the late stages of the game, it is clear that one of the players can not win under any circumstances (for example, he only has one non-combat unit and the opponent is clearly winnig). Although the loss can often be delayed by a few moves, it is not a shame to end the game at that moment by "laying down the king", on the contrary, there will be more time left for the next one!

COMPONENTS LIST

- 22 unit cards including Behemoth
- 18 artifact cards
- 4 reference cards for less experienced players
- Red Skill tokens
- White counter tokens for Health points and Mantras
- Black Scrape tokens
- A piece of string (Calibration Organisation and Band-Redistributing Apparatus AKA C.O.B.R.A.)
- Six-sided Time die, with faces with 3, 4 and 5 pips
- Six-sided Combat die
- 22 cardboard standees
- 16 bases of 4 colours
- Hexagon Scrape deposit tokens
- Round Fallen tokens

WE WOULD LIKE TO THANK

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