ABOVE AND BELOW

Rule Book
Your last village was ransacked by barbarians. You barely had time to pick up the baby and your favorite fishing pole before they started the burning and pillaging.

You ran from that place in the dark of night.

And wandered over a cruel desert....

Braving frozen peaks and crossing a rough sea filled with sharks.

But as soon as you had the first hut built, you discovered a vast network of caverns underground...

...brimming with shiny treasures, rare resources, and endless adventure!

Then you found it! The perfect place to make your new home.

Now, you're organizing expeditions and building your village above and below...
In Above and Below, you will...

Assign your villagers to build houses, harvest resources, train new villagers, and explore the caverns!

Build houses, which allow you to better care for your villagers and which make you more wealthy.

Explore the caverns so you can find rare treasure and new places to build underground outposts.

Build underground outposts so you can harvest rare resources.

Collect as many different types of resources as possible so you can increase your income.

Collect the most Village Points. The player with the most Village Points at the end of the game is the winner!
1 Reputation Board

1 Explore Book

4 Turn Order Tokens

7 Dice
8 Cubes (in 4 colors)

30 Cave Cards

24 House Cards

4 Starting House Cards

25 Outpost Cards

1 Round Marker

4 Player Boards

12 Starting Villagers
17 Villagers
4 Special Villagers

56 Goods Tokens (8 Types)

24 House Cards

10 Key Houses (Notice the Key Symbol)

Coins
Potions
Cider
Setting up the Game

1. Give each player a player board, seven coins, 1 starting house, and 1 of each type of starting villager (3 villagers total for each player). The starting villagers have a circle symbol on the back of the token. The 3 villagers should have the symbols depicted at the left, and start in the large grass area on the player board.

2. Place the 10 Key Houses face up on the table.

3. Place the Reputation Board in the center of the table. Place the coin tokens, good tokens, cider tokens, and potion tokens near the side. This is the supply. Place one cider on the reputation board in area with a cider symbol.

4. Put any unused starting villagers in the box. Place the special villagers aside (special villagers have a triangle symbol on the back of the token). Place the remaining villagers face down in a pile and draw five, placing them along the top of the reputation board.

5. Shuffle the cave cards and place them in a pile face up next to the reputation board.

6. Shuffle the house cards and the outpost cards and place them in two piles face down underneath the reputation board. Draw the top four cards of each deck and place them face up in a row next to their respective decks.

7. Give each player a set of colored cubes. Each player places one of these cubes on the torch space on the reputation board. Decide who will be the first player. Turn order is in clockwise direction. Give each player the appropriate turn order token.

8. Place the explore book and dice near the play area. Place the Round Marker on top chamber in the string of caves on the reputation board.
Above and Below is played in rounds. Each round, players take turns assigning their villagers to take actions. When a player wishes to take no more actions in the round, he states that he wishes to pass. When all players have passed, the round ends (this means that some players will sometimes have more turns than others).

After seven rounds, the game is over.

Perform the following steps each round.

1. **Player Actions:** Starting with the first player (the player with the first-player token) and continuing in clockwise order, each player may take one action per turn until all players have passed. The available actions are:

   - **Explore**

     Villagers explore the cavern in an attempt to find a place for an outpost.

     First, the player draws a cave card from the top of the cave card deck and places it to the left of his player board (near the rocks in the corner). He then slides two or more villagers from the ready area on his player board to the card (there is no limit to the amount of villagers he may send exploring, but he must send at least two).

     He then rolls a die and compares it to the grid of numbers on the lower half of the new cave card— the resulting number indicates which paragraph should be read to him from the explore book. The player to his left turns to the indicated paragraph in the explore book and reads it to him. The reader reads the entire paragraph, including any choices below the description (in **BOLD CAPS**) AND the associated explore numbers. The only thing the reader does not read aloud are the possible rewards after each explore number (in parenthesis).

     A paragraph might look like this:

     You descend a deep chasm until you reach a wide, dark chamber. Rancid, cloudy water covers the cave floor, and soon you see glowing red eyes in all directions. You raise your lantern and realize that you’re surrounded by giant rats, their brown, oily coats slick and wet. They close in, ready to make your party their next meal. Do you try to run and hide from the rats, or do you stand and fight?

     **RUN AND HIDE:** Explore 3 (coin), Explore 4 (mushroom)
     **STAND AND FIGHT:** Explore 7 (five coins, ore)

     After reading the description paragraph, the reader describes the two available choices like this: “Run and hide-- explore 3 or 4. Stand and fight-- explore 7.”

     The active player then selects one of the available choices (**for example: “run and hide”). He must state aloud his choice. The active player must then attempt to meet or exceed at least one of the explore numbers following that choice.

     The active player rolls one die for each villager that was sent to the cave card. He must indicate for which villager he is rolling each time he rolls. Once rolled, he places the die on the villager. The amount of explore gained by the villager depends on the roll, as described below:

     - A roll of **1 or more** gives **one lantern** (1 explore).
     - A roll of **3 or more** gives two lanterns (2 explore).

     This villager could give either 1 or 2 lanterns (not 3).

     After all dice have been rolled, the active player adds the total number of lanterns from his villagers. If the total is equal to or greater than one of the explore numbers associated with his choice, he succeeds. If he does not have a sufficient number of lanterns, he may then choose to **Exert** one or more of his villagers to gain extra lanterns.
Place Goods that you want to sell here.

Explore Action (you need at least 2 villagers)

Harvest Action

Build Action (you need a villager with a hammer)

Train Action (you need a villager with a quill)

Labor Action

Starting Income (increases when you place goods in the advancement track)

Village points you gain for each good in this slot. Also, the symbol on the right is your current income.

Ready Area

Exhausted Area

Injured Area
To **Exert** a villager, the player removes the villager from the cave card and places him or her in the injured area on his player board. Each exerted villager gives the player one extra lantern.

If the final total of lanterns meets or exceeds one of the explore numbers associated with the player’s choice, he succeeds and gains the rewards from the highest possible explore number.

For example, if the player chose “run and hide” from the explore paragraph on page six, and he rolled a total of 5 lanterns, he would gain the reward from “Explore 4”, a mushroom.

After the player gains the reward, he places any villagers remaining on the cave card to the exhausted area on his player board. He places the cave card to the right of his player board, underneath his row of house cards, in the same row as other cave cards and outpost cards he already owns.

If the player does not have enough lanterns to meet or exceed at least one of the explore numbers associated with his choice, he fails and does not gain the cave card or any rewards. He places any villagers remaining on the card on the exhausted area of his player board and puts the cave card at the bottom of the cave card deck.

**Build**

A villager builds a house, a key house, or an outpost.

First, the player slides one of his villagers from the ready area on his player board to the exhausted area of his player board. The villager must have a hammer symbol.

The player may then choose to purchase one of the available house cards, key house cards, or outpost cards. He must pay an amount of coins to the supply equal to the cost of the card.

If a player wants to purchase an outpost card, he must have an open, available cave card (that he gained from a previous explore action). He places the new outpost on top of the available cave card.

House and key house cards are placed in a row next to the starting house card.

Outposts are placed in a row underneath the row of house cards.

House cards, key house cards, and outpost cards give the player a special ability, increased income, or other benefits. These are described in the “Buildings Benefits” section on pg. XX.

After the player has finished placing his new card, if he chose a house or outpost card, he then must draw a new card so that there are four available choices for the next player.
Harvest

Villagers harvest goods from house or outpost cards.

First, the player slides one or more of his villagers from the ready area on his player board to the exhausted area of his player board.

For each villager the player exhausts, he may pick up one goods token that is on one of his house or outpost cards. He places the good next to his coins and may either keep it there for later, place it for sale in the top left corner of his player board, or place it in his advancement track (selling and buying goods is described later in the “Free Actions” section on pg XX).

Train

A villager trains a new villager.

First, the player slides one of his villagers from the ready area on his player board to the exhausted area on his player board.

The player may then purchase a new villager from the reputation board. He may select any of the available villagers. He must pay the cost in coins to the supply. The cost is listed below the villager.

The player places the new villager in the exhausted area of his player board.

The player does not draw a new villager for the reputation board.

Labor

Villagers labor to gain more coins.

First, the player slides one or more of his villagers from the ready area on his player board to the exhausted area of his player board.

For each villager the player exhausts, he gains one coin. Additionally, the first player to labor each round gains the cider on the reputation board. If there is no cider token on the reputation board, the player only gains coins.

Free Actions

Free actions can be performed on a player’s turn without exhausting villagers. A player may perform as many free actions as he likes before he performs a normal action. After he performs a normal action, he may not perform any free actions.

Buy From a Player

A player may purchase a good, cider, or potion from another player that has been placed for sale in the top left corner of the buyer’s player board. The player may bargain, make offers, etc, but may only pay in coins, and he must pay at least 3 coins. The seller may refuse the offer for any reason. If the seller agrees to sell the good, potion, or cider, the player pays the agreed upon amount of coins and takes the good.

Put Something for Sale

A player may place one of his goods, a cider, or a potion for sale by placing it in the slot at the top left corner of his player board. Other players may attempt to purchase it on their turns.

A player may remove the good that is for sale or replace it with something else only on his turn.
Refresh a Buildings Row
If a player wants to see new options of houses or outposts to purchase, he may pay one coin to replace all four available cards in one of the rows. He takes the current house or outpost cards and places them at the bottom of the deck, then draw four new cards from the top of the deck and places them face up in the row. **He may do this only once per turn. It is not possible to refresh the key houses.**

Pass

When a player passes, he flips his turn order token to the blank side. He may not take any more actions or free actions in the round.

A player that does not have any villagers in the ready area of his player board at the start of his turn must choose to pass. He may take free actions before he passes.

2. End the Round: When all players have passed, the round ends. Follow these steps before the next round starts:

Round Marker
Slide the round marker one chamber down the string of seven caves. If the round marker cannot slide, the game is over. Follow the instructions in the section titled “Game End” on page 13.

Cider
Place a cider on the cider icon on the reputation board if it does not have one.

New Villagers
Slide any remaining villagers on the reputation board to the left so that they occupy the lower cost slots and replace any open slots to their right by drawing new villagers from the villager pile.

Rest your Villagers
Now all players may refresh the villagers on their player boards.

First, players may spend any potions or ciders. If a player spends a potion, he may move one villager from the injured area to the exhausted area. If a player spends a cider, he may move one villager from the exhausted area to the ready area. A player may use both a potion and cider on the same villager.

Now, players may move one villager from injured to exhausted, or from exhausted to ready for each bed he has on his house and outpost cards. A villager cannot sleep in two beds (the villager wouldn’t be able to move from injured to ready by using two beds).

Collect Income
Now all players collect coins based on their income level. Players start at 4 income, but their income level increases depending on the number of different goods in their advancement track at the bottom of their player board.

A player with an advancement track as depicted above would gain 6 income instead of 4.
Players also collect income from any house or outpost cards that give extra income.

Refresh Goods on Buildings
If any player owns a house or outpost with this symbol and there is currently not a good on the card, place one of the appropriate goods there.

Pass Turn Order Tokens to the Left
Each player passes his turn order token to the player on the left and places it face up in front of him.

Start the Next Round
If seven rounds have not passed, begin the next round.
Advancement Track
A player’s advancement track is the row of circles along the bottom of his player board. A player may place available goods on this track at any time. He must place goods from left to right, not leaving any empty slots. Once a good has been placed, if the player wishes to place another good of the same type, it must go on the same slot (slots can contain multiple goods of the same type). Goods can be placed in any order.

In the example below, any future fruit goods that the player chooses to place in the advancement track would have to be placed on the third slot from the left. If the player wanted to place a mushroom good next, he would have to place it in the fourth slot from the left.

There are two numbers at the top of each good slot. The left number indicates how many village points each good in that pile is worth at the end of the game. In the example below, if a player had two fruit goods at the end of the game, each of those goods would be worth 2 village points (for a total of 4 village points).

The right number above each slot is an indication of the player’s current income. In the example below, the player would collect 6 coins, listed above fruit, at the end of each round (he would not also collect the coins listed above any of the other goods—only the good furthest to the right).

Once a good has been placed in the advancement track, it cannot be removed.

Special Villagers
There are four special villagers in the base game. They are the Liquid Woman, Grolo, Blue Cat, and Metal Man villagers. At the start of the game, place these villagers face up near the play area. They can only be obtained through specific encounters in the explore book. Each of these villagers has special rules.

Liquid Woman: The liquid woman is unsettling. Each time you assign her to do an action, you lose one reputation.

Grolo: The grolo is adept at building. If you use him to build, pay one fewer coin than normal.

Cave Cat: The cave cat doesn’t like to obey orders. Each time you use the blue cat you must roll a die. If you roll a 3-6, the cat will perform the task you assign it. If you roll a 1-2, the cat moves to the exhausted area without performing any task.

Metal Man: The metal man uses his own bed each day. He cannot use beds on your buildings. He cannot use cider or potions.

Buildings
Each building is worth 1 village point. This includes houses, key houses, and outposts. This does not include empty cave cards a player owns.

Reputation
The reputation track is a measure of how well known and thought of a player’s village is. All players start on the torch symbol on the track. If a player gains reputation, he moves his cube down the track, toward the bottom of the cave. If a player loses reputation, he moves his cube up the track, toward the surface.

At the end of the game, the player with the most reputation gains 6 extra village points. The player with the second-most reputation gains 4 extra village points. The player with the third-most reputation gains 2 extra village points. If playing with two players, only the player with the most reputation gains 4 points (this is why there are two dots on this village point symbol).

Players also gain or lose village points indicated by a smaller village point symbol next to their position on the track. For example, if a player ended the game with his cube on the highest space on the track, near the surface, he would lose 2 village points.
After seven rounds have passed, the game ends and players count up village points. Players gain village points for the following:

**Advancement Track**
Players count up village points for each goods token on the advancement track. The amount each token is worth is indicated just above the slot on the board. In the example below, if a player had four fruit on the third slot, he would gain 2 village points each for a total of 8 village points.

![Advancement Track Image]

**Buildings**
Each building is worth 1 village point. This includes houses, key houses, and outposts. This does not include empty cave cards a player owns.

**Reputation**
At the end of the game, the player with the most reputation gains 6 extra village points. The player with the second-most reputation gains 4 extra village points. The player with the third-most reputation gains 2 extra village points. If playing with two players, only the player with the most reputation gains 4 points (this is why there are two dots on this village point symbol).

Players also gain or lose village points indicated by a smaller village point symbol next to their position on the track. For example, if a player ended the game with his cube on the highest space on the track, near the surface, he would lose 2 village points.

**Card Bonuses**
Some buildings give bonus village points. In many cases, the points are simply listed at the bottom of the card. The card below would give the player 2 bonus village points.

![Card Bonus Image]

Some cards give bonus village points for owning specific things. The card below on the left would give the player 4 bonus village points, plus 2 bonus village points for each potion or ore he owns (the ore can be in the advancement track or simply in the player’s supply). The card below on the right would give 3 bonus village points, plus 2 points for each house/key house he owns.

![Card Bonus Images]

**Compare Total**
Players compare their total village points. The player with the most village points is the winner! If tied, the player with the most coins wins the tie. If still tied, the player with the most villagers wins the tie. If still tied, the player with the most buildings wins.
Symbols

**Village Points**: The player with the most village points at the end of the game is the winner. A card with this symbol would give 3 extra village points.

**Fruit**: The most common good.

**Fish**: The second-most common good.

**Mushroom**: The third-most common good.

**Rope**: The fourth-most common good. Will give a bonus in many explore encounters.

**Clay Pot**: The fifth-most common good.

**Paper**: The sixth-most common good.

**Ore**: The seventh-most common good.

**Amethyst**: The rarest good.

**Coins**: Coins are used to purchase buildings and train new villagers. A building card with this symbol would increase a player’s income by 1 each round.

**Beds**: For each bed symbol on a card a player owns, he may move one villager from “injured” to “exhausted” OR “exhausted” to “ready” on his player board.

**Recruit to Ready**: If a player owns a card with this symbol, he may place newly-recruited villagers in the “ready” area instead of the “exhausted” area.

**Gain a Coin When Building**: If a player owns a card with this symbol, he gains 1 coin after he purchases a building card. He must pay the full amount for the building before collecting the bonus coin.

**Reroll Twice**: If a player owns a card with this symbol, he may reroll up to two times when performing an explore action. He must always keep the rerolled number.

**Gain a Coin when Exploring**: If a player owns a card with this symbol, he gains 1 coin after completing a successful explore action.
**Gain Reputation:** When a player buys a card with this symbol, he immediately gains 1 reputation.

**Goods (on card):** When a player buys a card with this symbol, he immediately places 2 goods of the specified type on it. The goods can be harvested from the card. The card never makes additional goods.

**Replenishing Goods (on card):** When a player buys a card with this symbol, he immediately places 1 good of the specified type on it. The good can be harvested from the card. At the end of the round, if the card does not have a good on it, the player places 1 of the specified good on it.

**Hammer:** A villager with this symbol can complete the Build action.

**Quill:** A villager with this symbol can complete the Train action.

**Hammer Plus:** A villager with this symbol can complete the Build action, and he pays one fewer coin when doing so.

**Cave Cat:** This symbol belongs to the cave cat. It means that each time a player assigns the cave cat to do an action, he must roll a die. On a roll of 1-2, the cat does not complete the action and is placed directly in the “exhausted” area.

**Bonus Explore (on card):** If a player owns a card with this symbol, each time he does the explore action, he adds 1 lantern to the total rolled by the villagers.

**Potion (on card):** When a player purchases a card with this symbol, he immediately gains 1 potion token.

**Income (on card):** If a player owns a card with this symbol, he collects +1 coin at the end of each round.

**Metal Man:** These symbols belong to the Metal Man villager. They represent that this villager has his own bed, and that neither cider nor potions can be used on him.

**Bad Reputation:** A villager with this symbol causes the player to lose one reputation each time the villager is assigned to perform an action.

**Village Points for Things:** If a player owns a card with this symbol, he gains bonus village points for owning specified goods/etc. In this case, the player would gain 2 village points per potion and 2 village points per ore he owned at the end of the game.
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## Round

### 1. Player Actions

- Explore
- Harvest
- Build
- Train
- Labor

**Free Actions**

- Buy From a Player
- Put Something For Sale
- Refresh a Building Row

- Pass

### 2. End the Round

- Round Marker
- New Cider
- New Villagers
- Rest Villagers
- Collect Income
- Refresh Goods on Buildings
- Pass Turn Order Tokens to the Left

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## Credits

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