

Save Avem Rule book



Introduction

"Save AVEM" is a strategic and engaging board game inspired by Alan Walker and designed by his dedicated fans. This game combines trivia, strategy, and chance, offering an immersive experience for fans and board game enthusiasts alike. In this game, players embark on a journey to rescue AVEM from Red Nexus by collecting keys, earning coins, and outsmarting their opponents. This rulebook provides detailed instructions on how to play the game, including setup, gameplay mechanics, and winning conditions.

Contents

- 1 Game Board
- 4 Player Tokens
- 30 Trivia Cards
- 2x15 Special Event Cards
- 40 Coin Tokens
- 12 Key Tokens
- 1 Six-Sided Dice
- Rulebook

Game Objective

The ultimate goal of "Save AVEM" is to be the first player to collect three keys, reach the center of the board, and use the keys to unlock the gate and rescue AVEM from Red Nexus' captivity.

Game Setup

Board Placement:

- Lay the game board flat on a table or another playing surface.

Card Setup:

- Shuffle the Trivia Cards and Special Event Cards separately.
- Place the decks face down in their designated areas on the board.

Distribute Player Tokens:

- Each player chooses one token representing their character.
- Place all tokens on one of the four starting points located in the outer circles of the board.

Prepare the Bank:

- Arrange the Coin Tokens and Key Tokens in piles accessible to all players.

Determine the Play Order:

- Players roll the dice to determine the play order. The player with the highest roll goes first, and the play proceeds clockwise from there.



Game Mechanics



Taking a turn

Rolling the Dice:

- At the start of each turn, the player rolls the dice to determine how many spaces their token will move.

Moving the Token:

- The player moves their token forward according to the number rolled. Movement follows the paths on the board.

Landing on a Space:

- After moving, the player must follow the instructions associated with the space they land on. The different spaces and their actions are explained below:

Coin Space: The player collects 2 coins from the bank.

Walker Question Space: The player draws a Trivia Card and attempts to answer the question. Another player reads the question. A correct answer rewards the player with 3 coins.

Key Space: The player collects 1 key from the bank.

Special Event Space: The player draws a Special Event Card and follows the instructions on the card.

Blank Space: If the player lands on a blank space, nothing happens

Collecting and Using Coins

Earning Coins:

- Coins are primarily earned by answering Trivia questions correctly and landing on Coin Spaces.

Spending Coins:

- Players can purchase keys with their coins. Each key costs 10 coins. Keys can be bought at any point during a player's turn, but the player must have landed on a Key Space to collect one.

Coin Limit:

- Players may hold a maximum of 20 coins at any time. If a player earns coins that would exceed this limit, the excess is forfeited.

Collecting and Using Keys

Earning Keys:

- Keys can be obtained by landing on Key Spaces or purchasing them with coins.

Key Limit:

- Players may hold a maximum of 3 keys at any time.

Using Keys:

- Once a player has collected 3 keys, they can move toward the center of the board, where the jail is located. Upon reaching the center, the player uses the keys to unlock the gate and rescue RUEM.

Special Event Cards

Drawing and Using Cards:

- When a player lands on a Special Event Space, they draw a Special Event Card. These cards introduce various game-changing effects, which must be resolved immediately.

Possible Events:

- Special Event Cards may include a wide range of effects, such as losing a turn, gaining or losing coins, stealing coins from another player, or moving to a different space on the board.

Trading

Negotiation Between Players:

- Players are allowed to trade coins and keys with each other. All trades must be agreed upon by both parties, and no player may exceed the maximum coin (20) or key (3) limits.

Reaching the Center and Winning the Game

The Final Challenge:

- Once a player has 3 keys, they can move toward the center of the board.

Winning the Game:

- The first player to reach the center and use their 3 keys to unlock the gate wins the game and successfully rescues Ruem!



Game Strategies

Plan Your Route:

Pay attention to the board layout and plan the most efficient path to gather keys.

Manage Resources:

Be mindful of your coin and key limits. Save coins for key purchases, but also consider trading strategically.

Adapt to Events:

Special Event Cards can dramatically change the game. Be ready to adapt your strategy based on the card effects.

Trivia Mastery:

Knowing your Alan Walker trivia can give you a significant advantage. Brush up on your knowledge before playing!

Game Etiquette

Fair Play:

All players should adhere to the rules and respect each other's turns.

No Cheating:

Players must not peek at the Trivia or Special Event Cards before drawing them.

Negotiation Respect:

While trading is part of the game, players should not pressure others into unfavorable trades.

FAQs

Q: What happens if I run out of coins?

A: You can continue playing, but you won't be able to buy keys or engage in certain trades until you earn more coins.

Q: Can I trade keys for coins?

A: Yes, players can negotiate trades, but they must follow the coin and key limits.

Q: What if two players reach the center on the same turn?

A: The player who rolled first in that turn sequence gets to unlock the gate first.

Credits

"Save AVEM" was developed by the dedicated fans of Alan Walker :

- Walker #95499
- Walker #39197

Enjoy your
adventure in
"Save AVEM"
and may the
best Walker
save AVEM!