

Through The Gate

A game of adventure and decision-making for two to five explorers
(with optional rules for solitaire adventures)

by Jonathan Leistiko

Goal:

Do good deeds and explore as much of the world as possible before you have to go back home. You'll want to increase your Compassion (♥), Strength (♠), and Wisdom (♣); explore exotic locales; and make new and exciting friends (🦄).

You Need:

- A *Through The Gate* deck.
- Five double-sided victory cards.
- One six-sided die.
- Eight hourglass tokens per player.

Setup:

Set the victory cards aside non-teal side up to award at the end of the game.

Shuffle the *Through The Gate* deck and place it in the center of the table where everyone can reach it. Put the die there, too. Give each player five hourglass tokens. Put extra hourglass tokens in the game box.

Leave space in front of you to lay out the cards you draw and keep. These cards are called your **diary** and stay face-up. You can arrange these cards any way you want to. They serve as a record of your trip through the world beyond the gate.

High roll goes first.

Play:

On your turn:

Has your time run out? Put one of your hourglass tokens back in the game box. If you don't have a token to put back, your turn is over.

Declare your speed (🦶). Your speed is how many cards you'll draw in the next step. This represents how rapidly you're traveling through the world beyond the gate. You can pick any number from two to seven.

Draw your cards from the deck. Put them in front of you face-up where everyone can see them.

Pick two cards to keep. Also keep all cards labeled "Event." Discard all other cards you drew. When you discard a card, place it face-up in the discard pile.

Play your cards one at a time in any order you choose. Do what the card says, then add it to your diary.

If you have to discard one or more cards from your diary and you can't, your turn ends. For example, if you have to discard a companion (🦄) and you don't have a companion, your turn ends.

If a card tells you to end your turn (🔴), discard any cards you drew but did not play, and end your turn.

Anyone may look at the cards in your diary at any time.

Cards with a 🔧 symbol under their name are items. If you're traveling fast, you might overlook an item. Before you can add an item to your diary, roll a die. If it is less than your speed, you didn't see the item and must discard it. If your roll is equal to or greater than your speed, you may add the item to your diary.

Cards that you can discard to cause something to happen have a ⚡ on them.

Cards with a 🦄 under their name are companions who may join you in your travel and help you in your journey. They'll give you special powers as long as they're in your diary. However, companions will only join up with someone who matches what they're looking for in a leader. If the accomplishments in your diary match or exceed what a companion is looking for, you may add it to your diary. Otherwise, discard the companion. Wild cards do not help you acquire companions.

For example, the Regal Unicorn will only travel with you if you have at least two hearts of Compassion (♥) in your diary.

If a card lets you cancel or change the effects of another card, play it before another card is played.

If you have to give or take more cards than you can, give or take as many as you can. For example, if you have two cards and I have seven, and we have to give each other three cards, you only have to give me both of your cards, but I have to give you three cards.

Once you've played your last card, your turn ends. Play passes to the left.

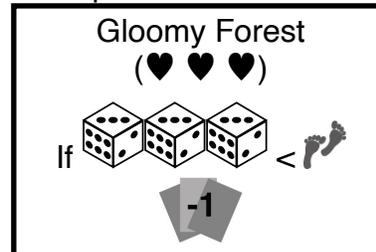
What do the colored borders mean?:

Tale cards have red borders. Hill cards have blue borders. Forest cards have green borders.

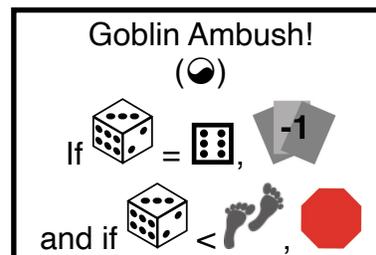
What The Card Icons Mean:

-  : Roll a die.
- < : Less than
- > : Greater than
-  : Your speed
-  : Your die result
-  : Discard
-  or  : Discard 1 or 2 diary cards
-  : End your turn and stop drawing cards
-  : Discard this card to...
- ♥ : Compassion
-  : Strength
-  : Wisdom
- * : Wild
-  : Item
-  : Companion
-  : An hourglass token

Example Cards:



Gloomy Forest gives you three compassion when it's in your diary. Roll three times. Discard one card for each result that is less than your speed.



Goblin Ambush gives you one wisdom when it's in your diary. Roll a die. If it is a six, discard a card. If it is less than your speed, end your turn.

Winning:

The game ends when no one has hourglass tokens at the end of a turn.

Tally your Compassion, Strength, and Wisdom. Wild cards count as Compassion, Strength, or Wisdom – you choose. Only count the icons in (parentheses). Icons in [brackets] do not count. Also count up your companions and all of the cards your diary.

The player with the most Strength cards gets the Knight victory. The player with the most Wisdom cards gets the Scholar victory. The player with the most Compassion cards gets the Diplomat victory. If you have the most cards in your diary, you get the Explorer victory. If you have the most companions, you get the Leadership victory.

The player with the most victories wins the game.

Variants:

** How Long?*

You can make the game shorter or longer by decreasing or increasing the number of hourglass tokens each player starts with.

** Against the Ice Queen*

This version of the game is cooperative. To win the game, combine your totals with the other players at the end of the game. If your totals meet or beat the targets for at least three of the five Ice Queen victory cards (the teal sides) you win the game, but the Ice Queen escapes. If you win all five victories, you banish the Ice Queen forever (Well, until the next time you play.), rescue the realm, and win the game!

** Adventuring Alone*

If you're playing by yourself, keep track of how well you do at the end of each game. Can you beat your previous best scores?

Origin & Credits:

On April 20, 2008, Marcelo F. called me and said that games for girls are in high demand. After that conversation, I spent a lot of time trying to figure out what makes a game a "girl game". I hadn't found a good answer for this yet, so I made this game for a specific friend instead of an abstract female audience.

I talked about girl games with that friend, and she offered lots of opinions and ideas about what a game for girls should encompass. I thought for a while about this, and decided to adapt *Twisty Passages* (another game I'm working on) to this purpose.

The first play test was on October 28, 2008 with my friend. There were lots of aspects left over from *Twisty Passages* that made the game not fun. Specifically, including card-gathering goals in *Through the Gate* made the random exploration of *Twisty Passages* frustratingly inappropriate. I proceeded to re-write the rules and cards the following day.

Second play test on November 13, 2008 with the friend and JP. I realized that some cards still needed more changes. Decided that the game lasted too long and reduced the number of hourglass tokens from 7 to 5. Modified the number of cards needed to complete the "Scattered Shards" cooperative victory. I'm concerned that the "extra token" cards may be too powerful with only 5 tokens per player.

March 3, 2009: After more play testing, changed *Scattered Shards* back from nine to 12. It's hard, but do-able.

Thanks to Marcelo and my friend for inspiration, ideas, and play testing.

Gloomy Forest (♥ ♥ ♥)

If  < 


Through The Gate (*)

If  > 
+1  & 

Dank Cavern (♥ ♥ ♥)

Each  <  

Through The Gate (*)

If  > 
+1  & 

Grasping Fog (🗡️ 🗡️)

If  < 
-1 

Through The Gate (*)

If  > 
+1  & 

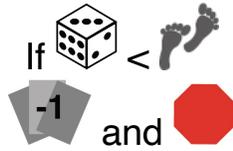
Lashing Branches (🗡️ 🗡️)

If  < 
-1 

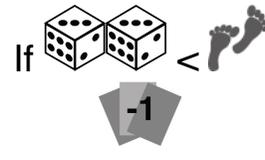
Through The Gate (*)

If  > 
+1  & 

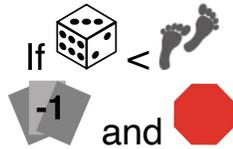
Mischievous Fairies
(♥ ♥)



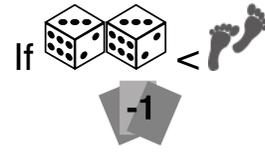
Lost
(☯ ☯)



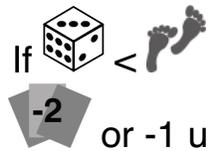
Naughty Sprites
(♥ ♥)



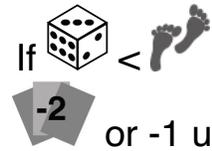
Lost
(☯ ☯)



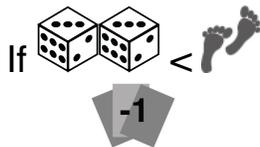
Covered Pit Trap
(☯ ☯)



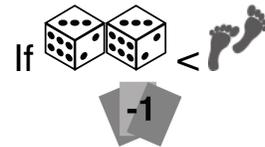
Landslide!
(⚠ ⚠)



Sticky Tar Trap
(☯)



Avalanche!
(⚠)



Snowstorm



If < ,
-1 or -1

Grumpy Monster



If < ,
Q: What do you do with a blue monster?
A: Cheer it up!

Thunderstorm



If < ,
-1 or -1

Upset Ogre



If < ,
Ogres throw ogre-sized tantrums.

Goblin Ambush!



If = ,
and if < ,

Troll Bridge



If < ,
 a card or this card.

Highway Bandits!



If = ,
and if < ,

Imperial Guards



If < ,
 a card or this card.

Switching Fate
(-1 ♥)

Pick a player. Let that player take a card from you, then take a different card from that player.

Wild Magic
(-1 ☾)

Give a player up to 3 cards. That player must give you that many new cards.

Twisted Tales
(-1 ♥)

Pick a player. Let that player take a card from you, then take a different card from that player.

Twists and Turns
(-1 ☾)

Give a player up to 3 cards. That player must give you that many new cards.

Wailing Banshee
Event

A randomly-selected player must  -1

A Meeting on the Road
Event

Pick a player. That player and you may trade cards if you both agree.

Greedy Goblins
Event

A randomly-selected player must  -1

A Chance Encounter
Event

Pick a player. That player and you may trade cards if you both agree.

**Solar Eclipse
Event**

Play reverses direction at the end of your turn.

**Fractured Realm
Event**

Everyone must give a card to the player on their left.

**Lunar Eclipse
Event**

Play reverses direction at the end of your turn.

**The World Trembles...
Event**

Everyone must give a card to the player on their right.

**Solar Eclipse
Event**

Play reverses direction at the end of your turn.

**An Unnatural Storm
(-1 🗑️, +1 🌑)**

Everyone must 🗑️ a 🦄.
If you 🗑️ a 🦄, end your turn
and +1 ⌚.

**Lunar Eclipse
Event**

Play reverses direction at the end of your turn.

**Enforcers on Patrol
(-1 🗑️, +1 🌑)**

Everyone must 🗑️ an 🛠️.
If you 🗑️ an 🛠️, end your turn
and +1 ⌚.

Shortcut Event

A randomly-selected player must take the top card of the deck and obey it. (If it's not your turn, your speed is zero.)

Fairy Pranksters

 [Seeking ♥]

: Pick a player to  .

Shortcut Event

A randomly-selected player must take the top card of the deck and obey it. (If it's not your turn, your speed is zero.)

Sneaky Ferret

 [Seeking ♠]

: Pick a player to  .

Knapsack



If someone tries to take an  from you, you can make them take this Knapsack instead.

Silver Apples



: Re-roll a  or draw and play 2 extra cards.

Straw Man

 [Seeking 🌀]

If someone tries to take a  from you, you can make them take this Straw Man instead.

Silver Apples



: Re-roll a  or draw and play 2 extra cards.

Golden Falcon

 [Seeking  & 

You may look at the top two cards of the deck before you declare your .

Four-Leaf Clover



If you  this card, do not discard any more cards until your next turn.

Clockwork Owl

 [Seeking  & 

You may look at the top two cards of the deck before you declare your .

Blessed Horseshoe



If you  this card, do not discard any more cards until your next turn.

A Bag of Fairy Dust



: Ignore any card and put it in your diary. Continue your turn normally.

Ancient Map



Before you declare your , you may look at any card in the deck. You may shuffle the deck after you put the card back.

Protected by Pixies



: Ignore any card and put it in your diary. Continue your turn normally.

Crystal Spyglass



Before you declare your , you may look at any card in the deck. You may shuffle the deck after you put the card back.

Whatchmacallit



★: Take an from the pile.

“What is it? It’s a thingamajiggy kind of knick-knack.”

Regal Unicorn

[Seeking ♥ ♥]

+1 to for and challenges.

Thingamajig



★: Take an from the pile.

“What’s it like? It’s kinda like a doohickey or a whatchmacallit.”

Noble Centaur

[Seeking

+1 to for and ♥ challenges.

Grumpy Troll

[Seeking

★: Give this card to a player.
That player must .

Magic Snowglobe



★: Pick a player. That player gets to take a card from you, then that player’s turn ends.

Flying Monkeys

[Seeking

★: Give this card to a player.
That player must .

Sleeping Spell



★: Pick a player. That player gets to take a card from you, then that player’s turn ends.

Quickness Potion



★: Your is two until the end of your turn.

Braid of Confusion



★: Subtract two from a .

The Fantastic Hourglass



★: Every player gains a .

Brooch of Alertness



★: Add two to a .

Luck Dragon u [Seeking

+1 to and challenges.

★: If you just declared your speed, draw 3 extra cards.

Bottled Imp



★: Add or subtract one from a .

Young Genie [Seeking

+1 to and challenges.

★: Keep 2 extra cards after drawing cards.

Wind-Up Gremlin



★: Pick a player who just declared a . That player draws two fewer cards this turn.

Magical Marketplace
(*)

It's filled with all sorts of fantastic creatures. Describe something or someone you meet in the market

or  .

An Old Couple in Need
(*)

You meet an old couple that needs help. Tell everyone what they needed and how you helped them

or  .

Mysterious Hermit
(*)

While walking on the road, you meet a person with mysterious advice.

Tell everyone what they say or

 .

Curious Sphinx
(*)

It won't let you pass until you tell it a joke.

Tell a joke or  .

A Gigantic Shadow
(*)

There's something in the sky right above you.

Describe it or  .

Ancient Ruins
(*)

It looks like a building used to be here. Tell everyone what the

building used to be or  .

Traveling Tinker
(*)

A tinker is selling small gifts by the side of the road. Tell everyone about one of the things the tinker

is selling or  .

Moldy Rope Bridge Across A
Gaping Chasm
(*)

It looked pretty scary, but you made it across. Tell everyone what was at the bottom of the

chasm or  .

Grasping Trees



Odd: a .

Even: a card with a border that is not black.

Nipping Fairies



When you draw this card, any player with a green Forest card must . *"Ouch! That wasn't very nice..."*

Pursued by Angry Boggarts!



Draw a card and play it.

Held For Ransom



You've been captured and held for ransom! and unless you another player will for you.

Chased by Hungry Goblins!

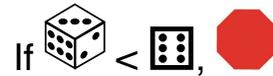


Draw a card and play it.
Draw another card and play it.
"This way, quick!"

Swamp of Sorrows



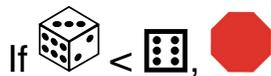
Play this card first if you can.



Caves and Caverns



Play this card first if you can.



Frolicking Djinn



1 or 2: .
3 or 4: Nothing happens.
5 or 6: Take a card from the pile and put it in your diary.

Minotaur

(♠)
If  > , . If < ,
draw a card and play it.

Minotaurs are very strong, very dangerous, and very fast.

Oozing Horror

(*)

 a card with a border that is not black or  this card.

Hill Bandits

(♠ or ♣)

 an . If you have the Golden Falcon or Clockwork Owl, it warns you about the bandits and you do not have to  an .

Giant Spiders

(♠)

If  < 
 and 

The World-Mother

(♣)

If you have a green Forest card, you may draw and play two cards.

Otherwise, If  > 
 and .

Hall of the Mountain King (♠)

If you have a Hill card (blue border), you may draw and play two cards

Otherwise, If  > 
 and .

The Tale-Teller

(♥)

If you have a red Tale card, you may draw and play two cards.

Otherwise, If  > 
 and .

The Monster in the Darkness

(♠ ♠)

If  < 
-1  and .

Casting fairy dust under the light of the full moon shows you the future...



If you have a Bag of Fairy Dust or are Protected by Pixies, you may draw and play a card.

Otherwise if = , .

Can you carry what you need?



If you have a Knapsack or a Straw Man, you may draw and play a card.

Otherwise if = , .

Sometimes unexpected things happen.



If you have a Thingamajig or a Whatchamacallit, you may draw and play a card.

Otherwise if = , .

Just a tiny bite will keep your spirits up.



If you have a Silver Apple, you may draw and play a card.

Otherwise if = , .

What's inside the fairy rings?



If you have Fairy Pranksters or a Sneaky Ferret, you may draw and play a card. Otherwise if

= , .

Something is following you.



If you have a Bottled Imp or a Wind-Up Gremlin, you may draw and play a card.

Otherwise if = , .

Should you go left or right?



If you have an Ancient Map or a Crystal Spyglass, you may draw and play a card.

Otherwise if = , .

Are you a Chosen One?



If you have an Eclipse card, you may draw and play a card.

Otherwise if = , .

**Knight
Victory**
(Most 🗡️)

**The
Cold
Guard**
Players / 🗡️ Needed
1 player = 2 🗡️
2 players = 4 🗡️
3 players = 6 🗡️
4 players = 8 🗡️
5 players = 10 🗡️

**Scholar
Victory**
(Most 🧠)

**Wintery
Curse**
Players / 🧠 Needed
1 player = 2 🧠
2 players = 4 🧠
3 players = 6 🧠
4 players = 8 🧠
5 players = 10 🧠

**Diplomat
Victory**
(Most ❤️)

**Reign
of Fear**
Players / ❤️ Needed
1 player = 2 ❤️
2 players = 4 ❤️
3 players = 6 ❤️
4 players = 8 ❤️
5 players = 10 ❤️

**Leadership
Victory**
(Most 🦄)

**The
Dark
Alliance**
Players / 🦄 Needed
1 player = 2 🦄
2 players = 4 🦄
3 players = 6 🦄
4 players = 8 🦄
5 players = 10 🦄

**Explorer
Victory**
(Most Cards in Diary)

**Scattered
Shards**
Players / Diary Cards
Needed
1 player = 12 cards
2 players = 24 cards
3 players = 36 cards
4 players = 48 cards
5 players = 60 cards

These cards are two-sided, each with one teal side.