

THE COMPLETE LIST OF COMPONENTS

Locked and Unlocked components: All District tiles and cards coded X00 are Unlocked as soon as you open the game box – they may immediately be mixed with other Unlocked game components. Place all other (cards not coded X00) behind the Locked components divider. Please note that some Bodies, Enemies, and Class or Faction Augments are Unlocked (X00) and others (not X00) are Locked.

10 District tiles:

- Shrine (29)
- Trade District (30)
- Port Village (31)
- Old Watch Tower (32)
- Belfry (33)
- Rice Field (34)
- Mt. Fujiyama (35)
- Gardens (36)
- Basilisks' Hideout (37)
- Amaterasu's Hideout (38)

7 Body cards:

- Sumo Warrior (FB1)
- Feline (X00)
- Hannya (HB1)
- Ronin (X00)
- Akuma (HB2)
- Fortune Teller (FB2)
- Kitsune (KB1)

4 Learning Protocol cards:

- IL1
- HL1
- KL1
- FL1

48 Enemy cards:

- R-Bee (X00)
- Amaterasu Mobster (X00)
- Cyberwolf (X00)
- Ancient Cannon (HE1)
- Purifier (X00)
- Exterminator (X00)
- Amaterasu Statue (IE1)
- Disintegrator (X00)

2 Faction Augment decks:

- 12 Amaterasu cards
- 12 Basilisk cards

1 Class Augment deck:

- 13 Monk cards

CREDITS

Creative Director: Kamil 'Sanex' Cieřla

Forbidden Chapter Expansion Authors: Wojciech Zieliński, Filip Tomaszewski, Łukasz Krawiec

Lead Developer: Łukasz Krawiec

Tests and Development: Łukasz Krawiec, Filip Tomaszewski, Wojciech Zieliński, Kamil Marchwiany, Piotr Krejner

Rulebook: Wojciech Zieliński

Writing: Andrzej Bętkiewicz

Proofreading & Editing: Tyler Brown

Art Direction: Patryk Jędraszek, Kamil 'Sanex' Cieřla

Graphic Design: Michał Lechowski, Adrian Radziun

Illustrations: Krzysztof Piasek, Patryk Jędraszek, Piotr Orleański, Jakub Dzikowski, Ewa Łabak, Pamela Łuniewska, Piotr Orleański, Jakub Dzikowski

3D Modelling: Michał Lisek, Mateusz Modzelewski, Marek Kondratowicz, Piotr Gacek, Jędrzej Chomicz

DTP: Angelika Kajmowicz, Patrycja Marzec, Jędrzej Cieřlak, Rafał Janiszewski, Maria Pinkowska-Porzycka

Production: Jacek Szczypiński, Anna Czajka, Olga Baraniak, Witold Chudy, Zofia Jerzyńska, Adrianna Kocięcka, Mateusz Wolski, Michał Matfusz

TAMASHII

CHRONICLE OF ASCEND

FORBIDDEN CHAPTER



RULEBOOK

GAME INTRODUCTION

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LIST OF ALL COMPONENTS



10 District tiles



7 Body cards



48 Enemy cards



13 Class Augment cards



7 Boss and Body tokens



7 Boss and Body miniatures (only in the miniature version)



4 Learning Protocol cards



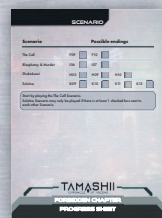
64 Scenario cards



1 Boss sheet



4 Scenario sheets



1 double-sided Progress sheet



24 Faction Augment cards



10 Destabilization tokens



10 Inari tokens

FORBIDDEN CHAPTER CAMPAIGN PLAYTHROUGH

The Forbidden Chapter expansion has a more linear story than the Core box campaign. During your first playthrough, you start with "The Call" Scenario, then proceed to either the "Shūkakusai" or "Blasphemy & Murder" Scenario and after playing all three, the final "Solstice" Scenario is Unlocked to play.

During each Scenario, depending on your decisions, the game may ask you to mark appropriate statuses on the back of Progress sheet at the end of each Scenario. These affect the overall outcome of the whole campaign via the Honor score.

Honor score

Decisions made during the playthrough of the Forbidden Chapter expansion are tracked with an Honor score. You may see the Honor value of each status on the back of the Progress sheet. Positive or negative Honor represents which Faction you side with more. Your Honor is checked in the final Scenario and alters the epilogue of the campaign.

After your first playthrough, you may disregard the Honor score and statuses in order to unlock all endings and components. Simply treat your Honor score as any number you currently need in order to progress. You can also start from scratch by downloading the PnP version of the Progress sheet here: <http://awakenrealms.com/>.

INARI TOKENS



These are special Data tokens introduced in this expansion. The primary way to **gain** them is using the effect of the "Gardens" District tile.

An Inari token is considered blank for purposes of creating Patterns but may be **launched** when it is adjacent to a Pattern. When an Inari token is **launched**, you **gain** 1★. To **launch** an Inari token, it must be placed adjacent to a Pattern. When you **launch** that Pattern, you may also **launch** an Inari token for its effect.

Inari tokens may be **dumped** or discarded the same way as other data tokens in the game.

DESTABILIZATION TOKENS



These tokens are used for a new game mechanic called Destabilization. Destabilization represents damage **suffered** over a period of time.

Destabilization tokens may be placed on Top Enemy cards or Player Boards by various effects, making Enemies, or players affected by the Destabilization effect.

At the beginning of each Planning phase, players with Destabilization tokens on their Player Board **suffer** 1♥ for each Destabilization token.

Each enemy with a Destabilization on their card is **dealt** 1♥ for each Destabilization token. Destabilization tokens are discarded from Player Boards during **resets**, and from Enemy cards when the last **attached** Enemy gets **defeated** or discarded. This allows players to stack more Destabilization tokens as long as they have Enemies **attached**.