

STRATOS

SCENARIO ATLAS I

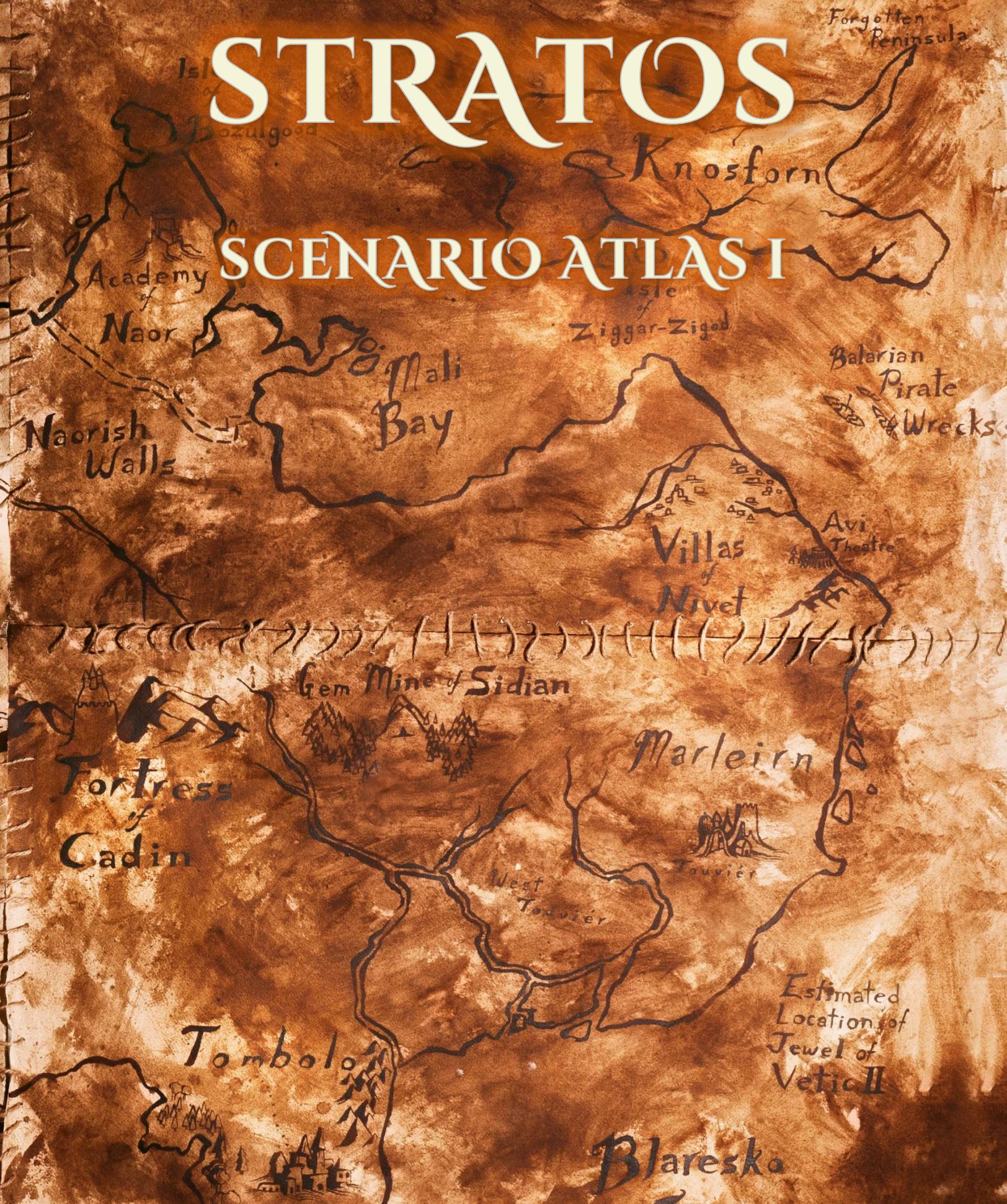


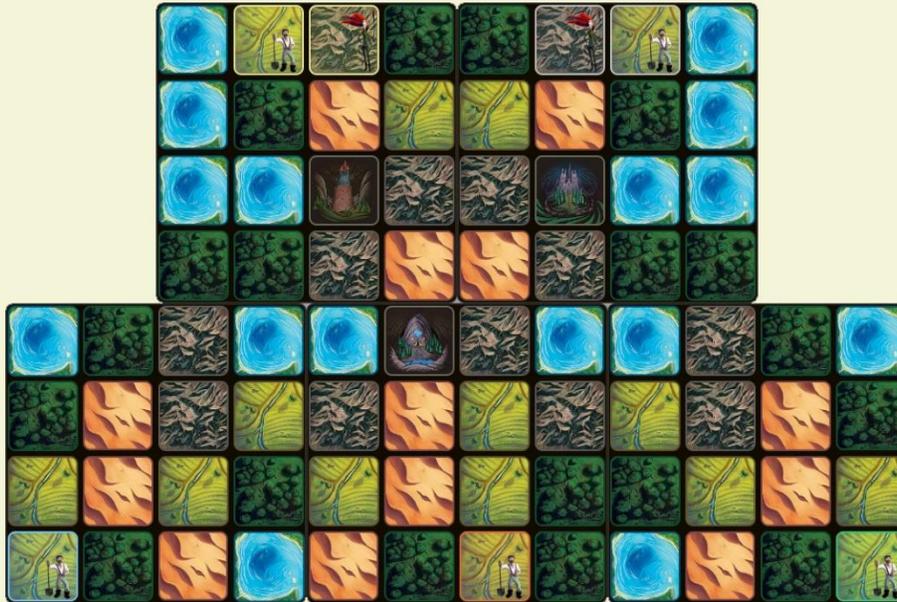
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BATTLE AT THE TOMBOLO

5 players: 2 vs. 3.



An epic battle between two alliances is about to unfold. Cooperate with your allies to either protect this important landmark or conquer it!

Starting Conditions:

Players 1 and 2 each begin with a Peasant on a Prairie and an Archer in a Forest. Players 3, 4, and 5 each begin with a Peasant on a Prairie. Starting unit placements are shown on the diagram above.

Victory Conditions:

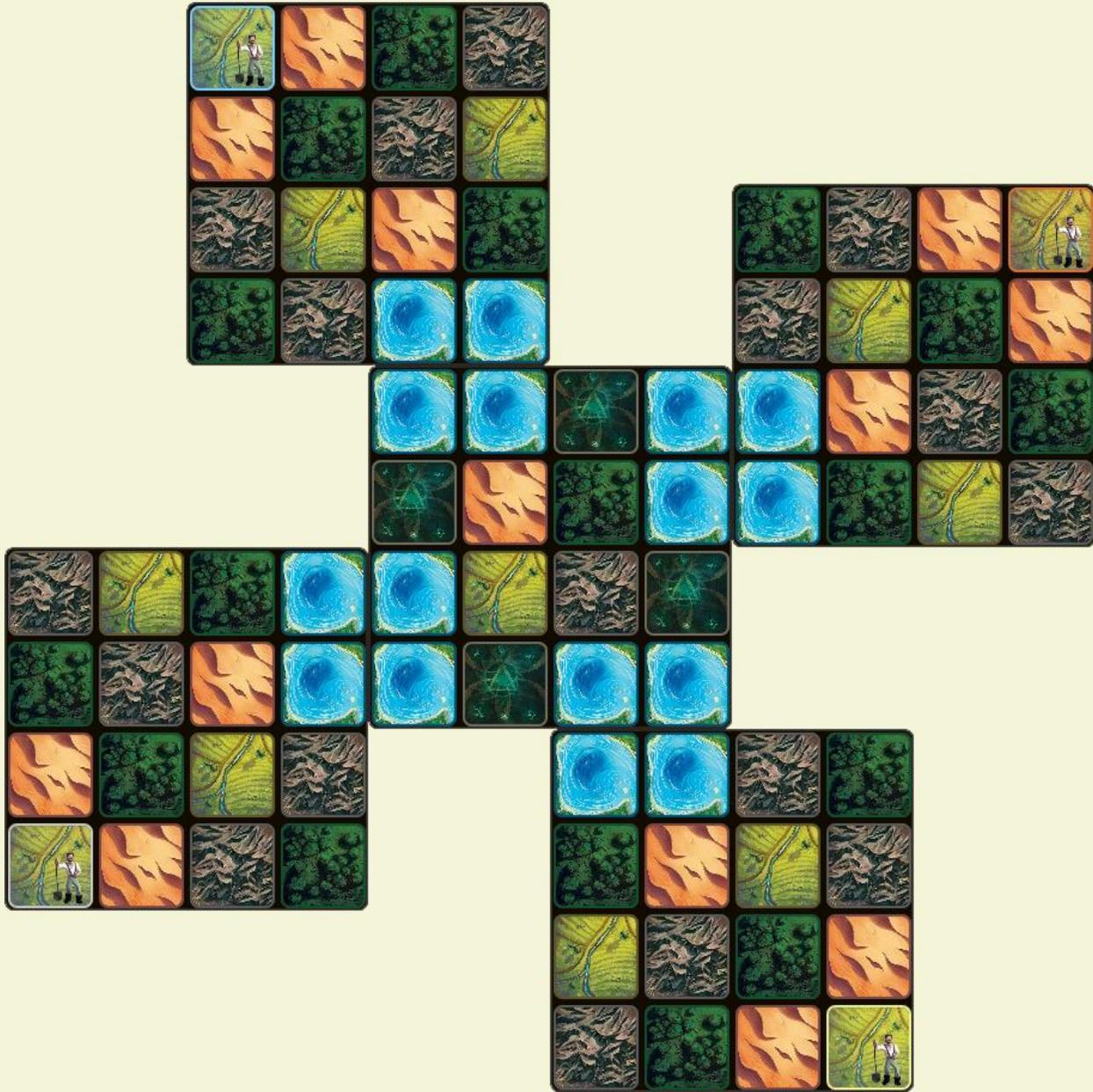
1. **Players 1 and 2 (yellow and grey):** You must cooperate to keep players 3, 4, and 5 out of the Tombolo (all land tiles in the top two rows, north of the Fortress and Cathedral). Your goal is to earn a combined 10 Prosperity Points before the opposing team can invade the Tombolo.
2. **Players 3, 4, and 5 (blue, orange, and green):** Your goal is to invade the Tombolo. The invasion is successful if one of your units occupies a land tile in the Tombolo for one full round.

Special Conditions:

1. Before you begin play, remove Pandora's Box from the deck of Lagoon Exploration Cards; also remove Georotate and Geoslide from the deck of Sorcerer Spell Cards.
2. Each team takes a combined turn with their Action Phases back-to-back followed by a combined Buy Phase where they share resources. For example, Player 1 and Player 2 each take their Action Phase, then they decide together how to spend resources. Unit placement occurs the same as in a normal match.

THE DIVIDED KINGDOM

2-4 players. Designed by Patrick Green.



Raging waters have divided the Kingdom of Uraku into several distinct domains. Make your way across the Lagoons and find ways to reunite the far corners of the kingdom!

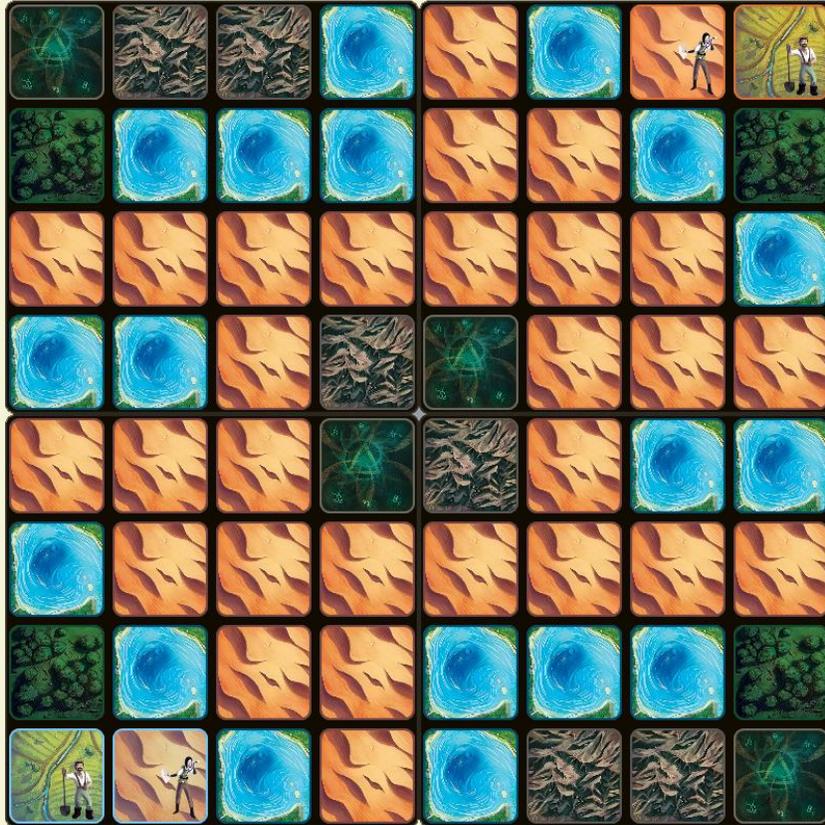
Starting Conditions: Each player begins with one peasant as shown. For three players, remove one tile tray. For two players, remove two tile trays. Place all unused land tiles in the cloth bag for random selection during the match.

Victory Conditions: The first player to earn 10 Prosperity Points wins.

Special Conditions: Whenever a character unit travels from a Lagoon tile to another tile, replace that Lagoon with one land tile drawn at random from the cloth bag. Resources used to purchase Hoard tokens are removed to the game box and not returned to the supply.

DUEL ON THE DUNES

2 players. Designed by Aaron Cameron.



The land is coping with an extreme drought. All resources other than spice are very limited. Corn is especially rare since there are only two Prairies in total. What will you do to acquire the resources you need to prosper through the drought?

Starting Conditions: Each player begins with one peasant and one explorer as shown.

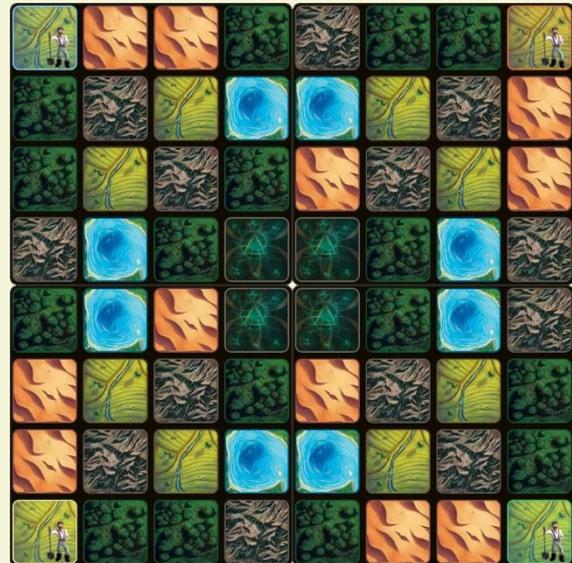
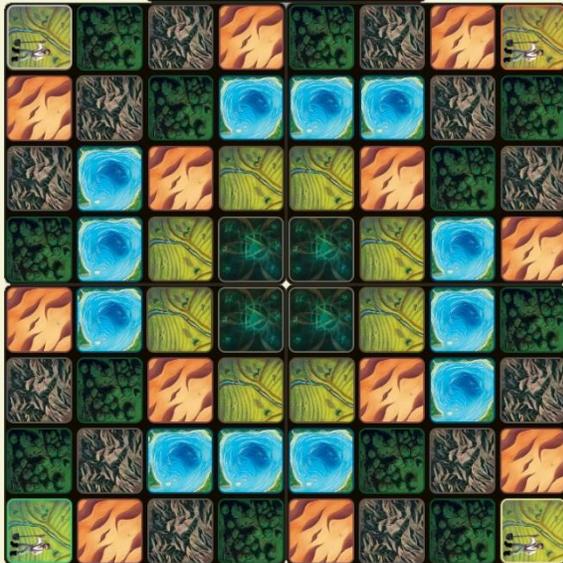
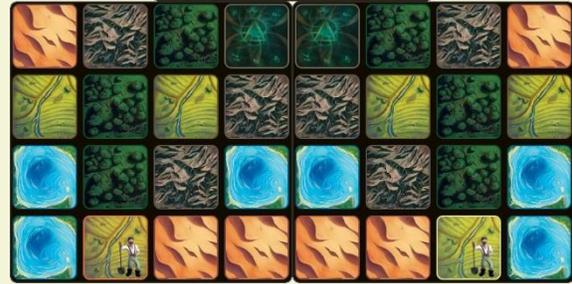
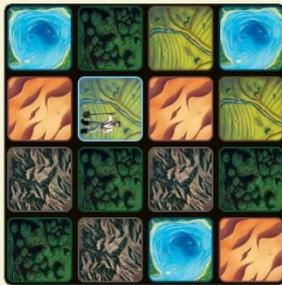
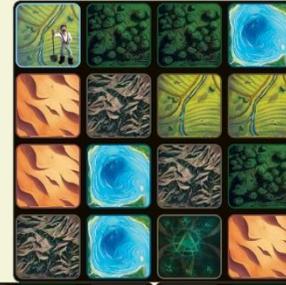
Victory Conditions: The first player to earn 10 Prosperity Points wins.

Special Conditions: None.



FREE-FOR-ALL

2, 3, 4, or 5 players.



The Free-For-All scenarios are intended to be a simple introduction to the world of Stratos. Experiment with variations of this setup! A simple free-for-all is just the beginning...

Starting Conditions:

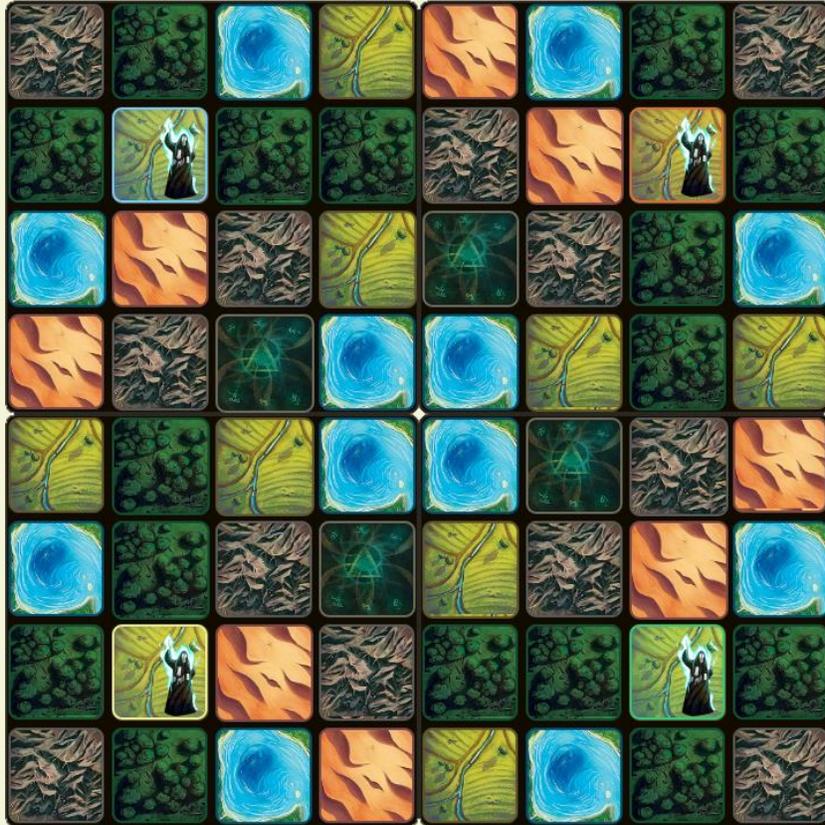
1. Each player begins with one peasant as shown.
2. For a fast-start variation, each player begins with two peasants instead (place your second peasant on the forest adjacent to your first peasant).
3. In the 5-player variation, you may choose to replace the Lagoon directly South from the blue player's starting Peasant with a land tile. This variation plays different from the standard map.

Victory Conditions: The first player to earn 10 Prosperity Points wins.

Special Conditions: None.

A MAGE'S DILEMMA

2 or 4 players.



Surprise your opponents right from turn 1, sneakily pairing a starting Mage with almost any other character by starting with a secret stash of resources! If you love bluffing and land-wrecking chaos, this is the map for you!

Starting Conditions: Each player begins with one Mage on a corner Prairie tile as shown.

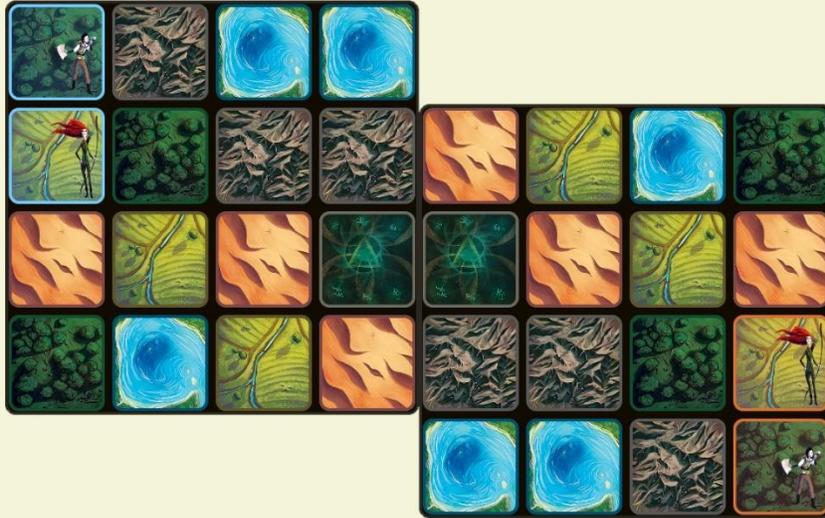
Victory Conditions: The first player to earn 10 Prosperity Points wins.

Special Conditions: Before the match begins, each player secretly takes two main resources of his choice, in any combination (*use the cloth bag if you like*). Whichever player is last to pick a resource from the bag takes the first turn. Then proceed clockwise.



THE NARROW PASSAGE

2 players.



This infamous passage may have more options here than are apparent at first... do you begin searching right away, or focus on combat prowess and put pressure on your adversary?

Starting Conditions: Each player begins with one Archer and one Explorer as shown.

Victory Conditions: The first player to earn 10 Prosperity Points wins.

Special Conditions: None.



PEASANTS' DELIGHT

2 or 4 players.



This is a faster-paced alternative to the standard Free-for-All scenario. If you are a seasoned strategy game player, we recommend you play this first. You will have an accelerated start with more first-turn options – so there is a greater emphasis on strategy versus luck right from the get-go.

Starting Conditions: Each player begins with two Peasants as shown. For more than 2 players, you can use a map from the Free-For-All scenario – either as-is or create your own!

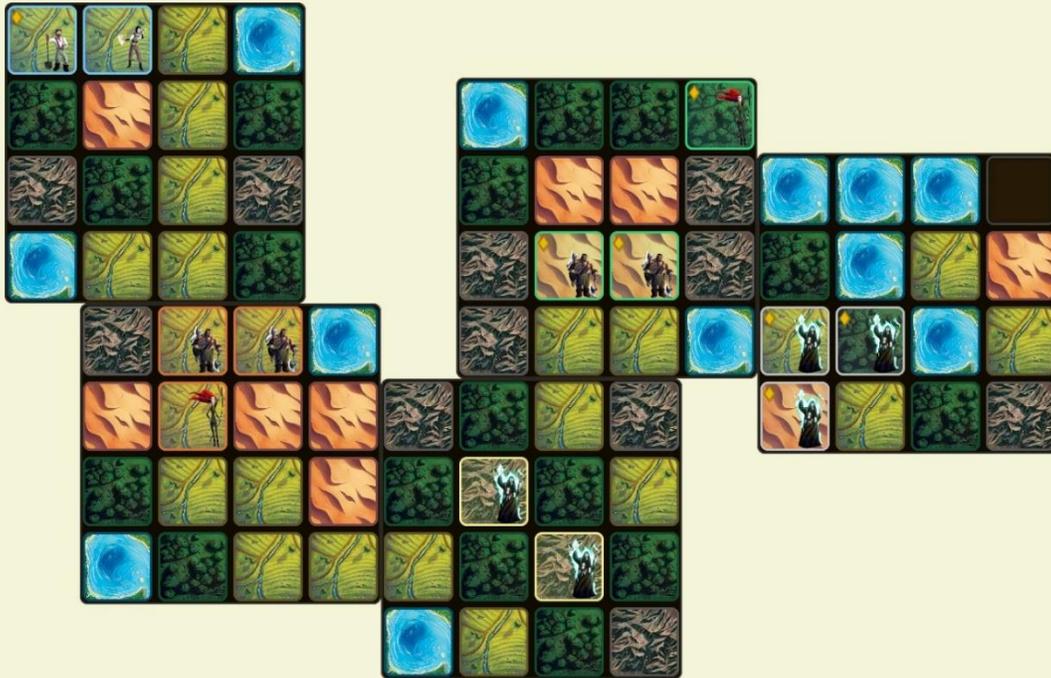
Victory Conditions: The first player to earn 10 Prosperity Points wins.

Special Conditions: Each player also begins with one randomly-selected resource chosen by rolling the D4 and collecting according to your roll: 1 = Corn, 2 = Oak, 3 = Spice, 4 = Nickel.



QUEST TO THE FORGOTTEN PENINSULA

1 – 3 players: solo / cooperative.



A truly arduous journey awaits! The trail to the Forgotten Peninsula is fraught with danger. Bandits, tricksters, and adversaries of all kinds lurk throughout the land. Can you create a safe passage to discover the hidden secrets in the cave at the end of the peninsula?

Starting Conditions:

1. Player 1 (blue) begins with a Cultivator (promoted Peasant) and Explorer as shown. If playing cooperatively, replace the blue Explorer with a yellow one. Each player controls his own units.
2. Player 3 (human or AI) begins with two Soldiers and an Archer as shown.

Victory Conditions:

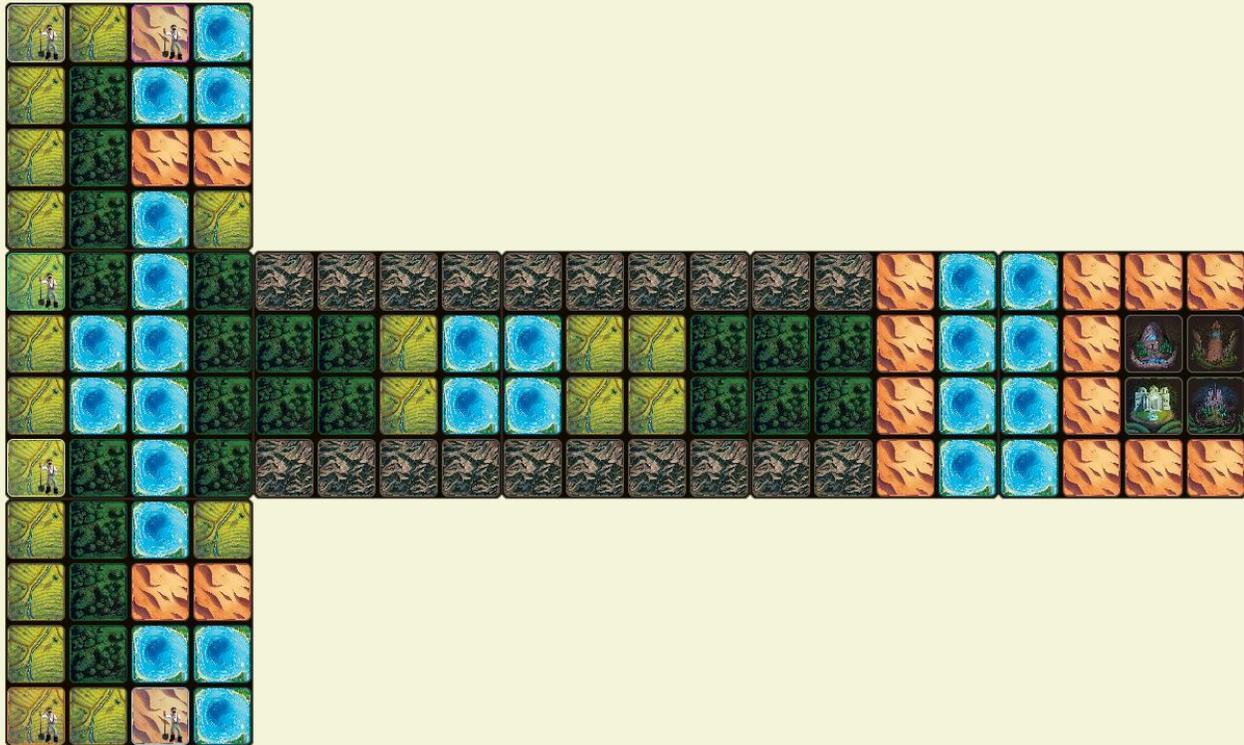
1. Players 1 and/or 2 win by traveling to the cave at the end of the peninsula (empty space).
2. Player 3 wins by eliminating all units controlled by Players 1 and/or 2.

Special Conditions:

1. Players 1 and 2 have a combined Buy Phase in which they may share resources. For these players, hiring Soldier is not allowed, nor is retraining Peasants as Soldiers.
2. At the end of each of Player 3's turns, he places a new Soldier on a randomly-selected blank tile near a set of 3 Lagoons (mark blank tiles with health tokens showing the numbers 1, 2, 3, and 4, and use a D4 to select the tile each turn). Ignore this if he already has 4 Soldier units.
3. If Player 3's units are not controlled by a person, they act as follows:
 - a. For each Soldier, if he could attack from the tile he currently occupies, he attacks whichever adjacent unit has the highest health (if it's a tie, choose randomly). Otherwise, if he could travel 1 space and then attack, he does so according to the same rule above after traveling (move towards the highest-health unit if there is a choice).
 - b. If there are no units that the Soldier could attack this turn, he travels twice to be within the overall closest range of the greatest number of units belonging to Player 1 and Player 2. For example, if there is a choice between being within, say, range 3 of one unit versus moving differently and being within range 3 of two units, choose the latter).

RACE TO THE CITY OF LIGHT

2 –6 players. Designed by Tim McGaughey.



Otirom, a city rich in knowledge, wealth and history. A strong hold if taken could provide a plethora of ancient spells and technology. Be the first to Otirom to lock the gates and take its riches for yourself!

Starting Conditions:

The 6-player version of this map requires both Stratos and Stratos: Light in the Darkness. This scenario is intended to be played without fault lines from the Monster Rules; remove all tiles with monster images before building the map.

Play with spell and exploration cards from both games. Before shuffling each deck of cards, remove the Sorcerer spell GeoSlide and the Lagoon Exploration card Pandora's Box.

To play with 3-4 players, remove one of the middle tile trays lined entirely with Mountains. To play with 2 players, remove two of the middle tile trays lined entirely with Mountains. For a Team-Play variant, try this scenario in the 3 vs. 3 or 2 vs. 2 vs. 2 formats.

Victory Conditions:

Win by collecting 20 Prosperity Points (individually or as a team), or by being the first to make it to Otirom and occupying all 4 tiles for one round.

Special Conditions: At setup, place the Iggamot on a Forest closest to the special tiles. For increased difficulty, add more monsters throughout the board as desired.

THE RECLUSIVE SORCERER

3 players: 2 vs. 1.



A powerful Sorcerer schemes and ponders in a secluded grove hidden behind a formidable Fortress and a glorious Cathedral. Can you complete his plans before an invading force overtakes your land – or otherwise, be the invading force and revoke the sorcerer's control of the Quarry, source of his precious gems?

Starting Conditions:

1. Player 1 (orange) begins with one Sorcerer as shown. He begins with one Mage spell card and one Sorcerer spell card, both drawn at random.
2. Players 2 and 3 (blue and yellow) each begin with a Peasant on a prairie and a Soldier in a desert, as shown.

Victory Conditions:

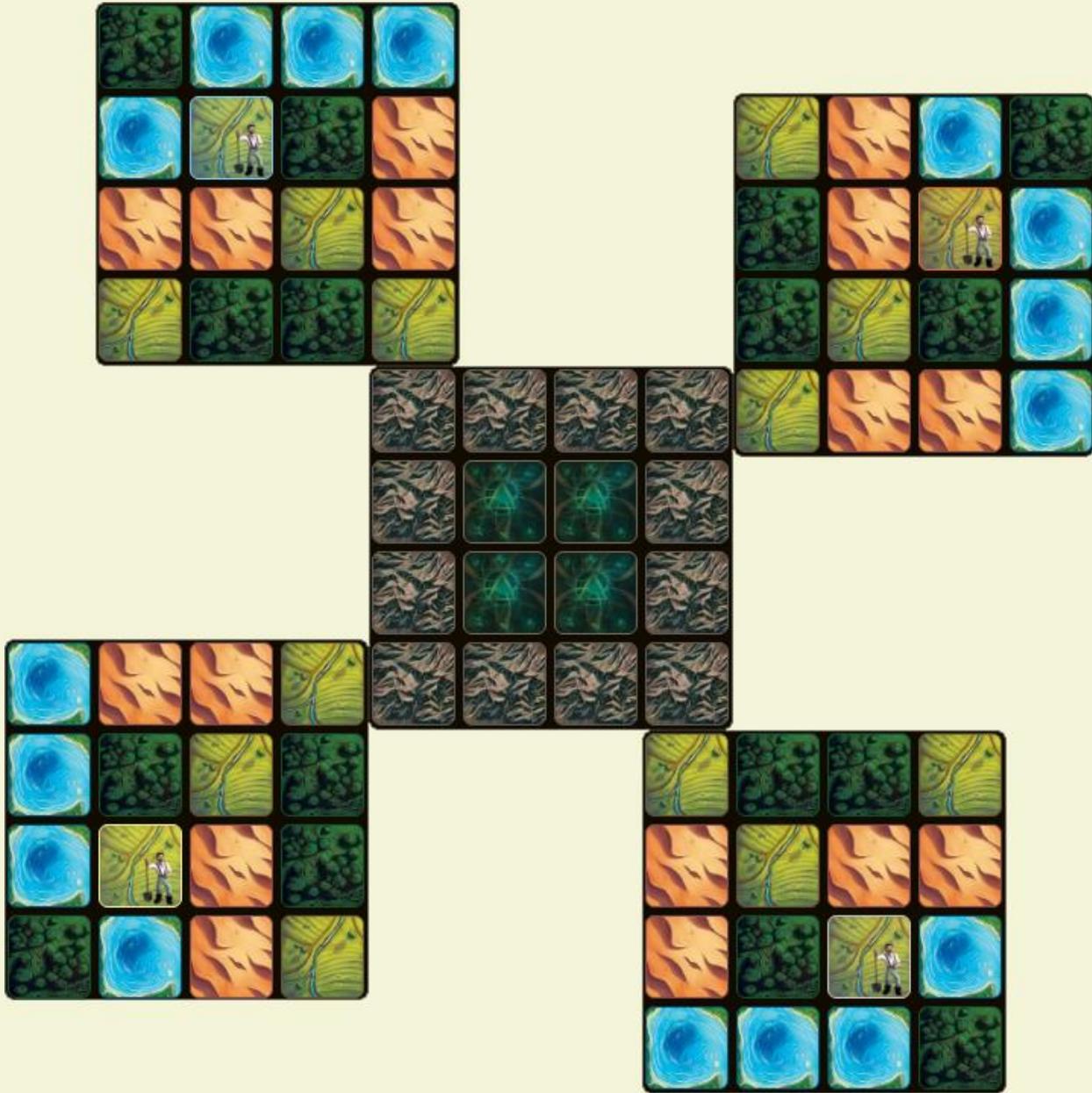
1. Player 1 wins by earning 10 Prosperity Points without any of the opposing player's units landing on the Quarry tile.
2. Players 2 and 3 collectively win by landing on the Quarry tile. You can only win by this method, so Prosperity Points cannot give you the victory.

Special Conditions:

1. Before you begin play, remove Pandora's Box from the deck of Lagoon Exploration Cards.
2. Also remove Georotate from the deck of Sorcerer Spell Cards.
3. Any player who destroys the Quarry automatically loses.

RUSH THE MOUNTAINS

2 or 4 players.



The only way to get Nickel is to enter harm's way. The Mountains are all at the centre of the board as are the Cathedral and the Quarry. Do you rush to the centre, hoping to gain an advantage in Nickel, or do you hold back and defend your home territory?

Starting Conditions: Each player begins with one Peasant as shown. For a 2-player variation, remove two of the outer trays.

Victory Conditions: The first player to earn 10 Prosperity Points wins.

Special Conditions: None.

THE SACRED CATHEDRAL

2 players: 1 vs. 1.



Protect your sacred Cathedral from the invading barbarians – or be the barbarians and conquer it! Every choice you make has an immediate impact on your success. Choose wisely!

Starting Conditions:

1. Player 1 (blue) begins with two Mages as shown. He draws two Mage spell cards at random.
2. Player 2 (orange) begins with a Peasant and Soldier as shown.

Victory Conditions:

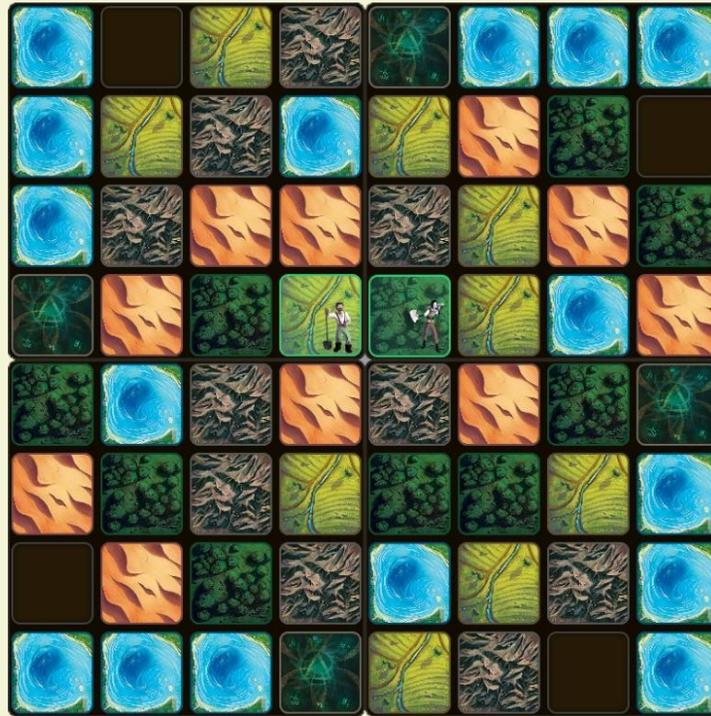
1. Player 1 (blue) must earn 10 Prosperity Points without any of the opposing player's units landing on the Cathedral tile.
2. Player 2 (orange) must win by landing on the Cathedral tile. You can only win by this method, so Prosperity Points cannot give you the victory.

Special Conditions:

1. Before you begin play, remove Pandora's Box from the deck of Lagoon Exploration Cards.
2. Also remove Georotate from the deck of Sorcerer Spell Cards.
3. Any player who destroys the Cathedral automatically loses.

A STAR-CROSSED GAMBIT

1 – 3 players: solo / cooperative.



Fend off an ambush by soldiers from all sides – or coordinate the ambush to take this key landmark!

Starting Conditions:

3. Player 1 (green) begins with a Peasant and Explorer as shown. If playing cooperatively, replace the green Explorer with a yellow Explorer for Player 2.
4. Player 3 (human or AI) begins with no units and places his first Soldier unit during his first turn.

Victory Conditions:

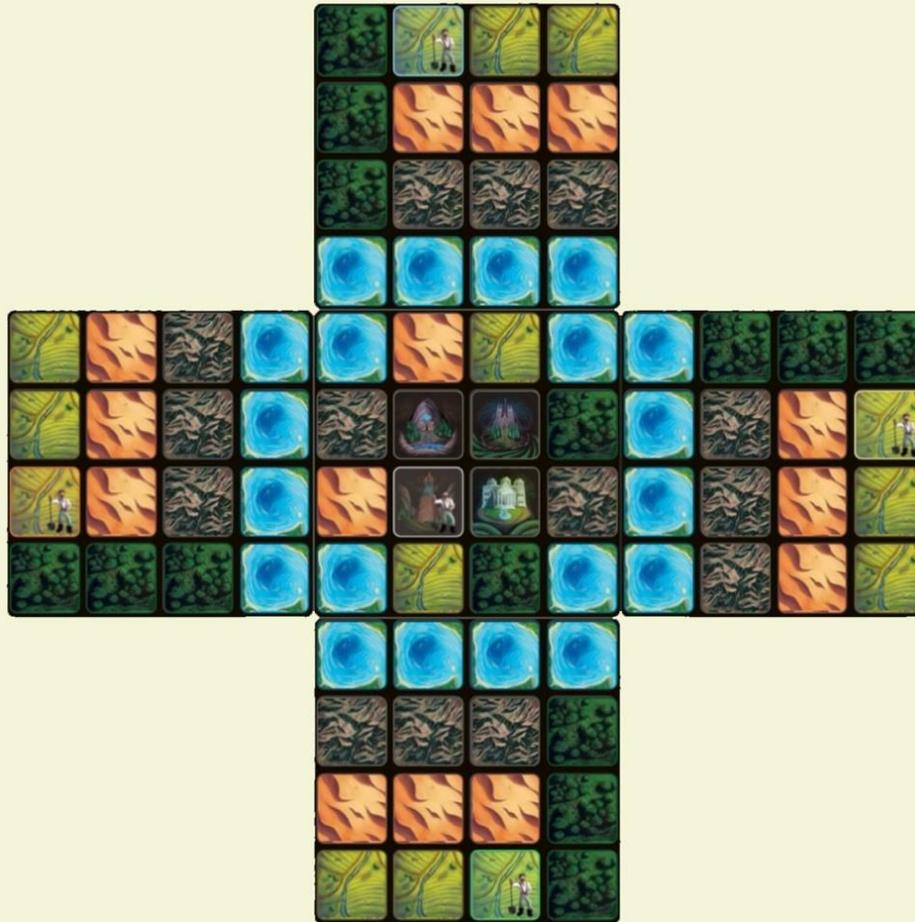
3. Players 1 and/or 2 win by defeating all incoming Soldiers without any of their units being defeated.
4. Player 3 wins by defeating at least one of the units belonging to either Player 1 or Player 2.

Special Conditions:

4. Players 1 and 2 have a combined Buy Phase in which they may share resources. For these players, hiring Soldier is not allowed, nor is retraining Peasants as Soldiers.
5. At the end of each of Player 3's turns, he places a new Soldier on a randomly-selected blank tile near a set of 3 Lagoons (mark blank tiles with health tokens showing the numbers 1, 2, 3, and 4, and use a D4 to select the tile each turn). Ignore this if he already has 4 Soldier units.
6. If Player 3's units are not controlled by a person, they act as follows:
 - a. For each Soldier, if he could attack from the tile he currently occupies, he attacks whichever adjacent unit has the highest health (if it's a tie, choose randomly). Otherwise, if he could travel 1 space and then attack, he does so according to the same rule above after traveling (move towards the highest-health unit if there is a choice).
 - b. If there are no units that the Soldier could attack this turn, he travels twice to be within the overall closest range of the greatest number of units belonging to Player 1 and Player 2. For example, if there is a choice between being within, say, range 3 of one unit versus moving differently and being within range 3 of two units, choose the latter).

SURVIVING THE CRUCIBLE

5 players: 1 vs. 4.



A long-sought waypoint is nearly in your hands, thanks to the help of several allies. Work together to conquer the centre of the map while morale is still high. Or: You are surrounded. Can you survive until help arrives?

Starting Conditions:

Player 1 (grey) begins in the centre of the map on a randomly-chosen special tile (all of which begin pre-revealed and already discovered). He secretly chooses two resource tokens to start the game with (*use the cloth bag*). Players 2, 3, 4, and/or 5 each begin with one Peasant as shown, plus one randomly-selected resource (roll the D4 and collect according to your roll: 1 = Corn, 2 = Oak, 3 = Spice, 4 = Nickel).

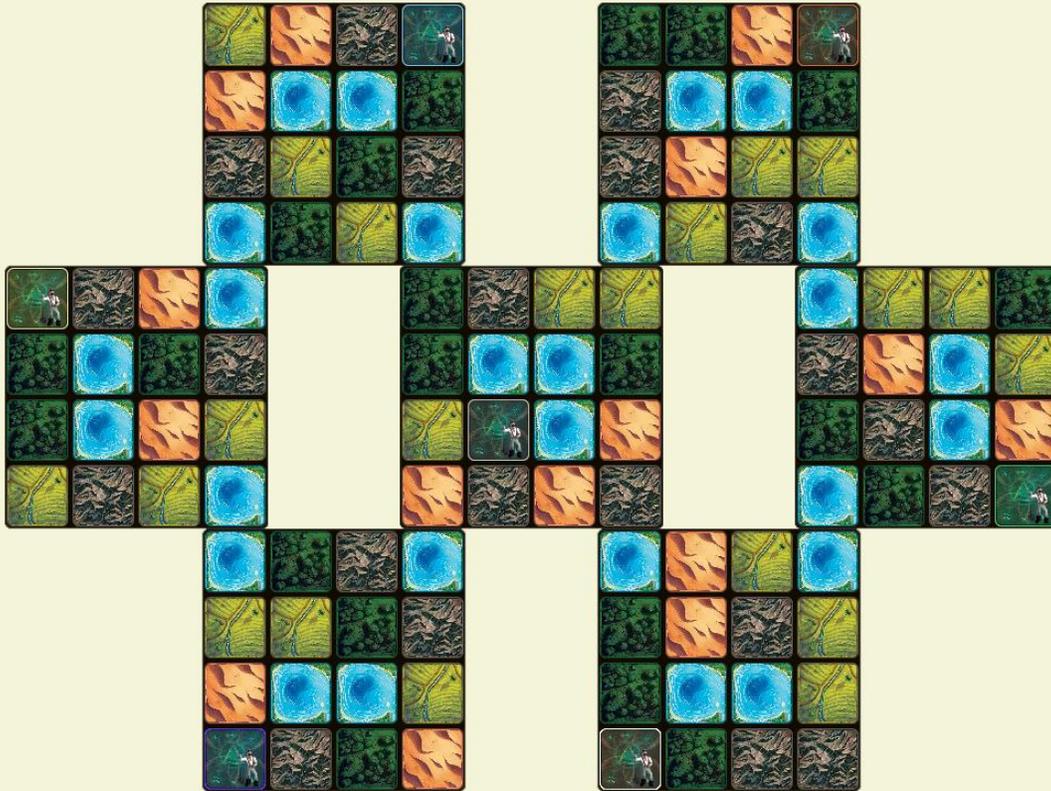
Victory Conditions:

Player 1 wins by earning a total of 20 Prosperity Points. He earns 1 extra Prosperity Point for each turn he survives (this point is collected at the beginning of each of his turns beginning with turn 2). The alliance of the other players collectively win by eliminating Player 1. Table talk is allowed and encouraged.

Special Conditions: For fewer than 5 players, remove any outer tile tray that does not have a player's starting Peasant on it. The alliance of P2-P5 cannot pool resources together in this team scenario. Before you begin play, remove Pandora's Box and Devoured by the Abyss from the deck of Lagoon Exploration Cards.

THUNDER DOME OF KNOSFORN

4 – 7 players. Designed by Tim McGaughey and Grant Mercer.



Knosforn, also known to the tribes of Stratos as “The thunder dome”. Giant peaks, blistering winds and fierce thunder and lightning amass the proving grounds where boys become men. Will you lead your army of boys to manhood and bring glory to your tribe or perish in the chaos?

Starting Conditions: Optional: to play with 4-6 players, remove one or two of the outside trays. For 4 player games use only outside trays. The 6-7 player version of this map requires both Stratos and Stratos: Light in the Darkness. You may also need one more Special Tile to play with 5 players (if you don't have Light in the Darkness) or with 7 players (even if you do have Light in the Darkness). This scenario is intended to be played without fault lines from the Monster Rules; however, you should include the tiles with monster images on the undersides. Play with spell and exploration cards from both games. Before shuffling each deck of cards, remove the Lagoon Exploration card Pandora's Box. Each player begins with 1 Peasant as shown. Determine the starting player randomly, then continue clockwise around the table.

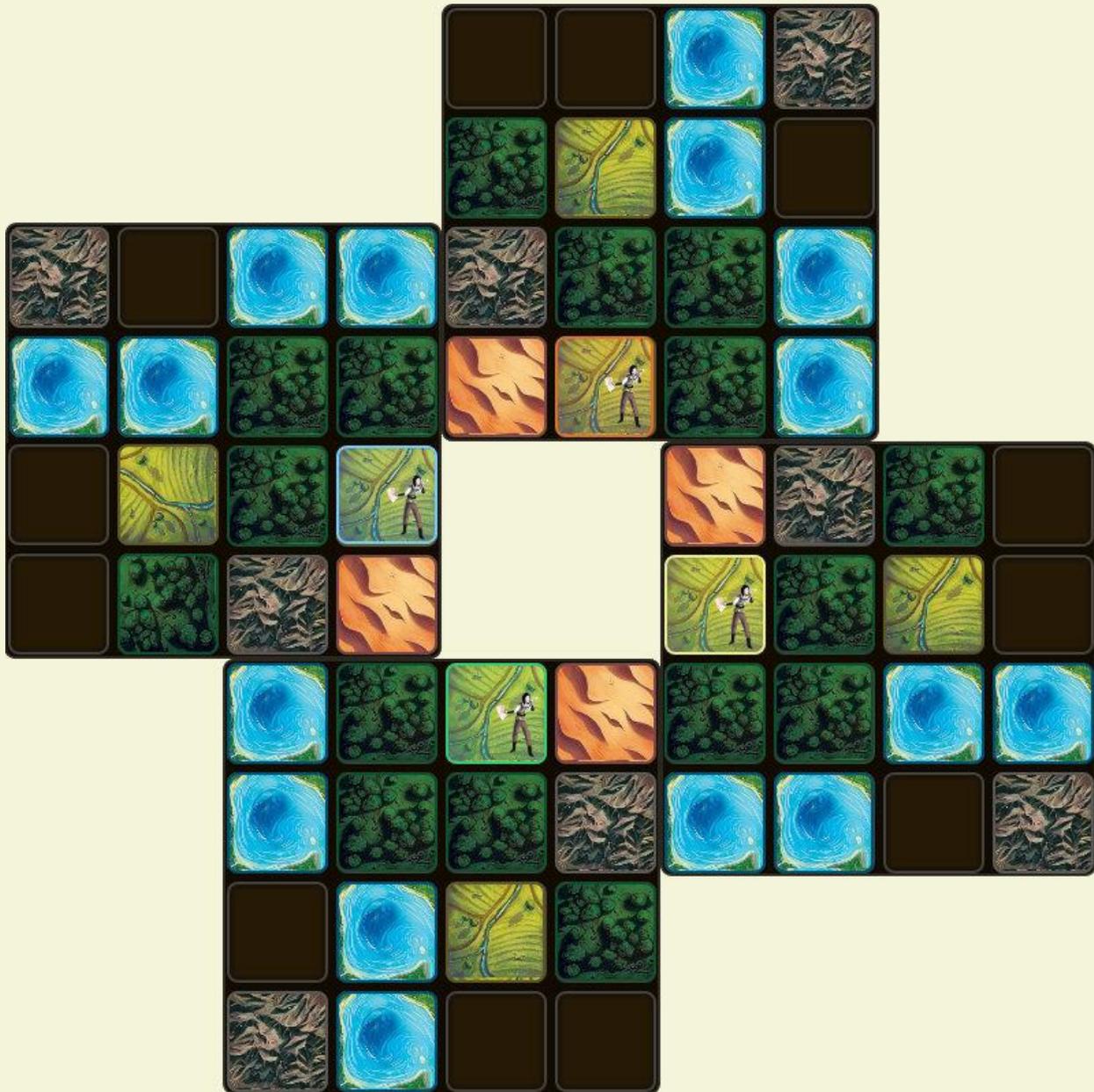
Victory Conditions: Win by collecting 20 Prosperity points, or by being last remaining player on board.

Special Conditions: At the beginning of each round, lightning strikes. Roll a D12 to select which tray is hit. 1-7 are hits and 8-12 are misses (refer to tray roll reference chart – in order top-left to bottom-right) [for 4,5&6 player games 3&5 become misses if trays have been removed]. Then roll a D16 to select which tile has been struck (refer to tile roll reference chart – in order top-left to bottom-right). If a player is on that tile, he/she takes D4 damage, and the tile is removed. The unit struck by lightning is moved to an adjacent land tile of his/her choice.

If you do not own a D12 and a D16, we recommend you use a dice app, such as Dice 3D 7pixels by Kevin Boileau which can easily be found on iTunes.

TREASURES AND TREACHERY

4 players.



All four players begin with Explorers on this tiny islet. There are plenty of opportunities to amass magnificent Treasures! However, your rivals are too close for comfort. Proceed with prudence.

Starting Conditions: Each player begins with one Explorer as shown.

Victory Conditions: The first player to earn 10 Prosperity Points wins.

Special Conditions: None.

TREASURE HUNT

2 players. Designed by Aaron Cameron.



You are locked behind lagoons with no access to nickel. Fortunately, your explorer is well-prepared for any terrain. How will you adapt to this unique landscape?

Starting Conditions: Each player begins with one peasant and one explorer as shown.

Victory Conditions: The first player to earn 10 Prosperity Points wins.

Special Conditions: Before any turns are taken, players take turns placing land tiles (keeping board symmetry if desired) to build a unique map. Two of the same tile cannot be placed in a row to ensure resource balance.





Alsalten Bentacurvo
(Common:
Impossibilium
Complex)

Iggamot
Den

Dream
Gatherers

Otirom

Battle
of
Moti

Motintra

Mount
Oti

Uraku

Sovilla

Lost
Souls

Lake
Piro

Town
of
Goodwish

Mount
Riboken

Cathedral
of Great
Bayan

Desert
of
Cadoon-Rah

Pools
Sartoria

Academy
of
Keshilim

Forest
of
Ish-Taru

Tropics
of
Vaylashmay

Bay
of