

## 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



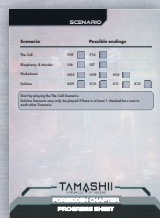
64 Scenario cards



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**.