





CHARACTER
The Seeker

Once per turn when drawing an Encounter, draw 2. Resolve 1; put the other under the deck.

DISCOVER
XO-P001-CHR-01



CHARACTER
The Maker

Once per turn at Foundry, return 1 Value to gain 1 different Value. One willing Voyager there may do the same.

TRANSFORM
XO-P001-CHR-02



CHARACTER
The Guardian

Once between your turns, prevent another Voyager in your zone from losing 1 Value. Costs cannot be prevented. Gain 1 Trust.

PROTECT
XO-P001-CHR-03



CHARACTER
The Wayfarer

Once per turn after MOVE, move 1 extra node. If you do, skip DISCOVER and cannot attempt the Passage this turn.

MOVE
XO-P001-CHR-04



ARTIFACT
Compass

CARRY. Recipient, before MOVE: move up to 3 nodes instead of the normal move. Discard after use.

CARRY | MOVE
XO-P001-ART-01



ARTIFACT
Lighthouse Lens

CARRY. Recipient: secretly view the World Condition and state 1 true clue. If revealed, reorder the top 2 Encounters. Discard.

CARRY | CLUE
XO-P001-ART-02



ARTIFACT
Message Bottle

During PASS, hide 1 Value beneath this card and send both face-down. Recipient keeps the Value next turn. Discard the Bottle.

PASS | GIFT
XO-P001-ART-03



ARTIFACT
Guardian Seal

Prevent 1 forced Value or Artifact loss affecting a Voyager in your zone. Costs cannot be prevented. Discard.

REACTION
XO-P001-ART-04



ARTIFACT
Phoenix Feather

During ACT, return 1 Value and gain 1 different Value. Discard after use.

TRANSFORM
XO-P001-ART-05



ARTIFACT
Harbor Key

CARRY. Recipient, instead of MOVE: travel directly to Harbor and skip DISCOVER. Discard; you may still attempt the Passage.

CARRY | HARBOR
XO-P001-ART-06



ARTIFACT
Foundry Thread

At Foundry, choose another Voyager there. Each may return 1 Value to gain 1 different Value. Then discard.

CO-MAKE
XO-P001-ART-07



ARTIFACT
Map of Beyond

Before DISCOVER at Beyond, reveal the top 2 Encounters. Resolve 1; discard the other and this Map.

CHOOSE
XO-P001-ART-08



ENCOUNTER

A Light Offshore

Choose: gain 1 Knowledge; or another Voyager gains 1 Knowledge and you gain 1 Trust, then return 1 Value.

KNOW | TRUST

XO-P001-ENC-01



ENCOUNTER

The Unsent Message

Choose: PASS 1 Artifact; its recipient gains 1 Trust and you gain 1 Knowledge. Or draw 1 Artifact, then discard 1.

PASS | CONSENT

XO-P001-ENC-02



ENCOUNTER

Forked Trail

Choose: move 1 node toward Harbor; or move 1 node away, draw 1 Artifact and gain 1 Courage.

ROUTE | RISK

XO-P001-ENC-03



ENCOUNTER

The Guardian's Question

Choose another Voyager. Give them 1 Value and gain 1 Trust; or privately view 1 of their Artifacts and gain 1 Knowledge.

GIVE | LISTEN

XO-P001-ENC-04



ENCOUNTER

Ash Into Shape

Choose: return 1 Value to gain a different Value; or discard 1 Artifact to gain 1 Courage and draw 1 Artifact.

PHOENIX

XO-P001-ENC-05



ENCOUNTER

Shared Compass

Invite another Voyager to move 1 node with you. If both end in the same zone, each gains 1 Trust. Or move up to 2 alone.

COOPERATE | MOVE

XO-P001-ENC-06



ENCOUNTER

Quiet Harbor

Choose: move up to 2 nodes toward Harbor; if you arrive, gain 1 Trust. Or remain and gain 1 Knowledge.

RETURN | REFLECT

XO-P001-ENC-07



ENCOUNTER

Edge of the Map

Choose: return 1 Value, gain 1 Courage and draw 1 Artifact; or move 2 toward Harbor and PASS 1 Artifact if held.

RISK | PASS

XO-P001-ENC-08



WORLD

Beacons Aligned

Complete when all 4 zone Beacons hold Passage markers. The Beyond marker placed during setup counts.

TRACK 4 BEACONS

XO-P001-WLD-01



WORLD

The Gift Circles

Complete after 4 successful printed PASS or CARRY deliveries. Move the public PASS marker from 0 to 4.

TRACK 4 DELIVERIES

XO-P001-WLD-02



WORLD

Three Voices

Complete when at least 2 Voyagers at Harbor collectively show Knowledge, Trust and Courage. Keep the Values.

SHOW K | T | C

XO-P001-WLD-03



WORLD

No One Left Behind

Complete when every Voyager is at Harbor and each holds at least 2 different Value types.

ALL TOGETHER

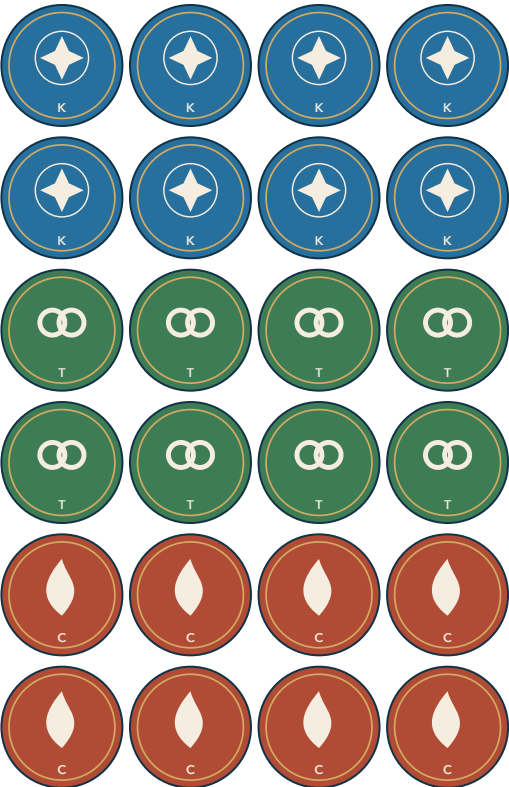
XO-P001-WLD-04



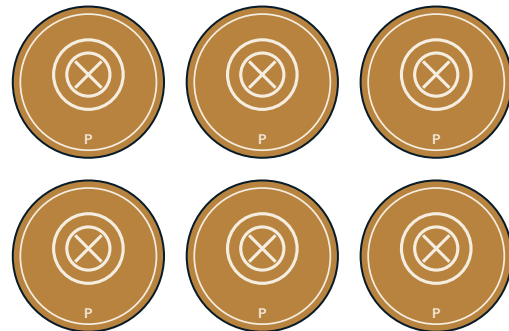
COMPONENTS & QUICK RULES

PAPER COMPONENTS | LASER CONTOURS ARE SEPARATE

VALUES | 24
8 KNOWLEDGE | 8 TRUST | 8 COURAGE



PASSAGE MARKERS | 6



VOYAGERS | 62 MM VISIBLE | SILHOUETTE CUT + SEPARATE CLIP FOOT



QUICK RULES

2-4 PLAYERS | 30-45 MIN

AIM
Be in Harbor with at least 1 Knowledge, 1 Trust and 1 Courage when the shared World Condition is complete. All eligible Voyagers win together.

SETUP
Shuffle both decks. Deal 1 Artifact to each Voyager. Place 1 random World face-down. All Voyagers start at Beyond. Put 1 Passage marker on the Beyond Beacon and 1 on PASS 0.

TURN
1 MOVE - Move 1 or 2 adjacent nodes in one direction.
2 DISCOVER - End MOVE on E: draw Encounter. End on A: draw Artifact. At Harbor, choose one Harbor action instead.
3 CHOOSE - Read choices aloud and choose a legal option.
4 ACT - Resolve fully; at Harbor you may attempt the Passage.
5 PASS - If you hold CARRY, send 1. Otherwise you may give 1 Artifact face-down. Then play clockwise.

CARRY / PASS
CARRY: finder may look but cannot use it; keep sideways and send 1 during PASS. Any face-down recipient reveals at the start of their next turn. Only transfers required by printed CARRY or PASS advance the PASS track, at most once per delivery.

HARBOR
Instead of DISCOVER choose one: EXCHANGE by agreement with a Voyager there; GIFT 1 Value or 1 non-CARRY Artifact and gain 1 Trust; or RESTORE by returning any 2 Values to gain 1 different Value.

BEACONS + WORLD
The first time a Voyager ends movement on each empty zone Beacon, add 1 Passage marker. Reveal the World on the first Harbor arrival. Continue until its condition is complete.

PASSAGE
At Harbor with K + T + C, attempt during ACT. If the World is complete, every eligible Voyager in Harbor wins. Optional First Passage test: only the opener wins.

LIMITS
Maximum 2 of each Value and 2 Artifacts. Enforce the Artifact limit after PASS; send a held CARRY first. Received face-down cards may exceed the limit until revealed; then discard to 2. Card-effect movement does not trigger DISCOVER unless stated. Pay costs fully; forced losses you cannot pay are ignored. Used Artifacts and resolved Encounters discard. Reshuffle their discards when empty.

MOVE > DISCOVER > CHOOSE
ACT > PASS
EXPLORE | RISK | COOPERATE | CARRY | HARBOR
Would you immediately play again?



XO-GAME-P001-FIRST-PASSAGE
STABLE PROTOTYPE IDENTIFIER