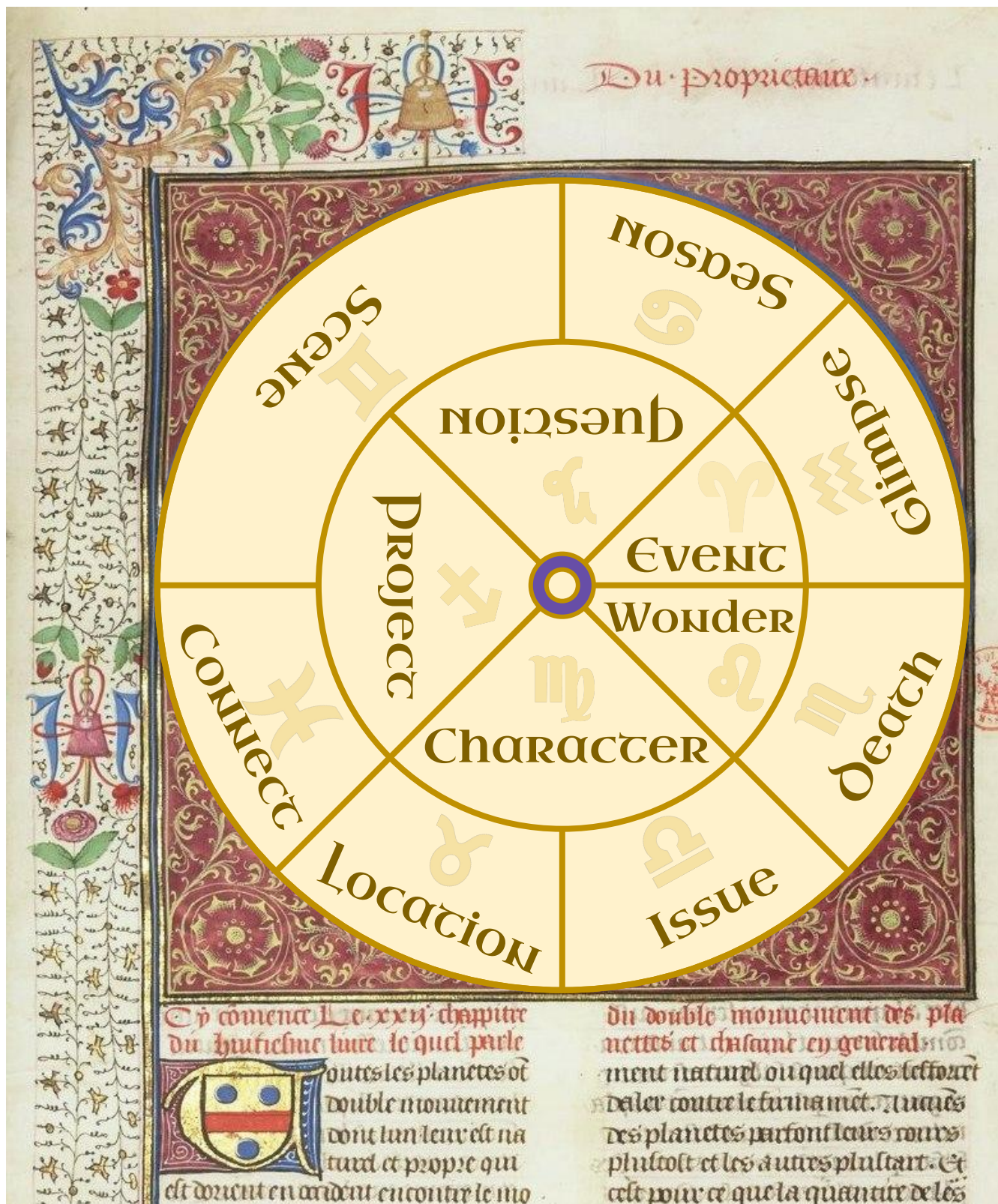


Moving Around the Wheel

On your turn, roll the die, choose one of the three character tokens on the Wheel, and move exactly the number of spaces shown on the die. There are 3 rules of movement:

1. You must move orthogonally
2. You must not move counterclockwise
3. You must not enter the space that you most recently left during your movement

The three different pieces on the Wheel each represent a different type of character. One represents the **magi**, one the **companions** and one the **grog**s. When a token lands on an action space, you will perform that action using your character of that type as a focus. So if you move the grog token onto the Connect space, the relationship that is discussed will be between your grog and someone else's PC.



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