

Adventure Stories: Hollowmere Pathways

Quick-start rules for the Koyo cooperative story-board game

Players: 1-4 Age anchor: 5+ Time: 10-35 minutes

Setup

1. Place the Hollowmere board in the center of the table.
2. Put Koyo at the Glow Gate.
3. Each player chooses one helper character board.
4. Shuffle story path, challenge, helper, and ending cards into separate decks.
5. Place 6 lantern tokens for quick mode or 10 for full mode.
6. Place 3 story sparks near the board as the shared starting pool.

Quick Rules

1. The group wins together.
2. Read the path card, move, and choose Help, Imagine, Build, Notice, or Remember.
3. Complete the challenge as a team.
4. Gain story sparks for strong teamwork or clear storytelling.
5. Spend story sparks to unlock the ending.
6. If the lantern path runs out, read the soft landing ending and try again with one more starting spark.

Sample Turn

1. Reveal: Draw the path card Echo Bridge. It says Koyo hears the river repeat a word the team has not said yet.
2. Move: Move from Brightlands toward the River Path. The group chooses the Notice action.
3. Challenge: Draw a memory challenge: name the last two places visited in order. Mira lets one player draw the answer instead of speaking.

Prototype Component Target

Board: 1 - Four-panel Hollowmere map with Glow Gate, Brightlands, Moonlit Hush, River Path, and Sky Isle regions.

Character standees: 6 - Koyo, Mira, Numi, Orbit, Beat, and Pip with matching character boards.

Story path cards: 54 - Region, moment, and choice cards that move the adventure forward.

Challenge cards: 36 - Memory, pattern, drawing, movement, rhythm, sequencing, and kindness challenges.

Helper cards: 18 - Character assists, shortcuts, lantern repairs, story-spark bonuses, and rescues.

Ending cards: 12 - Cozy, celebration, discovery, quiet, mystery, and classroom reflection endings.

Tokens: 36 - Lantern, story-spark, badge, and region marker tokens.

Rules: 3 - Quick-start card, full rulebook, and parent/facilitator guide.