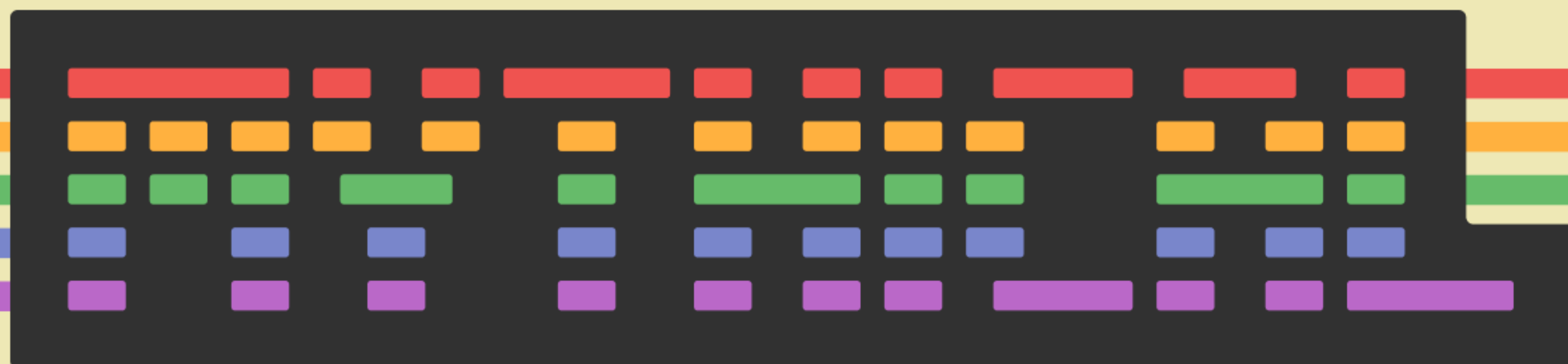




GAMES



INSTRUCTION MANUAL

GAME CONTENTS

- 1

16x8 Accordion-Fold Game Board
- 5

Character Decks (36 Cards Each)
- 1

Kill Rewards Deck (8 Cards)
- 10

Acrylic Figurines
- 10

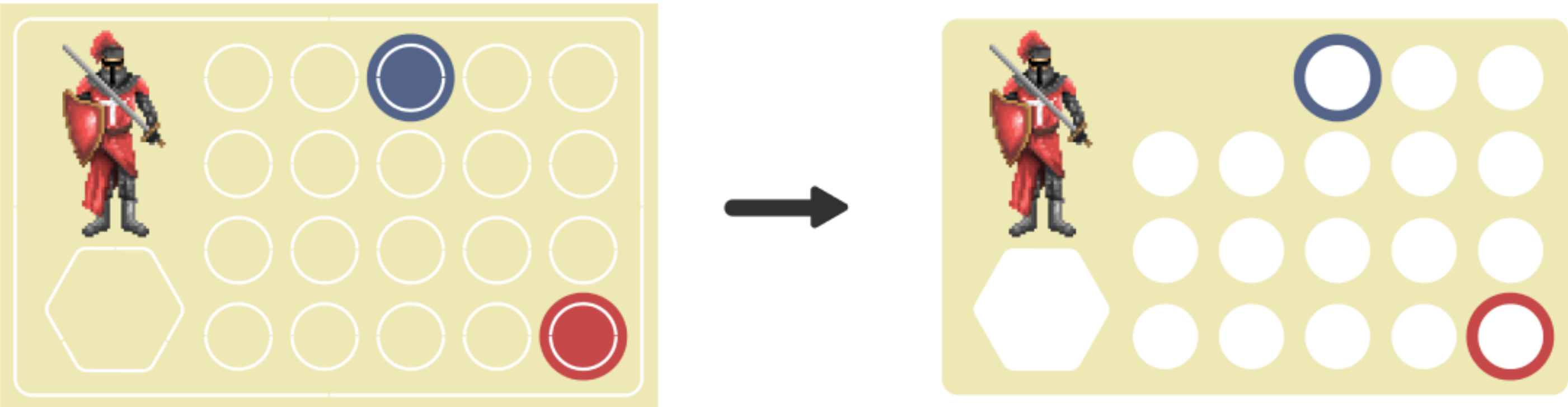
Life Gauges
- 10

Life Trackers
- 2

6-Sided Dice

ASSEMBLY

Punch Out Life Gauges: The life gauges are laser cut and may have a slight amount of soot around the edges. You can wipe away the soot with a cloth. Punch out all the holes in the life gauges as shown in the illustration below:



Punch Out Figurines: Punch out the figurines and bases out of the acrylic sheet. Insert the characters into the base that corresponds to their color and dice icon, as shown below:



OBJECTIVE

Each player controls a team of characters (Red, Orange, Green, Blue, or Purple Team). The objective is to **be the last player with characters remaining on the board**. Once a character has no remaining life they are removed from the board. Once all the characters you control are removed from the game, you are eliminated. The last player with characters still on the board wins.

STARTING THE GAME

1. Choose who Starts

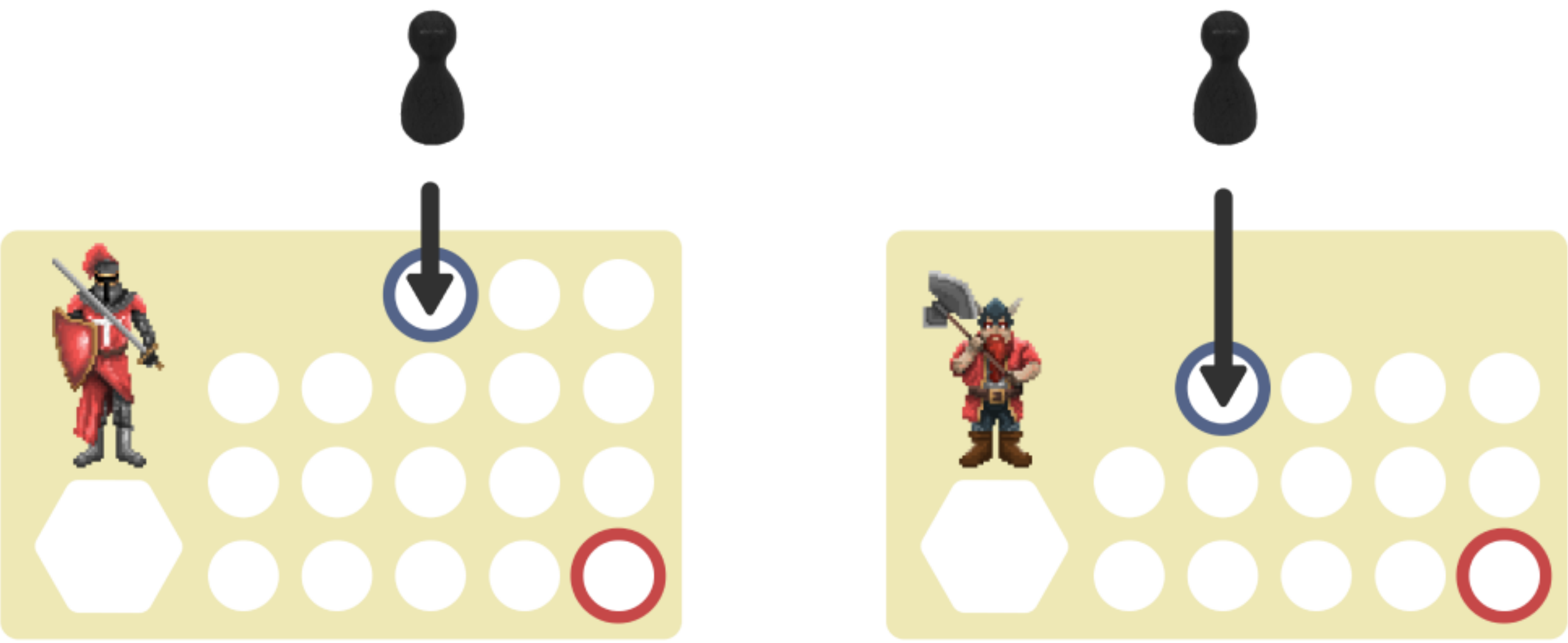
Pick a player to start. You can use the dice to decide by rolling and the player who rolls the highest number goes first. For the remaining steps you will begin with this person and take turns going clockwise.

2. Choose a Team

Choose the Red, Orange, Green, Blue, or Purple team. Set the life gauges in front of you.

a. Place Markers

Place the life trackers on max health, as shown in the illustration below. Max health is the first circle cutout that is outlined in blue on your character's life gauge. This will be used to track the character's life. *Note: Once the life tracker reaches the circle outlined in red, the character is eliminated and must be removed from the game board.*



b. Shuffle Deck

Shuffle your cards and place them beside your life gauges.
Note: If at any point during the game you run out of cards, reshuffle the discard pile, and replace it as a draw pile.

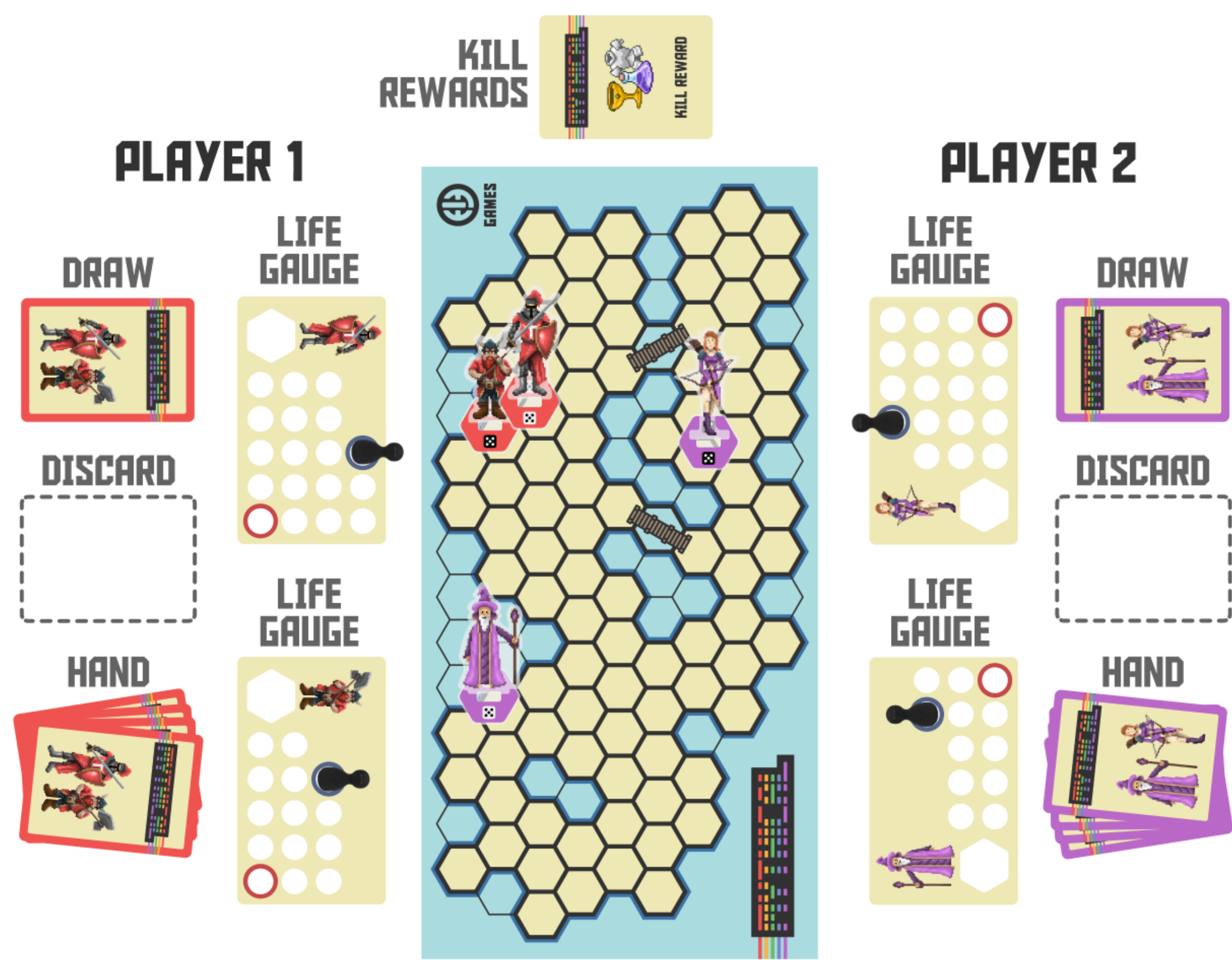
c. Draw Starting Hand

Draw 3 cards from the top of your deck before your first turn.

3. Place Characters

Place your character pawns on the board. They can be placed on any valid spot on the board. *Note: Valid spaces are outlined in a thick black border on all sides. Also, pawns can never occupy the same space.*

Once everyone is done and ready to play the setup should appear something like the illustration below. The example is for 2 players:





WHAT TO DO ON A TURN

Take turns starting from the first player and continuously moving clockwise. A turn has two parts: **Moving and Action**.

MOVING

Moving allows you to put your characters in an attack position or to retreat. To move you must roll the dice.

- The **white die**  is for the max movement distance for your **main character** and the **black die**  is for your **secondary character**. *Note: Each character has a white or black die shown on their stand to indicate which die they are associated with.*
- You can move each of your characters **up to the number that appears on their die**, when rolled. You do not have to move your characters the full amount on the die and can decide to not move or roll at all.
- You **cannot move through water** or onto blocked spaces. *Note: Valid spaces are outlined with a thick black border.*
- You can move through spaces occupied by other characters as long as you **do not land on the space that is occupied**.
- If one of your characters is eliminated from the game, you only need to roll the die that is for the remaining character.

Attack Positioning

For most attacks you must be in a space adjacent to the character you are attacking. However, some attacks can be made from a distance. Keep attack range in mind when placing and moving your characters. Attack distance is explained more in the “Attack Card Types” section.

ACTION

You get 3 **actions on your turn**. Your turn is over once you have used your 3 actions.

Drawing Cards

Each card you draw **counts as one action**. So you can draw 3 cards, but this would also end your turn. You can only have up to 12 cards in your hand at the end of every turn. If you have more, you must discard down to 12. *Note: You can look at the first card you draw before deciding if you want to draw another card or to perform a different action.*

Playing Cards

Each card played **counts as one action**, unless otherwise specified on the card. Cards can only be played as/for the specific character that is shown on the card. If that character has been eliminated from the game, the card cannot be played.

Healing

This must occur before the end of your turn but **does not count as an action**. To heal you may **discard 2 cards** from your hand to **restore 1 health point** to any character. You cannot heal or bring back an eliminated character, but you can discard an eliminated character's cards to heal a character still in the game. *Note: You may heal a character at the end of your turn to also keep your hand under 12 cards.*

Stunning/Reviving

A character may become stunned from certain attacks. That character will be tipped on its side to indicate that it has been stunned. A character will remain stunned until revived. **A stunned character cannot move, attack, or defend** until it is revived by that player during their action phase. Reviving a stunned character **counts as one action**. *Note: Remember to stand the pawn back up to indicate it has been revived.*

BATTLES

To have a battle, **place an attack card on the table** and indicate the character or characters that you are attacking. They must be in attack range of the attacking character. Attack range of different attacks is explained more in the “Attack Card Types” section.

The opposing character has an opportunity to defend. To defend, a defense card can be placed face up. A card played in defense does not count as an action since it is not being played on that player’s turn. *Note: A defender does not have to defend the attack even if they have a defense card in their hand.*

The damage received by the defending character equals the **attack value minus the defense value**. If the defense value equals or exceeds the attack value, then no damage is recorded.

The defending player will **move the damage slider** on the applicable character’s life meter to reflect the amount of damage received. See example below.

5

-

3

=

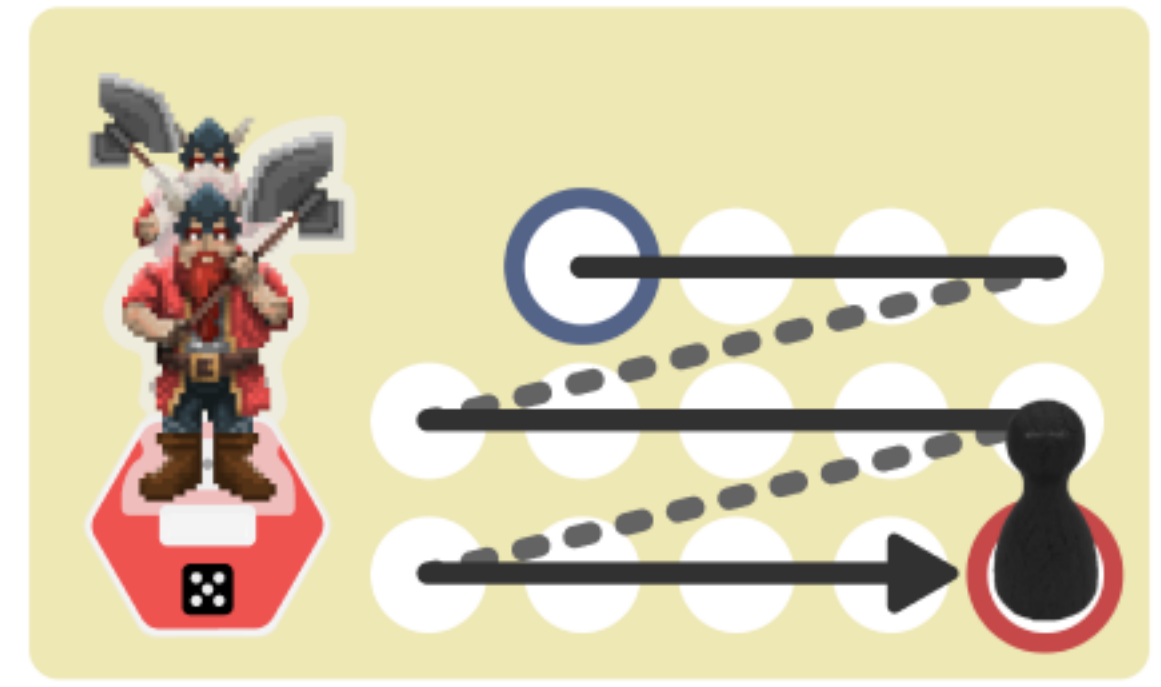


A 5 point attack minus a 3 point defense equals 2 damage points received by the defending character.

After damage is recorded, both players will discard their card face up on the top of their own discard piles.

CHARACTER ELIMINATION

A character's life will deplete from left to right, starting at the top row, working its way down to the bottom row. It will move in this pattern until the life tracker reaches the red circle, as shown in the illustration.



Once the tracker reaches the red circle, the character must be removed from the game board and placed aside.

You have lost the game once all the characters you control are removed from the board.

KILL REWARDS

Kill rewards are bonuses that a character receives when they eliminate another character.

When an attacking character causes a defending character to be eliminated, the attacking player can draw a kill reward and it will apply to that character for the remainder of the game. Place the kill reward beside that character's life gauge. This reward can only be used by the character who made the attack that caused the defending character to be eliminated.

ATTACK CARD TYPES

This section describes all the attack card types, what they do, and their attack range.

Attack or Defense Cards

"Attack or Defense" cards have an attack and defense value. They can be used to attack **one adjacent character** using the attack value.

Basic Attack Cards

“Basic Attack” cards also can be used to attack **one adjacent character**. These cards are like “Attack or Defense” cards, but only have an attack value, however these cards usually provide higher damage or special bonuses.

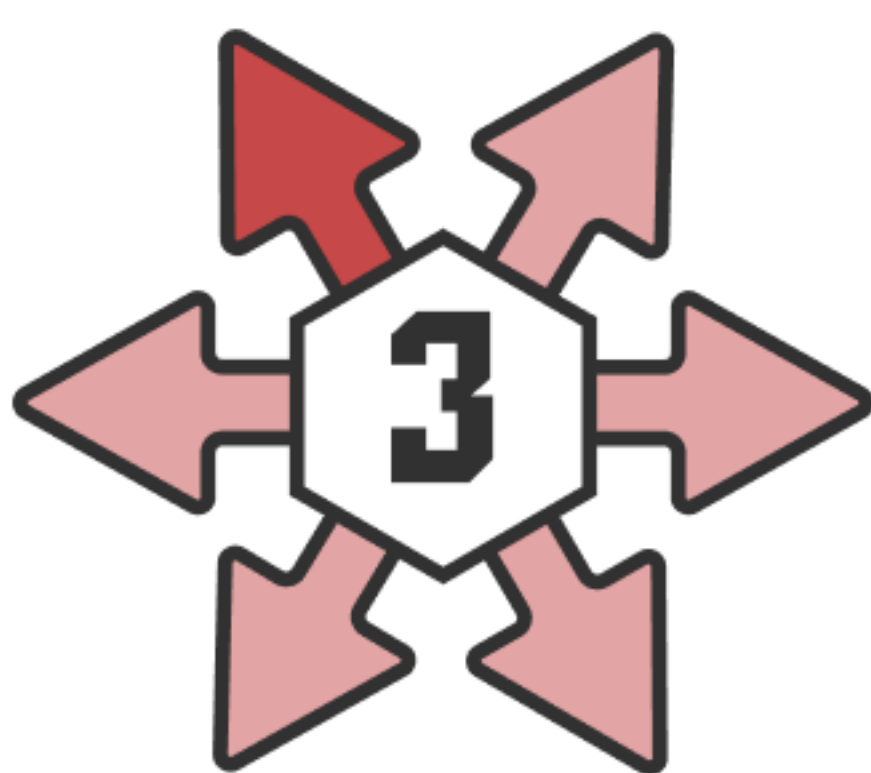
Radius Attack Cards

“Radius Attack” cards are the same as “Attack” cards, but they apply to **all adjacent characters**, *including characters on the same team*.

Distance Attack Cards

“Distance Attack” cards are the same as “Attack” cards, but they allow combat over a distance. With these attacks you can attack **one character within the specified range value**. The range value is specified in the icon in the top left corner of the card. See example below:

Distance Attack Icon
Shows a range of 3



The distance of this attack is 3, as indicated by the icon on the left. So, the purple character can attack the green character but not the red one, see illustration.

Distance is calculated by counting the least number of spaces between the attacking character and the character they are attacking. You can use any hexagonal space to calculate this distance and occupied spaces in between are counted the same as unoccupied spaces.

Targeted Attack Cards

“Targeted Attack” cards are the same as “Basic Attack” cards but apply to **any one character** on the board that you choose.

World Attack Cards

“World Attack” cards are the same as “Basic Attack” cards but apply to **all opposing characters** that you do not control on the board.

ATTACK CARD ICONS AND SUMMARY

Below is a list of the icons for each attack card type and a summary of their attack range. The icons also represent the range of their attack.



Basic Attack

Attacks **ONE ADJACENT** character



Radius Attack

Attacks **ALL ADJACENT** character



Distance Attack

Attacks **ONE** character **WITHIN RANGE VALUE**



Targeted Attack

Attacks **ANY ONE** character



World Attack

Attacks **ALL OPPOSING** characters

DEFENSE CARDS

A defense card can only be played when it is not your turn, and you are being attacked. These are the only cards that can be played when it is not your turn. There are 2 types of defense cards:

Attack or Defense Cards

“Attack or Defense” cards have an attack and defense value. They can be used to defend against someone that is attacking you using the defense value.

Defense Cards

These cards are like “Attack or Defense” cards but only have a defense value, however these cards usually provide higher damage or special bonuses.

SPECIAL ABILITY CARDS

“Special Ability” cards allow you to perform special abilities specific to your character that can help them get an advantage in the game. Some allow additional movement, allow you to peek at the opponent's hands, use extra actions and other special abilities. These cards are played face up on your discard pile and are effective upon playing them. They cannot be defended and can only be played on your turn.

GAME CLARIFICATIONS

- There are cards that cannot be defended. This means that a card cannot be played in defense. However, if a card is already in play, or there is a kill reward with a defense value in play, then the defense capabilities still apply.
- The special effects of an attacker's card go into effect before that of a defender's card.
- If, due to a special card, the last remaining players are eliminated from the game at the same time, the game is a tie.



GAMES

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