

**TURN ORDER:**

1. **Player reveals their hand and resets exhausted pixels.**
- Abilities from cards in play may be played at any time during the player's turn.
2. **Player chooses 1 action: buy, fight, or trash. Once player announces their action, they cannot decide to perform another action.**
- Buy 1 card:** Once a purchased card is placed on the player's discard pile, the player cannot undo the purchased card.
  - Fight 1 monster:** When a player chooses which monster to fight, they stay on that location. (minion 1, minion 2 or boss)
  - Trash cards:** Exhaust one pixel per card that will be trashed. Once a card is placed on the trash pile, the player cannot change their mind.
3. **When the Spell Book is in play:**
- Spells can be purchased during any of the three actions (buy, fight, or trash) . Spells count as a separate buy during the buy action. Gained spells are placed face down to the right of the war room.
4. **Player discards all cards in play they did or did not use along with any gained cards.**
- Player draws their next hand. If the player does not have a deck or enough cards to draw for their next hand, their discard pile is shuffled and becomes their deck. The next player's turn begins.

Spells can be played at anytime during the game.

**ADDITIONAL INFORMATION:**

Defeated minions reward the player with a pixel matching the color of the monster.

Defeated bosses reward the player with a pixel matching the color of the monster and points based on the boss's rank.

If a player cannot complete an action, they end their turn.

Leader cards are placed face up to the left side of each player's war room until the first boss is defeated by any player. Then, each player places their leader onto their discard pile.

Gained pixels are placed on the "exhausted" section of a player's war room until their next turn.

Once a pixel is exhausted from an ability or spell, the player cannot change their mind and exhaust the pixel for a different card.

Players may trade two pixels of the same color for a pixel of another color of their choice during their turn. The traded pixels may be from either side of the player's war room.

Players may have up to five spells at any given time. If a player gains a sixth spell, they must either play or trash a spell.

Spells take effect only during the turn they are played.



# LORE

Before dark days befell it, the southern region of Edonia was a peaceful and prosperous land. From the Sentinels - the soaring mountain peaks of the north - to the glittering Bay of Light on the southern shores, and Sen's Tower that guarded the west to the great capital of Havenfall in the east, Edonia bustled with adventurers, merchants, farmers, and tradesmen of every sort.

But now the Djiran, a race of sinister demonic creatures, have opened a rift from their dimension into the land of Edonia, unleashing an evil corruption that threatens the existence of the land. Lurking in the shadows of their own destitute dimension, the Djiran have long coveted Edonia's resources and mounted small invasions in previous generations. But now, through a darker magic, they have discovered a new way to spread corruption through their rifts and into the minds of others. Under the control of the Djiran, the inhabitants become aggressive and attack the humans of Edonia who are immune to the rift's effects.

The mining town of Ember was closest to the Rift and the first to fall to its power. With the foul influence of the corruption spreading through the streets of their city, the townsfolk of Ember flee with what few treasures and items they are able to carry. Shortly after the survivors escape, the corrupted monsters destroy Ember.

Fleeing to Havenfall, the survivors meet with the city's Council, King Mordell, Sorceress Alira, Commander Trauss, and Blade Master Quin, to seek shelter and warn them of the approaching danger. The Council issues a call for heroes from throughout the land to resist the Djiran invasion. The heroes gather supplies and recruit heroes, entering into skirmishes with numerous monsters, until they encounter their first boss. After a fierce battle, the boss is defeated. Upon being freed from the corruption, the monster provides information about how to close the Rift.

Each leader sends out a scout to the shores of the neighboring Shifting Islands. The scouts use the information received from monsters in their search for the fabled artifact--The Heaven's Sigil. This artifact has been lost since the days in which Havenfall's soldiers marched into battle under its colors representing each of the four elements that had combined to make Edonia a land of strength and beauty. If found, the artifact can close the Rift and banish the Djiran back to their dimension.

With more creatures falling under the Djirans' mind control, the Rift becomes larger and stronger, feeding off the hate and violence. The Council heads out into battle themselves, leaving the survivors of Ember to command the war rooms with their firsthand knowledge of the monsters' tactics and abilities. As each hero's power increases and the inhabitants are freed of the corruption, information is relayed to the scouts who close in on the island where they believe the Heaven's Sigil is located. All is lost if they fail to find it, but the faction who reaches the sigil first and restores Edonia to peace stands to claim the great glory of victory for themselves...

Thank you to all my family and friends who have supported my endeavor to create Havenfall. Special thank you to those who dedicated their time and valuable opinions to helping me complete this game: Kirby & Thad Morris, Greg Ladd, Josh Smith, and Chris Hartman.

A big thank you to my wife Emily who helped from the start when we were cutting little squares of paper and coloring them with crayons. She helped give me the push I needed to continue working on the development and artwork for the game.

Pyre's Descent

Crowned Gates

Havenfall

Ember

GAME OVERVIEW

2-4 players | Ages 13+ | Game Time: 15-30 Minutes per player

You are survivors of the town of Ember. The Djiran demons have opened a rift that begins to corrupt the land. You have fled to the town of Havenfall with the few items and treasures you salvaged from your home.

In this deck-building game each player starts with the same ten cards. Players use their cards to perform one of the following actions during their turn: buy cards, fight monsters, or trash cards. Each player builds their own unique deck with their purchases. When a player buys a card, it is placed in their discard pile. When a player no longer has a deck, the discard pile is shuffled and becomes the deck in which players' draw their hands. Purchased cards are more powerful than the ten starter cards and help players fight monsters. Players may choose to thin down their deck by trashing cards in order for more powerful cards to be drawn more frequently.

Players have the option of gaining spells during their turn. Spells can be used at any point during the game to either aid a player during their turn or disrupt an opponent's turn.

When a player fights and defeats a monster, the player gains a pixel related to the color of the monster. These pixels are a reusable resource that enhances players' cards. When a player defeats a boss, they also gain points based on the monster's rank. These points move the player along on the scoreboard. The first player to reach ten points wins the game.

WIZARD	RANK 3
SEER	RANK 3
ELITE GUARD	RANK 3
CLOAKS OF ORDER	RANK 3
CAVALRY	RANK 3
ARCHER	RANK 3
BLACKSMITH	RANK 2
ASSASSIN	RANK 2
SHARDSMAN	RANK 2
NECROMANCER / SHADOW	RANK 2
SHAPE SHIFTER	RANK 2
BARD / LUTE	RANK 2
HEALER	RANK 2
ACOLYTE	RANK 2
ADVENTURER	RANK 1
LOOKOUT	RANK 1
THIEF / FAKE DIAMOND	RANK 1
SQUIRE	RANK 1

SPELLS
MONSTERS
LEADERS
ARTIFACTS
ARCANE
GOLD
SILVER
STARTER DECK
STARTER DECK
STARTER DECK
STARTER DECK
TURN ORDER

CARD STORAGE IN BOX

COMPONENTS OF THE GAME:

<b>Game Components:</b> Rulebook Game board Scoreboard War Room (4) Turn Sequence (4) Card Dividers (30) Blue pixels (10) Yellow pixels (10) Red pixels (10) Green pixels (10) Meeples (4)	<b>Heroes: (20)</b> Astral Descent ( <i>arcane</i> ) Ghost of Sen ( <i>arcane</i> ) Lookout (4) Adventurer (4) Thief (4) Squire (4) Bard (8) Shape Shifter (8) Necromancer (8) Swordsman (8) Assassin (8) Blacksmith (8) Acolyte (8) Healer (8) Seer (10) Wizard (10) Archer (10) Elite Guard (10) Cavalry (10) Cloaks of Order (10)	<b>Leaders: (4)</b> Blade Master Quin Commander Trauss King Mordell Sorceress Alira	<b>Monsters: (20)</b> <b>Rank 1:</b> Armadillo Dragon Whelp Fish Frog	<b>Rank 5:</b> Djiran Lord Dwarven King Orken Warchief Queen of Nyra
<b>Treasure: (4)</b> Diamond ( <i>arcane</i> ) Gold (10) Silver (16) Copper (28)	<b>Artifacts: (16)</b> Alira's Talisman Axe of Kyrent Caverns Chains of the Ancient Champion's Cloak Crown of Nyra Cursed Grall Staff Dwarven Stone Elemental Shard Mordell's Ring Orken Jewel Quin's Daggers Rift Stone Talon of Fate Tome of Serpents Trauss's Helmet Trident of the Lost Seas	<b>Rank 2:</b> Djiran Grunt (3) Dwarven Berserker (3) Grall Summoner (3) Octopus (3)	<b>Rank 3:</b> Fire Elemental (3) Giant Worm (3) Grall Sorcerer (3) Sea Serpent (3)	<b>Spells: (40)</b> 1 Pixel Spells (18) 2 Pixel Spells (12) 3 Pixel Spells (6) 4 Pixel Spells (4)
<b>Items: (7)</b> Family Heirloom ( <i>arcane</i> ) Spell book (4) Sword (4) Shields (4) Fake Diamond (6) Lute (8) Shadow (8)		<b>Rank 4:</b> Dragon (2) Nyrian Guard (2) Orken Champion (2) The Ancient (2)		

Crimson Markets

Sacred Wilds

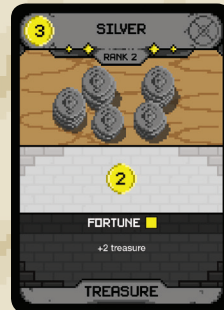
Kyrent Caverns

## PLAYER CARDS:

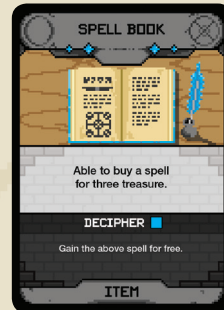
1. Cost
2. Name
3. Red = Attack | Blue = Arcane
4. Rank
5. Artwork
6. Information
7. Ability Name + Pixel Requirement for Ability
8. Ability
9. Card Type



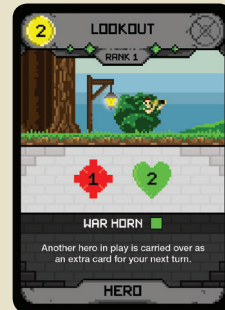
## PLAYER CARD TYPES:



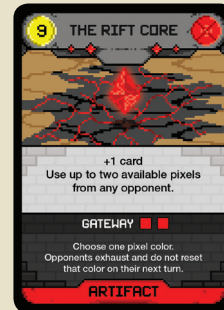
Treasure



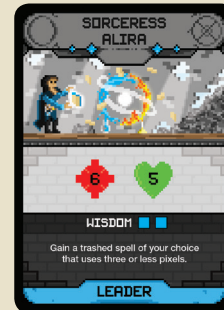
Item



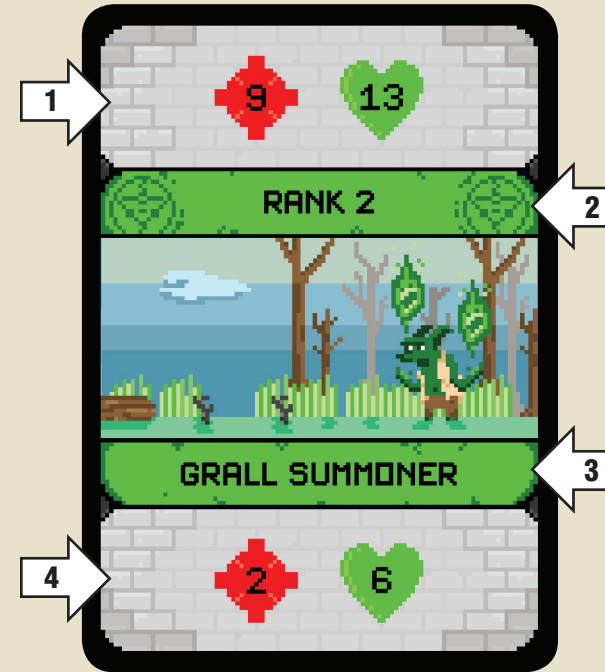
Hero



Artifact



Leader



## MONSTER CARDS:

1. Boss Damage and Health
2. Rank | Point Value
3. Name
4. Minion Damage and Health

ICONS: Damage Health Treasure



## SPELL CARDS:

1. Name
2. Pixel Requirement
3. Spell information

Arcane Attack





GAME SET-UP (Example 2 for Board Visual on pages 9-10)

Lay out the game board and scoreboard and place all of the Silver and Gold cards face up on the marked locations. All cards on the game board are face up, except for monster and spell decks. Shuffle all 16 artifact cards. Reveal and place two of each color of artifact cards in the color-coded areas. Return the eight leftover artifact cards back in the box.

HEROES

Heroes, treasures, and monsters have ranks (Example 1), which indicate the power of the card. Heroes come in sets identified by name (Squire, Swordsman, Cavalry, etc.). Each hero has a pixel color(s) that represent its playstyle. These pixels are indicated on the lower half of the card (Example 1) Rank 1 and 2 heroes are identified with one pixel, while rank 3 heroes are identified by two pixels. Two blue, two red, two green and two yellow pixels must be represented amongst all six heroes as they are placed on the board in their correct rank location. When arranging heroes on the board, place each hero's entire set of cards on the appropriate location. The Necromancer, Bard, and Thief heroes come with additional items. These items are placed to the left of the board next to the rank 1 hero.

Shuffle the spell deck and place the deck face down on the marked location.

Place the four arcane cards face up to the left of the board next to the spell deck.

MONSTERS

Shuffle and place the monster deck face down on the marked location. Draw the top three monsters and place them face up from left to right starting from Minion 1, Minion 2, and the Boss location. The first three monsters drawn cannot be rank 5, and there can only be one rank 4 (Example 2). If a rank 5 monster or more than one rank 4 monster are drawn, then set them aside to be re-shuffled into the deck once three monster cards have been drawn from the top of the deck.

Recommended set-up for beginners:

The first three revealed monsters cannot be higher than rank 3.

There are thousands of combinations of heroes and artifacts in the game of Havenfall.

All pixels are placed in between the spell deck and Minion 1 on the board. The number of pixels per game is associated with the number of players: two players: five of each color pixel, three players; seven of each color pixel, four players: ten of each color pixel.

Example 1: Hero Rank and pixel requirement for abilities.



Recommended set-up of heroes for beginners

Rank 1	Rank 2	Rank 2	Rank 2	Rank 3	Rank 3
Squire	Shape Shifter	Swordsman	Assassin	Seer	Elite Guard
Blue	Green	Red	Yellow	Blue	Red

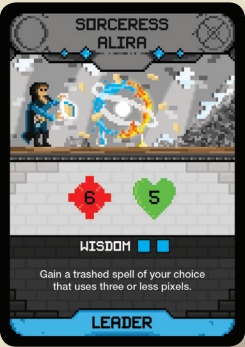
Additional examples of hero layouts:

Rank 1	Rank 2	Rank 2	Rank 2	Rank 3	Rank 3
Thief	Bard	Healer	Blacksmith	Seer	Elite Guard
Red	Green	Blue	Yellow	Blue	Green
Lookout	Acolyte	Assassin	Shape shifter	Wizard	Cloaks of Order
Green	Blue	Yellow	Green	Blue	Red
Squire	Acolyte	Assassin	Necromancer	Archer	Elite Guard
Blue	Blue	Yellow	Red	Green	Red

PLAYER SET-UP

Each player begins with a starting deck (7 Copper, a Sword, a Shield, and a Spell Book). Collect the four war rooms face down and shuffle. Each player takes one at random and places the war room face up above their starting deck. Each player then takes a leader matching the war room color and places them to the left of the war room. One player collects one pixel matching each war room, mixes the pixels in their hand, and drops one. This will decide the first player. The player then distributes those pixels to the "available" section of the war rooms for each player. Place the meeples corresponding to the color of each player's war room on the first space of the scoreboard marked with a "0". Turn Order cards are available for each player to reference during the game. The game is now setup. Each player should have one war room with a matching leader, pixel (on available side), and a starting deck.

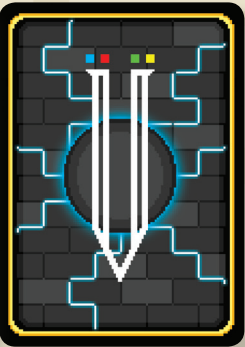
LEADER



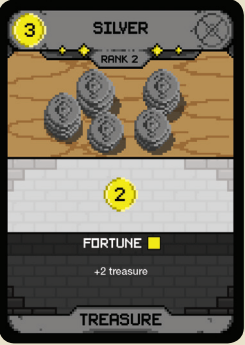
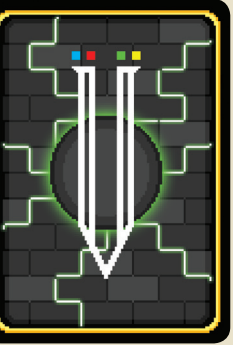
WAR ROOM + PIXELS



GAINED SPELLS



TURN ORDER (OPTIONAL)



DECK

HAND OR CARDS IN PLAY

DISCARD PILE



**FAMILY HEIRLOOM**

This card cannot be trashed.

**ITEM**

12 8

**RANK 1**

**DRAGON WHELP**

1 1

**MINION 1**

12 10

**RANK 2**

**OCTOPUS**

5 3

**MINION 2**

**BOSS**

13 13

**RANK 4**

**THE ANCIENT**

6 6

**DEFEATED MONSTERS**

2

**SQUIRE**

RANK 1

2 1

**CARRY**

Play the ability of either 1 leader, 1 artifact or any number of items for free.

**HERO**

4

**SHAPE SHIFTER**

RANK 2

2 3

**FERAL**

+3 damage and +3 health against bosses

**HERO**

4

**SWORDSMAN**

RANK 2

3 2

**STANCE**

Adjust any of this hero's damage into health or health into damage.

**HERO**

4

**ASSASSIN**

RANK 2

2 3

**BOUNTY**

Trash a treasure card while fighting. Gain +2 damage or +2 health.

**HERO**

6

**SEER**

RANK 3

3 4

**FOREWARN**

Discard this hero, draw 2 cards and then reset 1 pilot.

**HERO**

7

**ELITE GUARD**

RANK 3

4 4

**RALLY**

Add +2 damage and +2 health for up to 3 other heroes.

**HERO**

**TRASHED CARDS**

3

**SILVER**

RANK 2

2

**FORTUNE**

+2 Treasure

**TREASURE**

6

**GOLD**

RANK 3

3

**WEALTH**

+5 Treasure

**TREASURE**

9

**TOME OF SERPENTS**

+1 Card  
Choose one:  
+1 Spell +4 Treasure  
+4 Damage +4 Health

**PROFICIENCY**

Apply all above options.

**ARTIFACT**

9

**QUIN'S DAGGERS**

+1 Card  
Opponents discard 2 cards of their choice from their hand.

**BACKSTAB**

Opponents reveal their hand. Choose 1 of the 2 cards to discard. Activate this before playing the above.

**ARTIFACT**

9

**CHAMPION'S ELIXIR**

+1 Card  
Trash a hero in play and replace the hero with the next rank from the board.

**CHALLENGE**

During fight action:  
+1 Fight

**ARTIFACT**

9

**DWARVEN STONE**

+1 Card  
+6 Treasure  
During buy action:  
+1 Buy

**RICHES**

+1 Card for each treasure card currently in play.

**ARTIFACT**

**TRASHED SPELLS**

Example 2:  
Complete board set-up.



# BASIC GAME STRUCTURE:



Example 3: Card Information

Turns are played in a clockwise manner. Each player shuffles their deck and draws the top five cards (this is the player's hand). Players can look at their hand but keep it hidden until their turn. At the start of a player's turn, they place their entire hand on the table. These cards are now in play. Players can choose to do one of the following actions: buy, fight, or trash cards (refer to each section for details). Once a player announces their action, it cannot be changed.

Any or all of the information section on cards can be played at players' choosing (Example 3). Players may play any card abilities as long as they have the available pixels to activate the abilities. When the Spell Book card is in hand, refer to the spell section for instructions. When the information and/or ability of a card or spell refers to another card, it is referring to a card that is in play. Otherwise, the information and/or ability of a card or spell will state specific instructions (ex. opponent's hand, from the board, from a discard pile, etc.).

When a player is done either buying, fighting, or trashing cards, then all cards in play are discarded face up to the player's right. The player draws the next five cards from the top of their deck. If the player has four or less cards in their deck when drawing their next hand, they reshuffle their discard pile and draw the remaining cards. Then, the next player's turn begins.

At the start of the game, leaders stay to the left of the war room and cannot be played until the first boss is defeated by any player in the game. Once the first boss is defeated, all players add their leader to their discard pile. Players can look through any discard pile, but not decks that are face down or opponent hands.

# PIXELS AND ABILITIES

Each player begins with one pixel that corresponds with the color of their leader card and war room. These leaders and pixels offer a unique play style for each player. Additional pixels are obtained by defeating monsters.

Each pixel represents a different play style and offer advantages early in the game based on their color:

- **Blue player:** gains free spells. (Focuses on game manipulation and control)
- **Red player:** steals cards from opponents. (Attacks other player and is the chance/luck playstyle)
- **Green player:** draws additional cards. (Stronger at fighting monsters and defensive tactics)
- **Yellow player:** increases their treasure amount. (Able to buy expensive cards faster and unique ways to trash cards)

When a player activates an ability and/or spell, the required pixels are moved to the "exhausted" section of the war room. When a player moves a pixel to the "exhausted" side of the war room, it cannot be moved back or "undone". Any ability can be used whether a player is buying, fighting, or trashing (Example 4). Abilities must be played from cards in play and can only be used once per turn. At the beginning of a player's turn, all exhausted pixels reset to the "available" side of the war room.

During a player's turn, they may trade two pixels of the same color for one pixel of a different color from the board. The traded pixels can be taken from the available and/or exhausted side of the war room. Any time a pixel is gained, it is placed in the exhausted side of the war room.

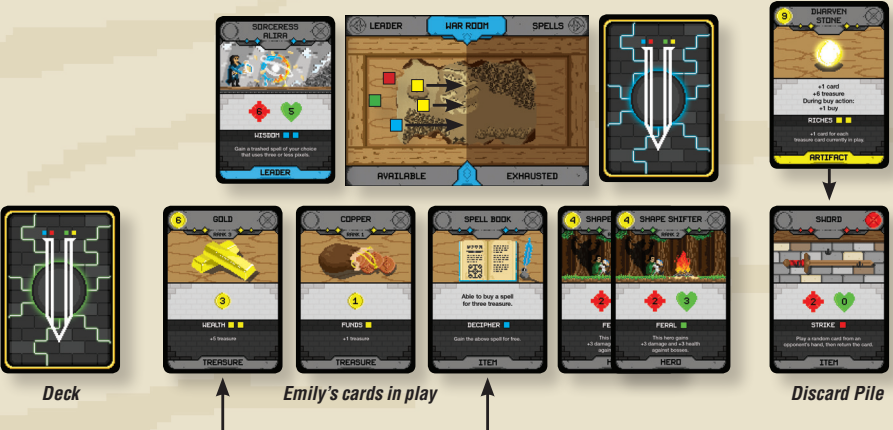
**Example 4:** Greg has a Shield and four Copper. He plays the Shield's ability, Prepare, and exhausts one green pixel. He will draw an extra card next turn. He chooses to buy as his one action and purchases a Silver. He then discards all cards in play and draws his next hand of six cards.



# ACTION: BUYING

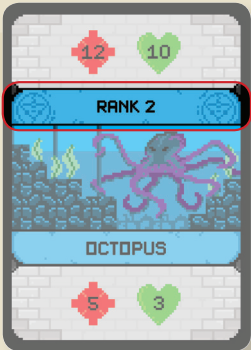
The buying action allows a player to purchase one card on the board. The player totals the treasure amount from each card's information section plus any treasure accrued from abilities played this turn. The player plays the total treasure amount to purchase a hero, treasure, artifact, or spell (if the Spell Book is in play). The cost of a card is indicated in the upper left corner of the card. When a card is purchased, it is placed into the player's discard pile. Once a player has placed a purchased card onto their discard pile, they cannot go back and change their mind. Player may activate any remaining abilities before discarding all cards in play and drawing their next hand.

**Example 5:** Sarah has three Copper, a Shield, and a Sword. Sarah has one yellow pixel on the "available" side of her war room. She exhausts the yellow pixel to activate the ability of one Copper to increase her treasure from three to four. She chooses to buy as her action and purchases a Blacksmith using four treasure. Sarah discards the Blacksmith and all cards in play to the discard pile.



**Example 6:** Emily has a Gold, Copper, Spell Book and two Shape Shifters in play. She exhausts two yellow pixels to activate the Gold's ability, Wealth. She now has a total of 9 Treasure and chooses the action buy to purchase the Dwarven Stone. She places the Dwarven Stone in her discard pile. She also exhausts a blue pixel to activate the Spell Book's ability, Decipher, to gain a spell for free. Emily then discards all cards in play, draws her next hand and ends her turn.

ACTION: FIGHTING



Example 7: Monster Rank  
(Points for defeating a boss)

MONSTERS

There are forty monster cards (20 are unique). Each monster card is associated with a specific color: 10 blue, 10 red, 10 green and 10 yellow. The color indicates which pixel color a player obtains after defeating the monster. Monsters range between ranks 1-5 based on level of difficulty. From left to right, the first two monster spaces are considered minions. Players fight minions based on the numbers located on the bottom of the monster card. The monster space furthest to the right is considered the boss. Players fight the boss based on the numbers located at the top of the card. In addition to giving a pixel, bosses award points based on their rank (Example 7). See Board Visual for example.

The first player to earn 10 points wins.

Players use the total damage and health of their cards in play to fight a monster. Total damage is calculated by adding together the damage from each card in play. Total health is calculated by adding together the health from each card in play. A player must match or exceed damage against damage and health against health in order to defeat a monster. When a player chooses to fight a monster, they ask opponents if they are going to stop them from defeating the monster. Opponents may use spells to affect the battle.

When the monster is defeated, it is placed face up in the “defeated monsters” location. Then, the monster cards on the board move down one location to the left. The next monster card is drawn from the monster deck and placed on the “boss” location. The player who defeated the monster is given a pixel in relation to the color of the defeated monster. The pixel is placed onto the “exhausted” side of the war room. The player may activate any remaining abilities before discarding all cards in play and drawing their next hand.

Players can only fight one monster per turn. The player must fight in the location where they selected the monster. If another player plays a spell to switch monsters, the player fights the new monster. If a player cannot defeat the monster, then it is the end of their turn. They cannot buy, trash, or attempt to defeat another monster:

ACTION: TRASHING

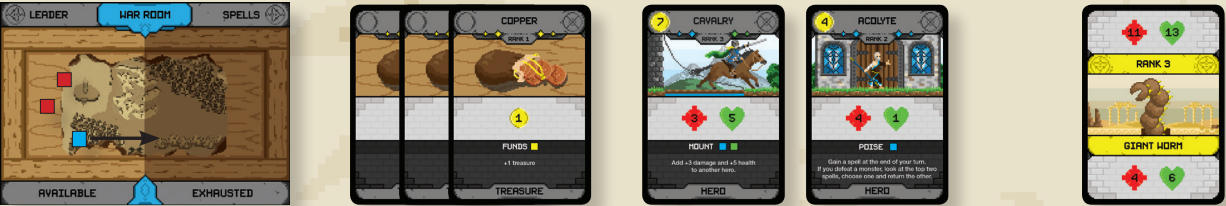
To trash a card, a player exhausts a pixel of any color. The player may trash as many cards as they have available pixels. Trashed cards are placed on the trash pile and are considered “removed from the game”. The purpose of trashing is to thin down players’ decks. Thinning down decks allows powerful cards (i.e. leaders or artifacts) to be played more often.

Example 9:  
Greg draws a hand of three Copper, a Shield, and a Silver. He does not want to keep any of these cards and chooses to trash as his action. He has a total of six pixels. He activates the Shields ability, Prepare, with one green pixel. He exhausts the remaining five pixels and trashes all five cards. He then draws his next hand and ends his turn.

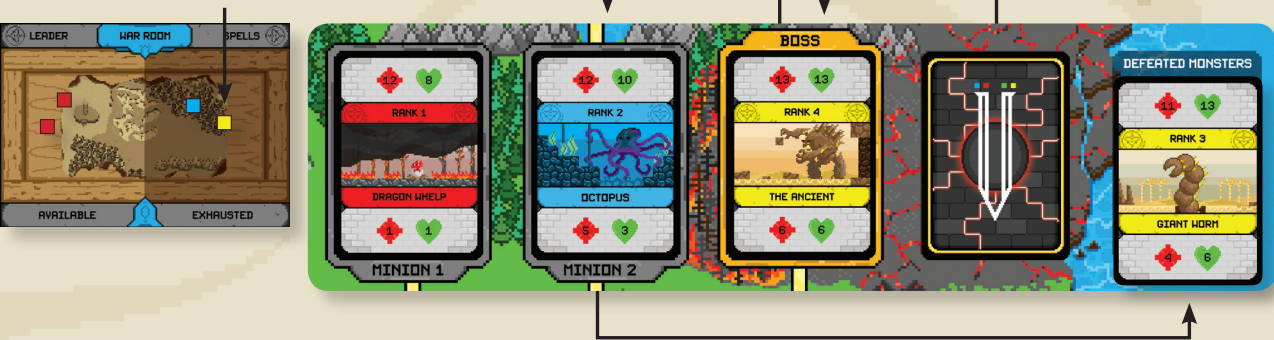
Example 8:

Emily has a Cavalry, an Acolyte, and three Copper in play. The Cavalry and Acolyte have a combined total of 7 damage and 6 health. She decides to fight the Giant Worm on the Minion 2 location, which has 4 damage and 6 health. She plays a blue pixel to activate the Acolyte’s ability, Poise (Gain a spell at the end of your turn. If you defeat a monster, choose between the top 2 spells). She asks the other players if they are going to stop him from defeating the monster. Opponents do not play any spells to stop Emily. She defeats the Giant Worm and places the monster card onto the monster discard pile. She collects a yellow pixel and places it on the “exhausted” side of his war room. Monsters move down one space to the left and a new monster card is drawn onto the boss location. Emily discards her cards. She looks at the top two spells, chooses one, and places the other one back on the top of the spell deck. Emily draws her next hand and ends her turn.

Part 1



Part 2





# SPELLS

Before the game starts, all spells are shuffled and placed face down on the marked location on the game board. Spells can be gained (for 3 treasure or for free by activating the Spell Book's ability) when a player has the Spell Book in hand. Spells can also be gained through specific heroes, artifacts, and/or leaders. Purchasing a spell does not count toward buying, fighting, or trashing. Players can gain a spell as an extra buy as long as the player has enough treasure to cover the cost of both purchases.

**Example 10:**  
Emily has three Silver, a Swordsman, and the Spell Book in play. She has a total of 6 treasure. She decides to buy as her action. She purchases a Thief (2 treasure) and a spell (3 treasure).



When a player gains a spell, they keep the spell hidden from other players face down to the right of their war room. A spell can be played at any point during the game. The player must have the required pixels available to play the spell. The required pixels are indicated below the card name. A grayed-out pixel on the spell card indicates that any color can be used.

The game pauses when a spell is played, and the spell takes effect immediately. Spells are a one-time use and only apply during that turn. After a spell is played, it is trashed and placed face up on the "trashed spells" section. Players can have a maximum of five spells. If a player is at the maximum and draws a sixth spell, they immediately either play or trash one of their spells.

**Example 11:**  
Greg has an Archer and an Adventurer in play. He chooses to fight as his action. The Archer and Adventurer have a combined total of 4 damage and 6 health. The Giant Worm minion has 4 damage and 6 health. Greg is able to defeat the Giant Worm. Joe plays the spell Lightning Strike by exhausting one blue pixel, one red pixel, and one pixel of any color. The Lightning Strike spell trashes an opponent's hero. Joe chooses to trash Greg's Archer. Now Greg has a total of 1 damage and 2 health. He is unable to defeat the monster and ends his turn.



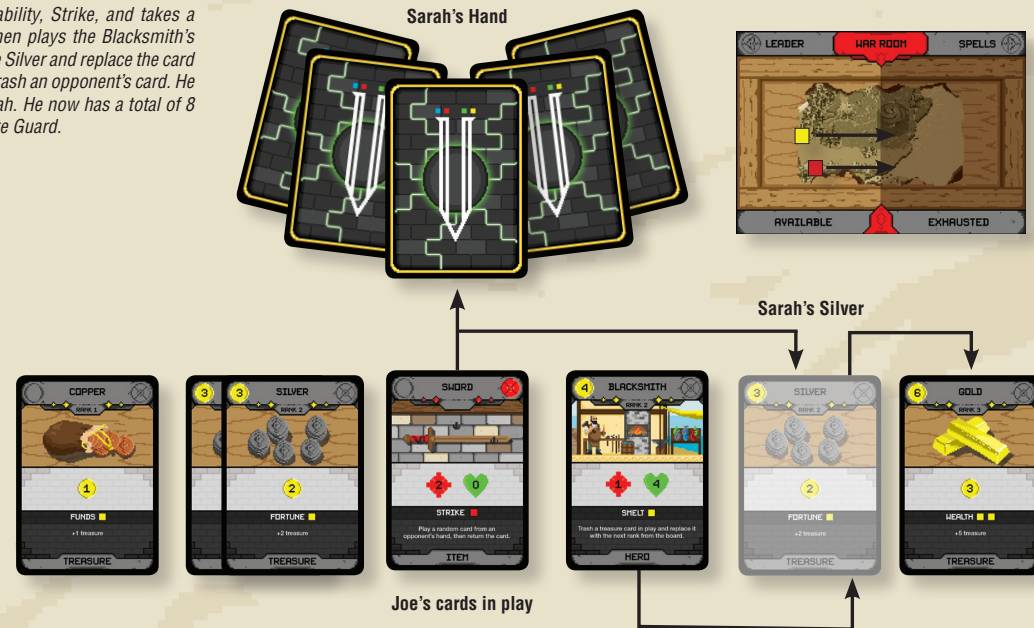
## ATTACK CARDS

Attack cards have a red icon in the upper right corner of the card. Attacks are when a player uses their cards in play that play or alter an opponent's cards or pixels. When a player gains a card from an opponent, the card returns to the opponent at the end of the player's turn regardless if it has been trashed, upgraded, affected by spells and/or abilities, etc.

*Spells are not considered attacks.*

### Example 12:

Joe plays the Sword's ability, Strike, and takes a Silver from Sarah. He then plays the Blacksmith's ability, Smelt, to trash the Silver and replace the card with a Gold. Joe cannot trash an opponent's card. He returns the Silver to Sarah. He now has a total of 8 treasure and buys an Elite Guard.



## ARCANE CARDS

Arcane cards have a blue icon in the upper right corner of the card. Arcane cards are difficult to acquire and can only be obtained through specific spells. Arcane cards offer players distinct advantages and/or opponents disadvantages.

### Example 13:

Greg has a Swordsman, two Elite Guards, a Gold and his leader in play. He plays the spell Possess and trashes the Swordsman (rank 2) and replaces it with the Ghost of Sen. The rank 1 Fish is in the boss location. The rank 5 Dwarven King is the most recently defeated monster. Greg chooses to fight as his action. He activates the Ghost of Sen's ability, Revenge, and is now able to fight the Dwarven King (as a minion or a boss; he chooses boss). Opponents do not play any spells. Greg defeats the monster, then activates Commander Trauss's ability Conquer and gains a total of 6 points along with a yellow pixel.



FAQ

General:

- *Can players look through decks on the board or their decks?*  
Players can look through any decks that are face up on the board (heroes, artifacts, trashed spells, etc.) Players can look through their discard piles. Player cannot look through any decks that are face down (spells and monsters). Players cannot look through their decks.
- *What does a player do if they are required to draw a card when they only have a discard pile?*  
The player shuffles their discard pile and places it face down. This becomes their deck. The player draws cards from the top of the deck.
- *What happens when a player plays a spell and it has zero effect?*  
Spells take effect immediately whether or not they are beneficial. The spell is then trashed.
- *Can I use spells to enhance the monster card in my deck acquired from using the ability of the Cursed Grall Staff?*  
Yes, a player can add +6 monster damage or health to a monster in their hand to help them fight.
- *I just drew my next hand and see that I have 2 artifacts. Both of them have +1 card, can I draw them now while I wait for my turn?*  
No, Information on cards cannot be played until the cards are in play.

Seer and Lookout:

- *What happens if a player chooses to use the Lookout's ability, War Horn, on a Seer, but the Seer's ability, Forewarn, was used to discard the Seer?*  
The Seer cannot be carried over for the player's next turn.

Shadow card:

- *What if the Shadow card is not played during a player's turn?*  
The Shadow card does not return to the Shadow deck. The Shadow card is placed on the player's discard pile. *(Also applies to the Lute card)*

Champion's Cloak:

- *What two monsters can a player fight?*  
A player fights two monsters currently on the board. They cannot draw a monster from the top of the monster deck. If the player activates the Ghost of Sen card's ability in play, they can also fight the most recently defeated monster. This would allow a player to fight the boss and the defeated monster as a boss on the same turn.

Crown of Nyra:

- *When can a player choose to play the pixel color as another color?*  
The player can change the color at any time during their turn, but only once.  
Example: if a players has three red pixels, they can use the first pixel as a red and then play the artifact to exhaust the remaining two pixels as blue pixels.

Cursed Grall Staff:

- *Can opponents choose to fight or use a monster card in a player's possession?*  
The monster card cannot be taken or played by any opponent due to the back of the card being different.

Cheatcode:

- *Must the pixel come from either the "available" or "exhausted" side of the opponent's war room?*  
No, the pixel can be taken from either side of their war room. When taken, the pixel must be placed on the "exhausted" side of the player's war room.

Frostfire:

- *Must the pixels come from either the "available" or "exhausted" side of the war room?*  
No, the pixels can be switched from either side of the war rooms. When switched, the pixels must be placed on the "exhausted" side of the war room.

GLOSSARY:

- Ability:** The text located at the bottom of any treasure, hero, item, artifact, or leader card. Abilities give cards an additional function.
- Above:** The ability refers to the card's information
- Activate:** When a player exhausts the required pixels for an ability.
- Add/Gain:** Increase the information and/or ability of a card or the amount of cards during a player's turn.
- Boss:** Monster located on the Boss location marked with a gold border. This monster is fought using the higher damage and health numbers located at the top of the monster card.
- Buy:** Use treasure to purchase a card on the board
- Deck:** Players' cards are shuffled and placed face down. The top cards are drawn to create players' hands.
- Discard pile:** Discarded cards are moved to the discard pile. When a player no longer has cards to draw from a deck, the discard pile is shuffled and becomes the player's deck.
- Discard:** Cards that have been purchased or are currently in play are moved to the player's discard pile when the player has completed their turn.
- Draw/+:** Take cards from the top of one's deck or select a card from an opponent's hand.
- Fight:** Players total the damage and health of their heroes in play. Player chooses to defeat a monster by comparing their total damage and health to that of the monster.
- Hand:** The cards drawn from a player's deck prior to their next turn. These cards are to be kept hidden from opponents until the player's turn.
- In play:** When a player begins their turn, their hand is revealed. These cards are now considered "in play".
- May:** Player can choose to complete the action
- Minion:** Monsters located at the Minion 1 and Minion 2 location marked with a silver boarder. These monsters are fought using the lower damage and health numbers located the bottom of the monster card.
- Opponent(s):** All other players.
- Play:** When a player chooses to use a card (ex. spell or card information).
- Rank:** The level of difficulty of a monster or strength of a hero.
- Replace:** When a card is trashed and a new card takes its place.
- Reset:** Pixels are moved from the "exhausted" side of a war room to the "available side" of a war room.
- Reveal:** All players see the card(s).
- Switch:** A card trades places with another card or a pixel with a pixel. This is a permanent change.
- Trash:** Cards are removed from a player's possession and moved to either the Trashed Spells or Trashed Cards location on the board.