

HAVENFALL: SINGLE PLAYER

The goal of Havenfall: Single Player is to reach 10 points before the game ends. The game ends when all monsters make it beyond the Boss location, or if all 6 Hero decks are flipped over from Monster attacks. We strongly recommend playing the multiplayer version several times before playing the single player version.

SETUP

Single player requires 8 Crystal cards. These can be printed or purchased from the Havenfall website. Prepare all components of the game as a normal multiplayer game, except for the top row of the game board (i.e. spell deck and monsters).

Spells are separated into two decks: the Player Spell Deck and the Monster Spell Deck. The Player Spell Deck remains on the Spell Deck location while the Monster Spell Deck is placed to the side of the game board.

PLAYER SPELL DECK

- Alchemy
- Barrage
- Bulwark
- Cosmic Energy
- Demote
- Expel
- Frostfire
- Mirror Image
- Mule Spirit
- Overpower
- Possess
- Radiate
- Reflect
- Resurrect
- Seduce
- Swift
- Stop Time
- Strength
- Teleport
- Transmute

MONSTER SPELL DECK

- Banish
- Barrier
- Blast
- Blind
- Cheat Code
- Confusion
- Corrupt
- Drain
- Enchant
- False Memory
- Fear
- Freeze
- Hex
- Leadership
- Lightning Strike
- Mind Trick
- Promote
- Reinforcements
- Succumb
- Weaken

Add all 40 pixels to the game board.

MONSTERS

Seperate the Monster Deck into the two following decks:

Monster Deck 1: Six rank 3 monsters and all rank 4-5 monsters

Monster Deck 2: The remaining six rank 3 monsters and all rank 1-2 monsters

Shuffle both monster decks. Take the top 12 monsters from Monster Deck 1, and place them face down on the Monster Deck location on the game board. Take the top 10 monsters from Monster Deck 2, and place them face down on top of the 12 monster cards on the game board. Do not shuffle these cards. Do not add any monsters to the Minion 1, 2 or Boss location yet. The remaining monsters will not be used and can be placed off to the side.

Shuffle the 8 Crystal cards and place them face down beside your play area.

OPPONENT AREA

Opponent setup area:

Players may print the (optional) opponent area mat from the Havenfall website. See image below. The Opponent Decks are used when gaining or playing a card against an opponent. You access specific Opponent Decks based on the total number of pixels in your war room. Ex: If there are 4 pixels in your war room and the Sword is played, take a random card from Deck 2. The 'opponent' has three decks, each consisting of five cards.

Deck 1

2 Copper

Sword

Silver

First rank 2 hero from the game board

Pixel Requirement: 1-3

Deck 2

Copper

Shield

Silver

Other two rank 2 heroes

Pixel Requirement: 4-6

Deck 3

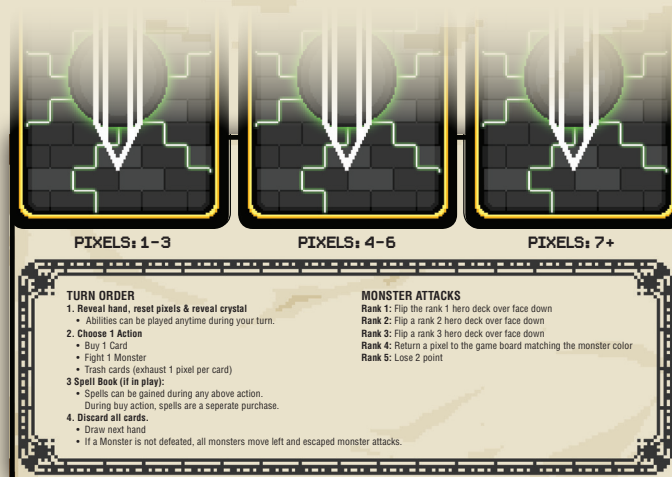
Spell Book

Gold

Both rank 3 heroes

*One random artifact

Pixel Requirement: 7+

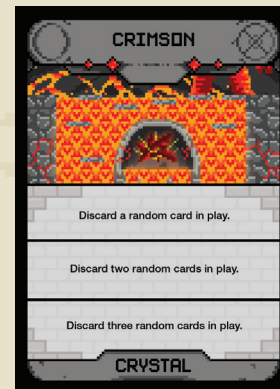


**For the random artifact in Deck 3, shuffle 4 different colored pixels and drop one. Place the top artifact of that color on Deck 3.*

GAMEPLAY | TURN ORDER

New Single Player functions are bolded in turn order.

1. At the beginning of your turn, reveal your hand and reset your pixels.
Reveal the top Crystal card and play the effect(s). Only one Crystal card is played per turn. Crystals only count the turn they are played. Crystal cards have 3 tiers. Play the first tier (top) until all Crystal cards have been played. Reshuffle the Crystal cards, play tier 2. Then, repeat to tier 3.
2. Choose one action: Buy one card; **Fight one monster**; Trash cards (exhaust one pixel per card) **If you defeat a monster flip a hero deck face up (*see Monster Attacks).**
3. If the Spell book is in play, spells can be gained at anytime during your turn. Gaining a spell does not count as an action.
4. Discard all cards. **If no monsters have been defeated, move all monsters down one space to the left (see Monster Attacks).**
Draw your next hand.



Crystal Card

GAMEPLAY | MONSTER ATTACKS

At the end of a turn, If no monsters have been defeated, move all monsters 1 space to the left. Minion 1 moves to the defeated pile and executes an attack based on the monster's rank. **At the end of your first turn you will move the first monster out onto the boss location.*

Rank 1: Flip the rank 1 hero deck over face down

Rank 2: Flip a rank 2 hero deck over face down

Rank 3: Flip a rank 3 hero deck over face down

Rank 4: Return a pixel to the game board matching the monster color

Rank 5: Lose 2 points

Ex: A rank 2 monster leaves the Minion 1 location and goes to the Defeated Monster pile. Flip over a rank 2 hero deck face down of your choice.

Cards cannot be purchased from hero decks that are face down.

If the monster cannot complete the attack (ex. All rank 2 hero decks are already flipped over), it goes to the next lower rank attack.

If lower rank attacks cannot be completed, then it moves to the next higher rank.

Ex: A rank 5 red monster leaves the Minion 1 location, but you have 0 points. Instead, you return 1 red pixel back to the game board.

***When a monster is defeated, you may flip a hero deck of your choice face up and redraw monsters to fill in the monster locations.**
(same as the normal 2-4 player game)

**IF ALL 6 HERO DECKS ARE FLIPPED FACE DOWN,
THE GAME ENDS IMMEDIATELY AND YOU LOSE.**

SINGLE PLAYER CARD CHANGES:

Some heroes, artifacts, and spells function differently in a single player game as opposed to a multiplayer game. We recommend leaving this page of this rulebook out and available for reference while playing the single player game. The opponent mat offers a quick reference to Turn Order and Monster Attacks.

Heroes:

- **Thief:** Add a Fake Diamond card face down on top of the Monster Deck. Fake diamonds cannot be fought. The Fake Diamond is returned to the Fake Diamond pile after leaving the Minion 1 location. *The purpose of this effect is to slow down the monster deck and provide additional turns.*

Artifacts:

- **Axe of Kyrent Caverns Ability:** Place the last defeated monster onto the Monster Deck and/or the last trashed card onto your discard pile.
- **Chains of the Ancients:** Draw three cards and flip a hero deck face down.
Ability: Do not flip a hero deck face down. Activate this before playing the above.
- **Elemental Shard:** Draw a card. Based on the rank of the next monster that attacks, draw X cards.
Ranks 1-2 = draw 2 cards. Ranks 3-5 = draw 3 cards.
- **Emerald of the Sacred Wilds:** Draw a card. Flip the Minion 1 card over. Ignore the attack if the monster leaves the location.
- **Quin's Daggers:** Draw a card. Return a minion to the top of the Monster Deck.
Ability: Return a random Crystal card to the top of the Crystal Deck.
- **Mordell's Ring:** Draw a card. If a monster attack flips a hero deck face down, you may add that hero to your discard pile.
Ability: Gain a card of the next rank for the above. Rank 1 > 2 > 3 > Artifact
- **Talon of Fate Ability:** Before choosing the above card, switch an opponent card with one of yours to keep.
- **The Rift Core:** Draw a card. Play up to 2 monsters from the game board as pixels.
Ability: At the beginning of your next turn, play the previous tier of the Crystal card.

Player Spells:

- **Expel:** Undo and trash one of the monster spells played.
- **Frostfire:** Switch one of your pixels with a pixel from the game board.

Monster Spells:

- **Barrier:** Add +6 health to all monsters.
- **Blast:** Add +6 damage to all monsters.
- **Blind:** Switch a Treasure card in play with the lower rank from the game board or trash pile.
- **Cheat Code:** Return a random pixel back to the game board.
- **Confusion:** Flip a hero deck face down for each pixel you exhaust.
- **Drain:** Trash one of your spells at random.
- **Enchant:** You cannot play any spells this turn.
- **Leadership:** All monsters immediately move down one space.
- **Mind Trick:** Return a chosen pixel to the game board.
- **Succumb:** After buying a hero, flip the deck face down
- **Weaken:** First ability costs double the pixels; otherwise, no abilities can be played.