

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 one action: buy, fight, or trash. Once the action is announced, they cannot decide to perform another action.

- **Buy one card:** Once a purchased card is placed on the player's discard pile, the player cannot undo the purchase.
- **Fight one monster:** When a player chooses to fight a monster, the player stays on that location. (Minion 1, Minion 2 or Boss)
- **Trash cards:** Exhaust one pixel per card to 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 gained during any of the three actions. If gaining a spell during the buy action, the player needs enough treasure to cover the cost of the spell and purchased card. 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 their chosen action, they end their turn.

Leader cards remain 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 for 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.

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LORE

Before dark days befell the souther region of Edonia, it 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 Edonia and unleashed an evil corruption threatening 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. Through a darker magic, they have discovered a new way to spread corruption through the rifts and into the minds of others. Under the Djiran's control, the inhabitants become aggressive and attack the humans of Edonia who are immune to the rift's effects.

Ember, a mining town closest to the rift, was 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 fled with what few treasures and items they were able to carry. Shortly after the survivors escaped, the corrupted monsters destroyed Ember.

Fleeing to Havenfall, 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 others while 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, monsters provide information pertinent to closing the rift.

Each leader sends out a scout to the shores of the neighboring Shifting Islands. The scouts use 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 the colors representing each of the four elements that 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 Djiran's mind control, the rift grows 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 The Heaven's Sigil is believed to be 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 help 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 gave me the push I needed to continue working on the development and artwork for the game.



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. The survivors fled to the city of Havenfall with the few items and treasures 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 one card, fight one monster, 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 often.

Players may gain 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 the scoreboard.

When a player reaches 10 points, players finish any remaining turns during that round in order to declare the winner. If more than one player reaches 10 points within that round, the player with the most combined pixels and artifacts is the winner.



CARD STORAGE IN BOX

GAME COMPONENTS:

Basic Components:

- Game board
- Rule book
- Scoreboard
- Tracker
- Meeples (4)
- Turn order (4)
- War room (4)
- Blue pixels (10)
- Yellow pixels (10)
- Green pixels (12)
- Red pixels (12)
- Card dividers (30)

Treasure: (5)

- Diamond (arcane)
- Fake Diamond (6)
- Gold (8)
- Silver (12)
- Copper (28)

Items: (6)

- Family Heirloom (arcane)
- Shield (4)
- Spell book (4)
- Sword (4)
- Lute (8)
- Shadow (8)

Heroes: (20)

- Astral Descent (arcane)
- Ghost of Sen (arcane)
- Adventurer (4)
- Lookout (4)
- Squire (4)
- Thief (4)
- Acolyte (8)
- Assassin (8)
- Bard (8)
- Blacksmith (8)
- Healer (8)
- Necromancer (8)
- Shape Shifter (8)
- Swordsman (8)
- Archer (10)
- Cavalry (10)
- Cloaks of Order (10)
- Elite Guard (10)
- Seer (10)
- Wizard (10)

Leaders: (4)

- Blade Master Quin
- Commander Trauss
- King Mordell
- Sorceress Alira

Artifacts: (16)

- 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

Monsters: (20)

Rank 1:

- Armadillo
- Dragon Whelp
- Fish
- Frog

Rank 2:

- Djiran Grunt (3)
- Dwarven Berserker (3)
- Grall Summoner (3)
- Octopus (3)

Rank 3:

- Fire Elemental (3)
- Giant Worm (3)
- Grall Sorcerer (3)
- Sea Serpent (3)

Rank 4:

- Dragon (2)
- Nyrian Guard (2)
- Orken Champion (2)
- The Ancient (2)

Rank 5:

- Djiran Lord
- Dwarven King
- Orken Warchief
- Queen of Nyra

Spells: (40)

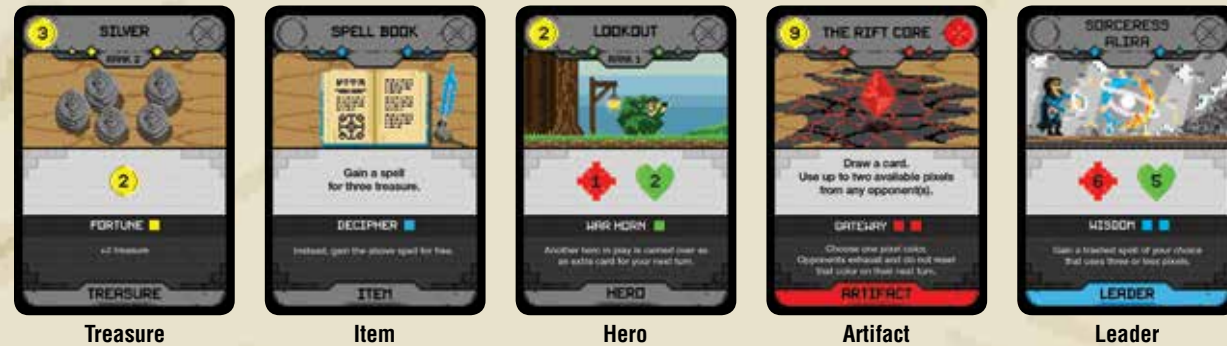
- 4 Pixel Spells (4)
- 3 Pixel Spells (6)
- 2 Pixel Spells (12)
- 1 Pixel Spells (18)

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:



MONSTER CARDS:

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



SPELL CARDS:

1. Name
2. Pixel Requirement
3. Spell information

ICONS: Damage Health Treasure



Arcane Attack



GAME SET-UP (Example 2 for board visual on pages 9-10)

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

HEROES

Heroes, treasure, 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 when placed on the game board in the correct rank location.

Recommended hero set-up 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

When arranging heroes on the game 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 game board next to the rank 1 hero.

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

*Spells have a blue card back.

Place the four arcane cards face up to the left of the game 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 two Minion locations can only be rank 2-3, the Boss can be rank 1-4 (Example 2). Any monsters that were revealed and not added to the three locations are re-shuffled into the monster deck *Monsters have a red card back.

Recommended monster set-up for beginners:

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

Example 1: Hero rank and pixel requirement for abilities.



Additional hero set-ups:

Rank 1	Rank 2	Rank 2	Rank 2	Rank 3	Rank 3
Lookout	Necromancer	Healer	Blacksmith	Seer	Elite Guard
Lookout	Acolyte	Assassin	Shape shifter	Wizard	Cloaks of Order
Thief	Acolyte	Assassin	Healer	Archer	Elite Guard

PIXELS

All pixels (wooden cubes) are placed in between the spell deck and Minion 1 on the game 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. Place two red and two green pixels onto the tracker.

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. Shuffle the leader cards and reveal one to decide which player goes first. Then distribute each leader to the left of the war room matching that color. Each player gains a matching pixel from the game board onto the “available” side of their war room. Place the corresponding meeples on the first space of the scoreboard starting at “0”. Turn order cards (with additional info on the back) are available for each player to reference during the game. Each player should have one war room with a matching leader, pixel (on available side), and a starting deck.

*Promotional leader cards: Players may choose a leader based on their war room color before shuffling to reveal the first player.

LEADER

WAR ROOM + PIXELS

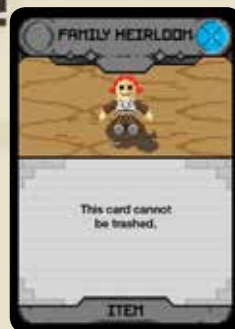
GAINED SPELLS

TURN ORDER (OPTIONAL)

DECK

HAND OR CARDS IN PLAY

DISCARD PILE



Example 2:
Complete board set-up.

9

10

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 from other players until their turn. Players reveal their entire hand and place it on the table at the start of their turn. These cards are now "in play". Players can choose to play 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. Turn order cards can be used as a quick reference.

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 a card refers to another card (ex. Cavalry adds +3 damage and +5 health to another hero), it is referring to a card that is in play. Otherwise, the card 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 hand of 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 (this is now the player's deck) and draw the remaining cards. Then, the next player's turn begins.

At the start of the game, leader cards 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 set of cards that are face-up.

PIXELS AND ABILITIES

Players begins with one pixel that corresponds with the color of their leader card and war room. 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 more expensive cards and trash cards faster*)

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 buys, fights, or trashes (Example 4). Abilities must be played from cards in play and can only be used once per turn. All exhausted pixels reset to the "available" side of the war room at the beginning of a player's turn.

During a player's turn, they may trade two pixels of the same color for one pixel of a different color from the game 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 on the exhausted side of the war room.

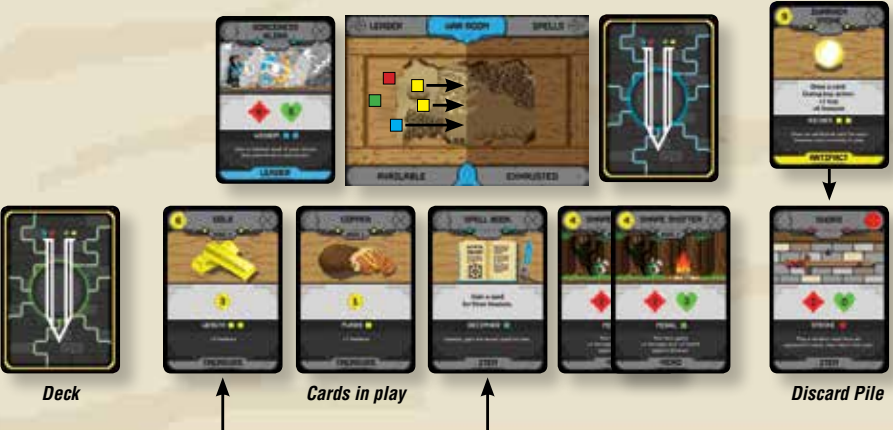
Example 4: Greg has a Shield and four Copper in play. He plays the Shield's ability, Prepare, and exhausts one green pixel. He will draw an extra card next turn. He chooses to buy as his action and purchases a Silver. He then discards all cards in play and draws his next hand of six cards.



ACTION: BUYING

The buying action allows a player to purchase one card on the game board. The player totals the treasure amount from each card's information section plus any treasure gained from abilities played that turn. The player uses 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. A player cannot "undo" their purchase once they have placed the purchased card on their discard pile. 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 in play. 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 40 monster cards (20 are unique). Each monster card is associated with a specific color: 10 blue, 10 red, 10 green and 10 yellow. Monsters range between ranks 1-5 based on level of difficulty. From left to right, the first two monster locations are considered Minions and the third location is considered the Boss. Players fight Minions based on the numbers on the bottom of the monster card. Players fight the Boss based on the numbers on the top of the card (Example 2 of Board Visual on pages 9-10).

The numbers on a monster card are the required player damage and health. If a player can match or exceed both numbers by totaling their damage and health from cards in play, then they can defeat the monster (Players can use the tracker for totaling damage and health. See page 19.). When a player chooses to fight, they ask opponents if they are going to stop them from defeating the monster. Opponents may use spells to affect the battle.

When a monster is defeated, it is placed face up in the “defeated monsters” location. Then, the monster cards on the game board move one space to the left to fill in any open spaces. 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 matching the color of the defeated monster. The pixel is placed onto the “exhausted” side of the war room. **In addition to a pixel, Bosses award points based on their rank (Example 7). The player moves their meeple along the score board.** 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 an opponent 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 fight another monster:

When a player reaches 10 points, players finish any remaining turns of that round in order to declare the winner. Alternatively, if no more monsters can be drawn onto the Boss location, the game ends immediately. If more than one player has the same amount of points, the player with the most combined pixels and artifacts is the winner.

*Reminder: you need to match or exceed the numbers on the monster card, not battle your damage versus their health and vice versa.

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 trashed cards pile on the game board. 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. *When a player trashes a Shadow, Lute, or Fake Diamond, these cards return to their original decks.

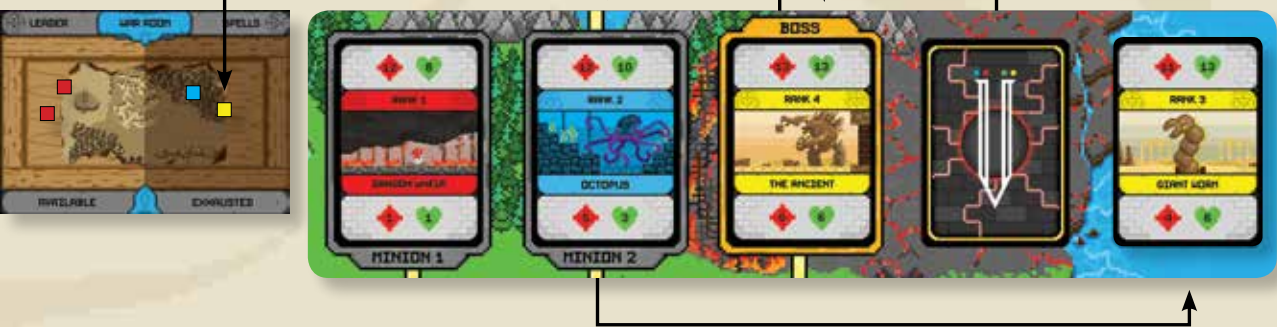
Example 9: Greg has three Copper, a Shield, and a Silver in play. He does not want to keep any of these cards and chooses to trash as his action. He has a total of six pixels. He activates the Shields ability, Prepare, with one green pixel. He exhausts the remaining five pixels and trashes all five cards.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



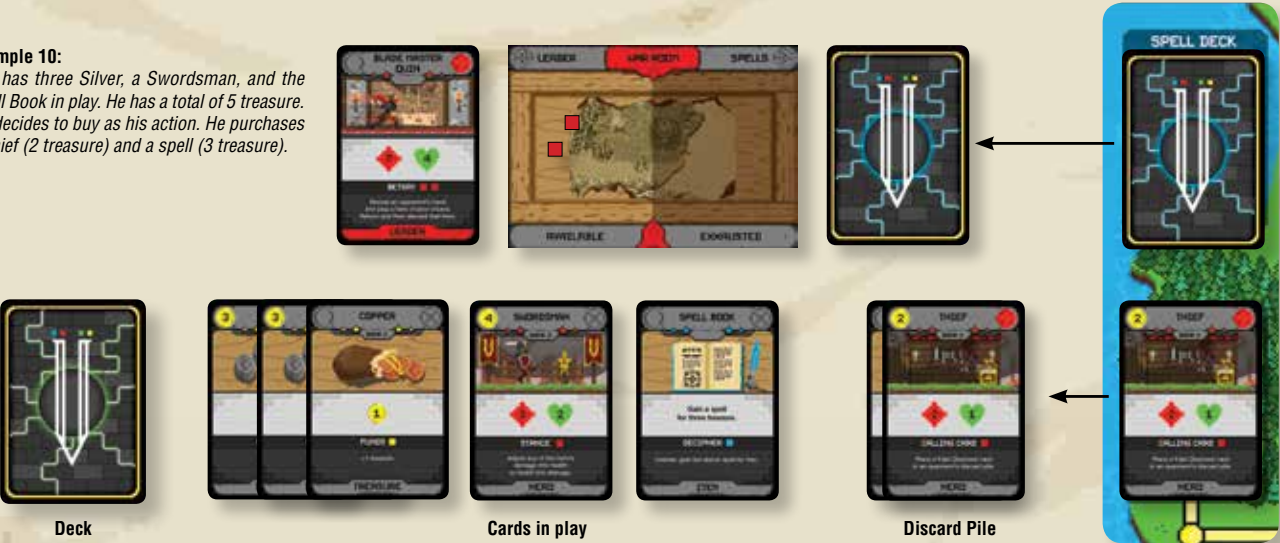
Part 2



SPELLS

Spells are 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 leaders. Gaining a spell does not count toward buying, fighting, or trashing. Players can gain a spell during their buy action as long as the player has enough treasure to cover the cost between both purchases. Players can only gain one spell with a Spell Book per turn.

Example 10:
Joe has three Silver, a Swordsman, and the Spell Book in play. He has a total of 5 treasure. He decides to buy as his action. He purchases a Thief (2 treasure) and a spell (3 treasure).



When a player gains a spell, the spell is kept hidden from opponents by placing the card face down to the right of the player's war room. A spell can be played at any point during the game. The player needs the required pixels available to play the spell. Spells may require one gray pixel (any color) or up to four pixels--one of each color. The required pixels are indicated below the card name.

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 of the game board. **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.



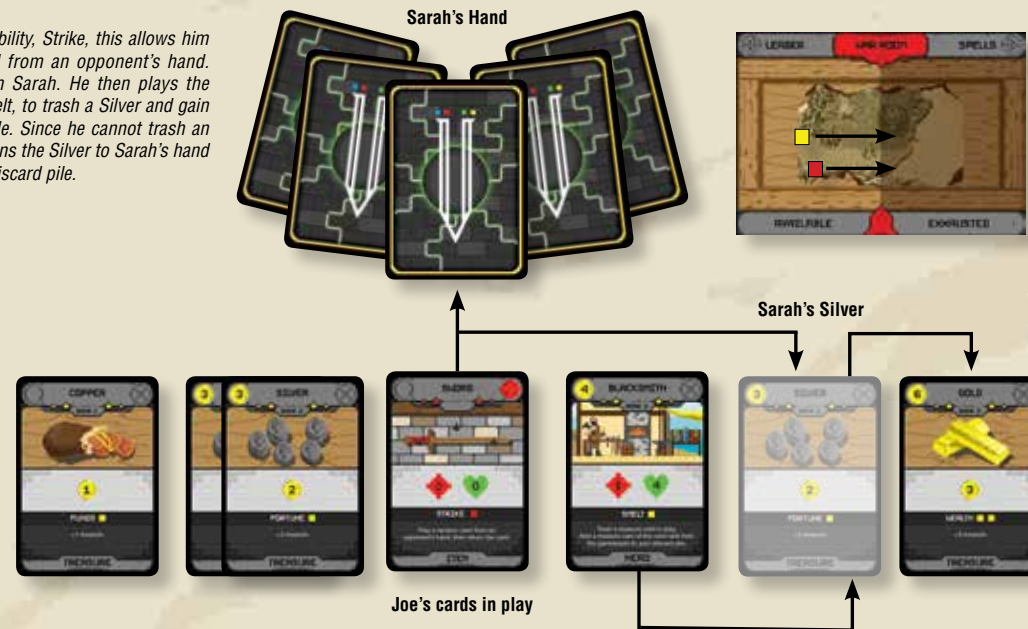
ATTACK CARDS

Attack cards have a red icon in the upper right corner of the card. Attacks are when a player uses their cards in play to either 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, this allows him to draw a random card from an opponent's hand. He draws a Silver from Sarah. He then plays the Blacksmith's ability, Smelt, to trash a Silver and gain a Gold in his discard pile. Since he cannot trash an opponent's card, he returns the Silver to Sarah's hand and adds a Gold to his discard pile.



ARCANE CARDS

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

Example 13:

Greg has a Swordsman, two Elite Guards, a Gold and his leader in play. He plays the spell Possess, 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.



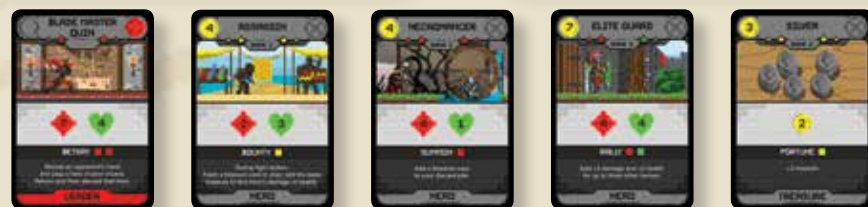
DAMAGE AND HEALTH TRACKER

This is an optional component. During setup, place the tracker along with two red and two green pixels off to the side. The purpose of the tracker is to add up the damage and health of several cards.

There are two slots under each number. One slot is designated for the red pixel, while the second slot is designated for the green pixel. If the player has more than 20 damage and/or health, the pixels are placed at twenty and the additional pixels are used for the remaining numbers.

Example 12:

Joe has an Assassin, Necromancer, Elite Guard, Blade Master Quinn and a Silver. He has 17 damage and 12 health. He activates the Assassin's ability to trash the Silver and convert it into health to gain 2 health. He then activates his leader's ability to gain a hero from an opponents hand and takes Emily's Bard for an additional 1 damage and 4 health. Lastly, he activates the Elite Guard's ability to give the other three heroes plus two damage and health. Joe now has 24 damage and 24 health.



Joe's cards in play

PLAYSTYLES



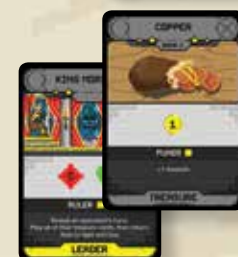
The blue player gains free spells early in the game using the Spell Book. Blue focuses on gaining and playing spells often in order to control the game in their favor. Since pixels are used to play spells, blue struggles early on to purchase expensive cards or activate card abilities. It's recommended to buy rank 2 heroes before buying treasure in order to fight monsters and gain more pixels. Blue heroes such as the Healer and Squire can activate the abilities of other card, while the Seer allows the player to reset pixels. The blue leader, Sorceress Alira, lets the player gain trashed spells.



The red player uses the Sword to steal cards from other players. Red should attack other players often with a focus toward the yellow and green players early in the game, as these players tend to have more treasure or heroes in their hand. Red is the "luck" based play style since the player must make decisions based on the best options presented during a turn. For example, the Necromancer lets the player gain Shadow cards that copy another card in play, while the Swordsman can adjust damage or health when fighting. It is recommended to trash cards once the red leader, Blade Master Quinn, is added to the deck, since he can steal heroes from other players.



The green player uses the Shield to draw an extra card during their next hand. This allows the player to rotate through their deck faster. It is recommended to buy only rank 1 and 2 heroes or focus on treasure early in the game. Green is all about fighting. Shape Shifters provide a strong late game against Bosses; Bards force monsters to fight each other; Lookouts carry heroes over to the next turn. Aim toward buying treasure in the beginning if both green pixel heroes are a rank 3. Then, the player will be able to draw mostly treasure cards in their hand due to the Shield's ability. Green is about fighting monsters and gaining points quickly. It is important to have two green pixels available once the green leader, Commander Trauss, is added to the deck. Use the leader's ability to earn 10 points faster than opponents.



The yellow player is strongest early in the game. They can buy expensive cards quickly and trash cards during other actions. Take advantage of yellow rank 1 and 2 heroes and avoid buying rank 2 heroes of other colors. The Adventurer either helps the player fight or boosts treasure, while the Blacksmith upgrades treasure. Yellow suffers late game, as buying is no longer a priority and most weaker cards have already been trashed. Yellow also has the advantage to buy artifacts before opponents. Yellow is weaker at fighting monsters compared to the other colors, but require fewer pixels since the player tends to have more powerful cards.

FREQUENTLY ASKED QUESTIONS

Can players look through decks on the board or their deck?

Players can look through any deck that is face up.

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.

More F.A.Q. available at havenfall.com/faq

TIPS AND TRICKS

Trashing is very important, and it is a good practice to begin trashing weaker cards early in the game. The best time to trash is when you have a Spell Book in play. If you have 3 or 4 Copper and the Spell Book, use your treasure to gain a spell, then trash as much copper as you can. This works well if you've already purchased a couple Silver and no longer require an abundance of Copper.

Reminder: Gaining a spell never counts against an action (buy, fight or trash).

Pixels that are exhausted during a turn do not reset unless a card specifies otherwise. It's best to play spells after an opponent has already exhausted their pixels, since they will not be able to use their pixels to play a spell against you. For example: Play the spell Lightning Strike to trash a hero right after an opponent has activated the hero's ability. The ability no longer exists, which means they've wasted their pixels and are short one hero.

It's recommended that players do not purchase more than 6 heroes during a game. More often than not, you are only drawing 5 cards per turn. The smaller your deck the more often you'll have your leader or artifact cards show up.

Buying too many artifacts often leads to losing the game. It's recommend that players do not purchase more than 2 artifacts during a game. Artifacts do not provide damage and health, which is needed to defeat monsters.

More tips and tricks available at havenfall.com/tips-and-tricks

GAME MODES

Additional game modes are available at havenfall.com/game-modes

GLOSSARY:

Ability: The text located at the bottom of any treasure, hero, item, artifact, or leader card. Abilities offer cards an additional effect.

Above: The ability refers to the same card's information.

Activate: When a player exhausts the required pixels for an ability.

Add/Gain/+: Increase the information, ability of a card or the amount of cards.

Base: The damage, health or treasure amount in the inforamtion section before any additives.

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: 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.

Discard pile: Discarded cards are added 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.

Draw: Take cards from the top of one's deck or from the noted location. The card goes into play if it is the players turn. If it is an opponent's turn, add the card to one's hand.

Fight: Players total the damage and health of their cards in play. Players need to match or exceed their total damage and health to that of the selected monster.

Hand: The cards drawn from a player's deck prior to their next turn. These cards are kept hidden from opponents until the player's turn.

Information: The text or icons indicated in the middle "light" section of a player card. Information is optional and players may use any portions of these as they see fit.

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 cards information/ability.

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 another pixel. This is a permanent change.

Trash: Cards in play are placed onto the "trashed cards" location on the board. After spells are played, they are placed onto the "trashed spells" location.