Step by Step Play Guide...

Set Up The Game...

1. Search your Deck for the Avatar card. This is your Avatar and you play this character. To win the game you must defeat the opposing player by reducing their Avatar life to zero.
2. Lay the counter cards next to your Avatar on the table in front of you, there are four counter cards, two for your Avatar's life, another one for gold and another one for conflict life.
3. Look at the pack in the top left of the Avatar card which will tell you what this Avatar starts with. Set the amount of gold it states, on the gold counter card and do the same for the Avatar life.
4. This pack also has an image of a mountain this is how many Locations this Avatar must start with. Search your deck and choose that number of location cards to lay as starting Locations. It is advisable to choose a level 1, a level 2 and a level 3 location for your first game (it states this on the left hand side of the card with a sword, small black mouth and number).
5. Lay these three locations in front of your Avatar and your opponent must do the same so that there is a distance of two cards between (see diagram).
6. Now place your Avatar miniature figure on the Location you wish to start on (we recommend the level 1 location)
7. Shuffle your deck. Put the cards face down, this is your game deck. Draw the number of cards as stated on your Avatar side panel this is your starting hand and should be kept secret from the opposing player unless otherwise instructed.
8. Both players roll one die each and the player with the highest roll goes first..

Location Card...



Elements
The Elements that can be used if the player chooses to attack
From top to bottom
Air, Fire, Water, Earth, Players choice

Conflict Points
This is the Conflict points allocated to the defending player if attacked

Rewards
Rewards to be added after the attack phase…
From left to right;
Add life, Gold & Draw cards from deck

Movement & Value
The number of movement required to land on the Location
Cost to purchase

Conflict Card...



Conflict Level
One Mouth Per Level

Starting Life & Purchase Value

Conflict Hit Points
When more than one conflict card is played, the points are added and it becomes one conflict card

Avatar Card...



The Pack
This is what you start with

Avatar's Elements
This is the elements that the Avatar can use*

*Avatars elements; this is the element restriction to this avatar. This avatar can only play abilities, conflicts and locations which are fire, water or earth. This avatar cannot play air cards. However despite this avatar can not play air locations he can still move onto air locations. Any avatar can move onto any location regardless of their elements.

Hit Points
The damage caused when attacking…

Ability Card Defensive...



Element Cost
The number elements needed to put card into play from hand

Purchase Value Cost to purchase this card, purchased cards go into your hand

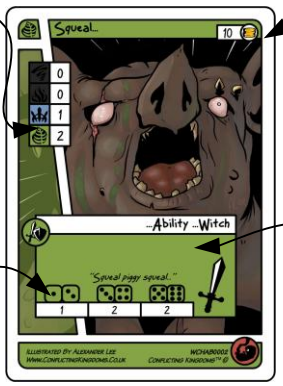
Movement
Increases Avatar's movement die roll

Burn
Every time the Avatar is attacked, the attacker receives this number of damage

Heal
Every time the Avatar is attacked their life goes up by this number

Shield
Every time the Avatar is attacked the damage inflicted is reduced by the number on this shield

Ability Card Attack...



Element Cost
The number elements needed to put card into play from hand

Purchase Value
Cost to purchase this card, purchased cards go into your hand

Ability Hit Points
Add to the Avatars hit points for every attack.

Special Instructions
Any writing in bold black will be an instruction that must be actioned

Draw: Draw 1 card from the top of your game deck….

Location: If you have any Location cards in your hand, you may now choose to lay 1, it must be laid adjacent to any Location you in play, it cannot be laid behind any Location. Some Location have special instructions that you can choose to use instead of playing it as a Location; Example; *Instead of laying a location this turn you may discard this card from your hand and destroy target ability.*
You may only play one location per turn unless specified…..

Movement: Roll one die, you may now move to another Location card using this number rolled; The Locations have a footprint in the top right (Values Box) that determines what movement number you need to move onto it. Example; *you throw a three: If any adjacent Location (including opponents) has a footprint three or less then you may move onto that Location*. Please note that some Avatars have special abilities that increase their movement points each turn, there are also abilities that do this. You may move across as many Locations as you wish within one turn; provided the combined movement score allows this. You may not use any location abilities in this phase.

Attack? : You must now decide whether you would like to attack an opponent. You may attack an opponent from your Location and if they are on another Location this is called a long range attack but if you are on the same Location then it is referred to as a close combat attack.

Yes.

No.

End turn.

****A Note On Defensive Cards… (Advanced Play…)**

You must always activate the defence abilities in this order – Heal, Shield, and then Burn… Even if a player/conflict deals no damage to you, you must still activate all defensive cards as this still counts as an attack.
Burn only activates if your life total is above 0 after the attack of the opponent.

End turn.

Rewards: Player collects the rewards at the bottom of the location, his Avatar is located on. This is gold, life and or draw cards… This is the end of the players turn…

Conflict: Having used the elements you must now attack your opponent; state that you are attacking them. Your opponent now has two choices: a) Play conflict cards to intercept the attack or b) Take the hit; the opponent must take the hit if they are unable to play a conflict card or if they are in close combat (if situated on the same Location card as the attacker) Note: Even if the player has Conflict cards in their hand they do not have to play them but must take the hit if they choose to not play them…

A) Conflict Laid: The opponent may play conflict cards from their hand to the value stated on the Location of the attacker, it is the black mouth symbol in the side panel and it states the point number next to it, if more than one conflict is laid the card points are added together to create one conflict, this is both the attack points and the life. Conflict player throws the die to attack first, the number on the die will tell you on the card how much damage this inflicts on the Avatar (less any defensive abilities the Avatar may have in play**) this damage is deducted from the Avatars life counter. The Avatar then takes his turn to attack, adding up his Avatar hit points and any attack abilities that he has in play, again using one die. The attack continues until either the Conflict or Avatar have zero life remaining. If the Avatars life is zero, this is the end of the game, if the Conflict's life is reduced to zero, the attacking player proceeds to the rewards phase .

B) Take the Hit: If the defending player chooses to "take the hit" the attacking Avatar throws one die and inflicts damage on the defending Avatar less any defensive abilities that Avatar may have in play. The damage amount is determined by the attacking Avatars hit points and attack abilities added together that are in play and as indicated by the die roll. Following this attack, the attacking player proceeds to the rewards phase…

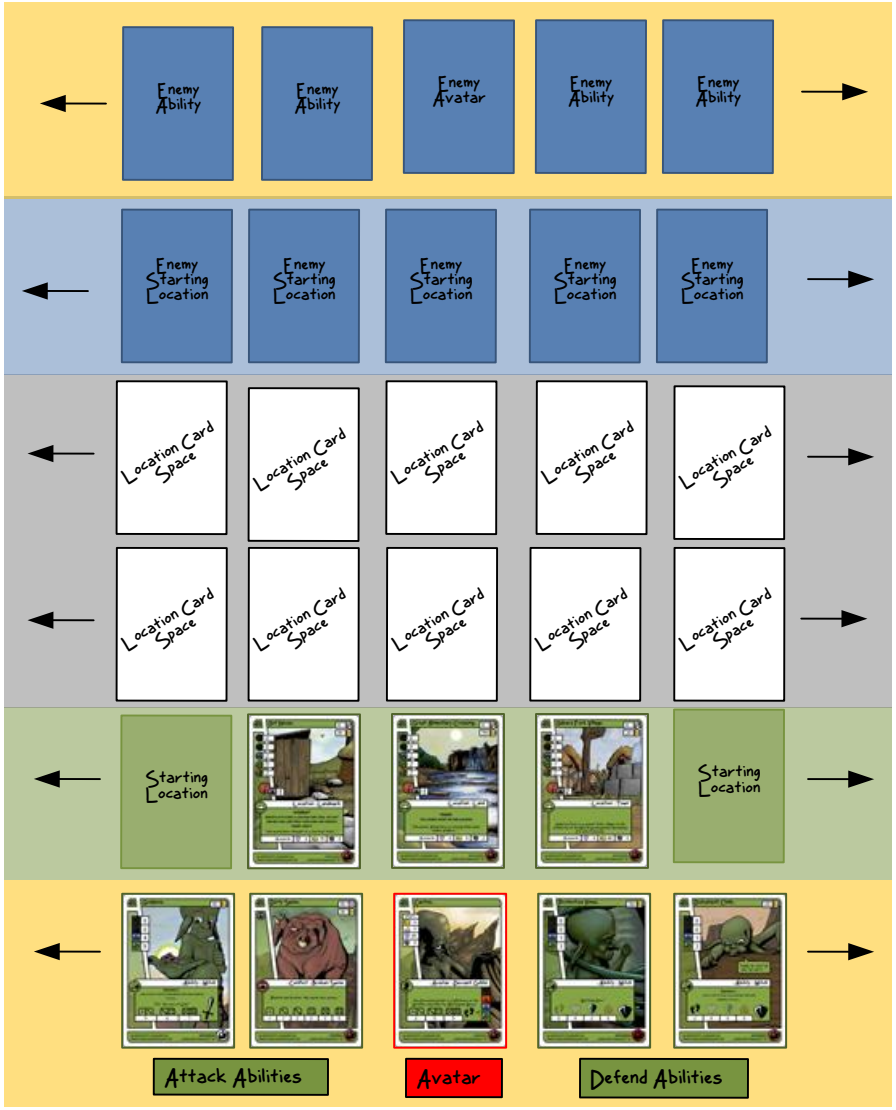
Elements: You may now use the elements of the Location you are on, this is stated on the side panel (see card structure) To put ability cards from your hand into play: Check to see how many elements are given by the Location, For Example; *if it awards two air (yellow) and one fire (red) then you can search your hand and play any abilities up to the value of two air and one fire.* The ability element cost is in the side panel of the ability card (see card structure) You may play any number of abilities provided this does not exceed the value of elements provided by the Location. The two types of Ability cards are attack and defend, attacking cards will increase the damage you inflict and the defensive ones will reduce the damage you receive**. You may have as many abilities in play as you like, and once in play the abilties remain in play until you or another player "destroy" the abiltiy and move it to the void.

Remember to read…

Some cards have special activated or triggered effects on them, like adding gold, life or discarding a card so remember to check the information area for extra info!!.



Game Table...









Card Structure...



