

ALLUMBRA REGRAS



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<https://youtu.be/00dv0T9xihU>



THE DUEL

GAME OBJECTIVE IS TO KNOCK DOWN YOUR OPPONENT, REDUCING HIS ENERGY TO 0

- Each player starts the game with 10 energy (max) and 5 ammo (max is 10).
- Drawn 6 cards and play one card simultaneously.
- If you played an attack card, you pay it's ammo cost and damage your opponent.
- If your opponent played a card that cancels your card, you pay it's cost, but don't damage your opponent.
- The card effects are located in the bottom part of the card

ATTACK CARDS

SAQUE RÁPIDO

CARD NAME: SAQUE RÁPIDO
 AMMO COST: 1
 DAMAGE: 1

EFFECTS:

SUPPORT CARDS

Support cards gives you energy or ammo

RECARREGAR

CARD NAME: RECARREGAR
 ENERGY OR AMMO: +2

EFFECTS:

CANCELS



SETUP

10 5 +6

1ST TURN

- -
 +3

2ND TURN

- -
 +3

3RD TURN OR MORE

- -
 +3



ONLY 3 CARDS ON THE DECK?

TAKE THE DISCARD PILE AND RESHUFFLE THE DECK.

THE TURNS

Every turn you will play 3 cards each, each turn has it's rules:

In the **1st TURN** you will play one card at a time, until you both played 3 cards, then discard the 3 used cards. In the **2nd TURN** drawn 3 new cards e now pick the first and second card of the turn, but only reveal one at a time. Then pick the last card of the turn and play it. Discard the 3 used cards. In the **3rd TURN ONWARD**, you will drawn 3 cards and always pick the 3 cards of the turn at once, but only solve one at a time.

I'M ALL OUT OF CARDS!

When there is only 3 cards left on the deck, take the discard pile and reshuffle before drawing again. Do **NOT** reshuffle the cards in your hand.

I GOT NO AMMO, WHAT ABOUT NOW?

If you reveal a card and you got no ammo to pay it's cost, you don't perform the action. Tough luck, next time do the math a little bit better =P

I DIED, BUT I ALSO KILLED!

All the costs, damage and healing, are simultaneously, so, draws are possible in Allumbra - The Duel. It's best to reshuffle the decks, to find out who is really the best.

COUNTING CARDS

At any time you may look at any discard pile to know what's has been used and what may show up in your next draw or if your opponent doesn't have any more Esconder.

CARD EFFECTS

EVERY CARD IN ALLUMBRA - THE DUEL HAS AN EFFECT:



? FREQUENTLY ASKED QUESTION

I USED CAUTERIZAR/RECARREGAR AS THE LAST CARD ON MY TURN, MY FIRST CARD NEXT TURN RECEIVES THE BONUS?

No, the bonuses are only effective in the turn the card was used.

I USED RECARREGAR IN MY LAST CARD, NOW I USED TIRO CALCULADO AND MY OPPONENT USED ESCONDER.

You don't spend ammo to use Tiro Calculado (recarregar effect), hit your opponent for 2 damage and gets +2 ammo.

CAN I STACK THE BONUSES OF 2 CAUTERIZAR?

No, bonuses of Cauterizar/Recarregar are only effective in the next card of the turn, if you use 2 in a row, you lose the bonus of the first one.

FOR ANY QUESTION ABOUT THE RULES PLEASE CONTACT US THROUGH OUR SOCIAL MEDIA.

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ADVANCED RULES

AFTER YOU GOT THE HANG OF ALLUMBRA - THE DUEL, YOU MAY WANNA TRY ADDING A NEW STRATEGIC LAYER TO THE GAME WITH THE RELICS.

RELICS

The Relics bring a new strategic layer to the game, giving exclusive powers to each player and unique ways to activate it, exchange more power for a little bit of information.

SETUP

Before you begin, each player chooses 2 Relics that you will use in this duel and set with the Condição (colorless) side face up.

ACTIVATING A RELIC

In the exact moment you meet the Condition you can turn your Relic to the Active side (colored side).

USING A RELIC

With your Relic active, you may choose to use it at any time, including after revealing a card, but before solving it (it's the best moment to take the most out of your Relic). When you use a Relic, resolve the card applying the Relic effect, then turn the Relic with Condição side up again. When you meet the condition again, it becomes active again. You can use both of your Relics in the same card, as your opponent can use his as he sees fit.



UNLIMITED POWER

You can not use a Relic on the same card that the Condição was met. In the turn that you used your Relic, you can not meet its Condição, only in the next turn.

TRIGGER HAPPY

Because of her short temper and recklessness, if at any moment both player can use their Relic, but the decision of the opponent will affect yours, the Stella player has to choose first.