

RULES OF THE GAME

Each player receives a "Watchtower/Stronghold" card. Place the 2 "Bridge" cards in the play area. Shuffled all the other cards into a draw pile. Then, reveal the top 4 cards of the draw pile. First, player A chooses 1 of the 4 available cards. Then, player B chooses 2 of the 3 remaining cards. Finally, player A takes the last remaining card. Repeat the operation, but this time, player B chooses the first card. Repeat until each player has 8 cards. Each player shuffles their cards, constituting their hand.

They then place their "Watchtower" card in the leftmost place in their hand.



PLAYER A HAND



PLAYER B HAND

The player who crossed a bridge last becomes the first player. For their first turn, they begin the game with only 6 Mana.

GAMEPLAY

Players play their turn one after another. A turn consists of 3 phases :

Phase 1 : Mana Regeneration

Phase 2 : Summoning

Phase 3 : Assault

1 The player gains as much Mana as the number of cards in their hand (including the "Watchtower/Stronghold" card). Mana is used to pay cards costs. The player can use it during phase 2.

2 The player can spend the Mana gained during phase 1 to play cards from their hand.

A player can only play the 4 leftmost cards in their hand (ignoring the "Watchtower/Stronghold" card). A card's Mana cost is indicated in their upper left corner. Mana that isn't spent during a turn is lost. A player cannot spend more Mana than they gained during their previous phase 1.

The play area consists of two lanes. When playing a card, the player chooses in which lane to place it. Players only summon units in their respective Realm: player A places their card on the left of the "Bridge" cards and player B places their cards on the right of the "Bridge" cards. There is no limit to the number of cards in a lane.

A summoned unit is placed from the player's hand in the play area, face up, in the lane of their choice, behind their other units already in play. The card remains in play as long as it isn't destroyed.

3 A unit has Health Points (HP) , and an Attack Value (ATK) . A unit cannot attack the turn it enters play.

Each unit a player controls inflicts their ATK value to an opposing unit. Units automatically activate in a predetermined order: first the upper lane, from the unit further away from to the unit closest to the "Bridge"; then, the lower lane, from the unit further away from to the unit closest to the "Bridge". When a unit suffers at least as much damage as its HP value, the unit is destroyed. It suffers the entirety of the damage caused by the attack and the card returns to its owner's hand, in the rightmost place. Then, move all the units on the lane closer to the "Bridge" so they fill the gap. Units regenerate their HP at the end of the turn.

During an assault, a unit inflicts its ATK value to the closest opposing unit on the same lane. If no opposing unit can be attacked, the unit then inflicts its damage directly to the opponent's "Watchtower/Stronghold".



When a "Watchtower/Stronghold" suffers damage, shift it that many places to the right in the player's hand. When a "Watchtower" reaches the rightmost place in a player hand, it is destroyed: flip it to its "Stronghold" side and return it to the leftmost place in the player's hand. Excess damage inflicted to the "Watchtower" does not carry over to the "Stronghold". When a "Stronghold" card reaches the rightmost place in a player's hand, that player loses the game.

END OF THE GAME

The game ends as soon as a "Stronghold" card reaches the rightmost place in a player's hand. Their opponent then wins the game.

Solo mode on www.grammesedition.fr

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