

## Scenario Book

Read the Rule Book first.

# ★ TABLE OF CONTENTS

Drafting a Deck	2
Comic Intro	3
Gem Hollow Comic	6
Gem Hollow Rules	9
Doomsday Bay Comic	12
Doomsday Bay Rules	15
Shard Peak Comic	19
Shard Peak Rules	26
Area Deck Quick Reference	32

At the start of each game, each player drafts a new deck as outlined below:

## ★ DRAFTING A DECK

A deck always contains 20 cards:

- |                          |                     |
|--------------------------|---------------------|
| • 1 Bluffy               | • 1 Legendary       |
| • 3 Power Orbs(x1,x2,x3) | • 3 Triple Factions |
| • 4 Wilds(1,2,3,4)       | • 1 Double Faction  |

Sort all unlocked Fighters into the three types:

Triple Faction



Double Faction



Legendary

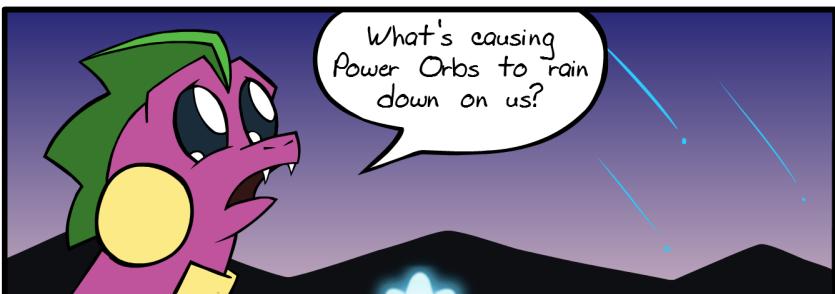


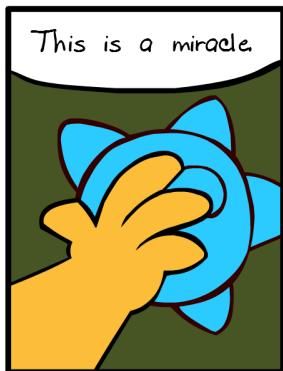
Randomly determine who will choose first. Alternate picks between players until you each have three Triple Factions, one Double Faction, and a Legendary.

Mixing different Fighters from Double Factions to create a custom Double Faction is forbidden. These same rules apply for Triple Factions. If you own 2 copies of the game, duplicate Factions are not allowed in the same deck.

FACTION FIGHTERS

# JOURNEY TO SHARD PEAK







# GEM HOLLOW

Hi guys! Diplodingo must've sent ya.

Sure did! Now where's all the fun battling action?

Battling?  
Hmm...

The recent storms have been blocking out light. I thought you guys were here to restore the 3 Global Gems that show how much our currency is worth.



But, how about a challenge?  
If your team gathers the most  
value in  
Gems...

While using  
Power Orbs  
to defeat the  
other team...

The winner will get  
first pick of the  
Factions that live  
here to join them!

MORE  
FRIENDS!

That's the  
spirit! Here's  
how the Gems  
work.

Let's do  
this!

# GEM HOLLOW



All Gem Hollow Area deck cards can be identified by a gem icon in the lower right corner.

## Card List

- 1 Power Orbs x2
- 1 Power Orbs x3
- 4 Infuse
- 1 Emerald Treasure
- 2 Ruby Treasure
- 3 Sapphire Treasure
- 3 Global Gem Cards (Emerald, Ruby, & Sapphire)
- 1 Reference Card
- 1 Legendary Digmorre
- 1 Budgie Faction (3 Cards)

## Objective

Have the most Victory Points when the area deck is exhausted. Victory Points are obtained by claiming Treasures and Infusing related Global Gems.

## Area Setup

Each player drafts a new deck (see page 2). Open the Gem Hollow tuck box. Set aside the reference card and both of the new Factions. Place the Global Gem cards face up to the side of the area deck, visible to both players. Shuffle the remaining cards to form the area deck. (If a “Faction Fighters” card back is on top, continue shuffling until it is not.) Flip the deck over. Draw the card that is now face-up and place it adjacent to the deck as the starting event.



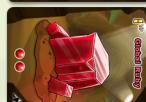
*Current Event*



*Face-up Area Deck*



*Global Gems*



# ★Cards



Global Gems - The dots at the bottom of these cards indicate how many of that type of gem are in the area deck. Each Global Gem starts at a value of 1 Victory Point.

## Claiming an event:



Ruby, Sapphire, or Emerald Treasure - Place in your score area. The Treasure is worth Victory Points equal to the related Global Gem's value.



Infuse Battle - Place underneath a Global Gem card to make all of the related Treasures worth an additional Victory Point.



Power Orbs x2 or x3 - Place in your hand.

## ★Winning The Game

The game ends when the last event resolves.

Add up the total Victory Points of all the Treasure gems you control using the Global Gem values. The player with the highest total Victory Points wins!

*At the end of an example game, the Global Sapphire is worth 4 points, the Global Ruby is worth 1 point, and the Global Emerald is worth 2 points.*

*Team Hiss has 3 Rubies, an Emerald and a Sapphire, for a total of 9 points.*

*Team Galazar has 2 Sapphires for a total of 8 points.*

*Team Hiss wins the game!*





#### Budgies - Triple Faction

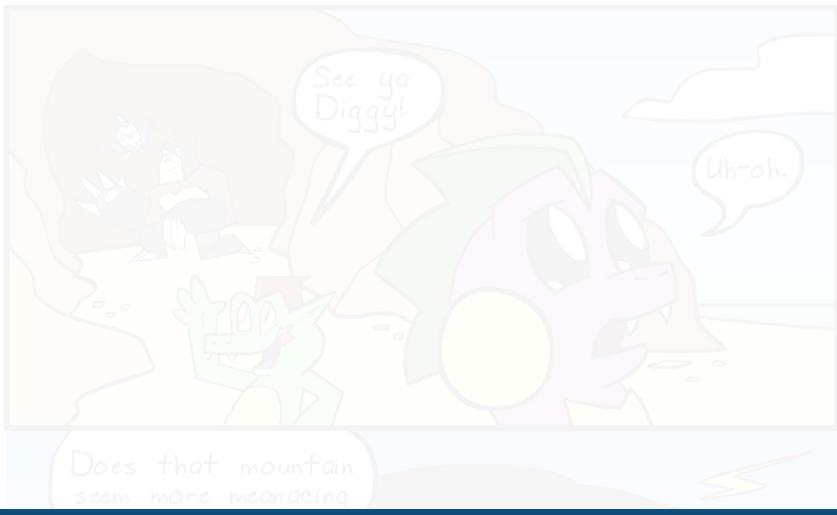
Adorably ruinous, a destroyed event will fluff them into a feathery frenzy.



#### Digmore - Legendary

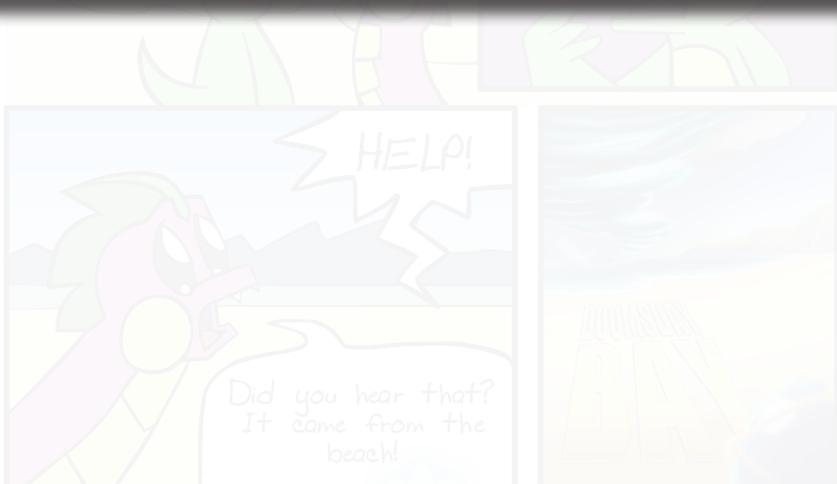
He demolishes your opponent's Wilds!

New Factions are available for future drafting.  
Gather the Gem Hollow Area Deck and the reference card and place them into the tuck box. Reset the play area and player decks for a new game.  
Continue reading to experience Doomsday Bay.



## SPOILERS!

This is the end of the sample comic. The complete comic is available in the full game. Continue reading for the rest of the scenario rules.



# \*DOOMSDAY BAY



All Doomsday Bay Area deck cards can be identified by a cyclone icon in the lower right corner.

## Card List

- 1 Power Orbs x2
- 1 Power Orbs x3
- 6 Prepare for the Storm/Beach Comber Treasures
- 1 Battle
- 1 Team Gathering
- 1 Change of Plans
- 1 Disastorm Boss
- 1 Reference Card
- 1 Tough Tarpon Faction (2 Cards)
- 1 Ancesturtle Faction (3 Cards)

## \*Objective

Have the most Victory Points when the area deck is exhausted. Victory Points can be obtained by claiming events and by defeating the boss.

## \*Area Setup

Each player drafts a new deck (see page 2). Open the Doomsday Bay tuck box. Set aside the reference card and both of the new Factions. Remove the Disastorm boss card.

Shuffle the remaining cards to form the area deck. Flip the deck over. Slip the boss under the deck so he comes out last. Draw the card that is now face-up and place it adjacent to the deck as the starting event.



# ★Cards

## Claiming an event:



Beach Comber/Prepare for the storm Treasure - Place in your score area. Choose which way to orient this card. You can only re-orient with the Change of Plans Battle. The Beach Comber side is worth 3 Victory Points. The Prepare for the Storm side has no Victory Points, but you gain +4 strength in the final Boss battle.



Change of Plans Battle - Place in your score area as 1 Victory Point. You may choose to reverse any one Treasure to its' opposite side (yours or opponent's).



Gathering Battle - Place in your score area as 1 Victory Point. At the beginning of the boss round you draw an extra card.



Battle - Place in your score area as 1 Victory Point.



Power Orbs x2 or x3 - Place in your hand.



Boss - Always comes out last. Players compete as normal, but with a special resolution. Any activated abilities only target the opposing player, not the boss. The player with the most strength greater than or equal to 15 receives the boss into their score area (worth 6 Victory Points). If both players have 14 or less strength, or the strength is tied, then neither player claims it. Players with 14 strength or less must destroy one of their beach comber Treasures.

## ★Winning The Game

The game ends when the boss event resolves. The player with the highest total Victory Points wins!

# \*SHARD PEAK



All Shard Peak Area deck cards can be identified by a mountain icon in the lower right corner.

## Card List

- 1 Power Orbs x2
- 1 Power Orbs x4
- 9 Corrupted Creatures
- 1 Reinforce
- 1 Reference Card
- 1 Eruption Faction (3 cards)
- 1 Chameleon Faction (3 cards)

## \*Objective

Have the most Victory Points when the area deck is exhausted. Victory points are obtained by claiming events. Avoid being corrupted. If you acquire two corruptions, the other player wins.

## \*Area Setup

Each player drafts a new deck (see page 2). Open the Shard Peak tuck box. Set aside the reference card and both of the new Factions. Shuffle the remaining cards to form the area deck. (If a “Faction Fighters” card back is on top, continue shuffling until it is not.) Flip the deck over. Draw the card that is now face-up and place it adjacent to the deck as the starting event.





## Claiming an event:

Corrupted Creatures - If the sum of both players strength is greater than or equal to the creature's strength, the greater strength player claims it. If not, the player with the lower strength receives the event on its corrupted side. They now have a corruption and the card is worth no points. If players tie, the event is destroyed regardless of summed strength.



Mutant Seed - Place in your hand. This is treated as a strength 5 Wild Fighter and follows the same rules as Wilds.



Reinforce - Draw a card.



Bombudgie - You may destroy this event in a future round to immediately gain +2 strength.



Lavitwala - If not defeated, both players must discard a random card. This excludes Bluffys.



Fearret - If not defeated, add +5 strength to the next corrupted creature event.



Gargantic - This card is worth 1 Victory Point normally and 4 Victory Points if your opponent is corrupted.



Power Orbs x2 or x4 - Place in your hand.

## ★Winning The Game

If your opponent has been corrupted twice, you immediately win. Otherwise, the game ends when the last event resolves. The player with the highest total Victory Points wins!



# Area Deck Quick Reference

## Starfall Fields

Shuffle the area deck. (If a “Faction Fighters” card back is on top, continue shuffling until it is not.) Flip the deck over. Draw the card that is now face-up and place it adjacent to the deck as the starting event.

### Game End

The game ends when the last event resolves. The player with the highest total Victory Points wins!

## Gem Hollow

Remove the Global Gem cards and lay them out to the side of the play area. Shuffle the area deck. (If a “Faction Fighters” card back is on top, continue shuffling until it is not.) Flip the deck over. Draw the card that is now face-up and place it adjacent to the deck as the starting event.

### Game End

The game ends when the last event resolves. Add up the total Victory Points of all the gems you control using the Global Gem values. The player with the highest total Victory Points wins!

## Doomsday Bay

Remove the Disastorm boss card. Shuffle the area deck. Flip the deck over. Slip the boss under the deck so he comes out last. Draw the card that is now face-up and place it adjacent to the deck as the starting event.

### Game End

The game ends when the boss event resolves. The player with the highest total Victory Points wins!

## Shard Peak

Shuffle the area deck. (If a “Faction Fighters” card back is on top, continue shuffling until it is not.) Flip the deck over. Draw the card that is now face-up and place it adjacent to the deck as the starting event.

### Game End

If your opponent has been corrupted twice, you immediately win. Otherwise, the game ends when the last event resolves. The player with the highest total Victory Points wins!

## Corrupted Creature

If the sum of you and your opponent’s strength is greater than or equal to the creature’s strength, the greater strength player claims the event.

If not, then the lower strength player gets the event on its corrupted side. They now have one corruption that is not worth any points. If the players tie, the creature is destroyed regardless of the summed strength.