GOD OF WAR

THE CARD GAME



RULEBOOK

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Games are such an intrinsic part of the human experience. Yet, throughout time, the sheer breadth of what games can mean to us is often little understood or even wholly overlooked.

Video games opened up my mind to seemingly endless creative possibilities. The incredible wonder that I felt the first time I saw the glowing digital bits on screen responding to my inputs was truly transformative.

For me, though, it was tabletop games that provided a sense of connection and community at a time in my life when I felt disconnected from so much of what everyone else considered normal and fun. They allowed me to find others who shared my interests. But they didn't just bring together those of us on the outer edge of the social circles whose weekends were not filled with athletics and parties. They also served as a nexus for the creation of great stories that we would remember throughout our lives…stories of heroes, monsters, triumph, teamwork, love, and loss.

Games did not save my life, but they did illuminate the path to a life I had not yet known was possible.

Cory Barlog
Creative Director, Santa Monica Studio

INTRODUCTION

The mystical Norns, seers of possible futures and masters of destiny, realize the seeds of Ragnarök have been planted. Hoping to find a path through the coming destruction, they gaze into the well of Fate and its many future possibilities, allowing for many timelines of events to be played. Each Norn takes control of one of the major protagonists who fate has tied to Ragnarök, steering their actions and decisions during the vision. With the fate of Gods and mortals at stake, it's up to the players to explore possible futures and find the secrets to surviving the end of days.

OVERVIEW

In *God of War: The Card Game*, 1 to 4 players take control of Heroes under the guidance of the Norns in their attempt to stop Ragnarök. Together they must travel across multiple unique Quests embodied by Scene cards, deal with special events, and battle enemies in their journey to reach their ultimate challenge: the Final Boss. Winning a game means the players have found a viable way to guide fate and possibly even survive Ragnarök. Losing means the Norns have seen a path that leads only to destruction.

COMPONENTS



6 Hero standees and 6 plastic stands



6 Stun tokens



2 Freya tokens



10 Death tokens



12 Hand Limit tokens



1 First Player token



1 Enemy die



20 Common tokens



5 Rage trackers



44 Damage tokens divided into 3 denominations



92 Scene cards comprising 10 Scenes

Front / Back



6 Quest cards

Front / Back



4 Final Boss cards



5 Hero dashboards

70 Starting cards
14 for each player

88 Upgrade cards



158 Action cards

10 Stun cards



10 Poison cards



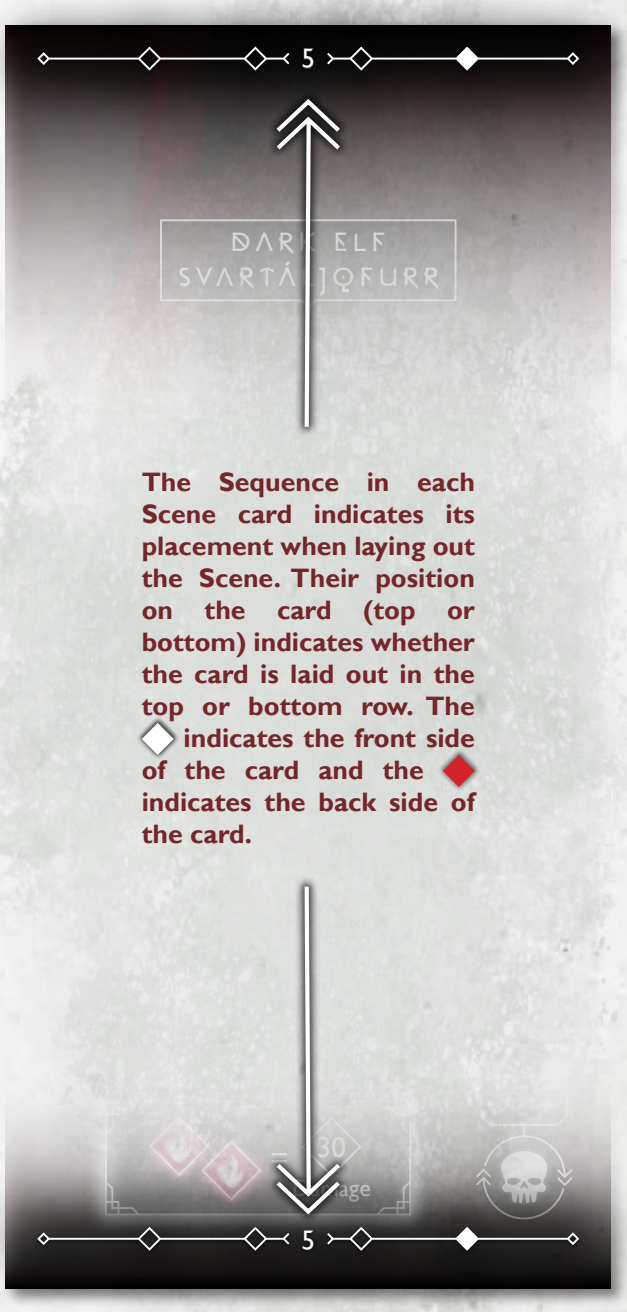
10 Shatter Crystal cards



SETUP

1. Each player selects a Hero and takes that Hero's dashboard, Starting cards, and Hero standee. Make sure that each Hero standee is attached to a plastic stand. Return any unused dashboards, Starting cards, and standees to the box.
   Note: Kratos, Atreus, and Mimir's dashboards are double-sided, with Solo Mode versions denoted on their back. See page 13 for Solo Mode rules.
2. Each player shuffles their Starting cards and creates a facedown deck near their Hero dashboard.
3. Each player places a Rage tracker on the "0" slot on the Rage Ability track on their Hero dashboards.
   Note: If a player chooses Freya, they must also take both Freya tokens.
4. Shuffle the Quest cards, draw 3, and place them faceup forming an inverse pyramid.
5. Take the pack of Scene cards that matches the bottommost Quest card's number and lay them out as follows:
   - Create the top row of cards placing them faceup from left to right as indicated by the position of the ◇ on the card Sequence (see the image to the right).
   - Then lay out the bottom row of cards below the top row, following the same procedure.
6. Shuffle the Final Boss cards, draw 3, and arrange them on the top layer of the pyramid, as shown. Return all remaining Quest and Final Boss cards to the box.
7. Shuffle the Upgrade cards and create a facedown deck near the Scene cards.
8. Take the Stun cards and create a faceup deck near the Scene cards, then do the same with the Poison cards and Shatter Crystal cards.
9. Create individual pools for Damage, Stun, Death, Hand Limit, and Common tokens within reach of all players.
10. Place the Enemy die near the play area.
11. The player who most recently played any *God of War* game takes the First Player token and places their standee facing any Scene card in the bottom row. The other players then follow in clockwise order placing their standees. There can be at most 2 standees (lined up) facing each Scene card (see more on page 7).
    Note: If this is your first game, we recommend players to use Quest 1 - The Travelers, and place 1 standee facing each Scene card from left to right, starting with the leftmost Scene card.

You're now ready to start!



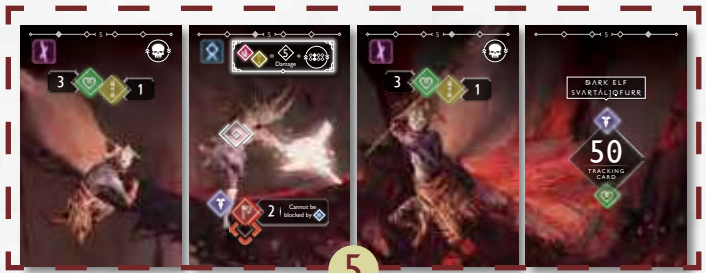
The Sequence in each Scene card indicates its placement when laying out the Scene. Their position on the card (top or bottom) indicates whether the card is laid out in the top or bottom row. The ◇ indicates the front side of the card and the ◆ indicates the back side of the card.


7
FINAL BOSS
HRÆZLYR
8
FINAL BOSS
MAGNI AND MODI
9
FINAL BOSS
BALDUR'S FORGIVENESS
6


7




7
GRENDELS
OF ASHES AND FROST
1
THE TRAVELERS
4
5
ALFHEIM


BARK ELF
SVARTÁLJÓFUR
50
TRACKING CARD
5


BROK AND SINDRI
You may move once with Brok and once with Sindri in each Round. You continue playing if one of them is Knocked Down.
6
6






STATUS CARD
STUN
When you draw this card, immediately discard it.
STATUS CARD
POISON
When you draw this card, immediately discard it, take 1 Damage, and draw a new card.
8
SHATTER CRYSTAL
You may discard this card to draw a card.


FREYA
8
Place a Freya token on any Hero. A Freya token may be discarded to cancel all Incoming Damage from 1 source.


10
11


KRATOS
1
10
3
2
4
1
3
5




ATREUS
7
Deal 2 Damage to up to 2 Enemies (cannot be blocked).
2
4
1
3


2



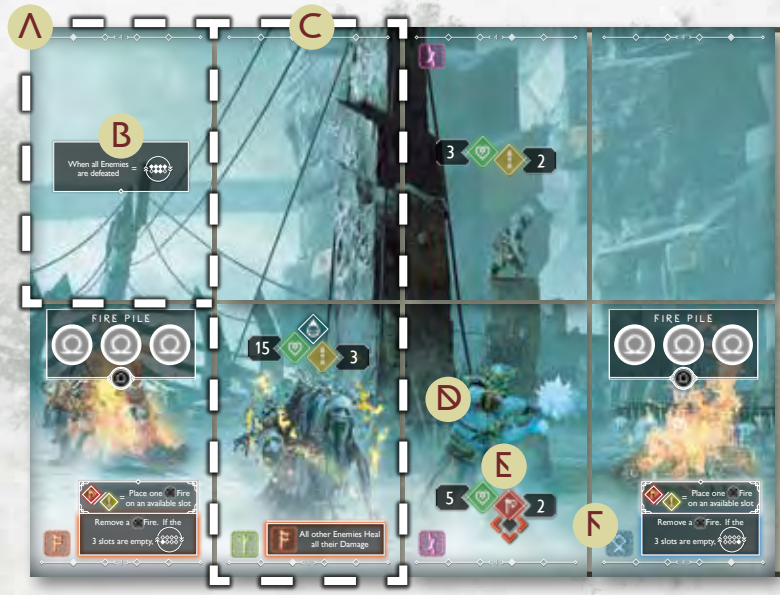





9

9

THE SCENES



A. Scene card

B. Flip Condition

C. Column

D. Enemy

E. Enemy's stats

F. Rune

Throughout the game the Heroes will face various challenges in their journey, fighting Enemies, and overcoming obstacles in the Scenes. The Heroes' actions will change the Scene, by flipping its cards and introducing events and new monsters to it.

OBJECTIVE

God of War: The Card Game is a cooperative game: players either win or lose as a group. In order to win the game, the players must successfully complete 2 Quests and defeat a Final Boss. The players lose the game if at any point all their Heroes are Knocked Down or if a Quest's Losing Condition is met.

HOW TO PLAY

The game is played over a series of rounds. Each round has 4 phases:

1. Preparation
2. Activation
   - Hero Activation
   - Scene Activation
3. Extra Scene Activation
4. Upgrade

1. PREPARATION PHASE

Each player draws cards from their deck up to their hand limit, which starts at 7. If a player has no cards left in their deck, they shuffle their discard pile to form a new deck and continue drawing cards until their hand limit is reached. Note that some in-game effects may modify the player's hand limit (see page 13).

2. ACTIVATION PHASE

This is the main phase of the game, when players interact with the Scene, fight enemies, and try to complete the Quest objective(s). It is also when enemies try to halt the Heroes' progress.

Starting with the first player and proceeding clockwise, each player will perform the Activation phase, which is divided in 2 steps:

- Hero Activation
- Scene Activation

HERO ACTIVATION

The Hero may, in any order:

- Move
- Play Action cards
- Use Rage Ability
- Interact

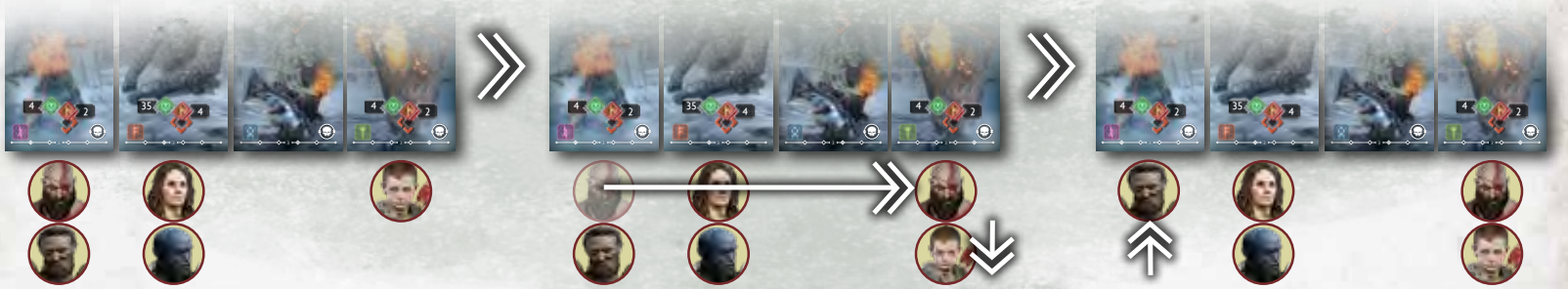
MOVE

A Hero can move to any column with at least one free space. Each column has 2 spaces that can be occupied by Heroes: 1 in the front position (placed next to the Scene card) and 1 in the back (placed behind the Hero in the front position). When moving to a different column with an Ally (any Hero other than yourself), the Hero may choose to occupy the front or back position. The Hero in the front position will always take the Damage from Enemies and/or elements that target that same column (see page 9). If a column has only 1 Hero on it, that Hero is considered to be in front.

IMPORTANT: Mimir doesn't count for the limit of Heroes in the columns. See page 14.

Heroes can move before, after, or in between playing Action cards, but they may only move **once per turn**.

A Hero can also choose to simply swap positions with another Hero in the same column instead of moving to another column.



EXAMPLE: Kratos would like to move to the column to his right, but with Freya and Brok there, there are no available spaces he can occupy. Kratos then decides to move to the column on the far right. He places his standee there, and after discussing with Atreus, he takes the front position. Sindri is now the only Hero in the leftmost column, and therefore assumes the front position.

PLAY ACTION CARDS

The player can play as many Action cards and sets (see below) as they wish (and are able) during their turn. After resolving each action, the played cards and/or sets are discarded into the player's own discard pile. Players are allowed to discuss openly which cards they have in hand and plan their actions together.

• ACTION CARDS

There are 5 different kinds of Action cards: Melee (red cards), Ranged (yellow cards), Defense (blue cards), Special (purple cards), and Number (black cards). Some cards include a combination of kinds (for example Melee + Number), and some cards are wild, and show different options of Actions (for example, Melee OR Attack) that can be used. Whenever a Hero plays a wild card they must announce which option they are choosing to use.

In order to perform a , or , or action, they must be accompanied by 1 or more Numbers, either on their own card, or in a combination of cards, called Action sets. The strength of the Action is the combined value of the played numbers. This means , or , or can't be played alone, unless they are accompanied by a Number.

While and cards are played during the Hero Activation step, Defense cards are used by players during the Scene Activation step (see more on page 9). Special cards can be played at any time during any turn.



• Attack

In order to attack an Enemy, a Hero must occupy a space on the same column as the target.

actions can only target Enemies on the bottom row. actions target Enemies on the top or bottom row.



After playing an Attack, the player rolls the Enemy die to determine how much Damage has been blocked by the Enemy. The difference between the Attack's strength and the rolled result determines how much Damage is dealt to the Enemy. Place Damage tokens on top of the Enemy to track the amount of Damage it has suffered. Damage dealt to Enemies is cumulative: as Damage tokens are placed on an Enemy, it adds to any Damage from previous attacks and remains on the Enemy until a game effect removes them or they are defeated. When an Enemy has accumulated Damage equal to or greater than its health (as listed in the Scene card, in the Enemy's stats), it has been defeated. If the Scene card with the Enemy shows , its Flip Condition is triggered (see page 11). Otherwise, place a Death token on the Enemy to serve as a reminder that it no longer activates. Defeating Enemies can often be an important part of completing a Quest (see Completing Quests on page 12).



Example: Kratos plays along with +3 to attack the Enemy in his column. Since this is a Attack, Kratos can target either the Enemy in the bottom row or the one in the top row. Kratos decides to attack the Enemy in the top row and rolls the Enemy die, which results in 2, so 1 Damage token is placed on its card. Kratos still has Action cards left and decides to attack again. This time, he attacks with +1/+1 and +2, choosing the +1 option of the card to target the same Enemy, and has a combined strength of 3. As the Enemy die results in 0, 3 more Damage tokens are dealt to the Enemy.

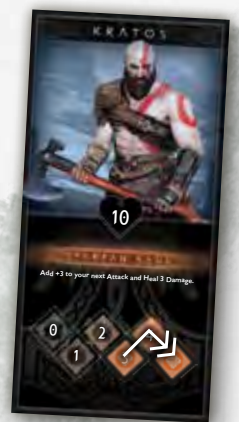
Armor

Some Enemies are protected by armor, and therefore cannot take any Damage until the armor is destroyed. In order to do that, a Hero must perform a single Attack with strength equal to or greater than the armor value. The Enemy die isn't rolled on Attacks against armor. When an Enemy's armor is destroyed, place a Common token on it as a reminder that subsequent Attacks will affect the Enemy normally.

IMPORTANT: If the Enemy has more than 1 armor listed, they have to be destroyed from higher to lower value.

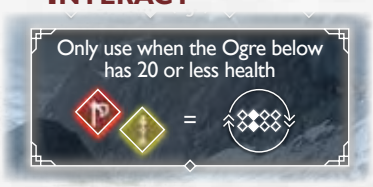
Use Rage Ability

Each Hero has a unique Rage Ability that allows them to perform extraordinary feats. Each Attack that a Hero performs (or cards featuring) increases the Hero's Rage by 1 (regardless if the attack dealt any Damage or not). Rage is tracked on the Hero's dashboard by the Rage tracker , and when the tracker reaches the last Rage slot, the Hero's Rage Ability becomes ready to use. At any point during their turn, a Hero may use a ready Rage Ability to perform its listed effect and return the tracker back to the "0" slot (see page 14).



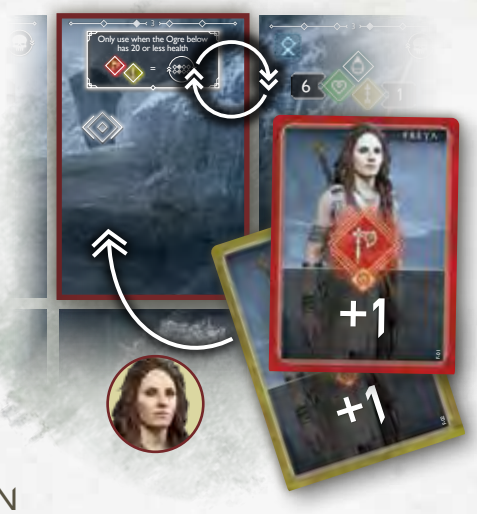
Example: Each Attack played this turn increased Kratos' Rage by 1, moving his Rage tracker from '3' to '5' and reaching the last slot of the track. Kratos' Spartan Rage is now ready to use and he decides to use it immediately, which will increase his next Attack and instantly heal 3 Damage. Kratos' Rage tracker is returned to the '0' slot.

Interact



Some Scene cards feature special elements called Interaction Spots. These spots allow players to interact with the scene to achieve goals, receive attack bonuses, defeat enemies, flip cards, etc. Each spot has its own requirement. A Hero on the matching column's space can discard the listed requirements to trigger the spot's effect. Interacting with Scenes does not increase a Hero's Rage.

EXAMPLE: Freya decides to interact with an Interaction Spot in her column. As the Ogre has 18 health left, the listed requirement is fulfilled, so Freya discards a [Rune] and a [Action] cards to trigger the Interaction Spot which results in Scene cards being flipped.



SCENE ACTIVATION



Once the Hero Activation is finished, the player reveals the top card from the Upgrade deck to activate the Scene's elements. Place the revealed card near the Scene - this Upgrade card will later on be available to be acquired during the Upgrade phase and improve the Heroes' decks. Check the Rune shown on the revealed Upgrade card and activate each Scene card with a matching Rune.

If multiple Scene cards have a matching Rune, resolve activation from left to right, starting from the top row, then proceeding to the bottom row.



EXAMPLE: Freya just finished her Activation and play moves to the Scene Activation. She reveals an Upgrade card from the deck, which contains the [Rune] Rune. She checks for matching Runes in the Scene, and identifies 2 cards with it: on the top and bottom of the leftmost column, each with 1 Enemy that will be activated.

Activating a Scene will result in different consequences, depending on which Rune was activated and which Scene is in play: enemies might attack, specific rules may be added or changed, elements of the Scene may react, cards may be flipped, etc. Whenever a Rune is activated, look for Enemies stats and Activation boxes with colors that match the Rune's. When a Scene card with an Enemy is activated, that Enemy attacks. Note that some Runes are enclosured inside boxes: unless stated otherwise these Runes do not activate Enemies' attacks. Check the Enemy stats to determine the characteristics of the attack:



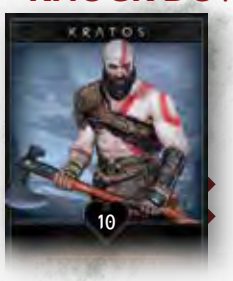


A. Attack type: [Melee]
B. Melee attacks may target the column to the left, right, and its own column, depending on the indicated directions
C. Attack strength
D. Attack type: [Ranged]. This attack targets the furthest column from the Enemy. In the case of a tie, players choose among the tied targets.
E. Enemy ability

If there is more than one Hero in the targeted column, only the Hero on the front position takes the attack.

Heroes can play a Defense card or Action sets to try and defend themselves. The difference between the Enemy's Attack strength and the combined Defense strength determines how much Damage is dealt to the Hero. Place Damage tokens on the Hero's dashboard to track the amount of Damage they have suffered. Some attacks may also trigger effects listed on the Scene cards. If a Hero defends all incoming Damage, no effects that would be triggered by the Enemy's attack are activated.

KNOCK DOWN



When a Hero has accumulated Damage equal to or greater than their health, they get Knocked Down. Place their standee on their dashboard as a reminder. The Hero is out for the remainder of this Scene. Knocked Down Heroes:

Don't occupy any spaces in the Scene

No longer get a Hero Activation (i.e. they can't Move or Attack)

However, a Scene Activation step still takes place for the Knocked Down Hero (i.e. an Upgrade card is revealed and Scene cards with a matching Rune get activated).

IMPORTANT: If all Heroes in play are Knocked Down, the game ends in defeat!



Example: After revealing the Upgrade card with a Rune, the 2 cards in the leftmost column get activated. The Enemy on the top card has a Ranged attack with strength 1, targeting Kratos, the Hero in the front position of the furthest column. Kratos plays +1, effectively defending himself from the incoming Damage. The Enemy on the bottom has a Melee attack with strength 2, targeting Sindri, the only Hero occupying the same column and Freya, the Heroine in the column to the right. Freya plays a +1 +2 and defends the Attack. Sindri doesn't have cards in hand and takes the 2 Damage, bringing him down to 0, and Knocking him Down. His standee is returned to his dashboard. Sindri will no longer participate in this Scene but will be able to rejoin the group in the next one. Remember that Scene Activation steps will still take place for Sindri, even after being Knocked Down.

Stun and Poison

Some game effects allow Heroes to Stun Enemies. It is not required that the Attack deals Damage in order to stun the target (but the attack must still be composed of or and a).

Place a Stun token on the Enemy as a reminder. When a stunned Enemy activates, it simply removes the Stun token instead of performing its activation.

If an Enemy's attack with the deals any Damage to the Hero, they must take a Stun card and place it on top of their deck. In future turns, whenever a Stun card is drawn, it must be discarded immediately.

If an Enemy's attack with the deals any Damage to the Hero, they must take a Poison card and place it on top of their deck. In future turns, whenever a Poison card is drawn, it must be discarded immediately, the Hero takes 1 Damage, and draws a new card.
Note: when playing with Brok and Sindri, the player chooses which Hero takes the Damage.

Stun and Poison cards are only removed from a player's deck at the end of the Quest or during the Upgrade phase (see below).

IMPORTANT: When Enemies attack, Poison and Stun aren't applied unless their Attack deals Damage.

3. Extra Scene Activation Phase

Once all players have performed the Activation phase, an Extra Scene Activation phase takes place. The players reveal the top card from the Upgrade deck to activate the Scene's elements that match the Rune.

4. Upgrade Phase

Once the Extra Scene Activation phase is finished, the Upgrade phase starts.

First, all players discard any cards left in their hands.

Then, starting with the first player and going in turn order, each player (including players with Knocked Down Heroes) must choose 1 revealed Upgrade card and place it on top of their deck. Players may freely discuss which card should be taken by whom. In the case of a dispute, the first player has the final call.

Players may choose to remove a card from their discard pile instead of getting a new one. These cards are removed from the game and should be returned to the game box. Status cards (Stun and Poison) and Shatter Crystals (see page 13) can also be removed from a player's discard pile in this manner. If you do, return the cards to their respective decks.

Place any unselected Upgrade card facedown in the bottom of the Upgrade deck.

IMPORTANT: Once taken by a player, the Runes on Upgrade cards no longer have any effect (i.e. they don't trigger any effect on the Scene when played by a player).

Finally, pass the First Player token to the next player in clockwise order and start a new round.



Example: After all Heroes have been activated and an Extra Scene Activation has taken place, the game continues to the Upgrade phase. There are 5 cards available to be acquired by the Heroes. They discuss which cards should be acquired by whom and Freya takes the Special card, Atreus takes the Ranged card, Kratos the +4. They place their new cards on top of their respective decks. Brok and Sindri decide to remove 1 card from their discard pile instead. They search their discard pile, choose 1 card and return it to the box. The 2 unselected cards are then placed on the bottom of the Upgrade deck. The First Player token is moved from Atreus to Brok and Sindri and a new round begins.

Flip Conditions

: Indicates Flip Conditions, featured in some Scene cards. When a card's Flip Condition is met, its Flip is triggered and the card itself gets flipped to its backside and placed back in the same position.

When a Scene card flips, any Damage tokens present on the card must be placed back on it after it is flipped. Any other tokens are removed and returned to the pool.

: When shown, it is always associated with a Flip Condition and determines the group of cards to be flipped: the ◇ line represents the Scene cards and their positions in the Scene's lineup. ◇ White and ◆ Red diamonds indicate which cards must be flipped, while ◇ Empty diamonds indicate the cards that remain in place as they are. ◆ Red diamonds indicate the back side of the card.

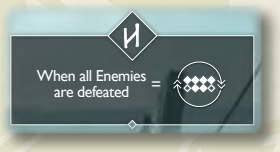
: Flips after the Enemy on this card is defeated.

: Flips after the enemy on the card performs its attack.

: Flips when all the Enemy's armor has been broken.

: Flips when an Upgrade card with a matching Rune is revealed during the Scene Activation step.

Scene Elements



Instruction Boxes contain special rules that affect the Scene. Some may have an icon that connects it to an Enemy.



These areas as used to hold and track tokens.

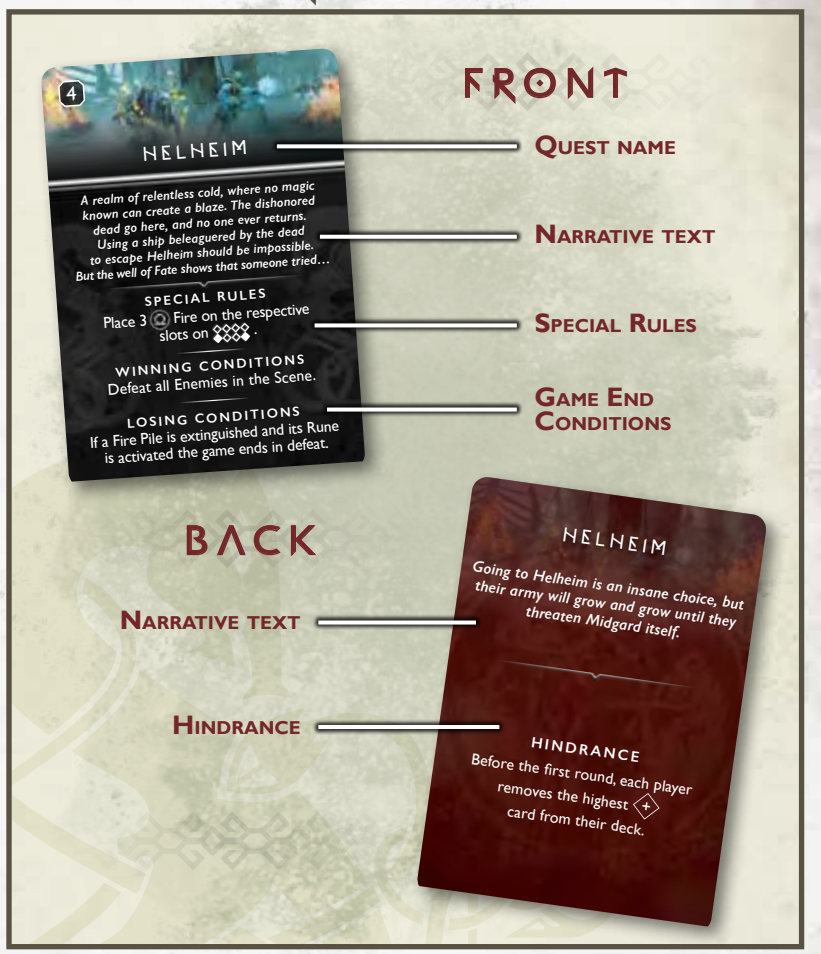


After flipping a Scene card, its back side may show Reward boxes. The Hero that triggered the Flip condition immediately reads and follows the instructions in the box.



Example: While playing Scene 4, Helheim, the Heroes were able to defeat all Enemies seen on the Scene, triggering the condition on the leftmost column: all the 4 cards in the top row along with the 2 central cards in the bottom row are flipped to their backside, revealing 2 new Enemies (1 and 2).

Completing Quests



To complete a Quest, the players must meet the winning conditions listed on the active Quest card.

When a Quest's winning conditions are met, discard all Scene cards in play, remove all Damage from Heroes, including Knocked Down Heroes (who will be able to participate in the next Quest normally) and remove all the Stun, Poison, and Shatter Crystal cards from the Heroes' decks. Return all Heroes' Rage trackers back to the '0' slot on their dashboards.

After the first Quest is complete, players must together choose the next Quest from the 2 above it in the pyramid. Once the second Quest is chosen, take the matching Scene and perform its setup. Check any Special Rules, and Winning and Losing conditions. Then, flip the **unchosen** Quest card to its back, and check its Hindrance. The Hindrance listed will only be in effect during the second Quest, however any permanent effects will affect the rest of the game, such as removing cards from the Action cards deck.

Once the second Quest is complete, players must choose any 1 of the 3 available Final Bosses in the pyramid for their final confrontation. Set its Scene, then flip over the 2 remaining Final Boss cards: both of their Hindrance effects will be applied to the boss fight. Players win the game if they manage to defeat the Final Boss!





Example: The Heroes have successfully completed their first Quest and will now begin a new one. They can either go to Alfheim or fight the Travelers. After discussing, they choose to fight the Travelers, so they get the pack of Scene cards number 1, check the Winning condition (there are no Special Rules or specific Losing Conditions for this Scene), and perform the Setup. Then, they flip over the Alfheim Quest card to check the Hindrance: all players must shuffle a Poison card into their decks.

Tracking Card



Some Scenes feature cards marked with ◆ to track the health of some Enemies. Use these cards to hold the Damage tokens for those Enemies.

Shatter Crystal

Shatter Crystals are resources that can be acquired through different methods in the Scenes. They are used in combat with Enemies and to achieve Quest's objectives. Whenever a ◆ is acquired, the Hero must take a Shatter Crystal card and place it on top of their deck. Shatter Crystals are only removed from a player's deck at the end of the Quest or during the Upgrade phase (see page 10).

Solo Player Mode

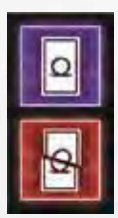
The dashboards for Kratos, Atreus and Mimir feature a Solo Mode version on their back. When playing the game as a single player, most game rules are followed normally, with a few exceptions:

Your Hero will always be Kratos. Make sure to play using his dashboard in its Solo Player side. Atreus and Mimir will play as your companions, and their dashboards should be on their Solo Player side as well. Note that only Kratos' standee will be used.

Mimir and Atreus have 2 unique abilities, each with 2 options. Each ability can only be used once per Quest (except when refreshed by Kratos' Rage Ability) and their use can be tracked by placing Common tokens on the corresponding slot.

Hand Limit

All players start the game with a hand limit of 7 cards. As the game progresses, the amount of cards a player is allowed to have in hand can be increased or decreased by numerous game effects. A change in the Hand Limit amount is tracked by the double-sided Hand Limit tokens:



: Indicates a increase of 1 to the Hand Limit

: Indicates a decrease of 1 to the Hand Limit

Heroes

KRATOS



Kratos' *Spartan Rage* empowers his next Attack and Heals him, whether the next Attack successfully deals Damage to his target or not. *Spartan Rage* can affect an Attack on subsequent rounds, as long as that is Kratos' next Attack.

Solo Mode: Kratos' *Spartan Rage* still empowers his next Attack and Heals him, but it has the added benefit of refreshing Atreus' and Mimir' abilities.

ATREUS



Atreus' *Thunderbird* is particularly effective against minor enemies as it is not opposed by the Enemy's die roll. Note that *Thunderbird* is not an Attack per se, and therefore can't be combined with a regular Attack.

Solo Mode: Atreus' first unique ability can either be a Ranged Attack that Stuns the target or it can increase an Attack by 3. His second ability can either be a Ranged Attack that targets any 2 Enemies in any Scene card (dealing the same Damage to both) or it can be a Defense card plus 1.

MIMIR



Being a bodiless being certainly makes Mimir a quirkier Hero to play with. At the start of each round attach Mimir to any Ally, who becomes the Carrier. Place Mimir's standee next to the Carrier. Note that Mimir doesn't occupy a column's space. Whenever the Carrier moves, Mimir is moved along with them. The same Hero may be the Carrier for consecutive rounds. Mimir can take Damage that would otherwise be applied to the Carrier. In the case of multiple attacks, this choice must be made for each Attack.

Mimir doesn't take a turn of his own, but an Upgrade card is still drawn and played normally for him during the Activation Phase (i.e. he skips the Hero Activation but performs the Scene Activation step). Mimir can never Attack Enemies, but he's allowed to interact with Interaction Spots in the Scenes. Finally, if the Carrier is Knocked Down, Mimir's standee stays where he was until the start of the next round.

Solo Mode: Mimir's first ability can either Heal Kratos by 2 or allow the player to use the result of the Enemy die as an increase to the Attack instead of counting as Defense for the Enemy. His second ability either allows the player to Move or to look at the top 2 Upgrade cards and put any in the bottom of the deck and any in the top of the deck.



FREYA



Freya's *Old Magic* allows her to prevent all incoming Damage to any Hero. This is a powerful ability that can be the difference between victory or defeat if timed well. She's limited to 2 tokens but they can be placed on any Hero, including herself.

BROK AND SINDRI



Brok and Sindri, the Huldra brothers, are controlled by a single player. In each round, you may move once with Brok and once with Sindri. Each of their standees occupy a column's space normally. Brok and Sindri share the same Action cards in hand, and at the Preparation phase the player draws cards to refill their hand like any other player. When playing Action cards or sets, the player must declare if they are being used by Brok or Sindri, and only the selected Hero can raise their Rage ability (if cards with are played). Brok can use *Gear Up* on himself or on Sindri to use a +3. Sindri can use *Weaponize* on himself or on Brok to use a +3.

If either Hero is Knocked Down, continue play with the other one.

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SUMMARY

PREPARATION PHASE

- Draw cards up to hand limit

ACTIVATION PHASE

Hero Activation

The Hero may in any order:

MOVE

- Move to any column with a free space
- Can only move once per turn

PLAY ACTION CARDS

- A Hero can play as many Action cards and sets as they wish and/or are able
- Attack: A Hero must be occupying the same column as their target. attacks target only Enemies on the bottom row. attacks target Enemies either on top or bottom rows

USE RAGE ABILITY

- When the last slot is reached, Rage is ready to be used. After using it, return the Rage tracker to the '0' slot

INTERACT

- Play the listed requirements to trigger the consequence

Scene Activation

- Reveal Upgrade card
- Activate Scene cards with matching Rune

EXTRA SCENE ACTIVATION PHASE

- Reveal an extra Upgrade card and activate Scene cards with matching Rune

UPGRADE PHASE

- Discard cards left in hand
- Each player takes 1 Upgrade card or removes 1 card from discard pile
- Place new card on top of deck

WINNING AND LOSING CONDITIONS

- Players win if they successfully complete 2 Quests and defeat the Final Boss
- Players lose the game if at any point all Heroes are Knocked Down or if a Quest's Losing Condition is met

ICONS REFERENCE


Melee Attack


Ranged Attack (Enemies target furthest column)


Defense


Indicates the Enemy's Melee Attack targeted column(s)


Enemy's health


Enemy's Armor


Poison


Stun


Number


Shatter Crystal


Rage


Indicates specific cards


Indicates which Scene cards get flipped


Flip Condition: Armor destroyed


Flip Condition: Enemy attack


Flip Condition: Enemy defeated


Flip Condition: Rune activated


Common token


Activation Runes


Enemy's Tracking Card


Placement of Scene cards