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ANIMA

TWILIGHT OF THE GODS





ANIMA: TWILIGHT OF THE GODS ©

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TWILIGHT OF THE GODS

And existence itself cried...

They failed. On that day, despite the combined efforts of the greatest powers of Gaïa, no one was able to stop the coming of the final horror. The unnamed nightmare took physical form and altered the very pillars of reality. Gods fell, ancient powers rose, and the entire world was swept to the edge of destruction.

The entity now feeds on the power of the dead gods, devouring their essences to consume all of existence and create a new one in its own image.

Conscious of the ultimate danger, everyone with the strength necessary to face the entity has emerged from the shadows. Now...it is up to you to play them, control their incredible abilities, and stop the thing that should not be.

The time of the final struggle is at hand...

The Twilight of the Gods.

OVERVIEW

Anima: Twilight of the Gods is a stand-alone expansion to *Anima: Shadow of Omega* and *Anima: Beyond Good and Evil*. Played on its own, this game is designed for two to four players. However, if played as an expansion to *Shadow of Omega* or *Beyond Good and Evil*, five can play. All necessary components are included with the game: 110 cards, two six-sided dice, one ten-sided die, and four different colored plastic counters. An average game lasts between 20 and 30 minutes per player.

Game Objective

The objective of the game is to complete a Basic Mission and, by doing so, gain access to and then complete the Final Mission. Each player draws two Basic Mission cards at the beginning of the game and must complete at least one of them to attempt the Final Mission, which is the same for all players (see “Missions” on page 6). The Final Mission remains a secret until a player completes at least one Basic Mission and chooses to reveal the Final Mission. All players must try to complete the Final Mission within the number of turns indicated in the Crisis! section of the Final Mission card. If the adversary is not defeated within the specified number of turns, it is unleashed. At this time, players who have not completed at least one Basic Mission are immediately eliminated from the game and each remaining player has just one chance to vanquish this adversary or be eliminated as well.

If a player completes the Final Mission or defeats the ultimate adversary, he wins the game.

The Legacy of the Shadow and Evil

Although *Twilight of the Gods* is an independent game, it has also been designed to be playable together with the first and second Anima card games: *Shadow of Omega* and *Beyond Good and Evil*. By combining the decks of cards from one or both of those games with this one, players can exponentially increase the variety and gameplay possibilities in *Anima*.

To combine the decks, separate and group the cards from the games by category (Character, Advantage, Encounter, and Area). The only exceptions are the Mission cards from *Shadow of Omega* and *Beyond Good and Evil*, because they are not compatible with the Area cards from *Twilight of the Gods*. Players must remove the Mission cards from those games, leaving only the Mission cards from this expansion. If players wish to play with the Mission cards from one of the earlier games, the Mission and Area cards from the other games must be removed instead.



Types of Cards

In *Anima: Twilight of the Gods*, there are five different types of cards: Characters, Areas, Missions, Advantages, and Encounters. The following is a breakdown of each card type.



Characters and Parties

Each player controls a group of Characters that moves through the world and attempts to fulfill Missions. At the beginning of the game, each player controls one Character. However, there are several Areas where more Characters can be recruited (see “Areas” on page 5). A group of one or more Characters controlled by a single player is known as a Party. Certain Event cards (like “Solitary Warrior”) may also add Characters to a Party. A Party can be composed of a maximum of four Characters, up to one of which can be an Arcane Character (see page 5).

In certain situations, due to Combat, Events, or the actions of another player, a Character from a Party may die. When this happens, the Character card is placed in the Character discard pile. If a player loses all his Characters, he draws one card from the Character deck and puts it into play, thereby creating a new Party.

Each Character has a specific gender, as well as values for Combat Ability and Speed, which are used to determine the outcome of Combat and the order of play. The Combat Ability and Speed values of a Party are calculated by adding the attributes of all Characters in the Party. For example, if a Party consists of the “Archmage” (Combat 2 and Speed 3) and the “General” (Combat 4 and Speed 2), the Party’s values are Combat 6 and Speed 5.

Finally, each Character’s Skills are listed at the bottom left of each card. There are three icons: Magic, Trickery, and Ki. These icons determine which Advantage cards each

- 1- Combat Value
- 2- Speed Value
- 3- Character Gender
- 4- Skills
- 5- Special Abilities



Combat



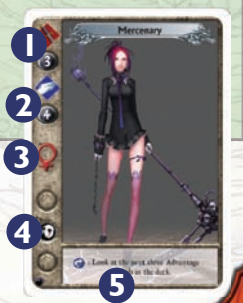
Male
Character



Speed



Female
Character



Character may use. For example, a Character who is skilled only in Trickery may not play a Magic card (see “Advantages” on page 6).



- **Spinning:** Spinning a Character means turning that card 90 degrees horizontally. Some Characters have special abilities that require the player to spin the card, and Characters are also spun when an Ability card is used.

Spinning a Character indicates that the Character has already acted in a turn and cannot use another power or Ability card until he is unspun. For example, if you spin the “Elementalist” to modify an enemy Exploration roll, the card remains spun until your next turn and cannot be used to play a Magic card. Spinning a Character does not affect whether that Character participates in Combat, so the Character’s Combat Ability and Speed are still added to the Party’s total.



Arcane Characters

Besides normal Characters, *Twilight of the Gods* includes another category of Character: Arcane Characters. These are powerful individuals who may join a Party under special circumstances to reinforce it even more. These cards are easily recognized because their back is red instead of blue and because the Character’s name is surrounded by a golden frame.

To obtain an Arcane Character, a player must have three normal Characters in his party and then move to an Area that allows recruitment as a reward (see “Recruit” on page 12). Once there, instead of recruiting a normal Character, the player can recruit an Arcane Character by discarding an Advantage card as payment.

As a special rule, Arcane Characters cannot be expelled during the Reset phase, although they can be killed normally.



Areas

Area cards represent places in the world Characters can visit to obtain Advantages, recruit companions, or fulfill Mission objectives. Each Area card consists of two main parts: the Exploration table, which is used when players explore the Area, and the Reward box, which indicates the reward for successfully exploring the Area. Certain Areas also have special rules, explained on the card. If the Area card bears the Trade symbol, it means players can trade while their Parties are in that Area (see “Trading” on page 10).

Areas also have a level, indicating how dangerous they are. Levels are explained in greater detail in the Encounters section (page 7).

- 1- Trade
- 2- Exploration Table
- 3- Area Level
- 4- Rewards
- 5- Special Rules



Trade





Missions

There are two different types of Missions: Basic and Final. Each Basic Mission has one objective. When a player completes the objective, he receives a reward, indicated on the Mission card. In addition, from that point on, the player can attempt the Final Mission and win the game. However, a player does not have to attempt to accomplish the Final Mission right after finishing a Basic Mission. He may choose to complete his second Basic Mission (thereby gaining the benefits from this second Mission) or even simply spend turns gathering strength before moving on to the Final Mission.

An uncompleted Mission must be placed to the left of the player's playing area faceup or facedown (depending on whether the Mission is known to the other players). Once it is completed, a Mission is placed faceup on the right of the player's play area to show that it has been completed.

- **Resistance Missions:** Certain Missions require the Party to stay in a specific Area for several turns. In this situation, Characters do not need to explore multiple times to remain in the Area (see "Exploration Phase" on page 11); they stay there automatically. The Mission takes place in the Exploration phase, so other Parties can attack the Party during the Interaction phase. If the Party is defeated, whether by enemies from the Mission or a rival player, the Party is expelled from the Area and must restart the Mission from the beginning.

Advantages

Advantage cards represent capabilities a player has to achieve his objectives. There are two different types: Ability cards, used in conjunction with a Character to affect aspects of the game, and Plot cards, used directly by the players to influence the game. A player can have a maximum of five Advantage cards in his hand.

- **Ability cards:** Ability cards represent a Character's capabilities and talents. Each Character has certain Skills, as indicated on his card. There are three different types of Skills: Magic, Trickery, and Ki. To use an Ability card, the player must spin one of his Characters with a Skill icon that matches the one on the Ability card.

- 1- Card Type
- 2- Special Rules
- 3- Phase



Trickery



Magic



Ki



Plot



- **Plot cards:** Plot cards are used without spinning a Character. Each one has a different effect and duration. Unless otherwise specified, a Plot card's effects are instantaneous and the card does not remain in play.

Besides the normal Plot cards, there are three special Plot card subtypes:

- **Artifacts:** Artifacts are special Plot cards. When they are played, it means that a Party has come into possession of a Magic Node that grants the Party special abilities. A player can only have one Artifact at a time; if he wants to replace it with another, he must first discard the one he currently possesses. If a player with an Artifact loses in

Combat against another player, the winner can choose to take the Artifact instead of drawing an Advantage card from the losing player's hand.

-Incidents: Incidents are Plot cards used during the Reset phase to cause effects that last for the entire turn.

-Trap Cards: Trap cards enable players to leave Events in an Area that will benefit them or harm opponents. Trap cards are played during the Reset phase by placing them facedown over an Area, so that only the player who placed them knows what the Trap is. The Trap is inactive until a Party is present in the Area at the end of the Movement phase. At that time, the Trap is turned faceup, its effects are resolved against all Characters in the area, and then it is discarded.

Trap cards have priority over Incidents.

Encounters



When a Party visits an Area, it often runs into difficult situations and problems, ranging from hostile creatures to unfortunate accidents. These situations are represented by Encounter cards. However, not all Encounter cards are negative – some even provide unexpected benefits. Encounters, like Areas, have a level indicating the difficulty of the Encounter. There are three different levels: 1, 2, and 3. For an Encounter to take place, the Encounter's level must be equal to or less than that of the Area where it occurs. This means, for example, that in the "Parliament"

(Level 1), a player cannot run into "Chaos" (Level 3), but a party can run up against a "Marionette" (Level 1).

If the Encounter card is a higher level than the Area the Party occupies, the Encounter has no effect and goes directly to the Encounter discard pile.

- 1- Encounter Type
- 2- Combat Ability (Creatures)
- 3- Encounter Level
- 4- Special Rules



Event



Creature



• **Creatures:** Creature Encounters are fought using Combat rules (see page 12). Each creature has its own Combat Ability and special capabilities. There are two types of creatures – natural creatures and supernatural (or mystical) creatures.

• **Events:** These are problems and situations that affect a Party in a variety of ways.

• **Preliminary Encounter:** A Preliminary Encounter can be a Creature or an Event. Whenever a new Area is played, or one is pulled from the discard pile, an Encounter card is placed facedown in front of the Area card. This Encounter is referred to as a Preliminary Encounter. When a Party enters that Area, the Preliminary Encounter is turned faceup. If the Encounter is an Event, the Party entering the Area suffers its effects, and then the Event is discarded. If the Encounter is a Creature, the Party entering the Area must fight it immediately. The Encounter remains in the Area until it has been defeated. Combats with Preliminary Encounters are resolved in the Movement phase. If the Preliminary Encounter is a higher level than the Area it is in, the Preliminary Encounter is discarded without effect.

GAME TURN AND PHASES

Each game turn consists of four different phases. The order of play amongst the players is determined by their Parties' Speeds. The Party with the highest Speed goes first, then the Party with the next highest Speed, and so forth. If two Parties have the same Speed, both roll a die. The Party with the higher result goes before the Party with the lower result.

Each player has an opportunity to take actions during the phase. Once all players have performed their actions in a particular phase, the next phase starts. Once all players have acted in the Exploration phase, the turn ends and a new turn begins.

The following is a summary of the phases:

1. - Reset Phase

- Unspin all spun cards and activate all incapacitated Characters.
- Discard unwanted Characters and Advantage cards.
- Use any special ability or Advantage cards that must be used in this phase.

2. - Movement Phase

- Chose one of the following options:
 - Move to an Area in play.
 - Seek new horizons (only one player per turn).
 - Rest.
- Resolve any Preliminary Encounters.
- Reveal any Trap cards.

3. - Interaction Phase

- If in an Area with a Trade icon, trade with other Parties in Areas with Trade icons.
- Declare Combat against any other Party in the same Area.

4. - Exploration Phase

- Explore the Area the Party occupies.
- If the exploration is successful, claim the reward.

When are Advantage cards and Character's special abilities used?

Ability and Plot cards, as well as a Character's special abilities, are normally used during a specific phase listed on the card. A player must wait until the correct phase to use them, unless they are an Interruption or are Combat cards.

- **Interruption:** These cards may be used at any time to interrupt or modify the effects of an Advantage or Encounter card, Creature, special ability, or even a die roll, as indicated on the card. For example, the card "Sacred Defense," which allows a player to cancel a Ki or Magic card that affects his party, can be used at any time, even when he could not otherwise act. Naturally, Interruption cards can be used to react to other Interruption or Combat cards, even if the player is not part of the Combat.

- **Combat:** These cards can be used by players when a Combat begins. They must be used before the Parties (or Creature) in the Combat have rolled dice, unless the card expressly states otherwise. If both players want to use Combat cards, the player who initiated Combat plays the first one, then the other player, then the first player again, and so on until both finish playing them.



SETUP AND PHASES

The following sections detail how to prepare the play area and provides an overview of all of the actions a player can take during his turn.

Preparations

First, the different types of cards are separated into decks by the image on their back and shuffled. Then, each deck is placed on the table according to the diagram above. Lastly, each player chooses a plastic counter to represent his Party.

Start of Play

Each player draws two Basic Mission cards, keeping them secret. Each player must complete at least one of his Basic Missions in order to attempt the Final Mission. The rest of the Mission cards are placed aside without any player seeing what they are. Then, each player draws two Character and four Advantage cards. Of these, each player keeps one Character and three Advantage cards, discarding the rest. The discarded cards are shuffled back into their respective decks.

Then, a number of Area cards equal to the number of players are put into play, and a Preliminary Encounter is placed facedown in front of each of those Area cards (see page 10).

Reset Phase

At the beginning of the Reset phase, all players unspin their spun characters and turn incapacitated Characters faceup. Then, beginning with the Party with the highest Speed, each player can perform any number of the following actions.

- **Discard:** During this phase, a player can discard any number of Advantage cards or discard any number of Characters from his Party (except Arcane Characters). This is the only way a player can voluntarily discard cards or Characters.

The player with the fewest number of Characters may automatically recruit any one discarded Character, and the player with the fewest number of Advantage cards may pick up any one Advantage card discarded by the other players. If two or more

players are tied for the fewest Character or Advantage cards, neither of them may pick up the discarded cards.

If a player is holding the maximum number of Advantage cards (typically five), he cannot draw additional cards. A player with four characters cannot recruit new characters for his Party. Also, if a Party intends to leave an Area, the player must declare it during this phase.

Movement Phase

In this phase, players declare where their Party is going, choosing one of the following options:

- **Move to an Area in Play:** The Party moves to any Area on the table.

If there is a Preliminary Encounter in front of the Area, the Party must overcome it to enter the Area. If the Party loses the Combat against the Creature or an Event causes the player to lose his turn, the player and his Party cannot act for the rest of the turn and do not count as having entered the area. Otherwise, the player places his counter on the Area card to show his Party is in the Area.

The maximum number of Areas on the table at any one time is equal to twice the number of players in the game (with 3 players, 6 Areas; 4 players, up to 8, etc.).

- **Seek New Horizons (only one player per turn):** If a player chooses this option, he may perform one of two actions: draw a new card from the Area deck and place it on the table, or select one Area from the discard pile and place it on the table. In either case, the player must draw an Encounter card and place it on top of the Area as a Preliminary Encounter. The player then moves his Party to this area, following the rules above. From this moment on, the Area is in play and any player can choose to visit it.

Only one player per turn can seek new horizons, so it is only possible to play one new Area per turn.

When a new Area is introduced into play, if the total number of Area cards is greater than the allowed maximum (as explained in the last section), an Area is removed from play and placed in the Area discard pile. The player who put the new Area in play decides which Area is removed. Areas where there is a Party, Areas with an undefeated Preliminary Encounter, and Areas where there is an unactivated Trap cannot be discarded. Another player may prevent a specific Area from being discarded by discarding one of his Advantage cards. If this happens, the player selecting an Area must choose a different Area to discard. If it is impossible to select an Area without violating one of the above conditions, the new Area is added without any other Areas being discarded.

Seek New Horizons with Combined Decks

If players are using the Area decks of *Shadow of Omega*, *Beyond Good and Evil*, or both combined with this one, players may find that there are too many Areas in the deck and that it is difficult to find specific ones needed to complete their Missions. To avoid this, when seeking new horizons, players can choose to draw an additional Area for each additional game set being used (a total of two Areas drawn if combining two game sets, and three if combining all three game sets). Naturally, an equal number of Areas already in play must be removed (if possible), and all have Preliminary Encounters as normal.

There is a drawback, however, when several Areas are drawn. The player seeking new horizons must go to the highest level Area drawn (if Areas drawn are tied for the highest level, the player can choose which one to go to).

• **Rest:** A Party may choose to rest rather than visit an Area or seek new horizons. To rest, the Party does nothing during the Movement phase. If the Party is in an Area, it is expelled from that Area. Then, during the next turn, the Party receives +2 Combat Ability and +2 Speed.

Interaction Phase

During the Interaction phase, each Party may (but does not have to) select one of the following actions:

• **Declare Combat:** A Party can initiate Combat against any other Party located in the same Area, provided neither Party outnumbers the other Party by more than one Character. The loser of a Combat must allow the winner to take a random Advantage card from his hand and is expelled from the Area, meaning his Party can't take any actions in the rest of the turn.

• **Trade:** If two Parties are in Areas with the Trade icon, they can freely trade Advantage or Character cards. The Parties do not have to be in the same Area. There are no limits as to how many cards can be traded, except that both players must agree on the trade before enacting it.

Exploration Phase

During this phase, Parties who have successfully reached an Area and have not been expelled may explore the Area. Exploration is not mandatory; a player may decline to explore an Area if he prefers not to.

• **Explore:** When a player declares he's going to explore the Area, he rolls a die and checks the result on the Exploration table (found on the left side of the Area card). The results may be different depending on the number rolled:

-**Nothing:** There is no Encounter, and the player may claim the reward for exploring.

-**Encounter:** The player draws the indicated number of cards from the Encounter deck. The player's Party must then encounter each card in the order in which they are drawn. If the Party is defeated by a Creature, or an Event makes the player lose his turn or kills one of his Characters, the Party is expelled from the Area and cannot claim the reward. Any Creatures drawn during the Exploration phase are discarded after the phase is over, regardless of whether or not they are defeated.

Remember that an Encounter cannot be a higher level than the Area it is in. For example, if a Party visits "Ashvins Valley" (Level 1) and draws the "Morrigan" Encounter card (Level 3), the Encounter card is discarded. If an Encounter is discarded because it is too high a level, the Party counts as having successfully explored the Area.

-**Special:** Many different special effects can occur when exploring an Area. Unless these effects expel the Party from an Area, or force the player to lose a turn, the Party may continue exploring the Area.

• **Rewards:** Once a Party has successfully explored an Area, the Party's player can claim one reward. A Party can successfully explore an area multiple times (over the course of multiple turns), claiming a reward each time. The rewards are listed on the Area card and will be from among the following: Advantage, Recruit, Mission Objective, Special.

-Advantage: Draw a number of Advantage cards equal to the level of the Area. A player may not draw Advantage cards that would cause him to exceed his hand limit – so if he has four Advantage cards in hand, he can only draw one card regardless of the Area level.

-Recruit: The player draws the top card from the Character deck and adds it to his Party. If the Party already has four Characters, the player may not draw more. If a Party has three normal Characters and recruits one more, the player has the option of drawing an Arcane Character by discarding an Advantage card. A player cannot recruit in the same Area on consecutive turns.

-Mission Objective: Often, the reward for successfully exploring an Area is completing a Mission Objective. For example, the “The Clock” Mission Objective is located in “Arcane.” A player must choose between completing a Mission Objective or selecting another reward. The word “Mission” always appears next to this option.

-Special: Some Areas, such as the “Shadow Highlands” or “The Gate of Heaven” have special rewards that provide different unique benefits. The effects are described on the card. The word “(EX)” always appears next to them. For example, “Preparation” is found in “Ashvins Valley.” Should the player choose “Preparation” as a reward, that player chooses the order players take actions during the next turn, regardless of Party Speed.

End of Game

The Final Mission remains secret to all players until at least one player has completed one of his Basic Missions. At the beginning of a round, any player who has completed at least one Basic Mission can choose to reveal the Final Mission by drawing one Final Mission card from the Final Mission deck and turning it faceup. If two players decide to reveal the Final Mission simultaneously, the player with the higher Speed does so. There can be only one Final Mission in play. However, any player who has completed at least one Basic Mission may attempt the Final Mission.

The Final Mission has a time limit, indicated by the Crisis! section on the Final Mission card. The number in the heading of the Crisis! section shows how many turns the players have to complete the Quest section of the card. When the Final Mission is revealed, place the ten-sided die on the Final Mission card, with the number on the die face matching the time limit. At the end of each Exploration phase, lower the die number by one. If a player completes the Final Mission’s objectives before the die reaches zero, he wins the game. If no player completes the objectives within the time limit, the Crisis is unleashed.

When a Crisis is unleashed, normal gameplay ends. All players who have not finished at least one Basic Mission lose the game automatically. If this leaves only one player, he wins the game. If this leaves more than one player, they must immediately confront the menace described in the Crisis! section of the Final Mission card, regardless of the status of their Parties or what Areas the Parties are in.

Each player has one chance to overcome the challenge listed in the Crisis! section. The players take their chance in turn, starting with the player who’s Party has the highest Speed. The first Party to overcome the challenge wins the game. If all the Parties fail to overcome the challenge, no one wins the game: Genesis has remade the world in its image. Players may not use Advantage cards to interrupt other players during a Crisis.

COMBAT AND OTHER RULES

This section further explains various rules of the game.

Combat

Parties often find themselves fighting against Creatures or other Parties. When fighting a Combat, each side calculates its Combat Ability and rolls a six-sided

die, adding the die result to its Combat Ability. The side with the higher total wins. If the results are a tie in Combat against a Creature, the Party wins. If there is a tie between two Parties, it remains a tie and neither side receives benefits or suffers drawbacks (they cannot face each other again in the same turn). If a Party ever loses a Combat by 5 or more points, one Character from the Party (chosen by the player) dies and must be discarded. If a Mission requires a Party to fight an opponent, the Party fights as if it were fighting a Creature. The opponent's Combat Ability is equal to the Mission's level, unless the Mission provides a specific value.

Speed Checks

Some Missions and Events require a Speed Check. Calculate the Party's total Speed and roll a die: if the combined total is equal to or greater than the difficulty listed on the Mission card, the check is successful.

Escapes

If a Party wishes, instead of fighting a Creature, the Party can try to escape it. To do so, the Party must pass a Speed Check against the Creature's Combat Ability +2. If the Party is successful, it escapes from the Creature and leaves the Area it is in, ending that player's turn. If the Party fails to escape, it must fight the Creature as normal.

Incapacitated Characters

Some cards incapacitate a Character during a turn. When this happens, the Character card is turned facedown. An incapacitated Character cannot act during the turn, and its Combat Ability and Speed are not added to the Party totals. However, the Character counts toward the total number of Party members. During the Reset phase, incapacitated characters are put in action again and turned faceup.

Discards

Whenever a card is discarded from play for any reason, it is placed in its respective discard pile. When one of the draw decks is used up, take the discard pile, shuffle it well, and put it into play as the draw deck.

The only exception to this rule is the Area deck. If all cards have been played, the discard pile is not shuffled: players who seek new horizons can choose an Area from the discard pile.

Losing a Turn

When a player loses his turn (whether from being defeated in Combat or because of an Event), he may not take any actions for the remainder of the turn. If his Party is in an Area, it is expelled from the Area.

Changes to Speed

If a Party's Speed is modified during the Reset phase, the order of play remains the same until the following turn.

OPTIONAL RULES

The following are optional rules players can add to their games to make them more interesting or challenging:

- **Extended Game:** If players prefer, they can ignore the Crisis! rules to make the game longer. This way, until one of the players manages to complete the Final Mission, the game doesn't end.
- **Open Rolls:** Every time a 6 is rolled during a Combat, the die is rolled again and the new amount is added to the roll. Consequently, the outcome of even the most uneven Combats is up in the air.

EXAMPLE OF PLAY

The following is an example of a three-player game:

- Player 1's Party is made up of the Archmage and the Duelist (Combat 6 and Speed 6).
- Player 2's Party consists only of the Merchant (Combat 2 and Speed 4).
- Player 3's Party consists of the Colonel and the Elementalist (Combat 7 and Speed 5).

Based on their Parties' Speeds, Player 1 goes first, followed by Player 3. Player 2 goes last.

Reset Phase: First, all three players unspin their spun Characters. Then, Player 1 acts. He decides to put his Artifact: Vial of Souls Advantage card into play and do nothing else. Player 3 decides to discard an Advantage card, which means the player with the fewest Advantage cards, Player 2, may choose to keep that Advantage card. He does so, and Player 3 is done. Lastly, Player 2 has a chance to act. Unfortunately, he has nothing he wants to do, so he immediately ends his turn. Then the Reset phase ends.

Movement Phase: Player 1 begins the Movement phase by declaring that his party will go to Arcane, one of the Areas in play. There is no Preliminary Encounter, so he arrives easily, but there is an unactivated Trap card there. Next, Player 3 moves. He decides to seek new horizons. He draws an Area card, the Forest of Hulijing, from the deck (Level 2). He draws a Preliminary Encounter, which turns out to be Twilight of the Gods (Level 3). He discards it since it's a higher level than the Area (the Forest of Hulijing) his Party just entered. Then, he puts his counter on the Forest of Hulijing and is finished. Lastly, it's Player 2's turn, who declares he's following Player 3 to the Forest of Hulijing. Since everyone's moved, the phase is ended by revealing the Trap card in Arcane, which turns out to be Mystical Node, so Player 1 draws three Advantage cards.

Interaction Phase: As in the other phases, Player 1 acts first, but since he can't Trade and no other Party is in his Area for him to attack, he does nothing. Now it's Player 3's turn, and he chooses not to attack Player 2's Party or Trade with him. Player 2 does the same, and the phase ends.

Exploration Phase: Player 1 declares he wants to explore Arcane, so he rolls a die, getting a 3. He checks the Area card and finds he must draw an Encounter card. He takes the first card from the corresponding deck, which turns out to be a dangerous Level 3 Creature named Morrigan. Since Arcane's level (3) is equal to or greater than Morrigan's, Player 1 must confront the Creature. He follows the Combat rules and his roll is lower than Morrigan's. Player 1 is defeated and his Party is expelled from Arcane. Because of this, he can't claim any reward and his turn is over.

Now Player 3, who is in the Forest of Hulijing, takes his actions. He also declares he's going to explore, so he rolls a die and gets a 6: he must draw two Encounter cards. The first Encounter is with Chaos, but since it is a Level 3 Creature it goes straight to the discard pile (the Forest of Hulijing is a Level 2 Area). The second Encounter he draws is Celebration, which lets him draw two Advantage cards. Finally he can claim his reward; he chooses "Advantage" and draws two more Advantage cards from the deck.

Then, Player 2 explores in the Forest of Hulijing and rolls a 1. It's a lucky break and he has no Encounters. He chooses "Recruit" as his reward, and he draws the top card of the Character deck and adds it to his other Character. He cannot recruit an Arcane Character because his Party does not have three Characters in it.

Now that all players have finished their actions, the turn is over and the next one starts.

GAME PHASES

1. - Reset Phase

- Unspin all spun cards and activate all incapacitated Characters.
- Discard unwanted Characters and Advantage cards.
- Use any special ability or Advantage cards that must be used in this phase.

2. - Movement Phase

- Chose one of the following options:
 - Move to an Area in play.
 - Seek new horizons (only one player per turn).
 - Rest.
- Resolve any Preliminary Encounters.
- Reveal any Trap cards.

3. - Interaction Phase

- If in an Area with a Trade icon, trade with other Parties in Areas with Trade icons.
- Declare Combat against any other Party in the same Area.

4. - Exploration Phase

- Explore the Area the Party occupies.
- If the exploration is successful, claim the reward.

ICONS



Combat



Male
Character



Speed



Female
Character



Trickery



Ki



Magic



Plot



Creature



Event



Trade



Spin



edge®