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**Component List:**

**[32 Dice Total]**

3 Attack Dice (Red D6)

16 Poison Dice (Green D6)

3 Price Dice (Yellow D6)

10 Armor Dice (Grey D12)

**[376 Cards Total]**

112 Item Cards

100 Champion Cards

20 Health Tracking Cards

4 KO Slider Cards

140 Resource Cards

40 Copper Coin Cards

30 Silver Coin Cards

20 Gold Coin Cards

50 Crystal Cards

10 Boon Cards

**Setup:**

Set 1 Price Dice above each deck and at the correct values: set the Resource Deck to 1, set the Item Deck to 3, and set the Champion Deck to 5.

LEGEND

KO Pile

Price Dice

KO Slider

Champion Deck

Item Deck

Resource Deck

Discard Piles

RESERVES

1

3

5

RESERVES

**How to play:**

**Winning the Game:**

**In the world of #BattleBox, Champions fight it out in a head-to-head KO style brawl. It’s everyman for himself and your goal is to use your Champions to overthrow your opponents and claim the most KO Points.**

Bronze Champion = 1 Power Token

Silver Champion = 2 Power Tokens

Gold Champion = 3 Power Tokens

When you score Power Tokens, draw a token from the Power Token Pile for each KO Point gained. **There are two ways in which the game ends. Either one deck of cards runs out, in which case each player gets one more turn; or all Power Tokens are drawn, in which case the game ends immediately. The player with the most Power Tokens** is crowned the victor!

**Drafting:**

Before drafting Champions, all Players must draw their Hands (2 Items and 3 Coins).

To draft Champions, reveal 2 Champions per player from the Champion Deck. Randomly determine who goes first. The first player chooses one Champion, KOs one Champion, and reveals a new Champion. Choice continues clockwise. When everyone has one Champion, the last player reveals a new set of Champions and begins a new draft. Choice continues in reverse order.

**Taking your turn:**

During your turn you may:

* Purchase 1 card.
* To purchase a card, you must show the Coin Cards you plan to spend and discard them to the Resource Discard Pile (face-up). The card goes to your Hand. You may only purchase one card per turn and must meet the Price Dice requirement of the deck you are buying from.
* You may also purchase the top card from any discard pile for the same price as the deck.
* You may place 1 Champion from your Hand or Reserves into your line-up.
* Remember Champions must wait one turn to use an Action.
* You may use 2 Item Cards from your Hand or Reserves.
* You may Reserve any amount of cards from your Hand.
* You may play any amount of Boon Cards.
* You may use a Power Token (Using your Power Tokens will cost you 1 Power Token)

To finish your turn you must take 1 Action with any Champion in your Line-up (if you can).

* To use an Action which requires Crystals, simply discard the Crystal cards from your Reserves or your Hand to the Resource Discard Pile and you many use that Action.

**Refreshing:**

Once you have used an Action, Discard everything from your Hand and draw 2 Item Cards and 3 Coin Cards. This is known as Refreshing.

**FAQs:**

1. What happens to Items attached to a Champion when a Champion is KO'd?

When a Champion is KO'd, all Items attached to that Champion are KO'd as well.

1. How do Item cards work?

Each Champion may have up to 3 items. No more than 3 items may be attached to the Champion unless specified otherwise on the Item. Champions in your Reserves may not have Items attached to them unless otherwise specified. Items may be attached to any Champion in play (unless stated otherwise).

1. Do I have to have a Champion in my line-up?

No, but at the end of your turn, if you have no Champions in your line-up, you lose 1 KO point. If you do not have any more KO Points to sacrifice, you are removed of the game and play continues without you. KO your remaining cards.

1. Can I Target my own Champions?

Yes you may, unless the Action would KO your Champion. If your Action indirectly KOs your own Champion, no KO Points are awarded to anyone. If the damage being caused to your Champion is not from an Action, it is allowed to KO your Champions.

1. How does Mimic/Substitution work?

When copying abilities that require an additional Crystal Cost beyond initial cost, you must still pay the additional cost. (Example: Using Mimic or Substitution to attack using Affliction or Mana Beam).

1. What happens when…

…Cards and rules conflict? The Card has priority.

…Cards conflict? The non-Active player has priority. Meaning the defending player chooses what occurs.

…Multiple effects would occur at the same time? The player whose turn it is decides the order.

…Infinite loops occur? Take a deep breath and hold on.

**Glossary:**

Action - The use of a non-passive ability or non-passive item attached to a Champion. Items not attached to a Champion are not considered Actions. Crystal cost is applied when taking a Actions (unless stated otherwise). Actions only Target Champions.

Armor Dice – If Armor is applied to a Champion that has no Armor on them already, place an Armor Dice on that Champion. If a Champion is damaged that has Armor on them, decrease the Armor dice to 0 before applying remaining damage. For each point of damage done to a Champion remove 1 point of Armor. Armor cannot be increased beyond 12. Armor will not prevent being KO'd.

Attack Dice – These Dice help to modify damage and should be detailed on the card utilizing the Attack Dice.

Boon Card – Allows you to KO any single card in play other than Champions. The Boon Card is KO'd as well. Excluding players Hands.

Borders - Different cards have different borders on them to help specify the type of card it is

* Blue - Denotes an Item that has a one time use effect. After using these Items, Discard them to the Item Discard Pile unless stated otherwise.
* Red - Denotes an Item card that can be attached to a Champion. This effect stays in play until the Item is removed from the Champion.
* Grey - Denoted a Champion Card.
* Tan - Denotes a card used for currency. These are usually Coins, Crystals, or Boons.

**Note:** Colors in the corners of cards denote whether a card is either buff or a debuff.

Counter – An immediate effect that is triggered by an Action. Cards that are considered Counters are label as such. Counters are not triggered if the Champion is KO’d. Counters cannot trigger other Counters. Only opponents Actions may trigger Counters.

Crystal Cost – The base amount of Crystal cards that must be Discarded to be able to use an Action. This only applies to Champions that have a Crystal Cost stated on their card. Some Actions may require additional Crystals, this is on top of base cost. Passives and Items do not incur Crystal Costs.

Damage – Anything that subtracts Health from a Champion.

Deck – This term refers to all Champion Cards, Item Cards, and Money Cards that have not been drawn yet. A Player may not look through any Deck.

Discard Pile – This pile of cards that have been used and have been set aside. Discard piles should go below their respective Deck, face-up. It is not against the rules to look through a Discard Pile.

Draw –Taking a card from a deck into your Hand. A player must take the card off the top of the Deck unless stated otherwise by the card.

Hand – This group of cards is actually in your hands at all times. It is not wise to show your hand to other players, yet it is not against the rules. There is no limit to how big your hand may be.

Healing – Anything that adds Health to a Champion. A Champion may never be Healed over their Max Health.

KO – KO stands for Knock Out. Cards that have been Knocked Out are cards that have been taken out of the game permanently and placed face-up on the KO Pile. Looking through the KO Pile is not against the rules.

Line-Up – This term refers to any Champion that has been played that are not Reserved. A player may only have up to 4 champions in their line-up at any time.

Max Health – The amount of Health a Champion has when it is originally played. This number is stated on the Champion card.

Miss – When an Action Misses, all requirements of that Action are still spent, however, no Damage, Healing, or effects of that Action occur.

Passive - Abilities that are not considered Actions. Indicated by the word "Passive". While Reserved, Champion Passives are not in effect.

Poison Dice - When a Champion is Poisoned, place a Poison Dice on the Champion. From now on that Champion is inflicted with 1 damage at the beginning of their turn. If the Champion is KO due to poison, the last opponent to increase the Poison Dice is awarded the KO Point. Applying Poison while a Champion is already Poisoned does not increase a Champions Poison Dice. Poison Dice may not be increased beyond 6.

Power Token –

Price Dice - Price Dice simply mark the price of a Deck or Discard Pile. If a player can afford to buy a card from a Deck, they can instead, buy a card from that Decks Discard Pile. Price Dice may not be incremented beyond 6.

Refresh – Any effects marked ‘Refresh” would occur at the end of the turn after the player has Discarded all unused cards and before the player Draws cards for their next Hand.

Reserves – Reserving a card allows a player to use that card on a future turn. To Reserve a card, simply place the card in one of your Reserve Piles. Only cards with the exact same title may be stacked. You may only have 4 Reserved Piles at any given time. If a Champion is KO'd from a Reserve Pile, KO Points are still awarded. While Reserved, Champion Passives are not in effect. Coin and Crystal cards may be spent directly from the Reserve Piles. You may not attach Items to a Champion in a Reserve Pile unless stated on the card. Item effects are not active while attached to a Reserved Champion. Only cards that share the same name may stack on top of each other in the same pile.

Set Bonus - The effect of a Set Bonus is only granted if the Champion has 3 different Item Cards from the same set attached simultaneously.

