

Step 1: Cut along the solid line to get a 6.25" x 8" double-sided sheet.

GATE

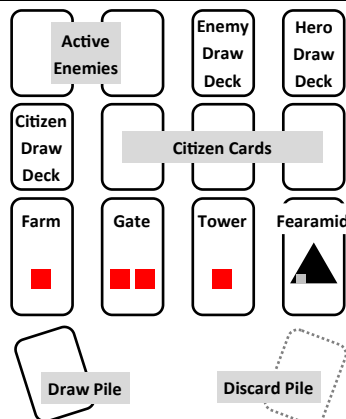
Designed and illustrated by
JASON GLOVER

1 PLAYER | AGES 12+ | 15-20 MIN.

OBJECTIVE

In *Gate*, you are the leader of a medieval town under attack by vile creatures pouring out of your local mine. (I guess you dug too deep.) Now you must defend your town! Will you outlast the onslaught and be victorious? Or will your gate be destroyed and your people driven to madness by fear?

SETUP



Separate the smaller cards into these decks: **Starting Cards** (marked with an "S" in the top right corner), **Citizen Cards** (marked with a numbered circle in the top right corner), **Hero Cards** (marked with a

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Step 2: Fold along the dotted lines to make an accordion rules sheet.

sun icon in the top right corner), and **Enemy Cards** (marked with a star in the top right corner). The larger cards make up your town: The **Gate**, **Tower**, **Farm**, and **Fearamid**. There is also a **Command Card** with a handy turn summary on the back—set this aside for now.

1) Locate the 3 **Starting Cards**, shuffle them, and then place them face-down to form your starting draw pile. Leave space nearby for a discard pile.

2) Shuffle the **Citizen Cards** and set the deck face-down, then draw 3 **Citizen Cards** and flip them face-up in a row to the right of the deck. Now flip the top card of the deck face-up to create a market of 4 **Citizen Cards** from which you will later be able to recruit.

3) Shuffle the **Hero Cards** and set the deck face-down.

4) Place the **Farm**, **Gate**, **Tower**, and **Fearamid** cards in a row in front of you, and then set the 4 dice on the empty spaces with the 6 side face-up. You will use these dice to track the health of these locations. Place the silver cube on the lower-left space of the **Fearamid**, marked with the ">" icon.

5) Examine the backs of the 9 **Enemy Cards**. You will notice that they are marked as either Wave 1, Wave 2, or Wave 3. Separate the cards by wave, shuffle each stack of 3, and then place them face-down with Wave 3 on the bottom, Wave 2 in the middle, and Wave 1 on top.

6) Make sure you have your **Command Card** handy to help you issue commands.

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Step 3: Fold this 6.25" x 2" document in half again so it's 3.125" x 2".

THE CARD TYPES

The **Gate**, **Tower**, and **Farm** cards are the 3 locations you are trying to defend. Each has their own health to track using dice; the **Tower** and **Farm** start with 6 health, and the **Gate** starts with 12.

Both the **Tower** and **Farm** provide bonuses while they still stand: As long as the **Tower** has at least 1 health, add 1 damage once per turn to the sum of your attack. And as long as the **Farm** has at least 1 health, you have 1 extra gold each turn to either recruit new citizens or issue commands. If these locations reach 0 health, the game continues but you lose their bonuses.

Above all, protect your Gate! If the **Gate** reaches 0 health, the game ends immediately.

• **Citizen Deck** - You may hire Citizens to join the fight. Each **Citizen Card** has unique stats that make them suited for different tasks. Some even offer special bonuses.

• **Hero Deck** - Heroes are stronger, one-time-use cards gained whenever you reach a sun icon on the **Fearamid**. After using a Hero Card, remove it from the game.

• **Enemy Deck** - The 3 waves of foes marching towards your town make up this deck. A new enemy will emerge each round, presenting new challenges.

• **Draw Pile** - This is your face-down pile of acquired **Citizen Cards**. You will draw from this deck during the "Draw Up" phase.

• **Discard Pile** - This is where you place your **Citizen Cards**, face-up, after use. Once your draw pile is emptied, you will shuffle this pile to form a new draw pile.

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CITIZEN / HERO CARDS



• **Card Type/Value/Cost** - Indicates the type of card. Starting cards are marked with a "S", citizens have a numeric value, and heroes have a sun icon.

• **Income** - Money that can be spent to hire new citizens and issue commands.

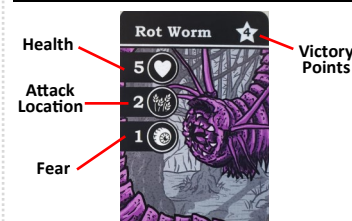
• **Repair** - Restore health to a damaged **Gate**, **Tower**, or **Farm**.

• **Calm** - Reduce the fear level on the **Fearamid**.

• **Attack** - Attack the advancing enemies.

• **Special Bonus** - Some citizens have a unique ability that you may use as a free action when you play the card.

ENEMY CARDS



• **Victory Points** - The number of points you will earn at the end of the game (if you survive, that is).

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- **Health** - Reduce this value to 0 to defeat the enemy.

- **Attack Location** - Each enemy will attempt to attack a specific location, dealing damage equal to the value on the card. If that location is already destroyed, the enemy will attack the **Gate** Instead.

- **Fear** - Increase your fear level on the **Fearamid**.

TURN SEQUENCE

During each turn, you will perform the following steps in this order:

- 1 - **Enemies Advance**
- 2 - **Draw Up**
- 3 - **Issue Commands**
- 4 - **Recruit**
- 5 - **Use Cards**
- 6 - **Enemies Attack**

1) Enemies Advance: Reveal a new **Enemy Card** and place it to the left of the deck. Shift any previously revealed **Enemy Cards** one space to the left. You may never have more than 2 face-up **Enemy Cards**, so if you are revealing a third **Enemy Card**, the leftmost enemy will attack your **Gate** for 1 damage and then be removed from play—it will not be scored at the end of the game.

2) Draw Up: On your first turn, you will skip this step and simply play using the 3 **Starting Cards**. But on future turns, you will draw 3 cards from your draw pile. If your draw pile is ever emptied, simply shuffle your discard pile, form a new draw pile, and draw until you have 3 cards in hand.

3) Issue Commands: You may spend the income depicted on your cards (coin icon)

to issue any number of commands (but you cannot issue the same command twice in a single turn). By issuing commands (See your **Command Card**), you can spend 2 gold to deal 1 damage to an Enemy Card (**Call to Arms**), 1 gold to discard and replace all recruits (**Caravan**), 2 gold to reduce your fear level by 1 (**Festival**), or 2 gold to restore 1 health to a location (**Fortify**). Any cards whose income was used should be placed in discard pile.

4) Recruit: Each **Citizen Card** has a recruitment cost in the upper right corner. You may use the income of the cards in your hand to buy new **Citizen Card(s)** from the row of 4 cards in play. (Remember that while your **Farm** still stands, you gain 1 extra income to make a purchase.) Any cards used to recruit are placed in your discard pile along with any **Citizen Cards** you recruited. Later they will find their way into your draw pile, and then into your hand. You may purchase more than 1 card if you have the Income to do so. Whenever you buy a card, you must replace it Immediately from the citizen draw deck so that 4 **Citizen Cards** are always available to recruit.

5) Use Cards: You may use any remaining cards in your hand to Repair, Calm, and/or Attack. Examine your cards and choose wisely; you may only utilize a single trait from each card.

Example: If you use a **Citizen Card** for its calm trait, lower your fear level on the **Fearamid** by the value of the calm trait, and then discard the **Citizen Card** (ignoring all the other traits).

Don't forget to apply a **Citizen Card's** special bonus. If you use the Mason's repair trait, for example, remember he restores 3 health if he repairs the **Tower** (as opposed to 2 health for other locations).

CITIZEN CARD TRAITS:

- **Income:** See steps 3 and 4.

- **Repair:** Restore health to your **Gate**, **Tower**, or **Farm** equal to the Repair value on the card. You may split your repair between multiple locations.

- **Calm:** Relax your townsfolk. Lower the silver cube on the **Fearamid** a number of spaces equal to the Calm value on the card.

The silver cube rests on the ">" at the start of the game. When fear increases, move the cube to the right, one space at a time, until you reach the end of the row. Then move up to the next row, all the way to the left. When fear decreases, do the same in reverse.

*Note: When your fear level decreases, do not activate any **Fearamid** icons!*

- **Attack:** Deal damage to an **Enemy Card** equal to the value of the attack trait. If you kill the enemy, collect that card and form a score pile. If you do not kill it, place damage tokens on the card equal to the damage dealt and try to finish it off on a future turn. If you kill an enemy and have leftover damage to deal, you may apply it to another face-up enemy.

6) Enemies Attack: Steel yourselves! Each face-up enemy attacks the town, dealing damage to the depicted location equal to the enemy's Attack value. If that location is

already destroyed, deal damage to the **Gate** instead. If the **Tower** or **Farm** are destroyed, they cannot be repaired and are gone for the rest of the game. If the **Gate** falls, the game ends Immediately.

Next, increase the fear level of your town equal to the Fear value depicted on the **Enemy Card(s)**. Any symbol on the **Fearamid** that is passed or landed on during this action is activated (once again, if the **Tower** or **Farm** are targeted but already destroyed, the **Gate** takes damage instead). You always move the silver cube from left to right and from bottom to top. If you pass or land on a sun icon, draw a **Hero Card** and place it in your discard pile. **Hero Cards** may only be played once but are fairly powerful. If the silver cube ever reaches the top of the **Fearamid**, your town is overtaken with fear and you lose the game.

THE FINAL STAND

If no **Enemy Cards** can be drawn at the beginning of your turn, you have triggered the final stand. Enemies will no longer advance, and you will have to defeat any remaining enemies or die trying...

WINNING

You can win **Gate** only by surviving all the enemies in the enemy deck and by killing the final two foes. Add up the victory points on all the defeated **Enemy Cards** for your final score.

LOSING

If your **Gate** reaches 0 health, or the silver cube reaches the top of the **Fearamid**, you lose immediately. Learn from your failure and try again!