

# FALL OF EXXINON

*Strategize with your teammate to control the mana source*

**4 players**

**Age 13+**

**60-120 minutes**

## **Game Components:**

- 1 Game Map, with 4 Mana / Health trackers
- 4 Character Spell Decks (13 Cards)
- 4 Character Sheets
- 24 “Breakable Wall” Tokens - Black Beads
- 16 Target Markers (8 Pairs) - Colored Wooden Cubes
- 8 Dice
- 10 Meteorite shards Tokens - Large Flat Wood Squares
- 8 Mana Marker Tokens - Blue Gems
- 8 Health Marker Tokens - Clear Glass Gems
- 4 Character Pieces - Meeples
- 3 Small Meteorite Fragment Tokens - Gray Pawns
- 1 Large Meteorite Fragment Token - Blue Pawn
- 1 Meteorite Token - Brown Pawn
- 1 Turn Counter - Black Gem
- 12 Status Markers - Yellow Plastic Discs
- 4 Spell Shield Markers - Purple Plastic Discs

## **Story:**

The magical, floating, world of “Exxinon”. Touted as “A utopia where all citizens are free and taken care of.” No wars for centuries, barely any crime, this truly was a wonderful place. This was until the mana ran out. Turns out that floating sky palaces aren’t sustainable, and it came crashing down along with the entire society. Resources, like food and water that were once plentiful are now scarce. Now people fight over any scrap of mana they can get. But that could change: a meteorite with enough mana to power the old world for a year is going to crash down in the desert soon . And you intend to make it yours.

## Win Condition:

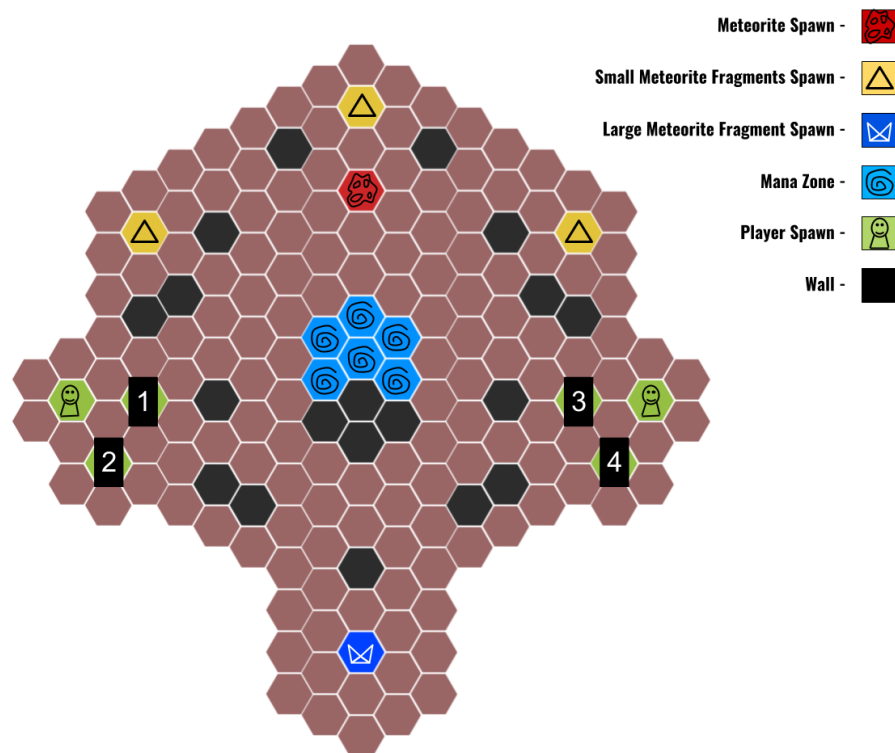
Defeat the enemy team.

The game is over when one team reduces the health of all of each character on the opposing team to zero, converting them all into mana wraiths. The last team with at least one alive character is declared the winner. The teams can achieve this goal by using their spells and basic attacks each turn (see Turn Overview on page 3 for more)

If this is your first time playing, it is recommended that you follow the Quick Setup Instructions instead of choosing your own characters and teams.

## Quick Setup:

- Assign the Countess and Skrakz to 1 team and Neol and Zenith to the other.
  - Players on a team should sit on the same side of the table.
- Place Zenith (yellow) on 1, Neol (brown) on 2, Countess (white) on 3, and Skrakz (red) on 4.
- Each player takes 2 Mana Tracker Tokens, and 2 Health Tracker Tokens.
- Each player starts with 3 mana (placing 1 of the mana tracker tokens on “3”), and uses the Health Tracker Tokens to indicate their Max Health, as noted on their Character Tile.
- Each player then shuffles their deck and draws four cards from their character deck, creating their hand.
  - Players will always have exactly 4 cards in their hands at all times.
- Neol and Zenith go first, advancing the turn counter to 1. They do not gain mana on their first turn.



## Setting Up the Game:

- Divide the players into 2 teams.
- To decide who goes first, each player rolls a die. Whichever team has the highest combined total may choose to go first or second.
  - The team that goes first does not gain mana at the start of their first turn.
- Starting with the team that goes first, each team takes turns selecting 1 character for their team until each team has selected 1 character for each player on their team.
- Each player takes 1 Health/Mana Board, 2 Mana Tracker Tokens, and 2 Health Tracker Tokens.
- Each player starts with 3 mana (placing 1 of the mana tracker tokens on “3”), and uses the Health Tracker Tokens to indicate their Max Health, as noted on their Character Tile.
- Each player puts their character onto 1 of their team’s starting locations (As denoted by the green pawn shapes on the tiles).
- Each player then shuffles their deck, places it in front of them, and draws four cards from their character deck, creating their hand.
  - Players will always have exactly 4 cards in their hands at all times.

## Turn Overview:

Turns are taken as a team, with each player controlling their character.

At the start of each team’s turn, that team does the following in order.

1. Advance the Turn Counter and update the board as needed.
2. Each player on the team checks for and activates any of their *Delay* effects. *(Explained on Page 5)*
3. Each player on the team gains 1 Mana. *(first team does not gain mana via this effect on their first turn)*
4. Players on a team may agree to spend a combined total of 10 Mana to create a Meteorite Shard for their team. Meteorite Shards are shared among a team, and are used by players to activate their character’s Ultimate, at which point they are discarded.

Each character can perform 1 action, make 1 basic attack, and move.

### Action:

An action is one of the following:

- Cast 1 spell *(This can be a spell from the hand, a Basic Ability, or an Ultimate)*
- Discard 1 card from your hand and gain 1 mana.

*(After a card is cast or discarded, the player immediately draws to have 4 cards in their hand. Cards that are played or discarded go to the discard pile face-up. If a player runs out of cards in their deck, they shuffle the cards in their discard pile together to make their deck and then draw as needed)*

## Basic Attack:

Each character has a Basic Attack described on their Character Tile.

## Moving:

A character can move a number of tiles on their turn up to their Movement, listed on their Character Tile. Players cannot move through walls, undestroyed Meteorite Fragments, or other players. Movement does not have to be taken all at once. A player may elect to, for example, use their first movement to move 1 tile, cast a spell card from their hand, use their second movement to move another tile, use their basic attack, wait until their teammate uses their *Ultimate*, and then move 1 more tile.

## Spells:

All spells have the following components:

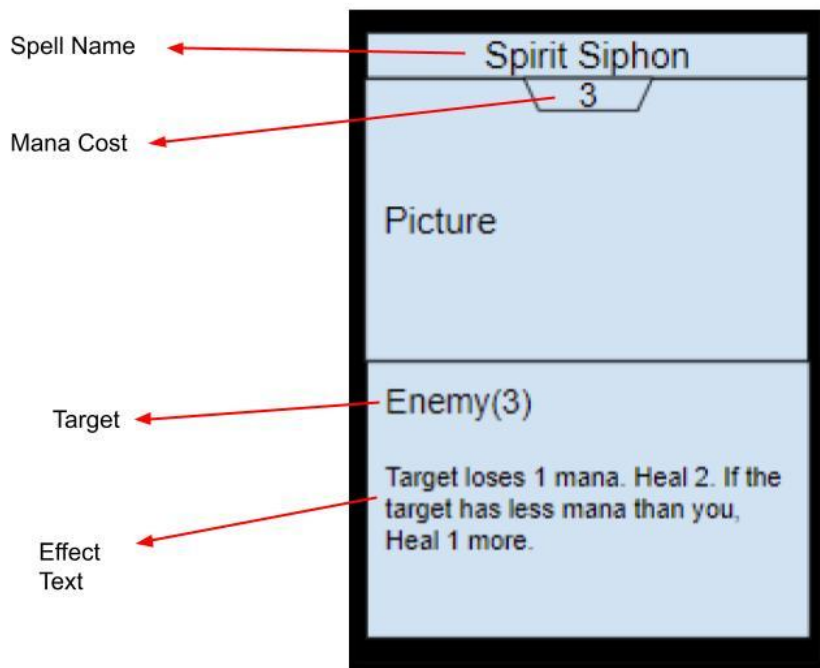
**Spell Name:** The name of the spell

**Mana Cost:** The amount of mana needed to spend to cast the spell. Basic Abilities do NOT cost mana, and Ultimates cost Meteorite Shards instead of Mana.

**Target:** What the spell can be cast on. The number in parentheses is the range of the spell.

*(See Spell Targeting on Page 7)*

**Effect Text:** This effect of a spell. Sometimes, this will contain reminder text. This will appear in parentheses at the bottom of the card and serves to remind players what certain keywords mean.



## Events:

Events happen on key turns (see Turn counter for event turns). Many of these will take the form of a fragment of the meteorite crash landing at marked locations on the map. Other events will have small global effects, such as all players gaining mana.

## Meteorite Pieces:

Breaking and picking up these meteorite fragments allow teams to gain an advantage over the other team. All objectives have a health pool that needs to be depleted to zero before you can secure the objective. After dealing all of the damage to destroy an objective, players also need to move onto the objective. If an objective is still active when it would respawn, do not add to the existing objective.

- **Large Meteorite Fragment:** 4 health
  - Must be destroyed in 1 turn.
  - Reward: 2 Meteorite shards
  - Lands on tile marked with 3 white triangles
- **Small Meteorite Fragments:** 2 health
  - Must be destroyed in 1 turn
  - Reward: 1 Meteorite shard
  - Lands of tiles marked with 1 black triangle
- **Meteorite:** 20 health
  - DOES NOT HAVE TO BE DESTROYED IN 1 TURN
  - Reward: Pure Mana Core
  - Lands on tile marked with meteorite symbol

Meteorite Shards are shared among a team, and are used by players to activate their character's Ultimate, at which point they are discarded. In addition to being gained from Meteorite Fragments, at the start of a team's turn, the team can spend a combined total of 10 mana to synthesize 1 Meteorite shard.

The Pure Mana Core can be discarded at the start of a team's turn to give the whole team the ability to cast spells without paying their mana cost and +2 movement for the next 3 of your turns.

**Mana Zone:**

There are 6 blue tiles marked with a spiral in the middle of the map. At the start of a turn, when a player gains mana *(See Turn Overview on Page 3)*, if they are on 1 of the 6 Mana Zone tiles, they gain 1 additional mana.

**Player Death:**

When a player's health total reaches zero, they are not out of the game yet. They are converted to a mana wraith which has a unique moveset. (refer to Mana Wraith sheet for moveset). Mana Wraiths cannot be targeted or affected by any spells or basic attacks. They also can move through walls, players, and unbroken meteorite fragments.

**Mana Wraith:**

When you die you become a mana wraith and lose all mana, and can be walked through by all players. You can not be targeted by player abilities and can not take any damage and are immune to all effects. The mana wraith has three abilities and can ***not*** use the same ability two turns in a row. The mana wraith does not have a cost associated with these abilities. There is no basic attack attached to the mana wraith, and mana wraiths cannot cast spells.

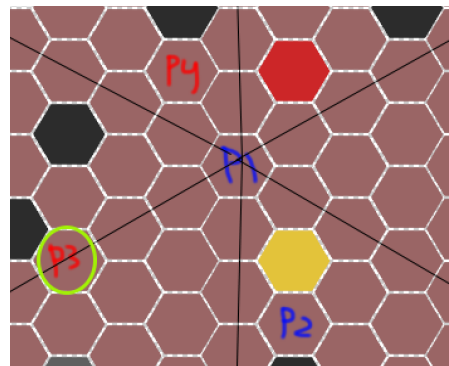
## SPELL TARGETING:

*For the purposes of targeting, the tile you are on counts as 0 tiles away.*

- **Tile(X)**: This targets a tile on the map that is X or less tiles away from you.
- **Enemy(X)**: This targets an enemy that is X or less tiles away from you.  
*Enemy(X) spells can also target breakable walls and meteorite fragments, but will only damage them.*
- **Ally(X)**: This targets yourself or another ally that is X or less tiles away from you.
- **Character(X)**: This targets another character that is X or less tiles away from you.  
*Enemies and Allies are Characters. Breakable walls and Objectives are NOT characters.*

- **Self**: This affects yourself.
- **Line(X)**: This targets a straight line of contiguous tiles starting at you and ending X tiles away.

*Line spells can only be targeted in one of the 6 directions of the hexes. Right now, P1 can only hit P3 with a Line(X) spell.*



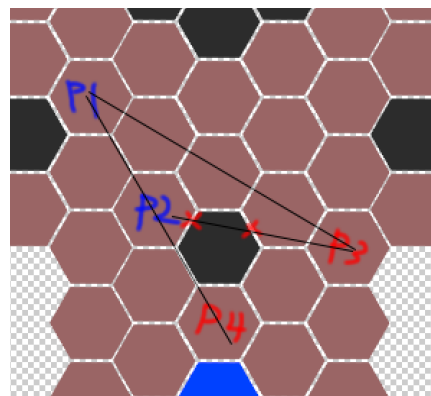
- **AOE(X)**: (Area Of Effect) This affects all units within X tiles of the target. Often, this will be combined with Tile(X) or another targeting method. In this case, the AOE is measured from that target.

*If no other target is specified, the AOE is measured from yourself. (AOE always goes through walls)*

- **Global**: This affects the whole map.

*\*Line of Sight is determined by taking a straight line from the center of the caster's hex to the targeted hex. If the line goes through a wall (not along the side of, or only touching a corner, but THROUGH the wall), then Line of Sight is blocked. Only walls and breakable walls block Line of Sight. Objectives and Players do not.*

*Right now, P1 has line of sight on P3 and P4, but P2's line of sight to P3 is blocked by a wall.*



## Keywords / Statuses:

Many cards will have one or more statuses or keyworded effects. These are detailed below. Players mark their statuses above their health.

### Statuses:

- **Disarm:** Player cannot use their basic attack during their next turn
- **Root:** Player cannot use their basic movement next turn.
- **Silence:** Player cannot cast spells during their next turn.
- **Slow(X):** Reduce Players movement by X during their next turn. *(This does not stack)*
- **Spell Shield:** Prevents the next instance of damage taken from a spell. A character can only have 1 Spell Shield at a time.
- **Stun:** Player cannot move, use their basic attack, or take actions during their next turn.

### Keywords:

- **Breakable Wall:** A wall that is destroyed after taking 2 damage in 1 turn.  
*Breakable Walls can be targeted by spells that target enemies, but are not treated as "Characters" for card effects. They are also unaffected by any non-damaging effects.*
- **Delay(X):** Any effects in the card text after "Delay(X)" happen X of your turns later.  
*For spells with Delay(X), play the card face up in front of you, placing 1 target marker token on the card. Use 1 of the same target marker tokens to mark the target (whether that be a tile or a player). Then, put a die on the card with X facing up as a delay counter. At the start of your team's turn, when you check for and activate delay effects, decrease this delay counter by 1. When it reaches 0, immediately resolve the card effect using the marked targets.*
- **Dispel:** Removes any Slow(X), Silence, Disarm, Root, and Stun.
- **Teleport:** Go to a tile, ignoring any movement restrictions, walls, etc. This can be performed while rooted.
- **X (mana cost):** Costs an amount of mana determined by the caster.



# RULINGS

## HAND:

- You can show your cards to your teammate.

## HEALTH:

- Characters and entities cannot exceed their max health. If they would be healed so that they would have more health than their max health, they just have their max health.
  - A player is healed the full amount that a spell would heal them, even if their health does not actually increase.

## OBJECTIVES:

- Objectives have no mana and are not treated as though they have “no allies within 2 hexes” or adjacent to them.
  - For example:
    - The Countess’s “Drain” has no effect on objectives.
    - The Countess’s “Mana Purge” deals 2 damage to objectives.
    - Skarkz’s “Nightmare” deals 2 damage to objectives.
- If there is a breakable wall on an objective when it spawns, the breakable wall is destroyed.
- If there is a character on an objective when it would spawn, that objective does not spawn.
  - If there is a player on the meteorite when it would spawn, that player moves their character off of that tile and takes 4 damage. (They can destroy a breakable wall to move off of the tile).

## PURE MANA CORE:

- If a player under the effect of the Pure mana core casts an X cost / ALL cost spell, treat it as though  $X / ALL = 5$ .

## SILENCE:

- This does not affect delay spells that have already been played.

**SLOW:**

- Slows do not stack, but the stronger effect will replace the weaker effect.

*Slow(2) Replaces Slow(1).*

**SPELLS:**

- Spells cannot damage or inflict negative statuses on Allies, unless otherwise stated in the effect.

**TELEPORTING:**

- If a player would teleport, if all possible tiles are blocked by walls, characters, and breakable walls, that player breaks a breakable wall on 1 of those tiles and moves to that tile.
  - If all possible tiles are blocked by players, the teleporting player may move 1 tile in any direction to an unblocked tile. Apply the above teleporting rules if all adjacent tiles are blocked.
    - If all possible adjacent tiles are blocked by a permanent wall, an objective, or another player, the teleporting player may not teleport.