




How to Play **IGNITE**

 2+ Players  Ages 10+  10 - 20 min

IGNITE is a fast-paced game where you race to destroy opposing **forges** by commanding your minions to ignite, attack, and combo your way to victory!

Contents:

Each player has:

- A 30 card **forge** (deck)
- A game board
- 4 **energy tokens**



This box also has:

- 12 **damage counters**
- 1 **turn tracker**
- 2 **ignite dice** (six-sided dice)
- This rulebook (hopefully...)



Winning:

If your **forge** is **destroyed**, you lose. The last one standing wins. If a **forge** takes damage, remove that many cards and place them face up into your **scrapheap**. When your **forge** is empty and takes damage, it's **destroyed** and you lose.

Starting the Game:

Both players shuffle then place their **forge** face down onto their board. Roll dice to determine who goes first. Each player draws 5 cards. In 3+ player games, players take turns in clockwise order.



Board:



Forge:

Your **forge** is your deck. It's filled with minions, and kept face down.



Scrapheap:

The **scrapheap** is where **destroyed** minions go. It's face up.



Capacitor:

The **capacitor** is where you store **energy**. **Energy** is refreshed at the start of your turn. It's used to **summon** minions and draw cards. Flip **energy tokens** to represent using **energy**.

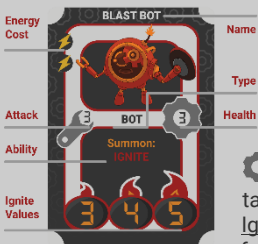
Lineup:

Your **lineup** is the top 4 **slots** on your board. It's where your **summoned** minions go.

Hand:


Keep your **hand** hidden from your opponents.







Cards:

Name — What the card is called.

 Energy Cost — How much **energy** it costs to **summon**.

 Attack — How much damage it deals when attacking.

 Health — How much damage can take before it's **destroyed**.

Ignite Values (**bots** only) — Values used for the **ignite** ability. See **Ignite**.

Type — Whether it is a **bot**. Some cards only affect **bots**.

Ability — What the card does. Many cards have abilities that occur when **summoned** or **destroyed**. Abilities only affect the game when the card is on your **lineup**.

Igniting:

When your **bot ignites**, roll the two **ignite dice**. The number on the **target die** determines which target is hit. Rolling 1-4 hits that opposing slot number, and the **forge** icon, hits the opposing player's **forge**.



The amount of damage is determined by the **explosion die**, which has three flame icons corresponding to the igniting **bot's ignite values**. The damage dealt is the **ignite value** (on the **bot** which **ignited**) that corresponds to the icon rolled.


See **Cards** for **ignite values**.



Abilities:

Summon abilities occur after the minion is **summoned**, and **scrap abilities** occur after it's **destroyed**. See **Building** and **Damage** for when they occur.

Turns:

 Recharge — At the start of each player's turn, their **capacitor** charges up to 4 **energy**. The first player starts their first turn with only 2 **energy**.

Turns have two parts: **attacking** and **building**. You can use the included **turn tracker** to keep track of this.



1. Attacking:

Attack with one minion at a time. You may attack with any number of minions, including none, and in any order. Each minion may only attack up to once each turn.

- Select the minion to attack with and its target (an opposing minion or **forge**).





Forge Guardian — If the defending player has a **forge guardian** (minion on **slot 1**), that minion must be attacked and **destroyed** before any other target can be attacked.

- b. *Attacking* — If a minion is attacked, each minion deals damage to the other equal to their **attack**. If a **forge** is attacked, the **forge** takes damage equal to the minion's attack. See **Damage** and **Cards**.
- c. Any minions with 0 or less **health** are put into their player's **scrapheap** (see **Damage**) and their **scrap abilities** (if any) occur. See **Abilities** for more.



2. Building:

Players can choose to **summon** any number of minions in their **hands** within two limitations:

- a. They must have enough **energy**.
- b. They must have an empty **slot** on their **lineup**.

When you **summon** a minion, spend **energy** equal to its **energy cost**, then they choose an empty **slot** to **summon** it to. Then, its **summon abilities** (if any) occur. See **Abilities**.

Crafting — Players may also spend 1 **energy** to draw a card during **building**. This ability is repeatable.

Damage:



Forge: Scrapping — If a **forge** takes damage, remove that many cards from it and place them face up into your **scrapheap**. If your **forge** would take damage and doesn't have enough cards, instead remove all of them. If your **forge** takes damage and has no cards, it's **destroyed** and you lose.

Minions: When a minion takes damage, place that many **damage counters** on it, to indicate the damage it's taken. Damage reduces the minion's **attack** AND **health** by the amount of damage. If a minion's health becomes less than one, it's **destroyed**. After a minion is **destroyed**, any **damage counters** on it are removed, and the minion's **scrap ability** (if any) occur.



Drawing: Drawing cards counts as taking damage.

Clarifications:

Igniting — **Igniting** is not the same as attacking. It can happen at any time, and the igniting **bot** doesn't take damage back. You can **ignite** past the opponent's **forge guardian**.

Drawing — To draw a card, move it from **forge** to **hand**.

Building — Players can **summon** and draw cards with their **energy** in any order, if they have enough **energy**.

3+ Players:

Players sit in a circle. All players start with 4 **energy**. Players can only attack adjacent opponents, and **ignites** hit both adjacent players! When a player loses, they are removed from the circle. Last one standing wins!



Game Variants:

Reclaim — You may **destroy** one of your minions to get its **energy** cost back. You must wait a turn after **summoning** it, and may only use this ability when you are **building**.

Conveyor Belt — At the start of your turn, **destroy** your minion on slot 4 and move your minions right slot.

Additional Rules:

- All abilities occur starting with the current player, and then going clockwise. Once all abilities finish, minions with more damage than health die, and their **scrap abilities** occur. For example, if your opponent **ignites** twice, and first hits your **Deconstructor** then hits your **Unstable Bot**, **Unstable Bot** will still ignite twice, because it dies at the same time as **Deconstructor**.
- Minions go to the **scrapheap** before their **scrap abilities** occur. Minions are **summoned** before their **summon abilities** occur.
- A minion with a **summon ability** must trigger its ability if possible, however if not possible it may still be summoned. For example, you may summon **Scrapbot** without any cards in any **scrapheaps**, however if there are cards you activate its ability. **Scrap abilities** also must be triggered if possible.
- Minions that can summon to **destroy** one of your minions cannot be played onto that minion's slot. **Flamebringer** can however, **destroy** itself if you have an empty slot, because its **summon ability** occurs after it's summoned..
- Since **scrapheaps** are revealed, the card returned with **Scrapbot** is revealed as well.
- With 3+ players, if a player loses and their **bot** is **destroyed** at the same time, the **bot's scrap abilities** still occur. Also, if a player loses during a series of **ignites**, resolve all **ignites** before **igniting** the new adjacent player.
- With 3+ players, abilities that affect ALL minions include ALL minions, not just yours and adjacent players'. For example, **Repair Bot**, and **Molten Maniac**.
- If multiple **ignites** would occur at the same time hitting a player's **forge**, they take damage one **ignite** at a time. For example, if you have 3 cards and take 5 then 5 damage, your **forge** is destroyed and you lose.