How to Play

IGNITE

👥 **2+ Players — Ages 10+** 🎂

🕐 **10 - 20 min — 10 min to learn** 📖

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2+ Players ● *10 - 20 min* ● *10 min to learn* ● *Ages 10+*

IGNITE is a quick and simple board game where players race to destroy each other's **forges** by timing the ignition of their **bots** within a battlefield of crazy combos and epic explosions!

Contents:

Each player has:
- A 30 card **forge** (deck)
- A game board
- 4 **energy tokens**

This box also has:
- 12 **damage counters**
- 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 from it 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.

Slots:

The minion on **slot** 1 is your **forge guardian**: it must be attacked and **destroyed** before your other minions or **forge** can be attacked. See *Attack Phase*.

Hand:

Keep the cards in 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 it takes before it's **destroyed**.

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

Type — Shows whether a card is a **bot**. Important because some cards only affect **bots**.

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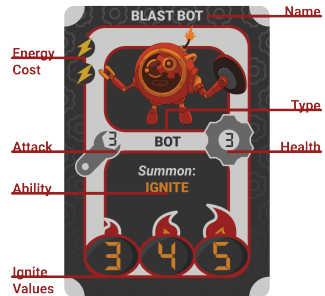
Igniting:

When your **bot ignites**, rolls the two **ignite dice**: the **target die** and the **explosion die**. The number on the **target die** determines which target is hit. Rolling 1-4 hits the minion in the opponent's slot with that number. If the target die lands on the forge icon, it hits the opposing player's **forge**.

🔨 The amount of damage dealt is determined by the **explosion die**. There are three sized flames on the **explosion die** which correspond to the **ignite values** on the igniting **bot**. The damage dealt (by the **ignite** effect) is the corresponding **ignite value** (on the **bot** which **ignited**) to the icon rolled. See *Cards*.

Effects:

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

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 summoning:

1. Attack Phase:

The active player attacks with one minion at a time. They may attack with any number of minions, including none. Each minion may only attack up to once each turn. Minions with 0 attack may still attack, and minions may attack in any order.

1. 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.

2. *Attacking* — If a minion attacks a minion, each deal damage to each other equal to their **attack**. If a minion attacks a **forge**, the **forge** takes damage equal to the minion's attack. See *Damage* and *Cards*.

3. Any minions with 0 or less **health** are put into their player's **scrapheap** (see *Damage*) and if they have any **death abilities** they occur. See *Effects* for more.

2. Summoning phase:

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

1. They must have enough **energy** to **summon** the card.

2. They must have an open **slot** on their **lineup** (or an effect that will create one, such as destroying a friendly minion).

When you **summon** a minion, spend **energy** equal to its **energy cost**, then they choose an available **slot** to summon it to. Then, any **summon** effect on that card occurs. See *Effects* for more.

   Crafting — Players may also spend 1 **energy** to draw a card during this phase. This effect is repeatable.

Damage:

<u>Forge</u>: *Scrapping* — If a **forge** takes damage, remove that many cards from your **forge** and place them face up into your **scrapheap**. If your **forge** would take damage and doesn't have that many cards, instead remove all of your cards. The next time it takes damage it's **destroyed** and you lose.

<u>Minions</u>: 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 **death ability** (if any) occur.

<u>Drawing</u>: Drawing cards counts as taking damage.

Notes:

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

Drawing — When you draw a card, you put it from your **forge** into **hand**.

Summon Phase — Players can **summon** and draw cards with their **energy** in any order, as long as they have enough **energy**.

3+ Players:

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

In multiplayer, if a player loses and their **bot** is **destroyed** at the same time, the **bot** still triggers its **death abilities**. Also, if a player loses during a series of **ignites**, resolve all **ignites** before **igniting** the new adjacent player.

Additional Rules:

- All abilities occur at the same time, the order doesn't matter. Once all abilities finish, minions with more damage than health die, and their **death 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 **death effects** occur.
- Minions with a **summon ability** must trigger their ability if possible, however if not possible they still may be summoned. For example, you may summon **Scrapbot** without any cards in **scrapheap**, however if there are cards you must put one on top of your **forge**. **Death abilities** also must be triggered.
- Minions that can summon to **destroy** a friendly minion may be played onto that minion's slot. For example, **Flamebringer** can be **summoned** to an occupied slot if its ability **destroys** that minion. It can also **destroy** itself if you have an empty slot.

Game Variants:

Recover— You may **destroy** a friendly minion to get its **energy** cost back. You must wait a turn after **summoning** it, and may only use this ability during your **summon phase**.

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

More Power — Players have 6 **energy** on their turns. The first turn starts with 3 **energy**.

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