

RIFTFORCE BEYOND

An expansion for Riftforce for 1 to 4 players, ages 10 and up, which plays in about 30 minutes.

HOW IT CONTINUES

As you inspect the Rift more closely you discover a way into a world beyond. Embark on a journey into the unknown. Meet new allies and master exciting challenges.

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CREDITS

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COMPONENTS

112 cards:



BEAST



SAND



LAVA



MUSIC



SUMMONER
BACK



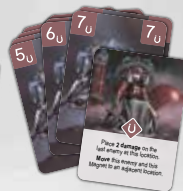
ACID



STAR



LOVE



MAGNET

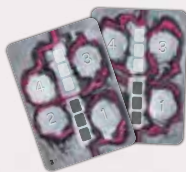


ELEMENTALS
BACK

8 guilds (1 summoner + 9 elementals each)



3 locations



2 player orders

20 tokens:



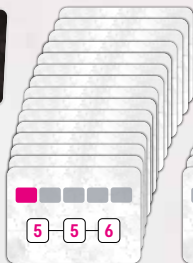
20 damage



CHALLENGES



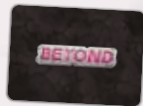
CHALLENGES BACK



ATTACK PLANS



CONTROL PLANS

PLANS
BACK

7 challenges
(2 for each number + &)

20 plans
(5 control plans and 15 attack plans)

OVERVIEW OF RIFTFORCE: BEYOND

This expansion contains rules for:

- the **Team-mode** for 3 or 4 players (page 5).
With 3 players, 1 player plays against a team of 2 players.
With 4 players form 2 teams of 2 players each to compete.
- the **Guild Selection Beyond** (page 6) for 2 to 4 players.
The now 18 guilds in total require new rules.

The **only** adaptation you need for the duel with 2 players is highlighted there with this color.

- the **Solo-mode** (page 10) you play against the 'trainer' that has a modifiable difficulty.



TEAM-MODE – SETUP

Instead of step **3** in the **Setup** of the base game, carry out the following steps:

Place any 3 green locations from the base game and the 3 gray locations from this expansion in a row. This way the 6 locations are divided in a green and a gray area.

With 3 players, the team starts. With 4 players, toss the start marker to determine which team starts.

Place the player order for your player count with the side face up that corresponds with your seating position at the end of the gray locations. Place the start marker with the color of the team that starts at position 1.



Select your guilds as described on the next page in the Guild Selection Beyond before continuing with the **Team-mode - Setup Personal**.

GUILD SELECTION BEYOND

For a game with 2, 3 or 4 players shuffle together all 18 summoners from the base game and this expansion. Then each player draws 1 random summoner. Display a number of summoners in a line equal to **6 + number of players**.

Select 1 summoner alternately in player order until you either have 4 summoners if you are playing as an individual **or** 3 summoners if you are playing in a team. Return the unused summoners and their elementals back into the game box.

TEAM-MODE – SETUP PERSONAL

Display your summoners next to the score track or the player order. Collect all elementals of your guilds, shuffle them together and place them face down to form your draw pile. Draw 7 elementals from your draw pile to form your starting hand.

With 3 players, the player not on a team draws 2 cards from the top of their draw pile: they place the first one face up at the middle location of the green area, and the other face up at the middle location of the gray area. The team does **not** place any elementals.

With 4 players, the players in player order position 2, 3 and 4 each place the top elemental of their draw pile face up at the middle location of the area (green or gray) in front of them.



Julie, Lily, Kim, and Andi play a game of Riftforce. They are sitting around the table as depicted, toss the start marker and use the corresponding player order. Andi starts, all other players place 1 elemental each at the middle location of the area in front of them.

WHAT'S CHANGING IN TEAM-MODE?

The team shares 1 Riftforce marker to track their Riftforce on the score track. The Team-mode is played in rounds. The player who sits at position 1 starts.

If the start marker is in the position where you are sitting, you take exactly **1** action. As the player not on a team in the 3 player game, you perform a **total** of 2 actions per round – 1 action each in position 2 and 4.

After your action, move the start marker to the position with the next higher number; or, from position 4 to position 1 to start a new round, if the end of the game has not yet been triggered.

Only when performing action **C) Check & Draw** the 2 areas (green and gray) become relevant. When you play as part of a team, you only check whether you control the 3 locations of the area you are sitting in front of.

As the player not on a team, you check all 6 locations to see if you control them.

When performing action **A) Play**, you can always place an elemental at any of the 6 locations, regardless if you're on a team or not, and where you are seated.

When performing action **B) Activate**, if you choose to activate elementals with the same number, you can activate elementals of your team member.

You can talk with your team member about a general strategy. These conversations must be clearly audible to your opponents. It is **forbidden** to advise your team member during their actions and to share information about the elementals in your hand or show them to your team member.

TEAM-MODE - GAME END

As soon as the player not on a team in the 3 player game or a team reaches 12 Riftforce the game end is triggered. Finish the current round, so that the player on position 4 completed their action.

Whoever has the most Riftforce now wins! In the case of a tie continue to play additional rounds until at the end of round the tie has been broken.



SOLO-MODE - SETUP

Mix all 18 summoners together and draw 6 random summoners.
From these 6, select 4 of them and take the corresponding elementals.

From all remaining guilds, choose any 4 and take all 36 elementals of those guilds for the trainer to use. The trainer does not need the summoners. Return these summoners and all left over guilds to the game box.

From now on the elementals of the trainer are called bots. Shuffle your elementals and the bots separately to form the face down draw piles for you and the trainer.

Choose 1 challenge each for the numbers 5, 6, and 7. The more stars are that are depicted below the number, the higher the difficulty level of the trainer. To further increase the difficulty level, you can use the & challenge to give all bots of a number an additional special ability.

Start with the 1 star challenge and without & challenge.
Once you've defeated this trainer, play against a higher difficulty level.

Set the game up as described in **Setup** of the rules in the base game and afterwards place 1 bot from the draw pile of the trainer at each of the 5 locations.

Shuffle all plans with number sequences face down and form 5 stacks with 3 plans each. Then shuffle the 5 plans with the eye face down and put 1 plan on each of the 5 stacks. Put the 5 stacks on top of each other without shuffling them and turn them face up to form the plan pile of the trainer. Leave some space next to the plan pile for the plan discard pile.

Draw 7 elementals from your draw pile to form your starting hand.



SOLO-MODE - GAMEPLAY

You begin the game. Perform exactly **1** action. Then execute the top plan of the plan pile.

There are attack plans and control plans. On both plans, 1 location is marked and indicates where 1 new bot will be placed.

First, place 1 bot from the draw pile of the trainer at the marked location.

On a control plan, you see an eye. When executing a control plan, check if the trainer controls any locations. The trainer gains **1 Riftforce** for each location it controls.

On an attack plan, you find a sequence of numbers. For each number activate 1 bot of the corresponding number, if possible, in the given order from left to right. Each bot may **only** be activated **1 time** per attack plan.

When you activate a bot, resolve the ability described on the challenge for the corresponding number. For bots, **ignore** the abilities of their summoners.

If you have the choice between several bots of the same number, you must choose a bot that actually places damage on at least 1 elemental. Choose the activation of the bots in a way that is as beneficial as possible for you, by either distributing damage on your elementals or concentrating it on one of them.

A bot that **cannot** place damage on at least 1 elemental may not be activated. If there is no bot that you can activate for a given number in the sequence, just skip that number.

If a bot destroys one of your elementals, the trainer gains **1 Riftforce**.

Once you have completely executed the plan, place it face down on the plan discard pile. This will make the next plan visible. If in rare cases the plan pile should be empty, turn the plan discard pile face up **without** shuffling it to create a new plan pile.

SOLO-MODE - GAME END

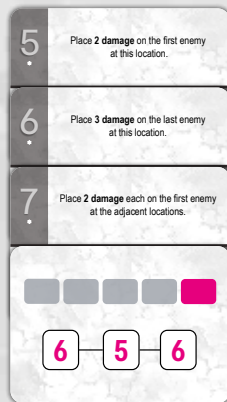
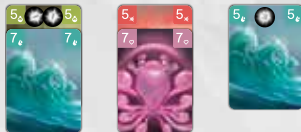
As soon as you or the trainer reach 12 Riftforce the game end will be triggered. If you triggered the game end, completely execute the plan of the trainer. If you have more Riftforce than the trainer you win. In the case of a tie, continue playing as usual until the tie is broken.

First Lily places the top most bot of the trainer's draw pile on the marked location.

Lily activates the first number of the number sequence.
This bot with number 6 places 3 damage on Lilys Water as described on the corresponding challenge.



Next Lily must activate a 5 as second number. She chooses this bot at the middle location so her Water isn't destroyed.



Since each bot can only be activated once and there is no other bot with the number 6 present that may place damage, Lily skips the last number of the sequence.

CLARIFICATIONS SOLO-MODE

The bots of the trainer only have the ability described on the challenges as long as they stay under its control. You therefore **don't** gain any additional Riftforce, if you destroy a Crystal bot.

If you take control of a bot with the Music, it becomes your elemental and has the ability described on its corresponding summoner.

CLARIFICATIONS GUILDS



Beast: The Beast **cannot** stay at the same location. If there is 1 or more damage on the Beast, it places more damage. It then places 3 damage instead of 2 damage after its movement, when activated.



Magnet: The Magnet **cannot** stay at the same location.



Lava: If the damage of the Lava would destroy this Lava or any other of your elementals, your opponent gains Riftforce as usual.



Sand: The Sand **cannot** stay at the same location.



Acid: If the Acid destroys any elemental, even a Crystal, you gain **no** Riftforce for it.



Star: If you already have 7 elementals in hand, you **cannot** draw additional elementals with this ability.



Love: The Love triggers its effect immediately when you play it. This effect **cannot** be activated again. When you activate the Love, place 2 damage on the first enemy.



Music: If you gain control of an elemental of your opponent with the ability of the Music, you can activate this elemental during this same action, if it has the same number with which you activated this Music, and you have not yet activated 3 elementals.

The elementals whose control you take over are treated as if you had just played them. The Earth and Love therefore trigger their effect immediately.