



ASCENSION

DELIVERANCE

GAME RULES

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ASCENSION

DELIVERANCE

The world will never be the same.

The Dreamscape was sealed, locked away by the champions of New Vigil, and protected by its defender: Pasetheya, the Aegis.

But no doors stay locked forever.

It was in the Valley of the Ancients, in the forgotten jungles of the world, that explorers came upon a new gate to the Dreamscape; a portal manifest during the years of Adayu's madness.

Despite the warnings, they broke open the portal and could only watch as all the horrors of the unconscious realm flooded into their world in a tidal wave of delirium.

Emri, Dartha, Kor, and Cetra, the immortal champions of New Vigil, fought desperately to close the gate, but in the end, they found themselves among the first of the Dreamscape's victims, warped by its power.

The energy seeped into the ground, infected the plants and animals, and changed the nature of all things. New and terrifying monsters sprung up, bringing death, madness, and chaos to the people of every faction.

But from the chaos, new heroes rose up, different from the champions of old. These heroes did not reject the dreamscape energy; they embraced it. Learning to wield it as weapons, channel it as magic, and harness it as fuel for their machines.

This is the final push to free the land from madness once and for all. As New Vigil dissolves into a state of delirium, you must lead the champions of the old world and the heroes of the new to call forth Pasythea, the protector of the Dreamscape, to seal the gate and stabilize the world.

New Vigil's deliverance is in your hands!

New in ASCENSION™ DELIVERANCE

Insight

Insight (●) is gained through card effects and Dreamborn cards (*see below*). Unlike most other resources, you do not lose unspent Insight at the end of your turn.

In *Ascension: Deliverance™*, players start with different amounts of ●. The player who goes first starts with no ●. The player who goes second starts with 1, third starts with 2 and fourth starts with 3. If playing with more than four players, all additional players begin with 3.



Dreamborn Cards

Dreamborn cards can be identified by their gold Dreamborn card frame (see Stone Artificers card frame).

When a Dreamborn card enters the center row, EACH player gains 1. Additionally, when a player acquires a Dreamborn card, ONLY THAT player gains 1.



New starting card - Dreamseeker

When playing with *Ascension: Deliverance™*, each player starts with an 11th starting card, the Dreamseeker.



Pasythea

At the start of the game, place Pasythea on the board, at the top slot designated for her. Any player may pay her ● cost during their turn to acquire her straight to their hand.

Pasythea does not count as a card in the center row.



Phantasm

A Hero with Phantasm can be played directly from the center row. During your turn, you may pay the ● cost listed in the Phantasm text. If you do, you play that card right then and there. Gain its effect and then banish it to the Void. Keep in mind, that for effects such as Unite, a card played with Phantasm counts for those bonuses. Cards with Phantasm can also be acquired as normal by paying their ▲ cost.

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Dreambind Monsters

Dreambind Monsters can be controlled and used in your deck if you pay their Dreambind cost. When you defeat a Dreambind Monster, first gain its reward, then you may pay the Dreambind  cost listed in the text. If you do, the Monster goes to your discard pile instead of the Void. Whenever you play a Dreambind Monster from your hand, gain its reward. You do not have to pay the Dreambind cost every time you play it to keep it in your deck.



Transform Cards

If you have card sleeves, we recommend you use the double-sided Transform cards to play. If not, use the single sided Transform cards and keep the transformed versions of each card in a pile outside of the game.

When you pay the Transform cost of a card, transform it into the card named in the text. Cards that are transformed remain in their transformed state until the end of the game.



Effect Orders

When an action in the game results in multiple effects happening simultaneously, here is a reminder of the order that effects should always be resolved.

- 1 - Any cards that have left the center row are replaced by the top card of the center deck.
- 2 - Any effects from your cards take place.
- 3 - Monster rewards are collected.
- 4 - Dreamborn and Fate effects. If multiple Dreamborn and Fate effects occur at the same time (typically at the start of the game), they resolve in the order that they were flipped from the center deck.

Getting Started

In *Ascension: Deliverance™*, players compete to save the world from the madness of The Dreamscape. Starting with a small group of loyal but untrained followers, you acquire mighty Heroes and powerful Constructs to aid you in your quest to defeat evil Monsters and achieve victory.

Each turn, you will play cards to gain resources. These resources will allow you to acquire new Heroes and Constructs for your deck and defeat Monsters to earn rewards. At the end of the game, the player with the most Honor from cards they have acquired and Monster rewards is the winner.

CONTENTS

- 1 Game board
- 10 large Insight Tokens
- 20 small Insight Tokens
- 25 small clear Honor Tokens
- 25 large red Honor Tokens
- 100 Center deck cards (using the 13 double-sided Transform cards)
- 26 Single-sided Transform cards
- 1 Pasythea, Redeemed
- 4 Personal 11-card starting decks (8 Apprentice, 2 Militia & 1 Dreamseeker)
- 41 Always available cards (1 Cultist, 20 Mystic & Heavy Infantry)

SETUP

Ascension: Deliverance™ can be played with 2-4 players on its own and can support up to 6 players with additional expansions. Team and single-player variant rules can be found on page 14.

Each player has a white-bordered starting deck consisting of eight Apprentices, two Militias and one Dreamseeker. Everyone shuffles their starting deck and draws five cards (leaving six cards in their deck).

Take the silver-bordered Heavy Infantry, Mystic and Cultist cards and set them to the side in reach of all players. These cards represent characters in your kingdom and are always available to be acquired or defeated on your turn. Place Pasythea, Redeemed in her custom place at the top of the board.

Shuffle all of the black-bordered cards face down to form the center deck. From the center deck, flip six cards face up in a row between all players. This forms the center row. Place the center deck on one side of the center row, and reserve a space next to it for the Void. When a Monster in the center row is defeated or any other card is banished, it goes to the Void. (See “Game Layout” on Page 5).

Place 30 Honor tokens in the Honor pool for each player. Randomly determine which player goes first and proceed clockwise from there. For rules on how to distribute starting Insight, see Page 2.

Number of Players	2	3	4
Total Honor Tokens	60 ★	90 ★	120 ★

Game Layout

Center Deck

Always Available (Pasythea, The Redeemed)



Always Available Cards (Mystic, Heavy Infantry & Cultist)



Center Row

Void



Insight Tokens

Starting Hand
(5 cards)

Starting Deck
(remaining 6 cards)

Personal Deck

(11 cards: 8 Apprentice, 2 Militia & Dreamseeker)

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Hero Cards

Heroes are the allies you acquire to aid you in your quest to protect the realm of New Vigil. You can play any number of Hero cards from your hand each turn. When you play a Hero from your hand, gain the effect listed on the card. It stays in front of you until the end of your turn, and then it goes to your discard pile.



Construct Cards

Constructs are the many weapons, magical items, and fantastical devices you may acquire to use in your battles. Unlike Heroes, when you play a Construct, it stays in play and continues to help you turn after turn. However, they can also be destroyed by card effects (usually on Monster cards). When a Construct is destroyed, it is placed into your discard pile from play.



Monster Cards

Monsters represent the forces of evil that are trying to destroy the world of New Vigil. Whenever you defeat a Monster, banish it to the void and you get its reward immediately.

Defeating Monsters gives you rewards, including Honor, which is the victory condition of *Ascension: Deliverance™*. When you earn Honor for defeating a Monster, simply collect the appropriate number of Honor tokens from the Honor Pool and place them in front of you.



Gameplay

General Rules

At any time, if your personal deck is empty and you need to draw a card or reveal a card from the top of your deck, reshuffle your discard pile to replenish your deck. If the center deck runs out, reshuffle the void to replenish it.

Hero cards played during your turn go into the discard pile at the end of your turn. (In other words, don't reshuffle Hero cards you've played this turn if you need to reshuffle your discard pile in the middle of your turn.)

Cards you acquire during your turn are placed in your discard pile.

Whenever a card leaves the center row, replace it immediately from the center deck. This happens before anything else occurs. Any time a player is making a decision, the center row should be full.

Many cards will have text that contradicts these rules. If card text ever contradicts the rules, follow the card text instead.

Turn Breakdown

1. Play cards from your hand to gain Runes (), Power (), Insight () , and Honor (). Acquire Heroes and Constructs, and put them in your discard pile for future turns. Defeat Monsters for rewards and Honor. Spend to pay for special costs (Phantasm, Transform, Dreambind, etc).
2. Place played Hero cards and cards in your hand into your discard pile at the end of your turn.
3. Draw five cards from your personal deck.

To play a Hero card from your hand, simply place the card face up in front of you, announce its effect, and follow the instructions on the card. Any choices required by the card must be made at that time and any conditionals must be met for additional effects, though any or generated can be spent until the end of your turn. You do not have to pay any costs to play Heroes from your hand.

Example: Blackwatch Dreamer says, "Gain . You may banish a card in your hand or discard pile." When you play Blackwatch Dreamer, you decide whether to banish a card and gain the immediately.

Constructs are played just like Heroes, except Constructs remain in play and can be used every turn. If a Construct has multiple abilities, each one may be used.

Acquiring Heroes and Constructs

You need Runes () to acquire Heroes and Constructs. Runes come from Heroes played from your hand or from Constructs you have in play. You may acquire any number of cards as long as you have enough Runes. To find out how many Runes you get from a card, look in the text box of the card. If a card provides Runes, there will be a Rune icon with a number.

You may acquire any Hero or Construct in the center row as well as Mystics and Heavy Infantry, which are always available. When you acquire a card, place it in your discard pile and replace the card in the center row with the top card of the center deck.

Defeating Monsters

To defeat a Monster, a player must have enough Power (generated by cards with  in their text box—e.g., Heavy Infantry). The amount of Power a card generates is found in its game text box represented by the Power icon with a number.

The Defeat Cost of a Monster is listed in the upper-right corner of the card. This cost has a Power icon behind it.

When you defeat a Monster, you gain a Reward. Most rewards include Honor, and how much Honor you gain is equal to the number indicated on the Honor symbol (). If the Monster has another effect as part of its reward, that effect occurs immediately after the card is replaced in the center row.

After defeating a Monster, place it in the Void and replace it in the center row. You may defeat any number of Monsters as long as you have enough Power.

The Cultist is always available to defeat and is never banished to the Void. There is no limit to how many times you can defeat the Cultist in one turn.



Warprogue
requires 4 Power
to defeat.



Heavy Infantry
generates 2
Power each.

Banishing Cards

Some cards allow you to banish cards in either the center row or your own deck. When a card tells you to banish from the center row, put the card into the Void, then place the top card of the center deck into the center row. If a card instructs you to banish multiple cards from the center row, place all of those cards into the void, then put that many cards from the center deck into the center row.

When a card tells you to banish a card in your hand and/or your discard pile, you may put a card from that zone into the Void. If a card allows you to banish a card in your hand, you may not banish a card that you've already played that turn, as that card is no longer in your hand. Banishing your weaker cards allows you to draw your more powerful cards more frequently, so make sure to banish your Apprentice and Militia cards whenever you get the opportunity.

Ending Your Turn

After you are done playing cards from your hand, acquiring Heroes and Constructs, and defeating Monsters, place any remaining cards in your hand and any Heroes played during your turn into your discard pile. You lose all unspent  and .

Draw five cards to replenish your hand. If you run out of cards in your deck and need to draw more, simply reshuffle your discard pile into your deck. When you end your turn, play passes clockwise around the table.

Game End

The game ends when a certain amount of Honor has been earned, based on the number of players.

Number of Players	2	3	4
Total Honor Tokens	60 	90 	120 

Set this much Honor aside in Honor tokens before starting the game. When the final Honor token is earned, the game ends at the end of the current round (after the last player to start the game takes a turn). Thus, each player will play the same number of turns during the course of the game. Players can still gain Honor even when the set number of Honor tokens is gone. Use additional Honor tokens left over to track any Honor earned by players before the game ends.

Cards in each player's deck are also worth Honor, indicated by the number in the Honor symbol () on the bottom left corner of the card. When the game is over, count the Honor from Heroes and Constructs (this includes your hand, deck, discard pile, and played Constructs), along with all Honor tokens acquired during the game. The player with the most total Honor is the winner!

If multiple players have the same number of Honor Points, the last player to start wins (i.e., the starting player loses all ties, the second player loses to third and fourth, etc.).

F.A.Q.

Q: Does a Hero played with the Phantasm ability count as being played for uses such as Copy effects and Unite?

A: Yes, you first play the card from the center row, gaining its effect, then banish it.

Q: Does a Hero played with the Phantasm ability count as being acquired, to meet the conditions of Plunder?

A: No, Phantasming a card does not count as acquiring it, therefore your plunder effect would not resolve unless you acquired another Hero from the center row that turn.

Q: If I use the Phantasm effect of Dhartha, Dream Master, can it acquire the card that replaces Dhartha?

A: Yes. The Phantasm card is banished, replaced, and then you gain the effect of the card.

Q: Can Psyche Askara copy a Dreambind Monster reward I played from my hand?

A: Yes. Psyche Askara can copy a Dreambind Monster played from hand.

Q: If I defeat a Warprogue and my opponent has 0, but then a Dreamborn card flips, do I get to steal their Insight?

A: No. Your opponent will not receive the Insight from the flipped Dreamborn card until after you finish your Monster Reward.

Q: Can I use the (Insight) I steal with Warprogue's Reward to pay for it's Dreambind cost?

A: Yes. You resolve the Warprogue's Reward in the order it is written. Once you steal an  with it, you have that  to use for the Dreambind cost.

Q: If I have all 4 of Pasythea's weapons in play, do I spend 0 to acquire Pasythea, Redeemed?

A: Yes. Pasythea's cost would be zero , or in other words, free.

Q: Can Pasythea be acquired a second time?

A: No, once Pasythea has been acquired by a player she goes to their hand and cycles through their deck like any other acquired Hero.

Have questions about Ascension™ strategies and gameplay? Wondering what happens when you combine this set with other cards and expansions? Check out the official Ascension F.A.Q. at www.AscensionGame.com/FAQ.

Glossary

Banish: When a card is banished, it is placed in the Void pile. Always Available cards and starting deck cards do not go to the void when banished. Starting deck cards are set aside outside the game and always available cards are put back in their appropriate Always Available zone when banished.

Constructs: Constructs are the many weapons, magical items, and fantastical devices you may acquire to use in your battles. After you play a Construct from your hand, you can gain an effect from it every turn it remains in play.

Destroy: Destroy means to put into the discard pile from play and generally refers to Constructs.

Dreambind: Monsters with the Dreambind keyword can be acquired when a player defeats them by paying the  cost listed after “Dreambind”. When a player Dreambinds a Monster, it goes to their discard pile. Dreambind Monsters give their Reward when played from hand.

Echo: Cards with the Echo keyword have additional effects that occur if you have cards in your discard pile that share the same faction as the Echo card.

Heroes: Heroes are the allies you can acquire to aid you in your quest to save the realm of New Vigil. When you play a Hero from your hand, you gain the effect listed on the card, and then it goes to your discard pile at the end of your turn.

Honor (): Honor is the key to victory in Ascension. Whoever earns the most Honor wins the game.

Insight (): Insight is a unique resource used to activate card effects like Transform, Phantasm and Dreambind. Unlike other resources, you do not lose unspent Insight at the end of your turn.

Monsters: Defeating Monsters gives you rewards, including Honor that wins you the game.

Phantasm: Heroes with Phantasm can be played during your turn right directly from the center row if you pay the Phantasm cost. When you do, you gain the effect of the card as though it was played from your hand and then banish it to the Void.

Plunder: Cards with the Plunder tag word have additional effects that occur if you acquire a card in the center row and defeat a Monster in the center row, both during the same turn.

Power (): Power is one of the two main resources in the world of Ascension. Power is used to defeat Monsters and earn rewards.

Runes (): Runes are one of the two main resources in the world of Ascension. Runes are used to acquire Heroes and Constructs so you can add them to your deck.

Serenity: Cards with Serenity have additional effects that occur if the player has no cards in their discard pile.

Transform: Cards with Transform abilities can permanently upgrade if you pay their Transform cost. If you have sleeves, you can use the double-sided Transform cards and simply flip the card over in its sleeve. If you don't have card sleeves, you can grab the appropriate Transformed version of your card from among the silver bordered Transform cards outside the game.

Unite: Cards with the Unite keyword have additional effects that occur if you play them in the same turn as other Heroes that share the same faction.

Gameplay Variants

Team Rules (*4-6 Players in teams of 2*)

- Set aside 30 Honor tokens per player.
- Teammates sit across from one other.
- Your teammate is not harmed by the rewards from any Monsters you defeat (e.g. if you kill a Terminate, your teammate does not have to destroy a Construct they control).
- You may spend one additional  when you acquire a card to add that card to your teammate's deck instead of yours.
- At the end of the game, combine your Honor total with that of your teammate's to determine the winning team!

Solitaire Rules (*1 Player*)

- Set aside 50 Honor tokens.
- Lay out the center row as normal, but whenever a card leaves the center row, the replacement card always enters on the left-hand side and the remaining cards slide over to the right.
- You take the first turn of the game. At the end of each of your turns, the Cult is considered to acquire or defeat the two cards furthest to the right in the center row.
- All cards acquired by the Cult are set aside and only used to determine its Honor total at the end of the game.
- Any Monsters defeated by the cult go to the void, and the Cult receives any Honor from their reward. All other effects are ignored.
- Continue playing this way until the last Honor token is gone, then compare your score to the total Honor earned by the Cult. If you have more Honor, you win!

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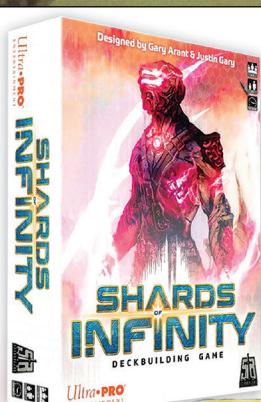
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Shards of Infinity combines an unprecedented level of strategy and customization into one small box. Win by either mastering the power of the Infinity Shard or by destroying all who oppose you.

- >Build your armies by recruiting allies and champions from unique factions
- >Launch surprise attacks on your foes by instantly deploying mercenaries
- >Unlock limitless power by mastering the Infinity Shard

SHARDS OF INFINITY

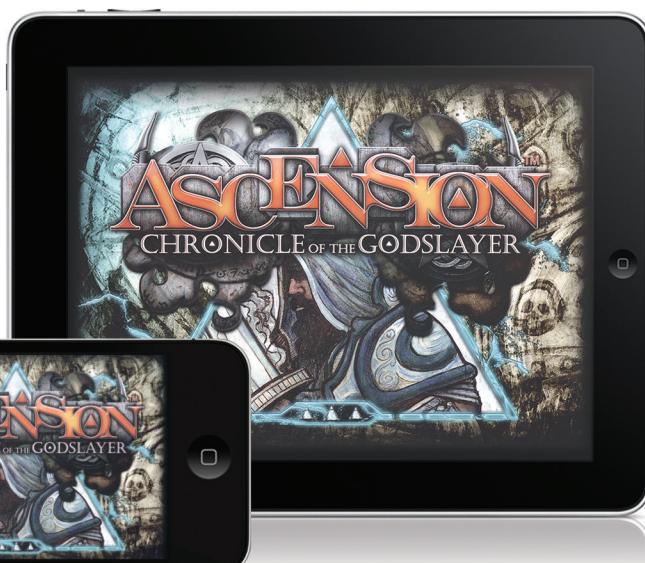
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