

# GAMEPLAY REFERENCE GUIDE

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## DAY ORDER:

### (START OF NEW DAY)

PLAYERS GAIN MEAT FOR EACH MEAT SPACE THEY CURRENTLY HAVE AND GAIN ENERGY TOKENS EQUAL TO THEIR STAMINA. THEN, FILL IN ANY EMPTY STUDY SLOTS. IF ALL STUDY SLOTS WERE FULL, FLIP OVER THE TOP STUDY CARD AND SLIDE OVER EACH CARD INTO THE NEXT SLOT, REMOVING THE FURTHEST CARD FROM PLAY.

### SUNRISE PHASE

### NOON PHASE

### EVENING PHASE

### SUNSET PHASE

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## PHASE ORDER:

### 1. PASS PRIORITY (ONLY SUNRISE).

DURING SETUP, RANDOMLY CHOOSE WHO GETS PRIORITY. OTHERWISE, PASS THE PRIORITY TOKEN CLOCKWISE, OR TO THE PERSON TO THE LEFT OF WHO HAS IT.

### 2. CHOOSE LOCATION

PLAYER WHOSE DIGIMON HAS THE HIGHEST SPEED PLACES THEIR COLOR PAWN ON ANY LOCATION SPACE'S PAWN CIRCLE. IF TWO PLAYERS TIE FOR DIGIMON SPEED, PLAYER WITH PRIORITY GOES FIRST INSTEAD.

### 3. PERFORM ACTIVITY OF LOCATION

PLAYERS TAKE TURNS IN THE SAME ORDER AS STEP 2 PERFORMING THE ACTIVITY FOR THE LOCATION THEY CHOSE.

### 4. CHECK FOR DIGIVOLUTION

ONCE ALL PLAYERS HAVE PERFORMED THEIR ACTIONS, CHECK THE CLOCK TO SEE IF ANY PLAYERS MUST TRY TO DIGIVOLVE, RESETTING THEIR TIMERS IF NEEDED.

# LOCATION GUIDE

- **BASIC TRAINING**

CHOOSE ONE:

- PAY 1 ENERGY TO GAIN 1 TRAINED CUBE IN 1 STAT.
- PAY 1 ENERGY AND 1 MEAT TO GAIN 2 TRAINED CUBES IN 1 STAT.
- PAY 1 ENERGY AND 2 MEAT TO GAIN 1 TRAINED CUBE IN 2 DIFFERENT STATS.

- **SUPERIOR TRAINING**

CHOOSE ONE:

- PAY 5 ENERGY TO GAIN 1 BASE CUBE IN 1 STAT.
- PAY 5 ENERGY AND 2 MEAT TO GAIN 1 BASE CUBE IN 2 DIFFERENT STATS.
- PAY 5 ENERGY AND 3 MEAT TO GAIN 2 BASE CUBES IN 2 DIFFERENT STATS.

- **SCAVENGE**

- YOU MAY DRAW THE TOP CARD OF THE SCAVENGE DECK. IF IT IS AN ITEM, ADD IT TO YOUR ACTION DECK. IF IT IS AN EQUIPMENT, PLACE IT ONTO THE TABLE NEAR YOUR PLAYER BOARD. IF IT IS AN AMBUSH, PLACE IT IN THE SCAVENGE DISCARD, DRAW THE TOP CARD OF THE RANDOM ENEMIES DECK AND BEGIN BATTLE.

- **STUDY**

- YOU MAY CHOOSE ONE OF THE ATTACK CARDS TO ADD TO YOUR ACTION DECK BY PAYING THE ENERGY COST NOTED.

- **REST**

- YOU REGAIN 1 ENERGY. YOU MAY PAY 1 MEAT TO INSTEAD REGAIN 3 ENERGY.

- **BATTLE**

CHOOSE ONE:

- DRAW THE TOP CARD OF THE RANDOM ENEMIES DECK AND BEGIN A BATTLE. IF YOU WIN, PLACE THE DEFEATED DIGIMON IN YOUR VICTORY PILE AND CHOOSE ONE OF YOUR STATS TO EXCHANGE A TRAINED BLOCK INTO A BASE BLOCK. YOU ALSO GAIN CARDS FROM THE TOP OF THE

SCAVENGE DECK EQUAL TO THE DEFEATED DIGIMON'S DROP VALUE, IF ANY. IF LOST, LOSE 1 LIFE TOKEN AND PLACE THE DIGIMON IN THE RANDOM BATTLE DISCARD PILE.

- YOU MAY BATTLE PALMON OR VEGIEMON. IF YOU WIN, PLACE THE DEFEATED DIGIMON IN YOUR VICTORY PILE, THEN GAIN A MEAT SPACE TOKEN, PLACING ONTO YOUR PLAYER BOARD. IF YOU HAVE ALREADY DEFEATED PALMON OR VEGIEMON, YOU CANNOT BATTLE THAT DIGIMON AGAIN.\* IF LOST, LOSE 1 LIFE, LEAVING THE UNDEFEATED DIGIMON IN ITS PLACE.

- **CHALLENGE**

- CHOOSE ONE OTHER TAMER TO CHALLENGE TO A BATTLE. THE WINNER DRAWS AND COLLECTS THE TOP CARD OF THE SCAVENGE DECK THEN GAINS 1 TP TOKEN. IF THE SCAVENGE CARD WAS AN AMBUSH, SET IT ASIDE, DRAW THE NEXT AND SHUFFLE THE AMBUSH BACK INTO THE DECK. IF THE SECOND CARD WAS AN AMBUSH, YOU MUST KEEP IT AND PERFORM THE RANDOM BATTLE. THE LOSER LOSES 1 LIFE TOKEN.

- **BOSS BATTLE**

- ALL PLAYERS IN THE BOSS BATTLE AREA BATTLE THE BOSS TOGETHER. STARTING WITH THE PRIORITY PLAYER AND GOING CLOCKWISE, EACH PLAYER MAY PERFORM AN ACTION. ONCE ALL PLAYERS HAVE PERFORMED AN ACTION, THE BOSS ATTACKS EACH PLAYER INDIVIDUALLY. IF THE BOSS IS DEFEATED, WHOEVER DEALT THE FINISHING BLOW PLACES THE BOSS CARD IN THEIR VICTORY PILE. IF ANY PLAYERS DIGIMON FAINTS, THAT DIGIMON IS UNCONSCIOUS AND MUST SIT OUT OF THE BATTLE FROM THEN ON. IF AN ABILITY ACTIVATES THAT COULD HEAL DAMAGE FROM THAT DIGIMON, THEY MAY BE REVIVED AND CONTINUE THE FIGHT. OTHERWISE, IF THE BOSS IS UNDEFEATED AND ALL TAMERS' DIGIMON FAINT, EACH FAINTED DIGIMON LOSES 1 LIFE TOKEN.