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## LEVEL UP

You may level up once at the start of your turn.

To level up, pick any one card in your hand and slide it under your character so that the level-up part of the card sticks out from the bottom of the character card.

On future turns, slide each new card underneath the previous one so that it sticks out from the bottom.

READY TO  
PLAY?  
FOLLOW THESE  
STEPS:



NIXIE LEVELED  
UP TO  
LEVEL 40!  
+10  
+10+10  
+10+10  
+10  
+10  
+10

## BENEFITS OF LEVELING UP:

1. First, each card under your character raises your character's level by 10.
2. Then add +20 to your HP total.
3. Finally, some actions are "one-shot" abilities. If you level up with one, do what it says to do, but only once on the turn you level up with it.

The lightning-bolt icon means your action is a "one-shot" ability.



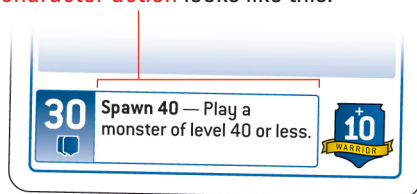
Drink Potion — You get + HP equal to your level.

10  
MAGICIAN

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## DO CHARACTER ACTIONS

A **character action** looks like this:



**Example:** To do the action shown above, you need to be at least level 30 and have 2 or more blue Warrior cards under your character.

The number shows the minimum level you need to be to do that action, and the icons show how many cards of a particular color you need to do the action.

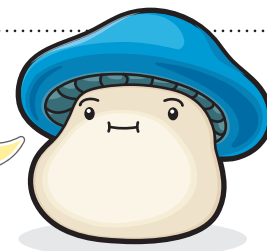
To do your actions, start at the top action on your character card and work your way down, in order. You may do each action once per turn as long as you're the minimum level and meet its requirements. To do a character action, follow its instructions.

After you've done the actions on your character card, you may then do the actions on the cards under your character in the same way. Start with your topmost card and work your way down the column, in order. You don't have to do an action if you don't want to.

## PARTY LEADER

Your character is a party leader. Cards under your character show what level your character is, but they also show whether you have other characters in your party.

If you're a Magician for example, and you have a green Bowman card under your character, there's a Bowman in your party. Having a variety of colors gives you access to a wider range of abilities.



## HOW TO PLAY MONSTERS, TACTICS, AND ITEMS:

Many actions let you play your cards as monsters, items, and tactics instead of using them to level up your character. When you play a card this way, ignore the action on the bottom part of the card.

Each monster, tactic, and item has a color: green for Bowman, red for Magician, gray for Thief, and blue for Warrior. To play a card of that color, you need at least one card under your character of same color.



**Example:** To play a monster that appears on a Magician card, you need at least one red Magician card under your character.

When you play a monster or item card, put it face up on the table next to your character card. It stays there until a game effect removes it from play, such as being destroyed or returned to hand.

Unlike monsters and items, tactics are "one-shot" cards that have an immediate effect, but then they're used up. After playing a tactic, follow its instructions and then put it into your discard pile (face up next to your deck).