

Game Set-up

Before the game begins, separate and shuffle each store's deck and place it face-down in a location where everyone can grab from them. Designate a space for the discard pile. All used cards will go here regardless of their deck of origin.

Each Hunter will choose a Hunter player card and the Necromancer will take theirs. All players will place their pieces onto the board. All Hunters will start in the West Seattle neighbourhood. The Necromancer may start in any neighbourhood outside of the West Seattle section of the city.

Each player draws one card from each store deck to act as their starting hand. The first round of play starts when everyone is ready.

Character Stats

Hunters have three stats to pay attention to: Health, Speed, and Spirit. The Necromancer only has the Spirit stat to pay attention to.

Health



Speed



Spirit



Hunter Character cards have a pre-determined starting point for their HP which can be raised or lowered through cards. The starting point is marked on the character card. The Speed stat begins on the highest level for Hunters and may be reduced during the game.

For both Hunters and the Necromancer, the Spirit stat starts the game at zero (0). The Spirit stat increases with the number of Spirit Cards (not the points on the cards) in your combat deck. For example, if the Necromancer has thirty (30) spirit cards their Spirit stat will be thirty (30) rather than the points the cards add up to.

Phases

1 - Movement | Bonus: Ability to use public transit, +1 walk movement

2 - Buy | Bonus: +2 Look, +1 Keep

3 - Build deck | Bonus: -1 build cost

4 - Activate Ability | Bonus: Draw a Card

5.1 - Summon Creature | Bonus: +3 Spirit Points

5.3 - Fight Entity or Close Rift | Bonus: +3 Damage Points or +3 Spirit Points

Phase Rules

One round in the game is the progression through all of the above phases. At the start of each round, each player will simultaneously pick which phase action they would like to do that round. Each player may participate in each phase action chosen, but only gain the bonus for the phase action they directly chose. Any phase actions not chosen by any player at the start of the round are not included in that round of play.

Example Round

At the beginning of a round, everyone picks which Phase Action they would like to do and simultaneously flip over that Phase Action card. Hunter 1 and Hunter 2 chose Movement. Hunter 3 chose Build Deck. The Necromancer chose Buy. Hunters 1, 2, and 3 all decide to move during the Movement phase, but only Hunters 1 and 2 may use public transport. After the Movement phase, Hunter 1 and the Necromancer participate in the Buy action. Only the Necromancer gains the extra cards bonus. After the Buy phase, all players participate in the Build Deck action. Only Hunter 3 gains the reduced cost bonus. Phases 4 and 5 are not completed this round as no player chose them. All players are now ready to choose a new phase action card for the next round of play.

Movement Rules

-During the Movement phase, all players have the ability to walk to one adjacent neighbourhood from their current location. Any player that specifically chose the Movement Phase Action gains the ability to use public transportation for their movement. When a player is located in the same neighbourhood as a public transit stop (coloured circle) they may use their movement to re-locate to any other stop along the same colour line. Players may only cross water at designated bridges or using the applicable public transport.

Players that enter the same neighbourhood as an Undead creature must immediately stop movement. They may not take any more actions until the end of the round when they engage in combat with the undead creature. If undead is in the middle of a public transit line, the hunter stops at the occupied neighbourhood.

Buy Rules

The player must be located in a neighbourhood with a white dot in order to participate in the Buy Phase. Players may only buy from the same location twice in a row.

When buying, players will consider 3 cards from the appropriate store but only keep two of them. If a player specifically chose the Buy Phase Action they may consider 5 cards and keep 3. Place the cards you are not keeping facedown in the discard pile.

If a store runs out of cards, it is closed for the remainder of the game. Discarded cards from that shop are not reshuffled.

Build Deck Rules

This Phase Action is used build up your combat deck. During this action, any player may pay the listed cost on the card in order to put it into their combat deck.

Players pay the card cost with other cards from their hand into the discard pile. Once a player has paid, they may place their card into the combat deck.

Activate Item Rules

This Phase Action is used to activate Item or Trap cards. During this action, any player may pay the listed cost on the card in order to place it face-up in front of them.

Players pay the card cost with other cards from their hand into the discard pile. Once a player has paid, they may place their card face-up in front of them. The effects of the card take place immediately.

Each player may only have 6 items active at a time. You may overwrite a previous item card by placing a new one on top. The old card's effect immediately stop and the new card's effects immediately begin.

When activating a Trap Card, place a green token on the same neighbourhood as your character pawn.

Fight Entity Rules

Hunters may initiate combat when in the same location as an Entity. Hunters are allowed to fight the summoned Entities before all 8 have been summoned. Entities are easier to defeat before all 8 have been risen. Follow the Standard Combat rules for this action.

Summon Creatures Rules

This action is only applicable to the Necromancer. There are two types of creatures the Necromancer may summon: An Undead (red tokens) or an Entity (black tokens).

Summoning an Undead creature will place a single red token in the same neighbourhood as the Necromancer. There is no restriction to which neighbourhood the Undead may be summoned, but there may only be three (3) in a single neighbourhood at a time. The number of undead the Necromancer can summon in total is equal to their Spirit stat. You may re-shuffle previously defeated undead when your deck is depleted.

Summoning an Entity will likely take multiple rounds to complete and must be done in a neighbourhood with a Rift Site (black dots). The Necromancer's Spirit stat must be at specific levels before the Necromancer may summon an Entity. These levels are marked on the Necromancer's Character card.

Summoning works similarly to combat. Instead of counting Damage points, you will count the number of Spirit points. The number of Spirit points needed to summon an Entity is double that of your Spirit stat. For example, when your Spirit stat is at level 6 you will need to compile 12 Spirit points to summon an Entity.

When summoning, you will draw 5 cards from your combat deck. If the number of Spirit points showing is equal to or higher than what is needed to summon an Entity, you will place a black token on your location and flip over an Entity card. If the Spirit points showing is less than what is needed to summon an Entity, you will draw 5 more cards the next round of play until the total number of Spirit points reaches the amount you need. If you run out of cards in your combat deck, you may re-shuffle while keeping the current total of Spirit points.

Once successfully summoned, place a black token on the neighbourhood it was summoned in.

If summoning takes more than one round to complete, you may not participate in any other Phase Actions until you have successfully summoned an Entity. Each subsequent summoning will require a higher Spirit stat and therefore more Spirit points to complete. The Necromancer is allowed to summon a previously defeated Entity, however it will come back with half HP.

Card Rules

There are Four classes of cards: Item, Trap, Combat, and Necromancer Cards. Anything written on these cards overrule any standard game rules that may contradict the card.

Item Cards are put into play via the Activate Item rules. The effects on these cards are immediately applied unless otherwise stated. Each player may only have 6 items active at once.

Trap Cards are a subtype of Item Cards. They are also put into play via the Activate Item rules. Their effects are only applied when the opposing player enters the neighbourhood they are set. Once a player has activated a trap and its effects are completed, the card is discarded. Each player may have 3 traps active at a time.

Combat Cards are put into play via the Build Deck rules. These cards are put facedown into a deck until needed to be used. Each player has their own combat deck.

The Necromancer has two different subclasses of cards: Corruption and Events. These cards are not directly played by the Necromancer but have negative effects towards the Hunters.

Corruption Cards are revealed whenever a Hunter becomes corrupted by the Necromancer. These cards have negative effects and a task to complete in order to remove the negative effects.

Event Cards are dispersed throughout the store decks. Upon pulling one from a Store deck, the Hunter that pulled it must complete the listed task before the turn count runs out. If it does, the Hunter will suffer the negative penalties listed on the card. If the Necromancer pulls an event card, they may return it to the store deck and re-shuffle it.

Standard Combat Rules

Once combat is initiated, fight order is determined by the character's and creatures' speed stat. Combat is always fully completed before starting the next round of play. Anyone located in the neighbourhood where combat is taking place must participate in the combat, even if they are not an initiating party. If combat is initiated via the Fight Entity Phase Action, only the Hunter(s) who chose that action gain the damage bonus per turn of combat. Before combat begins, each participant shuffles their combat deck.

On your turn, pull 5 cards from your combat deck and enact the total damage showing onto your opponent as well as any health regeneration. When a Hunter is fighting multiple creatures at once, they may choose how to disperse the damage. They may choose to use all their damage points on one creature or disperse it amongst multiple creatures of their choosing. When a Necromancer's creature is fighting multiple Hunters, damage is always equally divided amongst the number of hunters. During Standard Combat, only the Necromancer's Influence Cards count as damage.

If a Hunter is defeated in combat, they are not out of the game, however must discard half of active Items, half of their Combat Deck, their entire hand of inactivated cards, and must reduce their Max HP by half.

Ways to Win (Hunters)

Close Rifts

If a Hunter's Spirit stat is higher than the Necromancer's they gain the ability to close Rift Sites permanently.

The process of closing a Rift is exactly like summoning an Entity, the process to close a Rift Site may take multiple rounds. Using your combat deck, you will need to reveal enough Spirit points to be double that of the Necromancer's Spirit stat. If you do not have enough points in the first round, then you will have to continue in the following round until you have successfully closed the Rift Site.

You will win the game if you manage to close 7 Rift Sites before the Necromancer can summon 8 entities.

Final Combat

Once the Necromancer has summoned 8 Entities, Final Combat immediately begins. All Hunters will fight against the entities using their combat deck. The Speed stat of all characters and creatures determines the order in which damage is conveyed. Just like in standard combat, Hunters have the ability to choose how they want their damage to be dispersed.

Any Undead creatures that have been summoned in the same neighbourhood as an Entity will also participate in Final Combat. Any Undead alone in a neighbourhood are ignored. All creatures use the combat deck of the Necromancer. During Final Combat, both Spirit and Influence cards deal damage. Just like in standard combat, the damage is equally shared between all Hunters.

If a Hunter dies during Final Combat, they are out of the game for good. Even if a single Hunter manages to defeat all 8 Entities, all Hunters win the game. Hunters only need to defeat the Entities to win the game. Any remaining Undead creatures fade into the void between worlds.

Ways to Win (Necromancer)

Corrupt Hunters

In order to corrupt a Hunter, the Necromancer must have their Spirit stat be double a Hunter's. Once at the applicable Spirit level, the Necromancer must move into the same neighbourhood as a Hunter. Upon entering the same neighbourhood as a Hunter, they become corrupted.

Once corrupted, they must flip over a Corruption Card. These cards have tasks to complete in order to become Uncorrupted. If the Necromancer manages to have all the Hunters corrupted at the same time (before they can complete their tasks) the game is over, and the Necromancer has won.

The Necromancer does not win if all the Hunters become corrupted by failing a Corruption Event. They must be actively corrupted by the Necromancer.

Final Combat

Once the Necromancer has summoned 8 Entities anywhere on the map, Final Combat immediately begins. All Hunters will fight against the entities using their combat deck. The Speed stat of all characters and creatures determines the order in which damage is conveyed. Just like in standard combat, Hunters have the ability to choose how they want their damage to be dispersed.

Any Undead creatures that have been summoned in the same neighbourhood as an Entity will also participate in Final Combat. Any Undead alone in a neighbourhood are ignored. All creatures use the combat deck of the Necromancer. During Final Combat, both Spirit and Influence cards deal damage. Just like in standard combat, the damage is equally shared between all Hunters.

If a Hunter dies during Final Combat, they are out of the game for good. If the Necromancer is able to defeat all Hunters, they have won the game.

Card and Icon Guide



Combat → Card Type

→ Card Effect

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→ Card Cost



Entity → Creature Type

Fisherman Joe → Creature Name

6 → Creature Health



Creature Speed

Health



Speed



Damage



Spirit



Store



Rift Site



Transit Station