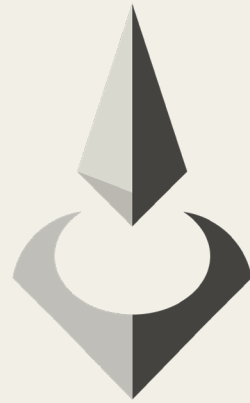


ELO DARKNESS
RULEBOOK





RULEBOOK

version 1.0

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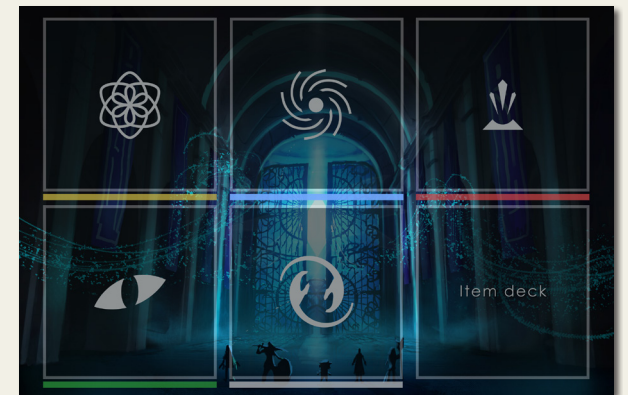
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COMPONENTS



Board 1vs1

Board 2vs2



Merchant Tile
x2



Turn Token
x1
(double-sided)



Influence Track Token
x1



Tower Minis
(Deluxe Edition)
x12



Tower Tokens
x12



Location Tokens
x9



Camp Tokens
x4
(double-sided)



Class Tokens
x10



Solo Mode Tokens
x20



Minion Minis
(Deluxe Edition)
x3



Minion Pawns
(Standard Edition)
x3



Gold Tokens
x30



Monster Tokens
x10



Greedy Token
x1



Threat Tokens
x2



Spell Tokens
x10



Item Deck
Cover Cards
x2



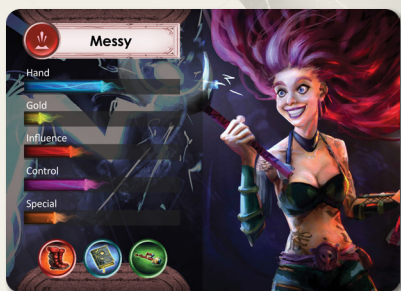
Hero Cards
x250 (50 Heroes)



Hero Tokens
x50



Item Cards
x70



Hero Draft Cards
x50



Solo Mode Cards
x18



Mana Cards
x40



Action Cards
x117



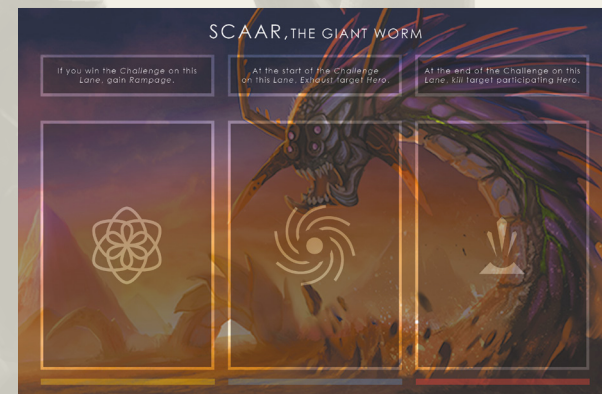
Roaming Cards
x6



Free Lane Cards
x6



Monster Cards
x14



Monster Tiles
x4

INTRODUCTION

Eons ago, the Elders, two legendary heroes named Aleanor and Neimon, left their home, the Elsewhere, and created their own world: the Creation. The Creation gained strength and life, but, at the same time, the desire of each Elder to overpower the other increased. Finally, Aleanor and Neimon started a war against each other to control the Creation. They entrusted their physical lives to the crystals kept in their fortresses and summoned the Elsewhere's finest heroes to fight by their side.

Welcome to the Creation, where the epic battle for this newborn world bursts and rages. Heroes, divided into Aleanor's and Neimon's army, defend the fortresses where their Elder lives and from which they are guided on their path to glory and victory.



GAME OVERVIEW

ELO Darkness is a customizable card game for 2 players or 2 teams, each consisting of 2 players, dueling on a strategic map and is inspired by the Multiplayer Online Battle Arena (MOBA) videogame genre.

Each player controls a deck of cards representing a team of Heroes.

The goal of the game is to advance until you reach the opponent's base on at least one of the Lanes on the map.

During each turn of the game, the players perform the 3 main phases:

FARMING PHASE: Players may buy *Items* and may discard *Hero cards* from their hand in order to gain resources.

BACKING PHASE: Players may retreat from *Lanes* in order to draw cards from their deck.

COMBAT PHASE: Players simultaneously select and play cards from their hand, face down, deploying them separately on each *Lane*. Then, the players declare and resolve the fights occurring on each *Lane*, which are called *Challenges*. The winner of a *Challenge* advances on the board towards the enemy Base destroying Towers and conquering positions.

We are going to explain the game for 2 players first, presenting all changes for the 4 and 1 player modes at a later stage.

KEY CONCEPTS

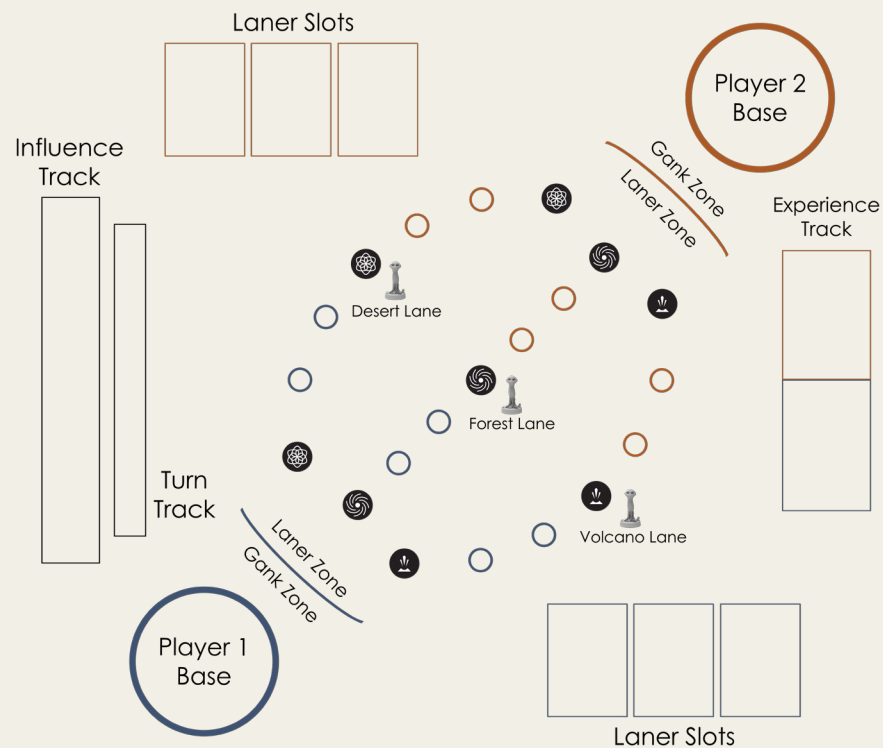
GAMEBOARD AND LANES

The map (game board) is where the battle takes place. Three parallel *Lanes* (Desert, Forest, and Volcano) connect the players' Bases which are located at opposite corners of the board.

During the game, each *Lane* will contain 3 **Location Tokens** as well as 4 **Towers** indicating the steps along the way. Unlike *Locations*, *Towers* can be destroyed and removed during the course of the game.



A neutral marker on each Lane's path, called **the Minion**, indicates the current balance of this Lane. This is called the *battlefront*. Whenever a player wins a *Challenge* on a Lane, the *Minion* advances towards the enemy base to indicate the new position of the *battlefront*. If the *battlefront* reaches a player's base, that player immediately loses the game.



HERO AND ACTION CARDS

Cards are divided into 3 categories: **Hero** cards, **Action** cards and **Mana** cards.

Players construct a deck of 40 cards, including 5 Heroes (25 Hero cards in total. See below.), 12 Action cards and 3 Mana cards (see Deckbuilding on page 15).

Hero Cards

Each Hero is represented by 5 Ability cards (Hero cards).



3x Normal Ability Card

2x Ultimate Ability Card

ELO Darkness features 50 Heroes divided into 5 different Classes. Each Class serves a specific role on its team of Heroes in the game. These Classes are:



Fighter

Mage

Marksman

Jungler

Support

Fighters, Mages and Marksmen are associated with a particular Lane on the map (Desert, Forest, and Volcano Lane, respectively). All respective Heroes have the Laner trait. Thus, all their associated cards are Laner cards.

Junglers and Supports assist all Lanes in combat. The respective Heroes have the Gank trait. Thus, all their associated cards are Gank cards.

Note: Laner Heroes can temporarily gain the Gank trait during the game (see Backing Phase on page 8).

Card Anatomy

Card Symbol and Hero Trait

Farming Symbol

The symbol indicates resources you gain when you discard this card during the Farming phase.

Influence Value

Influence measures the impact of the Hero on a Lane, determining the card strength in combat.



Ability name, Hero, and Class

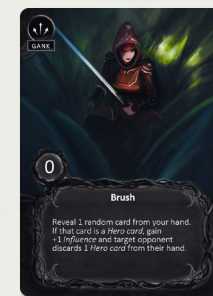
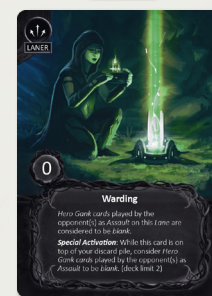
Ability Text

Flavor Text

Action Cards

Action cards can have the Laner or Gank trait and represent generic combat maneuvers that are not restricted to any specific Lane.

The difference between Laner and Gank Action cards is when/how you can play these cards during combat. (see Combat Phase on page 9).

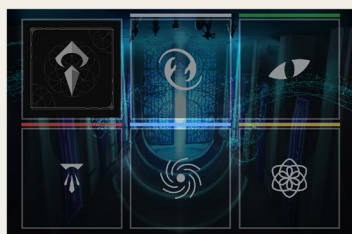


Mana Cards

Mana cards are special cards that players use to search their deck for specific Hero cards during the game.



SET UP



5

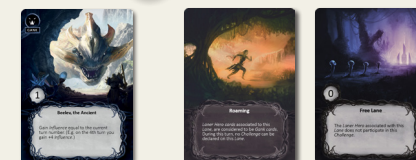


Discard Pile



Discard Pile

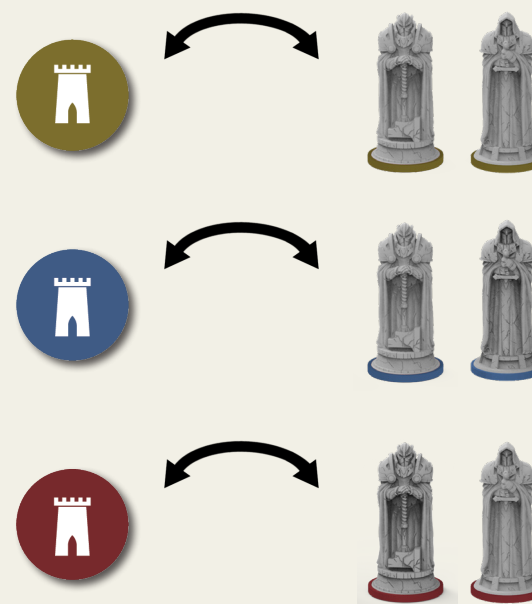
5



2

1. Construct your deck and place it on its *Base slot* (see *Deckbuilding* on page 15). For the first game, we suggest using the *Starter decks* shown on page 16.
2. Place your *Item deck* on the *Merchant tile* near the board as shown above (see *Deckbuilding* on page 15). Place the *Item deck cover card* on top of your *Item deck*.
3. Place the *Hero tokens* (related to the 5 *Heroes* included in your deck) in the *Tactical Area* on the board as shown in the figure above. *Laner Heroes'* tokens are placed in the *Laner Zone*, while *Gank Heroes'* tokens are placed in the *Gank Zone* (see the *Tactical Area* structure in the scheme on page 9).
4. Place the *Class tokens* on the first step of the *Experience table*.
5. Shuffle the *Monster deck*, take *Roaming cards*, *Free Lane cards*, *Greedy token*, *Threat token*, *gold tokens* and *Monster tokens* and place them near the board within players' reach.
6. Flip the *Turn token* to determine the *First player*. Place the *Turn token* on the first space of the *Turn Track*.
7. Place the 4 *Camp tokens* on their respective location on the board between the *Lanes*.
8. Place the *Influence gap marker* on the "0" position of the *Influence Track*.
9. Place *Towers*, *Minions* and *Locations* on the board, following the scheme in the figure on the right.

Note: In the *Deluxe Edition* of the game, each player uses a different *Tower miniature* model. In the *Standard Edition* of the game, both players use the *Tower tokens* in place of the miniature as well as the coloured pawns in place of the *Minion miniatures*.



HOW TO PLAY

At the beginning of the game, each player draws 7 cards and may perform a *Mulligan*, once. What that means is, each player may choose any number of cards to put on the bottom of their deck, then draw that many cards.

A game consists of 10 turns and each turn is divided into 3 phases: **Farming phase**, **Backing phase** and **Combat phase**.

FARMING PHASE

Starting from the *first player*, each player performs the *Farming phase* in player order. During the *Farming phase*, players may **farm resources** (potentially **levelling up their Heroes** and **looting Camps**) and **buy Items** from their *Item deck*. Remember, *Farming* is optional.

Farming Resources

Discard any number of *Hero* and *Mana* cards from your hand.

You may discard only 1 card of each *Class* per *Farming Phase* and 1 card per *Mana type*.

(Examples: You cannot discard 2 *Marksman* cards, in a single *Farming phase*. Also, you cannot discard 2 *Mana Recover Marksman* cards in a single *Farming phase*).

You must declare and discard all *Hero* and *Mana* cards at once. Then, resolve their effects in any order.

For each discarded *Hero* card, take the respective resources indicated by the *Farming symbol* at the top left of the card and assign 1 Experience point to the associated *Hero* (see *Heroes Level Up*).



Draw 2 Cards



Gain 2 Gold



Draw 1 Card
or
Gain 1 Gold



For each discarded *Mana* card, search your deck for a related *Hero* card following the ability text on the card.

Heroes Level Up

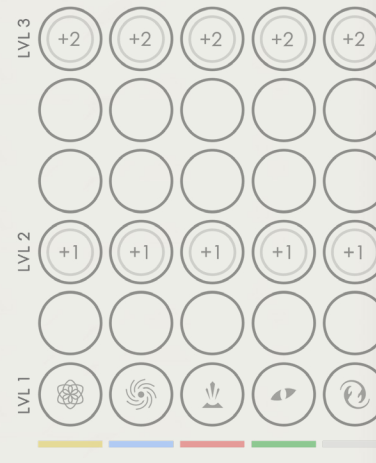
When you discard a *Hero* card during the *Farming phase*, that *Hero* gains 1 Experience point.

Move the respective *Hero Class* token forward by one position on the track.

Heroes can gain *Experience points* in other ways during the game.

Collecting *Experience points* will cause the *Hero* to Level Up. This happens when the *Experience marker* reaches the *Level 2* and *Level 3* positions on the track.

When a *Hero* levels up, the *Influence* value of their *ability cards* permanently increases. This value is important during *combat* (see *Influence bonuses* on page 11)

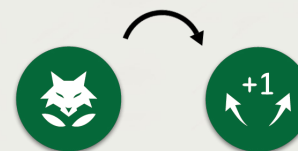


Looting Camps

When you discard a *Jungler* card during the *Farming phase*, you may loot 1 *Camp* on your respective half on the board. *Camps* are represented by tokens on the board and are located between the *Lanes*. Each side of the board contains 2 camps.

When you *loot* a *Camp*, turn the respective token face up to gain a temporary bonus during *combat* until the end of that turn.

Every time you play a *Hero* card as *Assault* on a *Lane* adjacent to the *Camp* location (see *Assault* on page 10), they gain +1 *Influence* bonus.



At the end of that turn, remove the *looted Camp* from the board.

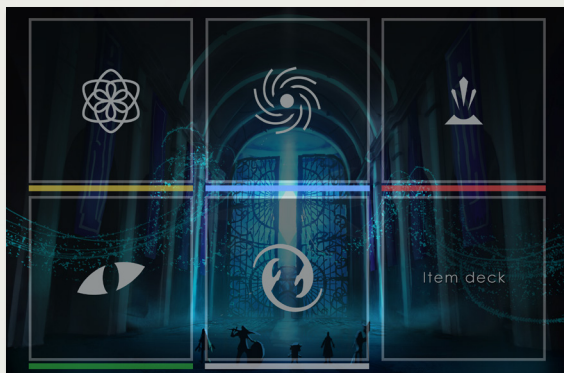
All removed *Camps* are restored during the 6th turn as a consequence of the *Camp Respawn Event* (see *Monster Objectives & Events* on page 12).

Buying Items

After *Farming*, you can spend gold to buy any number of new *Item* cards from your *Item* deck.

Note: You can only buy *Items* after *Farming* resources, never before. However, you do not need to actually *Farm* any resources in order to buy new *Item* cards.

When you buy an *Item* card, search your *Item* deck for the card you want to buy and place it on the respective slot on your *Merchant* tile. The gold cost of each *Item* is indicated on the top left corner of the *Item* card.



Each slot on the *Merchant* tile is dedicated to a specific *Class* of *Item*

Items are divided into the same *Classes* as the *Heroes*. **Only *Heroes* of the matching *Class* benefit from the effect of the associated *Item*.**



Each *Item* can be *upgraded* (replaced) by a more powerful version by paying the cost indicated on the top right corner of the upgraded *Item* card.

Note: Upgraded *items* are printed on the back of basic *Items*. When you buy an *upgraded* *Item*, whose basic version is already on the *Merchant* Tile, simply pay the cost and flip over the respective card.

Note: You can also acquire the upgraded version directly. To do so, you must pay the cost of the *basic* *Item* plus the cost of the *upgraded* one.

Items give powerful effects and abilities which are discussed in more detail in the *Combat* section (see page 11)



Basic



Upgraded

Note: *Items* can also be sold within this phase in order to gain half their cost rounded down. Return sold *Items* to your *Item* deck. You can buy and/or sell any amount of *Items* in any order you desire.

Farming Example

Francis, the first player, starts the *Farming* phase with the following cards in his hand.



He must declare all cards he wants to farm at once.

He decides to discard McKannon's *Data Reload*, Thiara's *Golden Tears* and *Mana Recover Marksman*.



- For discarding *Data Reload*, he draws 2 cards from his deck.
- For discarding *Golden Tears* he has the choice to draw 1 card OR to gain 1 gold. He chooses to gain 1 gold.
- For discarding *Mana Recover Marksman* he searches his deck for a *Marksman* card. He chooses Thiara's "Flaming Tears" and he adds it to his hand.

Francis assigns 1 *Experience* point to both McKannon and Thiara as they are the *Heroes* associated with the *Data Reload* and the *Golden Tears* cards. Since he has not farmed any *Jungler* card, he cannot loot any *Camp* this turn.

Before passing to the opponent, Francis decides to spend 1 gold in order to buy the *Owl Drone* (basic *Marksman* *Item* card).



BACKING PHASE

During the *Backing phase* players decide if they want to retreat from one or more *Lanes* in player order.

Note: You must declare all retreats at once.

If your opponent retreats from a *Lane*, you cannot also retreat from that *Lane* during the same turn; that *Lane* is then considered to be resolved for combat purposes.

The meaning of the *Backing phase* is that players can choose to lose ground to the opponent on one *battlefront* in order to gain advantages and to focus on the other fronts.

When you retreat from a Lane

- **Move the respective Minion 1 step back towards your Base**
- **Draw 1 card from your deck**
- **Both you and your opponent must place a *Roaming card* (see *Roaming cards and Gank trait*) on the *Laner slot* corresponding to that *Lane* on the board. (A *Roaming card* states that the *Lane* is resolved for combat purposes.)**

Repeat these steps for each *Lane* from which you retreat.



Orange player retreats from the Desert Lane moving the Minion miniature

ROAMING CARDS AND GANK TRAIT

Roaming cards are general cards that are not part of a deck and are always available for this action specifically. They are used to indicate that a *Laner Hero* (that was previously associated to a specific *Lane*) now "roams" the map and may support other *Lanes*.

When a player places a *Roaming card* on a *Laner slot*, the *Hero* associated with that *Lane* gains the *Gank trait* until the end of the turn.

As long as a *Hero* has the *Gank trait*, all *ability cards* associated with that *Hero* are considered *Gank cards*.

A *Hero* with the *Gank trait* can assist all *Lanes* during combat (see page 10).

When a *Hero* gains the *Gank trait*, the player immediately moves the corresponding *Hero* token from the *Laner Zone* to the *Gank Zone* in the *Tactical Area* on the board.

Note: If at the end of the *Backing phase* all *Laner slots* are occupied by *Roaming cards* (that is to say the players retreated from all *Lanes*), skip the *Combat Phase* and end the turn.

TOWERS AND MINIONS

If a player retreats causing a *Minion* on one of the *Lanes* to leave a *Tower* position on their half of the board, that *Tower* is destroyed and its related token/minature is removed from the game.

When *Minion* move, they ignore positions where a *Tower* has been destroyed (more details in *Destroy Towers* on page 12) and immediately move to the next space.

Tactical Area

The *Tactical Area* allows players to easily visualize the *Heroes'* condition (*Ready* or *Exhausted*, see below) as well as the current *trait* assigned to each *Hero* (*Laner* or *Gank*) determining their role in combat.

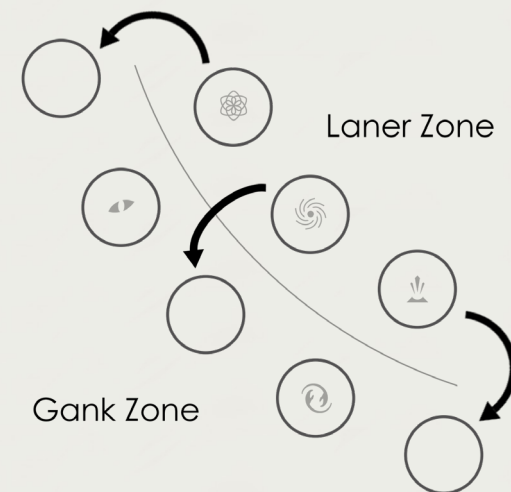
Ready



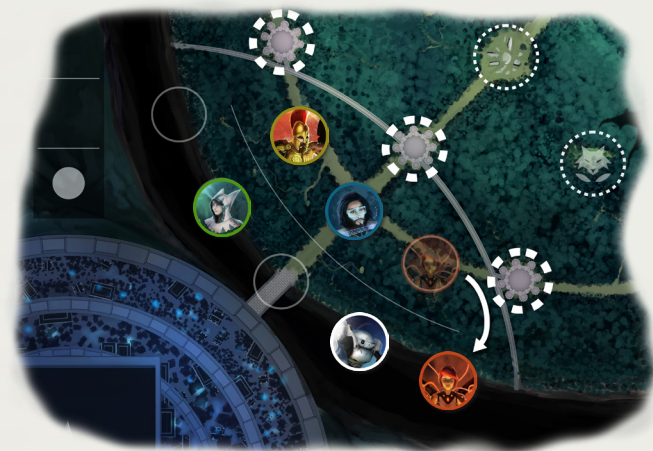
Exhausted



Heroes are *Ready* at the beginning of the game but can be *Exhausted* by many game effects.



A schematic of the *Tactical Area* on the board where *Laner Heroes* can be moved from the *Laner Zone* to the *Gank Zone* when they gain the *Gank trait*



Example: Supposing *Thiara* gained the *Gank trait* as a result of retreating from the *Volcano Lane*; the corresponding *Hero* token is moved from its position on the *Laner Zone* to the *Gank Zone*.

Backing Example

Example 1

- Francis, the first player, retreats from the Forest Lane. So, he moves the corresponding Minion one space back towards his base and draws 1 card from his deck. Both players place a Roaming card on the Forest Laner slot and move their Mage Hero token from the Laner Zone to the Gank Zone in the Tactical Area on the board.
- Lucy could now retreat from the Desert Lane and/or from the Volcano Lane. She decides to retreat from the Desert Lane. So, she moves the corresponding Minion one space back towards her base and draws 1 card from her deck. Retreating from that position, Lucy loses her tower and removes it from the board. Both players place a Roaming card on the Desert Laner slot and move their Fighter Hero token from the Laner Zone to the Gank Zone in the Tactical Area on the board.



Example 2

- Francis, the first player, retreats from the Forest Lane and the Volcano Lane. So, he moves the corresponding Minion one space back towards his base and draws 2 cards from his deck. In the Forest Lane, the Minion bypasses the position where a tower was destroyed in a previous turn. Both players place a Roaming card on the Forest and Volcano Laner slots and move their Mage and Marksman Hero tokens from the Laner Zone to the Gank Zone in the Tactical Area on the board.
- Lucy could retreat from the Desert Lane; in that case the Combat phase would be skipped, because every Lane would have been resolved. She decides not to retreat.



COMBAT PHASE

The **Combat phase** is divided into 2 subphases: **Deployment** and **Challenges**.

In the *Deployment* subphase, players play cards face-down on the *Laner slots* following rules explained below. Then, all cards are revealed at the same time, *Challenges* begin and battles occur separately on each *Lane* with the winner advancing by one step towards the enemy *Base* on the board.

COMBAT PHASE: DEPLOYMENT

During the *Deployment* subphase, players must place a card on each available *Laner slot* in their own player area. A *Laner slot* is available if there is no *Roaming card* on it. Remember that a *Roaming card* states that the *Lane* is resolved for combat purposes.

For each slot, players can choose to deploy a *Laner card* from their hand, face down, or to place a *Free Lane card* (available near the board), face up.
Note: If you do not have enough *Laner cards* to deploy from your hand, you must place a *Free Lane card*.

At the start of *Deployment*, in player order, players announce if and where they are going to place *Free Lane cards*. Then, players select and deploy *Laner cards* from their hand on the remaining *Laner slots*.

Note: Only *Laner* (not *Gank*) cards can be deployed on a *Laner slot*.



Each *Laner slot* is linked to a specific *Lane* on the board.

Laner Hero cards must be played on the respective Laner slot as suggested by the matching Class symbol on the top left corner of the card.

Action cards have no restriction and can be played on any available *Laner slot*.



All Lanes



Desert Lane



Forest Lane



Volcano Lane

EXHAUSTED LANER AND FREE LANE CARDS

If one of your *Laner Heroes* is *Exhausted* (see *Exhausted* keywords on page 21) you cannot deploy a card on its associated *Laner slot*.

In that case you must place a *Free Lane* card on that *Laner slot* (see *Combat Phase: Deployment* for further rules on *Free Lane* cards).



Once both players have placed a card in each *Laner slot*, they simultaneously reveal all cards.

COMBAT PHASE: CHALLENGES

Challenges represent the battles occurring on each of the three *Lanes*.

During the Challenges subphase, players declare and resolve a Challenge on each of the Lanes one after the other.

The *first* player declares which *Lane* is resolved first. They become the *Initiator* of that *Challenge* and the chosen *Lane* becomes the *active Lane*.

To win a *Challenge*, a player must have a higher *Influence* value than the opponent on the *active Lane*. Cards deployed on *Laner slots* associated to other *Lanes* do not contribute in any way to the current *Challenge*.

LANER CARD ACTIVATION

At the beginning of a *Challenge*, starting from the *Initiator*, players activate the ability text of *Laner cards* deployed on the *active Lane*.

Then, players check the printed *Influence* value of those cards and set the *Influence* gap using the *Influence track*.

If a deployed *Laner card* is a *Hero card*, the player adds any potential *Influence* bonuses associated with the *Hero* (*Item cards* and *Hero Experience*, i.e. +1 for Level 2 *Heroes* and +2 for Level 3 *Heroes*) and triggers the effect of the *Item card* sharing the *Class* symbol with the related *Hero* (if any).

More on *Influence* bonuses and *Item* effects on page 11.

CHALLENGE ACTIONS

After activating the *Laner card*, players take actions to change the outcome of the battle. Starting from the *Initiator*, players alternate performing 1 action at a time until they both, consecutively, decide to pass. This means that if a player performs an action, the opponent can always react.

Available actions during a *Challenge*:

- **ASSAULT**
- **CHAIN**
- **GETTING GREEDY**
- **PASS**

Assault

You can perform an Assault on the Lane by playing a Gank card on the active Laner slot.

Note: There is no limit to how many cards can be placed on each *Laner slot*.

When you perform an *Assault* by playing a *Hero card*, the associated *Hero* must be *Ready* and not already participating in the *Challenge* (see page 21 for detailed rules on the keyword *Participating*).

When you perform an *Assault* on the *Lane* follow these steps in order:

- Activate the ability text of the card
 - Add its printed *Influence* value to your total *Influence* value on the *Lane*
- If the *Gank card* is a *Hero card*:
- Add *Influence* bonuses associated to the *Hero* (*Item cards* and *Hero Experience*, if any)
 - Trigger the ⬇️ effect of the *Item card* sharing the *Class* symbol with the related *Hero* (if any)
 - Update the *Influence Track*, setting the current *Influence* gap (distance).



Chain

Each *Hero*, represented by the *Hero Cards*, has a **Normal Ability** (3 cards per deck) and an **Ultimate Ability** (2 cards per deck).

When one of them (*Normal* or *Ultimate ability*) is already in play on the *active Lane*, you can activate a *Chain* by playing the corresponding other *Hero ability card* from your hand on the *active Laner slot*. (E.g. if *Thiara's Golden Tears* is already in play, you can activate a *Chain* and play *Thiara's Flaming Tears*.) The *Hero* must be *Ready* in order to activate the *Chain*.

Note: If a *Normal Ability* card is in play it can be chained with an *Ultimate Ability* Card and conversely if an *Ultimate Ability* card is in play it can be chained with a *Normal Ability* card.

When you activate a *Chain*, follow these steps in order:

- Activate the ability text of the card
- Add its printed *Influence* value to your total *Influence* value on the *Lane*
- Add *Influence* bonuses associated to the *Hero* (*Item cards* and *Hero Experience*, if any)
- Update the *Influence Track*, setting the current *Influence* gap. When you activate a *Hero Chain*, you must immediately *Exhaust* the respective *Hero*.



Getting Greedy

When a player is *Getting Greedy* as an action during the *Challenge*, he takes the *Greedy* token, which gives him a +1 *Influence* bonus on the *Lane*.

However, **the opponent immediately draws 1 card** from their deck. In addition, when you are *Getting Greedy*, **your Heroes become threatened**, which means they can be *killed* more easily during the *Challenge Resolution*. The condition *threatened* is explained in detail on page 21).



Note: **In each Challenge, only one player can take this action.**

INFLUENCE TRACK

The *Influence Track* on the board displays the current *Influence* gap between the players during a *Challenge*.

Every time the *Influence* gap changes, due to a game effect, move the *Influence* token, accordingly.

The *Skull* symbols show the number of *kills* that player may perform during the *Challenge Resolution*.



INFLUENCE BONUSES

A Hero card can get special Influence bonuses from many effects in the game:

- Many *Item* cards give an *Influence* bonus to each *Hero* card of the matching *Class*.
- When a *Hero* card enters play, it also gains an *Influence* bonus based on the *Hero* Experience Level (i.e. +1 for Level 2 *Heroes* and +2 for Level 3 *Heroes*).
Note: When you activate a *Chain*, both cards get the *Influence* bonus from the *Hero* Experience Level! Each card immediately receives the bonus (if any), when played.
- Some *Action* cards (such as “*Coordinated Assault*” and “*Counter Jungling*”) as well as some *Hero* cards (such as *Hanami*’s “*Feral Energy*” and *Fenrir*’s “*The Shotgun*”) give an *Influence* bonus to other cards that enter play.
- If you looted a *Camp* this turn, each time you perform an *Assault* on a *Lane* adjacent to that *Camp*, you gain a +1 *Influence* bonus. Adjacent *Lanes* are the *Lanes* between which the *Camp* token is located on the board.

CHALLENGE RESOLUTION

When both players pass, the *Challenge* is resolved. The player with the highest total *Influence* value on the active *Lane* is the winner. This is indicated by the *Influence* gap

Note: In case of a tie, skip the steps below.

When you win a *Challenge*:

- Advance on the *Lane* moving the *Minion* one step forward towards your opponent’s *Base* and destroy an opposing *Tower* if the *Minion* overtakes the *Tower* (see *Destroy Towers* on page 12)
- Assign 1 *Experience* point to your *Heroes* associated with the *Hero* cards you used during the *Challenge*. (Note: 2 *Hero* cards of the same *Class* only grant 1 *Experience* point in total)
- Kill a number of opposing *Heroes* depending on the final total *Influence* gap between players (see *Kill* below).

Item Effects

Item cards grant special effects and bonuses that trigger specific conditions explained in the *Item* ability text.



This symbol indicates that the corresponding *Item* effect is triggered during a *Challenge*, when a *deployed Laner Hero* card shares its *Class* with the *Item* or when a *Hero* card enters play as *Assault* on the *Lane*. The player triggers the *Item* effect after the *Hero* card ability has been activated.

Note: The *Item* effect can be triggered only once per *Hero* each turn. (You do not trigger it again when you activate a *Chain*).



Kill

The winner of the *Challenge* may be able to *kill* 1 or more of the opponent’s participating *Heroes* based on the *Influence* gap between the players. At the end of the *Challenge*, check the position of the *Influence* token.

For each *White Skull* symbol reached or surpassed, from the 0 position on the *Influence* track to the final position of the *Influence* token, *kill* 1 opposing *Hero* participating in the *Challenge*.

The Red Skull symbols indicate the number of *kills* if the opposing *Heroes* are *threatened*.



The player losing the *Challenge* decides which of their *Hero* or *Heroes* are *killed*. If a player may *kill* more *Heroes* than there are participating, simply *kill* all participating enemy *Heroes* instead.

When a *Hero* is killed temporarily remove the corresponding *Hero* token from the board. It will return to play Exhausted, at the beginning of the next turn (see *End of the Turn* on page 12).

Destroy Towers

If a *Minion* overtakes an opponent's *Tower*, the corresponding *Tower* token is removed from the board indicating that the *Tower* has been destroyed. **The player who destroys a *Tower*** (the player winning the *Challenge* in which the tower was destroyed), **gets 2 gold OR draws 1 card from their deck.**

Towers also get destroyed as a consequence of retreating during the *Backing* phase. If a player retreats, causing a *Minion* to overtake a *Tower*, remove it from the board. However, in this case, the opponent does not receive any reward.



1. As a result of winning a *Challenge*, the *Minion* advances on the *Lane*, overtaking the opponent's *Tower*.



2. The *Tower* is destroyed and removed from the board.

Removing *Towers* from the game shortens the distances on the respective *Lane*. When a *Minion* ends up on a position in which a *Tower* has been previously destroyed, directly move it to the next position on the *Lane*.



1. The *Minion* advances, ignoring the position where the *Tower* has been destroyed.



2. In the example shown in the figure, the *Minion* ends its movement on the central *Location* token.

END OF A CHALLENGE

When a *Challenge* ends, the related *Lane* is considered to be resolved.

Each player discards all cards played in the *Challenge* and Exhausts Heroes who participated in the *Challenge* by flipping the associated *Hero* tokens to their *Exhausted* side in the *Tactical Area*.

Note: Discard starting from the last card played, so that the card originally deployed on the *Lane* comes to be at the top of the discard pile.

Players alternate declaring *Challenges* until all *Lanes* are resolved (the second player declares the second *Challenge* and then the first player declares the third one).

When all *Lanes* have been resolved, the *Combat* phase ends.

END OF TURN

The turn ends after the *Combat* phase has been completed.

Players do the following:

- Every looted *Camp* token is removed from the board.
- Each player checks their hand size limit. If a player has more than 5 cards in their hand, they must choose and discard down to 5 cards.
- Ready every *Hero* that was not killed: flip the respective *Hero* tokens in the *Tactical Area* to the *Ready* side.
- Killed *Heroes* respawn: the related *Hero* tokens return to their position on the *Tactical Area*, exhausted.
- Each player draws 2 cards from their deck. If the deck is empty, shuffle the discard pile to form a new deck.
- The *Turn* token advances by one position and gets flipped, indicating the color of the first player of the upcoming turn.

MONSTER OBJECTIVE & EVENTS

At the start of each turn, before the *Farming* phase, if the position of the *Turn* token shows an *Event* symbol, follow the respective *Event* instructions:



Monster Objectives (4th, 7th turn)

Shuffle the *Monster* deck and then reveal the first *Monster* card. Players take 1 *Monster* token from the supply for each card they have in their hand with a limit of 5 tokens per player. Then, they secretly bid a certain number of *Monster* tokens and simultaneously reveal their choice.

The player who reveals the highest number of tokens wins the *Objective*, but, must discard as many cards from their hand as the number of tokens they bid. The winner adds the *Monster* card to their hand and immediately applies the "Reward" effects of that card, if any. Return all *Monster* tokens to the supply.

Note: In the case of a tie, both players discard cards from their hand equal to the number of tokens they bid and the *Monster* card is reshuffled into the *Monster* deck.



Monster Token



Monster Card



Camp Respawn (6th turn)

Return all *Camp* tokens to their position on the board.



Super-Minion Spawn (8th, 9th, 10th turn)

During these turns, whenever a player moves a *Minion* (advancing or retreating), they move it by two steps on turns 8 and 9 and by three steps on turn 10.

Challenge Example

Francis, the first player, declares the Challenge on the Volcano Lane and becomes the Initiator of that Challenge.

1. Francis activates his card, *Golden Tears*, on the active Laner slot. Following the ability text of the card, he gains 2 gold having two *Support* cards in the discard pile.

2. The *Golden Chest Item* card gives a bonus to *Marksman* cards: since Francis has more gold than Lucy, *Golden Tears* has +2 *Influence*. Moreover, *Thiara* is at level 2 in the *Experience Track*, so his ability card gains a further +1 *Influence* bonus. Francis reaches a total *Influence* value of 4 (counting the printed *Influence* value on *Golden Tears*) and updates the *Influence Track* on the board, accordingly.

3. Lucy activates the *Action* card deployed on the active Laner slot, *Peeling*. She draws 1 card from her deck and decides to use the *Boost* effect of *Peeling* (see *Boost* keyword on page 21); She discards a card, *Saerah's Bloody Shot*, so that Francis is forced to discard a *Hero* card from his hand.

4. Following *Bloody Shot's* Special Activation ability, when *Bloody Shot* gets discarded, Lucy gains +2 *Influence* and 2 gold. This way, Francis loses the *Golden Chest Influence* bonus as both players now have the same amount of gold. Lucy reaches a total *Influence* value of 3 (counting the printed *Influence* value of *Peeling*) and she updates the *Influence Track* moving the *Influence* gap marker on the +1 position in Lucy's favour (2 Francis - 3 Lucy).

Then, the Challenge continues with players alternating taking actions.

5. Being the *Initiator*, Francis acts first. He decides to play *Flaming Tears* activating *Thiara's Chain*.

Following the text ability of the card, he gains +2 *Influence* (having 2 *Marksman* cards in his discard pile) adding a total *Influence* value of 4 (including the bonus given by *Thiara's* *Experience Level*) and he updates the *Influence Track* on the board. Since he has activated a *Chain*, he *Exhausts* *Thiara's* *Hero* token in the *Tactical Area*.

6. Lucy reacts by playing *Hotep's Cobra Hypnosis* as an *Assault*. That card is considered a *Gank* card during this turn, thanks to the *Roaming* card on the *Forest Laner* slot. Following the ability of the card, Lucy *Exhausts* her opponent's *Jungler Hero*.

7. The *Ocean Scythe Item* card gives +1 *Influence* bonus to *Mage* cards and its **!** effect is triggered, forcing Francis to discard a random card from his hand. *Hotep* is also at *Level 2* on the *Experience Track*, so its ability cards get a +1 *Influence* bonus for a total *Influence* of 3. Lucy moves the *Influence* gap marker to the 0 position.

Francis passes.

8. Lucy gets *Greedy*. She gains +1 *Influence*, her *Heroes* become *threatened*, and Francis draws 1 card from his deck.

Francis could react to Lucy's action, but he decides to keep his remaining cards in his hand for the next Challenge in order to exploit the *Coordinated Assault* ability. Lucy wins the Challenge, as the *Influence* gap is +1 in her favor: she assigns 1 *Experience point* to *Hotep* and advances the *Minion* on the *Lane* by one position towards Francis' *Base*.

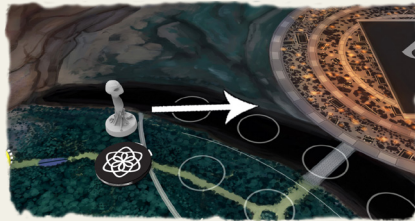
Both players discard the cards used in the Challenge and *Exhaust* all participating *Heroes*. Now, Lucy declares the next Challenge, choosing the *Desert Lane* and becoming the *Initiator* of that Challenge. The *Combat* phase continues.



VICTORY CONDITION

The game immediately ends when a player *Invades* the opponent's Base. *Invade* means that the *Minion* overtakes the last *Location* token on one of the *Lanes*.

That player wins the game!



After 10 turns, if no one *Invaded* the opponent's Base, the player who destroyed the highest number of *Towers* wins the game. In case of a tie, players count the *Experience points* collected by their *Heroes*.

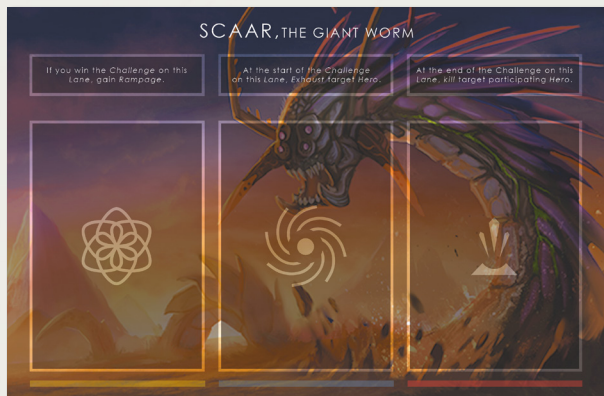
The player, whose *Heroes* collected more *Experience points*, wins. If there is still a tie, it is a draw.

ADDITIONAL RULES

Variant: Monster Tiles

This variant introduces an alternative to the *Monster Objective* events. During game setup, commonly decide if you want to use this variant. If you do, place the *Monster tiles* face up on the table. They will replace the *Monster cards*. Put these cards back into the game box.

The rules for the *Monster Objectives* are changed, as follows: The winner of the bid, selects a *Monster tile* and immediately places it to cover all their *Laner slots* in their own player area.



The *Monster tile* grants a special effect depending on the *Lane*. Remove the *Monster tile* from the game at the end of the turn (they stay in the game for only 1 turn).

Variant: Spell Token

When playing with this variant, during the setup of the game, each player may take 2 *Spell tokens* which represent special powers that can be used once in the game. Each *Spell token* can be used in a specific phase of the game as indicated on the image below.

Here is a description for each *Spell effect* and usage:



Use *Speed* at the beginning of your *Backing phase*. Add the top card of your discard pile to your hand.



Use *Heal* when any player declares a *Challenge*. During that *Challenge*, whenever an opponent puts a card into play from their hand, you gain +1 *Influence*.



Use *Shield* when any player declares a *Challenge*. During that *Challenge*, if you have at least one *Tower* standing on the *active Lane*, you gain *Defense* (see page 19) and +7 *Influence*.



Use *Curse* when you declare a *Challenge*. You may discard a card from your hand. If you do, an opponent of your choice must discard a *Hero card* from their hand.



Use *Teleport* at the end of the turn. Search your discard pile for 1 *Hero card* and place it on top of your deck.

Once you have played a *Spell*, discard the respective token to indicate you cannot use it anymore.

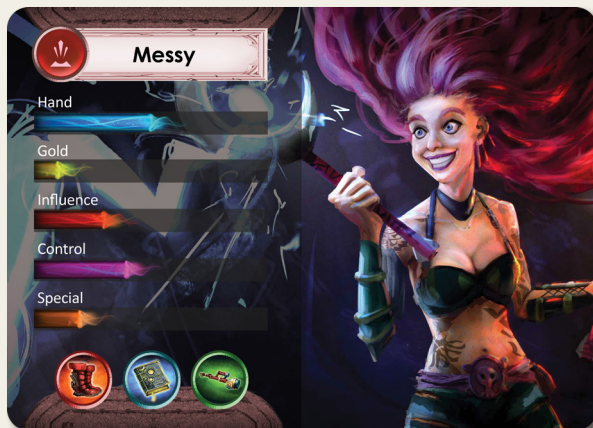
DECKBUILDING

After learning the basics of the game, we suggest that players build their own decks. *ELO Darkness* features different formats and deckbuilding modes, which are presented below.

Constructed Decks

Each player builds a deck from the cards they own. If you own 2 copies of the game, both players may use the same *Hero cards* in the deck. A legal deck must contain exactly 40 cards, divided into 25 *Hero cards*, 12 *Action cards*, and 3 *Mana cards*. You must pick 1 *Hero* of each *Class*. When picking a *Hero*, add its 5 *Ability cards* to your deck. Each *Action card* and each *Mana card* is limited to a maximum of 3 copies per deck. (Some *Action* and *Mana cards* have a different deck limit specified on the card). During deck building, a player must also build their own *Item deck*. The *Item deck* contains the *Item cards* available for the player to purchase during the game and must include exactly 2 *Items* for each *Class* (for a total of 10 *Item cards*).

Hero Class & Name



Hero Draft cards

Hero Draft cards have been designed to be used during the *draft modes* and to help new players in the deckbuilding process.

The *Hero Power Bars* indicate how well a *Hero* can perform the indicated functions in the game:

Hand: drawing cards and increasing your *hand size*

Gold: Gaining gold

Influence: Gaining *Influence* during combat

Control: Controlling the opponents' game; including discarding opponents' cards, *Exhausting Heroes*, stealing gold, etc.

Special: Generating special effects. In some cases, these effects fall within previous categories based on how the *Hero* is played.

Blind Pick

Sort the *Hero Draft cards*, according to *Hero Class* (color), shuffle them, and place them face down as 5 decks.





Each player draws 2 random cards from each of those decks. From those, players choose a team of 5 *Heroes* to use.

Then, each player constructs his deck by picking the respective *Hero Ability cards* and adding 12 *Action* and 3 *Mana cards* of their choice.

Finally, players separately build their own *Item deck* choosing 2 *Item cards* for each *Class*.

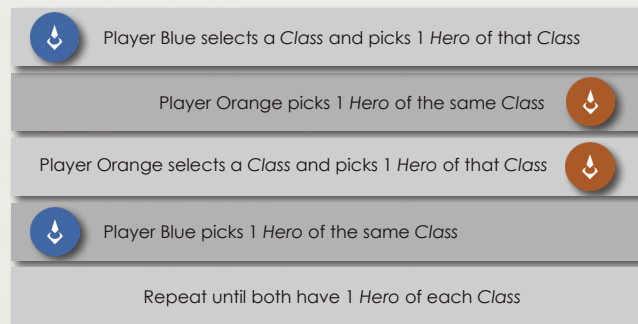
Draft

Place all *Hero Draft cards* face up on the table. From these, players will select the *Heroes* for their deck, by picking them in a specific order (see below). Additionally, before drafting, players can jointly decide to *ban* certain *Heroes* from being drafted.

If you decide to *ban Heroes*, each player will remove two *Heroes* from the display and put them back into the game box. Select *Heroes* one-by-one, using the following player order:    .

For drafting, players select *Heroes* for their deck, one by one, following the player order shown below.

DRAFT



Both players now have a team of 5 *Heroes* and must build their deck as described above (as in the *Constructed mode*). Players separately build their own *Item deck* choosing 2 *Item cards* for each *Class*.

Starter Deck

The game can be played straight out of the box using the following preconstructed starter decks.
Take the cards and shuffle them to form the individual player decks.



Team Blue



Hero Cards

3x Neutralizing Shield - Clean
2x Bionic Javelin - Clean
3x Data Transfer - Athos
2x Arcane Research - Athos
3x Golden Tears - Thiara
2x Flaming Tears - Thiara
3x Dark Denial - Max
2x Sen's Hug - Max
3x Data Reload - McKannon
2x Grabbing Manoeuvre - McKannon

Action and Mana cards

x2 Warding
x2 Last Hit
x1 Play safe
x2 Peeling
x2 Minion Wave
x1 Coordinated Assault
x1 Taunt
x1 Call
2x Mana Recover Marksman
1x Mana Recover Fighter

Item Deck

Fighter: Thunder Helm → Titan's Helm
Mage: Elder's Formula → Elder's Tome
Marksman: Golden Chest → Legendary Treasure
Jungler: Dark Cloak → Night Veil
Support: Amethyst Blade → Aurora Blade



Team Orange



Hero Cards

3x Infernal Charge - Kairos
2x Dread Sword - Kairos
3x Guardian's Threat - Hotep
2x Cobra Hypnosis - Hotep
3x Torrent of Arrows - Saerah
2x Bloody Shot - Saerah
3x Ancestral Ritual - Treehollow
2x Awakening the Forest - Treehollow
3x Guiding Light - Pan
2x Dark Premonition - Pan

Action and Mana cards

x2 Warding
x1 Worth it
x1 Recall
x2 Peeling
x1 Coordinated Assault
x1 Brush
x2 Play Safe
x2 Minion Wave
2x Mana Recover Jungler
1x Mana Recover Support

Item Deck

Fighter: Golden Shield → Insurmountable Shield
Mage: Silver Sickle → Ocean's Scythe
Marksman: Merciless Archer's Bow → Killer Bow
Jungler: Sorceress Water → Fate's Cure
Support: Celerity Boots → Calavera Boots

*Note: Starter Decks represent a fast and easy way to start playing; for this reason, Item decks contain only 1 Item per Class.
(Starter Decks are not legal for Constructed, Blind Pick, or Draft modes)*

4-PLAYER GAME

The 4-player variant follows the same phase structure as the 2-player game. The match is played by two *Teams* composed of 2 players each, fighting on the dedicated 2-Lane map. The game ends after 10 turns or when one *Team* Invades the opposing Base from one *Lane*.

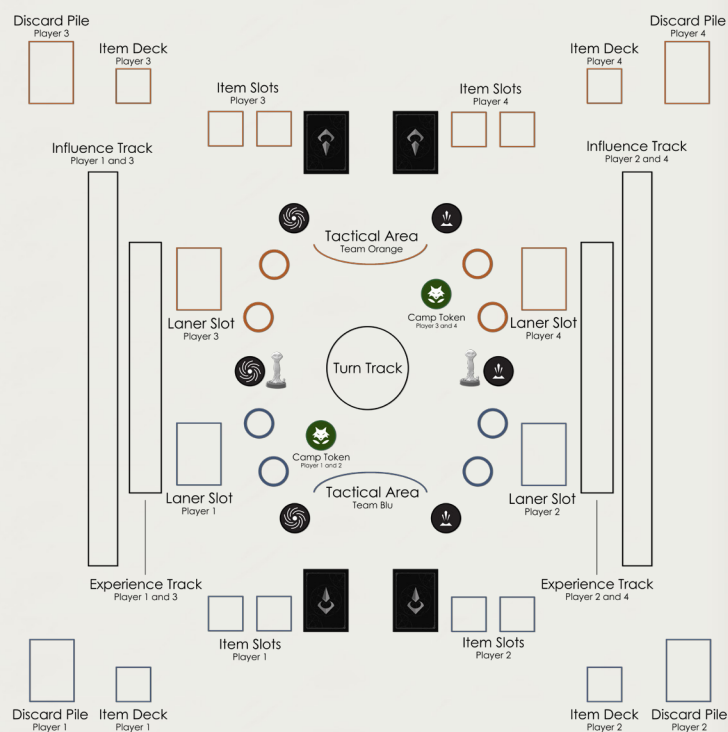
Differences to the 2-player standard game are presented below. If a rule, phase, or game element is not mentioned, it is handled as described in the 2-player mode.

4-Player Set Up Changes

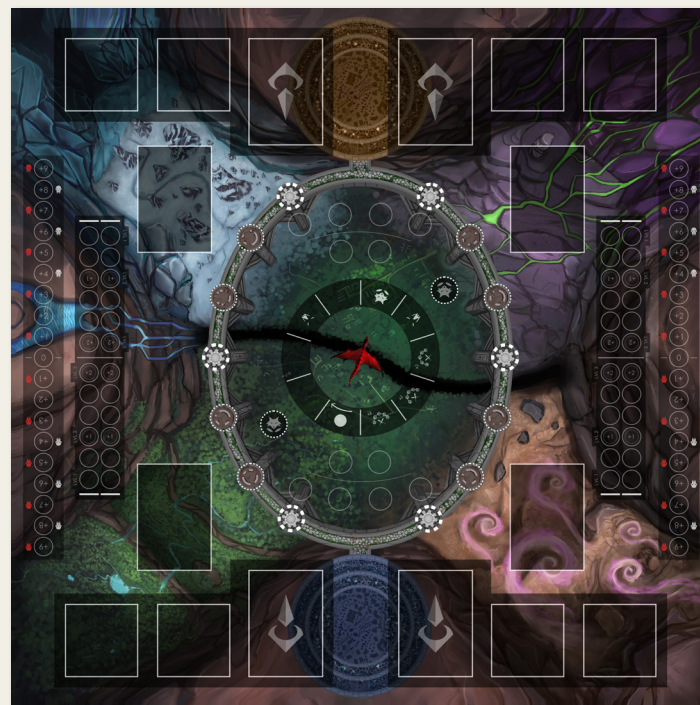
Use the 4-player map. It shows 2 *Lanes* instead of 3. Randomly select two *Lane* types (*Desert*, *Forest*, *Volcano*) on which to play and place the corresponding *Location* tokens on the board.

Each player plays on one of the *Lanes* and places their deck on the related *Base* slot on the board (2).

The scheme below shows the full structure of the 4 player board (including virtual areas for discard piles and *Item* decks). Complete the game setup as described in the 2-player mode by placing all relevant components on the indicated areas/positions.



In the example, players play with a *Forest* (Left) and a *Volcano* Lane (Right).



4-player board

Mini-Deck

In a 4-player game, each player controls 2 *Heroes* instead of 5 (1 *Hero* with the *Laner* trait and 1 *Hero* with the *Gank* trait). In a *Team* there can be only 1 *Hero* per *Class* (i.e. only 1 *Support* and 1 *Jungler* for *Gank Heroes*).

Each player builds a mini-deck of 20 cards.

Mini-decks can be constructed or drafted (using the rules mentioned on page 15) and must contain:

- **5 Laner Hero cards** corresponding to the chosen **Laner Hero**.
Note: The chosen *Lane* must be legal for the chosen *Laner Hero*
- **5 Gank Hero cards** corresponding to the chosen **Gank Hero**.
- **10 Action cards** (not more than 2 of each card, per deck)

Players also construct an *Item* mini-deck by choosing 2 *Item* cards for each *Class* corresponding to the *Heroes* they control.

HOW TO PLAY (4 players)

At the beginning of a 4-player game, each player draws 4 cards instead of 7. Players can *Mulligan* as in a 2-player game).

GENERAL RULES

- *Allies* (players of the same team) may look at each other's hands and discuss all relevant decisions.
- *Allies* cannot exchange, borrow, or give cards to each other for any reason during the game.

FARMING PHASE

Farming phase is a *Team* phase: *allies* simultaneously perform this phase discarding cards from their hand.

Resources gained from *Farming symbols* are considered *Team* resources, i.e. gold is shared among the *Team* and *allies* jointly decide which *ally* draws cards as a consequence of *Farming*. There is only 1 *Camp token* per *Team* that players can *loot*. When they are *looted*, those *Camps* give +1 *Influence bonus* to *Hero* cards played as *Assault* on any of the two *Lanes* on the map.

BACKING PHASE

Backing phase is also a *Team* phase. The *Team* decides whether and on which *Lane(s)* to retreat. *Allies* agree on which member of the *Team* draws cards as a consequence of the retreat.

COMBAT PHASE: DEPLOYMENT

During *Deployment*, each player in their respective *Team*, *deploys* a *Laner card* on their assigned *Lane*. Each player is restricted to their *Lane*. They must not *deploy* cards on the *ally's Lane* and *slots*.

Note: Retreating during the *Backing phase* allows the *Laner Hero* to gain the *Gank trait* in order to support the *ally* with an *Assault* on the other *Lane*.

COMBAT PHASE: CHALLENGE

Teams alternate declaring *Challenges* starting with the first *Team* (indicated by the turn token color, as in a 2-player game).

The *Team* declaring a *Challenge* is the *Initiator* of that *Challenge*.

Challenges play the same as in a standard 2-player game.

During the *Challenges*, actions go back and forth between *Teams*, instead of the players. This means that when one member of a *Team* takes an action, the turn moves to the other *Team* and so on.

Heroes with the *Gank trait* can assist both *Lanes* on the board using an *Assault* action.

Note: When a *Team* destroys a *Tower*, *allies* agree on which reward to gain: 1 card OR 2 gold. They also agree on which member of the *Team* draws that card.

MONSTER OBJECTIVES EVENT

Shuffle the *Monster deck* and reveal the first *Monster card*. Each *Team* takes 1 *Monster token* for each card its members have in their hands with a limit of 5 tokens per *Team*. Then, each *Team* secretly bids a number of tokens and simultaneously reveals its choice. The *Team* revealing the highest number of tokens wins the *Objective*, but, at the same time, the *Team* must discard cards from their hand or hands equal to the bid number. (E.g. if 3 cards must be discarded one *Team* member could discard 1 card, and the other discards 2; or one of the players discards 3 cards.) One of the members of the winning *Team* (at *Team* choice) adds the *Monster card* to their hand.

Note: In case of a tie, both *Teams* must discard a total number of cards based on their bid and the *Monster card* is reshuffled into the *Monster deck*.

SPELL TOKENS (optional)

At the beginning of the game, each *Team* can take 2 *Spell tokens* which are shared between *allies* and work similarly to the standard 2-player game.

When a *Team* member uses a *Spell*, they remove the related token from the game, indicating that the *Team* cannot use it anymore.

VICTORY CONDITIONS

Victory conditions in a 4-player game are exactly the same as in the 2-player mode.

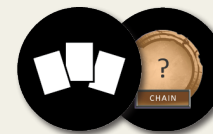
SOLO MODE

The *Solo mode* is played against a virtual player (*AI*), making use of special game components that are not used in other modes.

AI cards replace *Hero* and *Action cards* of the opposing player. *Hand tokens* represent your opponent's hand of cards. When you reveal *Hand tokens* during the *Challenge*, they trigger *Assault* and *Chain* effects that appear on the *AI card*.



Void Hand token

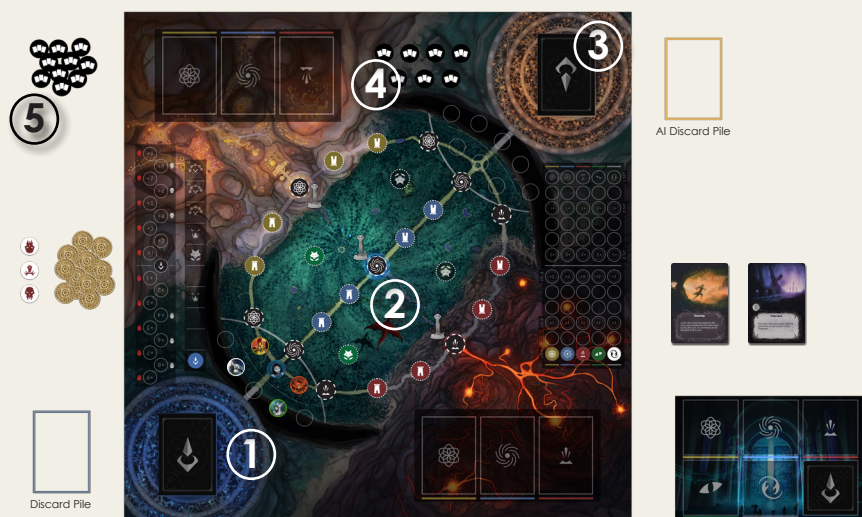


Chain Hand token



Assault Hand token

SOLO MODE SETUP

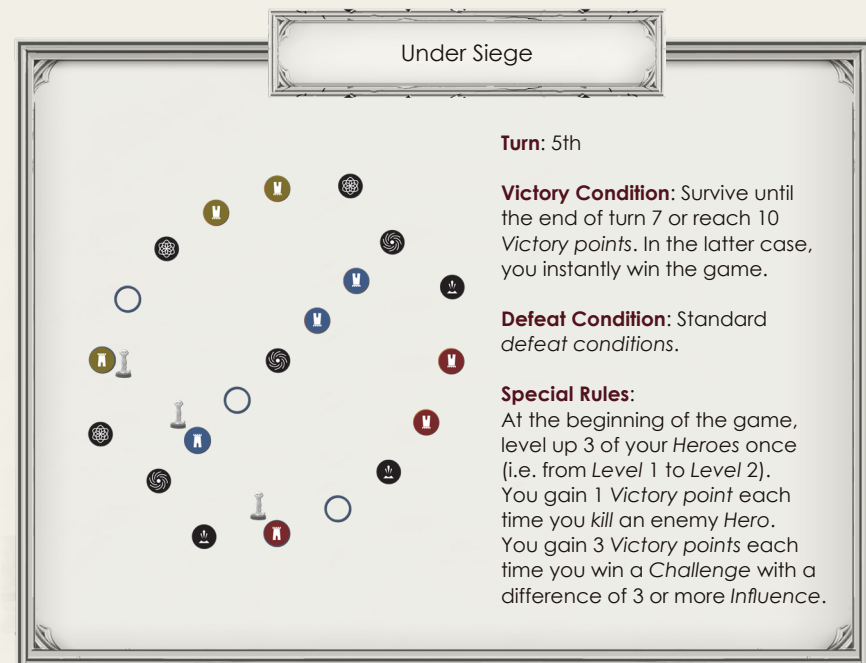


1. Construct your own deck and prepare your play area just as in a 2-player game (*Experience Track, Tactical Area, Item deck, Camp tokens, Influence Tack*).
2. Choose a *Mission* (optional, see below) and follow the corresponding instructions for the setup of *Towers, Minions*, and *Turn track*. Alternatively, you can play a complete solo game; in that case, follow the standard setup for *Towers* and *Minions* as in a 2-player game.
3. Shuffle the *AI deck* and place it on the opponent's *Base slot*.
4. Create a face-down pool of 7 random *Hand tokens* and place them on the board. This is called the *Hand pool*.
5. Place the remaining *Hand tokens* as a reserve face down near the board.

MISSIONS (optional)

When playing a *Mission* in *Solo Mode*, you win by meeting specific *Victory conditions* such as reaching a specific amount of *Victory points*, conquering 1 or more *Towers*, defending your *Base* for a certain number of turns, and so on.

The following boxes contain 2 *Missions*. More official *Missions* as well as community-generated *Missions* are available at www.elodarkness.com/solo-mode.



HOW TO PLAY SOLO

A solo game follows the same turn structure as a 2-player game. The changes only affect the opponent's behavior (i.e. the "actions" of the AI).

FARMING PHASE

The AI gains resources based on the *Farming* symbol of the top card in the AI discard pile. On the first turn, the AI skips the *Farming* phase.

For the AI, (Farming symbol) yields "1 card AND 1 gold" instead of "1 card OR 1 gold."

When the AI would draw a card, add 1 random *Hand token* to the *Hand pool*. Take it from the *Hand token reserve*.

When the AI gains 1 gold, add a gold token to the AI gold pool. (Form an AI gold pool near the board.)

Note: AI *Heroes* do not receive/earn *Experience points*.

BACKING PHASE

The AI never retreats.

When you retreat from a *Lane*, place a *Roaming card* on both your and the AI's *Laner slot*.

Each *Roaming card* in the AI's *Laner slots* increases the *Action number* on each AI card by 1 until the end of the turn.

COMBAT PHASE

The AI's *actions* are simulated by the AI cards. The number of *Hand tokens* in the *Hand pool* represents the AI's *hand size*.

COMBAT PHASE: DEPLOYMENT

Draw an AI card for each available *Laner slot* in the AI's area and place it there, face up. These cards are considered to be *deployed* by the AI. You may look at the opposing cards before performing your standard *Deployment*.

COMBAT PHASE: CHALLENGE

The *first player* (turn order) declares the first *Challenge*, becoming the *Initiator* of that *Challenge* (as in a 2-player game).
When it is the *AI's* turn to declare a *Challenge*, check which of the *AI cards* currently played on a *Laner slot* has the lowest *Initiative* value. The *AI* declares this *Challenge*, first.

When a *Challenge* begins, starting from the *Initiator*, activate the ability text of cards deployed on the active *Lane*.
Next, check the printed *Influence* value of the *AI card* deployed on the active *Lane*, compare it to the printed *Influence* value of the card you deployed on the active *Lane*, and set the *Influence* gap using the *Influence track* on the board.
Then, take *X* random *Hand tokens* from the *Hand pool* and assign them to the *AI card* deployed on the active *Lane*. *X* is the *Actions* value printed on the *AI card*.
Note: Remember to increase the *Action number* by 1 for each *Roaming card* in the *AI's* slots.
Reveal those *Hand tokens*.
Now, start taking actions, similar to a 2-player game.
Alternate taking actions between you and the *AI*, starting from the *Initiator* of the *Challenge*.

AI ACTIONS

The *AI* performs its actions in the exact order, as shown on the active *AI card*, from top to bottom.
Assault and Chain AI actions are ONLY triggered if the revealed Hand tokens assigned to the AI card, show the related matching symbol.

If an action cannot be performed because a corresponding *Hand token* was not revealed, immediately continue with the next action.

When *Assault* or *Chain* *AI actions* are triggered, activate the related ability text of the *AI card* and then add the related printed *Influence* value to the *AI's* total *Influence* on the active *Lane*. For the purpose of any ability effect, treat *Chain* and *Assault* *AI actions* as if the *AI* had played a *Hero card* as *Assault* or *Chain*.

In the example on the right, two *Hand tokens* have been assigned to the *AI card*. Upon reveal, they show an *Assault* and a *Void symbol*.
Consequently, only the *Assault* *AI action* (and the gold action, depending on the *AI's* gold pool) will be triggered during this *Challenge*.



If you reveal multiple Chain or multiple Assault Hand token symbols, increase the AI's total Influence value by 1 for each additional symbol after the first one.

Actions on *AI cards* requiring a gold payment, trigger without the need of any *Hand token* symbol. These actions are always triggered when the *AI* has enough gold. Once they have been activated, discard the respective amount of gold from the *AI's* gold pool.

When you get Greedy in a solo game, you immediately add 1 Hand token to the Hand pool and then reveal a random Hand token.

Note: the *AI* cannot get *Greedy*.

Discard the *AI card* and the assigned *Hand tokens* at the end of the *Challenge*. Discard *Hand tokens* to the reserve, face down and immediately shuffle the reserve.
If the *AI* destroys a *Tower*, it gains 2 gold AND you add 1 *Hand token* to the *Hand pool*.

SOLO MODE ABILITY EFFECTS

In order to adapt the *Hero* ability texts to the solo variant, the following effects are modified as stated:

- **Discard opponent's cards:**
When the *AI* has to discard a card from its hand, remove a *Hand token* from the *Hand pool*. If the *AI* has to discard a *Hero card*, remove 2 *Hand tokens* instead.
- **Exhaust opponent's Hero:**
When you are instructed to *Exhaust* a *Hero* during a *Challenge*, remove 1 revealed *Hand token* of your choice from the active *AI card*, if available. If you are instructed to *Exhaust* a *Hero* outside of a *Challenge* (e.g. during the *Farming Phase*), substitute 1 random *Hand token* from the *Hand pool* with a *Void token* you take from the *Hand token* reserve.
- **Kill opponent's Hero:**
When you *kill Heroes* during a *Challenge*, reduce the printed *Action number* of *AI cards* played on the next turn by the number of *killed Heroes* (to a minimum of 0).
- **Look at the opponent's cards:**
When an ability effect instructs you to look at one or more cards in the opponent's hand, reveal *Hand tokens* instead of looking at cards. Consider *Chain* and *Assault* tokens to be *Hero cards*. Remember that you still need to select *Hand tokens* at random. However, this effect allows you to know in advance, what *tokens* are available to the *AI*.
- **Targeting an opponent's Hero card:**
When an ability effect would target an opponent's *Hero card*, you may target the active *AI card* (having a related printed *Influence* value and an ability text) OR one of its *Chain* and *Assault* *AI actions*, instead. The printed *influence* value of the *AI action* corresponds to the printed *Influence* value of the targeted *Hero card*; the ability text of the *AI action* corresponds to the ability text of the targeted *Hero card*.

Other specifications:

- If the *AI* must *banish* a card from its hand in order to cancel an ability effect, it always complies, discarding a *Hand token*, if possible.
- The *AI's* total printed *Influence* value corresponds to the sum of the printed *Influence* values on the active *AI card* and all its activated *AI actions*.

END OF THE TURN

Follow the same rules for the "End of the turn" as in a 2-player game.
The *AI* does not draw any cards from its deck. Instead, add 2 random *Hand tokens* to the *Hand pool* from the *Hand token* reserve.

EVENTS

Monster Objectives and *Camp Respawn* events completely change in the solo mode. Instead of the regular events, do the following:

- **Monster Event:** All *AI cards* get a permanent +2 *Influence* bonus until the end of the game.
Note: The bonus becomes +4 at the 7th turn due to the second *Monster* event.
- **Camp Event:** The *AI's* *Assault* actions get a +1 *Influence* bonus until the end of the turn.

VICTORY CONDITIONS

Victory conditions are indicated in the specific *Mission* rules. In case you are playing a full solo game (without *Missions*), *victory conditions* are the same as in the 2-player game.

BANNED HEROES AND ITEMS

Some *Heroes* and *Item cards* are not compatible with the solo rules.

Reddie (Marksman), *Sienna (Support)*, *Seah'mun (Mage)*, *Sibena (Fighter)*, *Glip (Jungler)*, and the *Item Dragon Slayer (Fighter)* must not be used.

GLOSSARY & KEYWORDS

The following is an alphabetical list of terms and keywords that may occur during play.

ALLY: In a 4-player game, two players belonging to the same *Team*, are referred to as *allies*.

ASSAULT: *Assault* is an action that players can take during *Challenges*; see page 10 for more detail on *Challenges*.

BANISH: When a card is *banished*, it is removed from the game and placed near the board to form a pile of *banished cards*. These cards cannot be used anymore in the current game.

BLANK: If a card is considered to be *blank*, its printed text box is treated as if it did not have any of its printed content.

BOOST: Any card with *Boost* allows you to discard 1 card from your hand to trigger the corresponding effect.

CHAIN: *Chain* is an action that players can take during *Challenges*; see page 10 for more detail on *Challenges*.

DECK LIMIT: If a card has the text "deck limit: X" no more than X copies of that card may be included in a player's deck.

DEFENSE: If you gain *Defense*, you may not advance on the active *Lane*. Additionally, no *Heroes* (neither yours nor your opponent's) can be *killed* during this *Challenge*.

DISCARD PILE: The discard pile is a virtual area next to the game board.

- Any time a card is discarded, place it faceup on top of its owner's discard pile. You, but not your opponent, may look at your discard pile at any time.
- The order of the cards in a discard pile may not be altered unless a player is instructed to do so by a card ability.
- If multiple cards are discarded simultaneously, the owner of the cards places them into their discard pile, in any order.

EXHAUSTED: When a *Hero* is *Exhausted*, flip its associated *Hero token* to its grey side.

- If a *Laner Hero* is *Exhausted* during the *Deployment* phase, its owner must deploy a *Free Lane card* on the *Laner slot* associated to that *Hero*, if available.
- During a *Challenge*, while a *Hero* is *Exhausted*, you cannot perform an *Assault* or a *Chain* action by playing a card associated to that *Hero*.
- Abilities that require *Exhausting* a *Hero* in order to trigger its effect, do nothing if that *Hero* is already *Exhausted*.
- At the end of a *Challenge*, players must *Exhaust* all their participating *Heroes*.

FROZEN: When a *Challenge* is *frozen* it means that no other actions can be taken by any player.

GREEDY: Getting *Greedy* is an action that players can take during *Challenges*; see page 11 for more detail on *Challenges*.

HAND DOMINANCE: In a 2-player game, you have *hand dominance* if your current hand size is greater than the opponent's. In a 4-player game, the hand size of the *Team* is the sum of the hand size of the *allies*.

INFLUENCE ADVANTAGE: You have the *Influence* advantage during a *Challenge* if your total *Influence value* is currently higher than the opponent's.

KILL: A *Hero* can be *killed* as a consequence of losing a *Challenge* on a *Lane* or as a direct effect of an ability text. *Heroes* cannot be *killed* before *Challenge Resolution*, not even by cards. When a *Hero* is *killed*, remove its associated *Hero token* from the board; it will return to play *Exhausted* at the beginning of the next turn.

LOOK: When a player is instructed to look at one or more cards, that player does not show those cards to any other player (except for their *ally* in a 4-player game).

PARTICIPATING HERO: A *Hero* with the *Laner trait* participates in all *Challenges* taking place on its associated *Lane* (except the *Free Lane card* is deployed on that *Laner slot*). A *Hero* with the *Gank trait* participates in a *Challenge* when an associated *Hero card* is in play on the active *Laner slot*.

PLAYERS ORDER: If the players are instructed to perform a sequence in player order, the *first player* performs their part of the sequence first, followed by the opponent.

PUT INTO PLAY: Some card abilities may cause a card to be put into play. This is different from playing a card from your hand. For example, for this reason, a player is allowed to put a *Hero card* into play, even if that *Hero* is currently *Exhausted*.

RAMPAGE: If a player gains *Rampage*, they advance the battlefront one extra position on the *Lane*, if they win the current *Challenge*.

REACTION: A *Reaction* is a triggered ability. Each time, the trigger occurs, the reaction takes place as described in the corresponding ability text.

- If multiple *Reactions* are triggered simultaneously, resolve them in player order.
- A *Reaction* could trigger other *Reactions*. Always completely resolve a *Reaction* ability before you start to resolve further *Reactions* to that triggering condition.

READY: A *Hero* is *Ready*, as long as they are not *Exhausted*. *Ready* all *Exhausted Heroes* at the beginning of each turn.

RECYCLE (X): You may discard X cards from your hand and then draw X cards from your deck.

REWARD: When a *Monster card* has a *Reward* effect, trigger that effect after winning the *Monster Objective*.

SPECIAL ACTIVATION: Normally card abilities trigger during a *Challenge* when activating *Laner cards* deployed on the active *Lane* or when the card enters play as an *Assault* or *Chain* action. However, cards with *Special Activation* are triggered in special game situations as stated on the cards.

TARGET HERO/PLAYER:

If a card targets a *Hero* or player, the player resolving the effect chooses and declares the *Hero/player* targeted by the ability.

TEAM: In a 2-player game, a *Team* is a single player and their group of *Heroes*. In a 4-player game, a *Team* consists of the *allied* players and their groups of *Heroes*.

THREATENED: *Threatened* is a condition that can be assigned to *Heroes* during a *Challenge*. When you lose a *Challenge* while your *Heroes* are *threatened*, the opponent may often *kill* more of them (based on the *Influence* gap). In order to know how many *Heroes* are *killed* while *threatened*, players look at the number of passed *Red Skull symbols* on the *Influence track*.



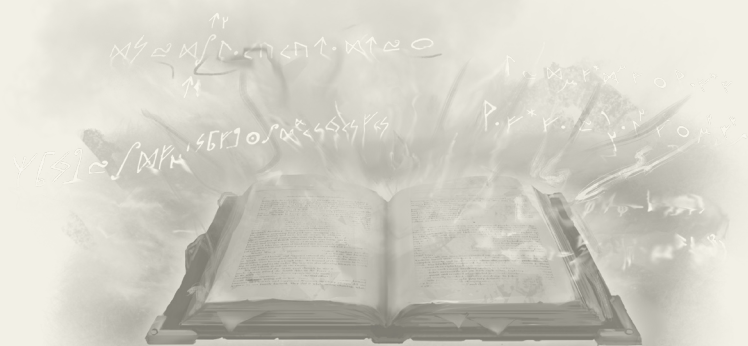
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Alexander • Jeremiah Pagels • Jeremy Armstrong • Jeremy Cho • Jérémy Jarrié • Jeremy M Ball • Jeremy Neufeld • Jeremy Ng • Jeremy Shaub • Jeric Lee • Jeroen Van Rossem • Jerome Tremblay • Jesper Andersson • Jesper Munch Lund • Jesse Hull • Jesse Painter "Nebakanezz" • Jesse Starkes • Jesus Ulloa • Jezon Ow • Jezreel Alto • Jhamico • Jim Bieneman • Jim Marlowe • Jim Wood • Jimbo Ogden • jimmy ball • Jimmy J • Jin (^ ^)b • Jin Lim • Jiri Hazekk • Jo Jo and Vinny T • Joao Leite • João Serranho • Joaquín González Romero • JoB • Jochen Gast • Jochen Van Cauwenberge • Joe • Joe "Gooch" Goodrich • Joe "Nyarhra" Barrett • Joe Gerba • Joe Hillman • Joel "Rayn Night" Swankhuizen • Joel "The Backlog Knight" Chilvers Ducharme • Joel + Jenna • Joel Berg von Linde • Joel Camirand • Joel Guttenberg • Joel Wood • JoeryVN en SarahS • Joey Kang • Johan Hellqvist • Johan Tomeheim • John "Jaisy!" Silveira • John Burke • John Buzzurro • John Chester Lee • John D. • John David Tsang • John Dawson • John Dray • John Dunn • John Hancock • John Hollibaugh • John J. Kellest • John M Foughty • John Mark Capulong • John Matta • John McCambridge • John Retrum • John Swift • John Toomey • John-Sébastien Taylor • Jolandra and Mirror Image • Jon & Lydia Wentz • Jon Green • Jon Healey • Jon Mabrey • Jon Perez • Jon Staffki • Jonas Devos • Jonathan E. Des Rosiers • Jonathan Gagne • Jonathan Koszulap • Jonathan Morin • Jonathan P-Salvas • Jonathan Quist • Jonathan Salazar • Jonathan Shepardson • Jonathan Smid • Jonathan Solomon • Jonathan Venezian • Jonathan Yee • Jonathon Yip • Jonny Syke •

Jordan Daniel Baker • Jordan Feast • Jordane • Jordi Aldeguer • Jorge favela • Jorge Lozano Fernández • Jörn Pattberg • Josef Haydn • Joseph Alexander Feliciano Rodríguez • Joseph Dudgeon • Joseph Georgopoulos • Joseph Guzman • Joseph M. Louis • Joseph Miller • Joseph Nicholas Dragon writer Dragon's Descent • Joseph Perone • Joseph Sharkey • Joseph Tabora & Navy Vo • Josh Cline • Josh Darrow • Josh Jarvis • Josh Jutzi • Josh Plantis • Josh Sellmeyer • Josh Sutherland • JoshKohner • Joshua Bublín • Joshua Downes • Joshua Li • Joshua Mertens (aka Daddy) • Joshua Risko • Joshua Ross • Joshua Shue • Joshua Wolski • Jourdain • József Leleke Nánási • Jseb Minon • JT "NinjaWhat" Sukeforth • Juan Campillo Pazos • Juan-Carlos Rivera • Juanlu, Lia & Erik • Julian "Digital" K. • Julien Ducret • Julien Mialon • Jürgen Bioly • Justice W. Johnson • Justin C Reed • Justin Creamer • Justin D Leingang (eljayplay) • Justin Hinton • Justin koller • Justin McFarland • Justin StClair • Justin Violanti • Justin Whitney • Justin Ziegler • JUTEAU, Yann-Eric • K. Coyner • kacky • Kai Lutterbeck • Kaiden Till • Kaloni Taylor • Kamila & Bartosz Lubiccy • Karl Farrow • Karl Svanström • Karol Osial • Kasper Løth • Kasshern • Katherine Crispin • Katie O • Kayla Peterson • kabevere • Keith Connolly • Kelvin TANG • Ken Falls • Ken Rose • Ken Somerville • Kesla Kan • Kevin "KLo" Lopez • Kevin Barbe • Kevin Caldwell • Kevin Chiou • Kevin D. Chou • Kevin David • Kevin Hicks • Kevin Jacques • Kevin Klida • Kevin Lasater • Kevin Lin • Kevin Nagraszus • Kevin Palmer • Kevin Perron • Kevin Wu (Kvyn) • Kevin Young • KeYeR • Kiandal • Kieran Carvath • Killian Mc Inerney • Kim "HunkAlloc" Hesse • Kim Hyun Jun • Kim Yul • Kirk Krikorian • Kit Strong • Klas Nyström • KloudxStrife • Knighttru • Kogline • koswoo13 • Kris & Christine Peters • Krissa • Kristoffer Knutsen • Kristopher Storms • kryd • Krystyna Morton • Krzysztof Gad • Krzysztof Jaworski • Kurt Temmerman • Ky Halverson • Kyle Ackerman • Kyle Andrian • Kyle Balda • Kyle Fassnacht • Kyle Moorehead and David Garwood • Kyle Povey • L. Mandeville • L.Zehender • l3o3afett • La Luli :) • Laikyra • Lakshman Godbole • Lance Sanderson • Larry Grant • Larry Pickett • Lars "Dayw4lker" • Lars Michael Hoffmann • Lasse Helmer Pedersen • Laubiès Guillaume • Laura Cranston • Laura in Matevz • Laura Truyen & matthias van Raemdonck • Laurent F. Frichot • Lea Mara • Leandra Christine Schneider • Leateralus • Lee Chul Min • Lee Fisher • Lee Goodman • Lee Langlands • Lee Soo Hyun • Lenny Criddle • Leon "Baksuz" Zekan • letoze • Lev • Liam Mahoney • Linnows • Lionel Honda • Lionel Johnson • Lionel Wehrlé • littleladyvader • Littleprince • Liu Che • Logan Campbell • Logan Carlson • Loic Blazek • Lollato Silvano • Lord JeVader • Lord Youri Faja of Glencoe • Lorenzo Chiozzotto • Lorenzo di Giacomo • Lorenzo Gatti • Lorenzo Rapetti • Lorenzo Ricci • Lorenzo Rossi • Loris Pereno • Lothar Narins • Louie Ganzan • Louiepleurodon • Louis & Family • Louis Claudel • Louise Shipcott • Loupo • Löwenpower LEOnhardy • Lu Ran • Luc Gervais • Luca (lyrthanas) Scabbia • Luca Bassi • Luca Bolpagni - Bolpi95 • LucaRicci • Lucas Caruana • Lucas Niday • Lucas Reid • Lucas Schröder • Lucio Paganelli • Ludovica Collareda • Ludus Magnus Studio • Luigi Guanuccio • Luigi Panizza • Luigi Rignanese • Luis A. Toth • Luis Ángel Pérez González • Luis Antonio Siegrist Sandoval • Luis Lauranzon • Lukas Albrecht • Lukas Roth • Luke Bushell • Luke Cardellino • Luke Goodman • Luke Lawrence • Lupe Murillo • m0v3 • Maciej Sikora • Mael Frebet • Magnus Nyberg • Malakai G Cater • Maledice • Malrik • Malte Kümmel • Manos Konstantas • Manuel João Vieira Carvalho • Manuel_Housethere_ITA • Marc Camron • Marc Drewitz • Marc H. • Marc-Andre Gignac, Eielannia • Marcel Gehrmann • Marcel Hauptmann • Marcel Plum • Marcin "Sarewok" Antoszewski • Marco "_Journeyman_" Bignami • Marco "Baldo" Baldo • Marco Baldacci • Marco Dal Medico • Marco Fuschini • Marco Leali • Marco Longobardo • Marco Misterlcs Marchetti • Marco Romeo • Marco Saucedo • Marco Schilling • Marcos "Afro" Hidalgo & Oscar Hidalgo • Marcus and Finnick • Marcus Rosenstiel • Marek "Shr3ku" Walczyk • Marin Israel Gamboa • Marina Planells Guasch • Mario Florez • Mario Hübler • Mario nasta • Mario Trujillo Cervera • Mark "Guru" Gleason • Mark A O'Connor • Mark A. Jimenez • Mark Bjorkman • Mark Carroll • Mark Carter • Mark Kirkwood • Mark Platte • mark rodriguez • Marko Juricic • Stephanie Schneider • Markus Adamick • Markus Hanne • Markus Tängring • Marnux • Marshall Holmes • Martin "WorkerBee" Schröder • Martin Dan Ringberg • Martin Lessard • Martin Nilsson • Martin Thomsen • Martin Truu Thorzen • Marvin hall • Marvin Schwinn • Mason Crawford • Massey • Massimo Gandola • Mat Piotrowski • Mathew "Necrostar" Billman • Mathew Staats • Mathias G. • Mathieu Nadeau Lévesque • Mathieu Pitre • Mathieu Pratte • Matt • Matt Bayes • Matt Hanbury • Matt Hendricks • Matt Lopez • Matt McClellan • Matt Stegeman • Matt Vucurevich • Matteo "Mat" Guidi • Matteo Formaggio • Matthew • Matthew "Star20" Bricker • Matthew Akio Tushima • Matthew Andres • Matthew Bach • Matthew Barnes • Matthew Buttacavoli • Matthew Hawkins • Matthew Hunter-Johnson • Matthew Ibbotson • Matthew J Bowery • Matthew JW Schuster • Matthew Kannady • Matthew Morton • Matthew Neufeld • Matthew SB • Matthew Smith • Matthew Suresh • Matthew Vanderweel • Matthew Valnoff • Matthew Walters • Matthew Weekes • Matthew Yong • Mathieu Dubois • Mattia "banned" Minerva • Mattias "The Viking" Vajda • Matty Abbruscato • Mauricio Carrasco (Chile) • Maurizio Magni • Max • Max • Max K. • Max Maes • Maxfield Stewart • Maxime Beucher • Maxime Gral • Maxime Parenteau • Maximilian Raab • Maximilian Uchtmann • Maximus tiuseco • Mcfadds1 • Megan Matta • Melindor • Melissa Bassett • Mellon Farmer • Melvin Parisi • Meme Miller • Metapowa • Micah Burks (Runcible Games) • Michael "Rooster" Cardona • Michael "Archangel" Smith • Michael "Kilo" Repetto • Michael "Little-Big" Koerbis • Michael "Skipper" Adams • Michael "Stormfalcon" Meyer • Michael A. Tucker • Michael Anderson • Michael aus München • Michael Böhm • Michael Carricato • Michael Caschetta • Michael D. Holt • Michael DallaValle • Michael Geist • Michael Guigliano • Michael Hjort • Michael Hoffmann • Michael Hoskins • Michael Hussey • Michael J. Cichon • Michael Kaplan • Michael Lapointe • michael lindeman • Michael Loran • Michael McEachron • Michael Ngoc Nguyen • Michael Petrie • Michael Poirier • Michael S Helms • Michael Sallustio • Michael Servis • Michael Tixel • Michaela Zrnka • Michael's Cat Emporium! • Michal Hsira • Michal Jex • Michel Boudreaull Lapointe • Michel Corvino • Michele Lupo • Michele Paroli • Michèle S. • Mickael & Elliot LAUNAY • Miguel Angel López • Miguel Ros • Mik • Mike & Ely • Mike "Maiku" McKay, Destroyer of Scrubs • Mike Everard • Mike Maloney • Mike Morrow • Mike Pragnell • Mike Valentine • Miles Belanger • Miles Lazerats Larson • Minh Chau • Minishnadavid • Mirco Franz • Mirko Tofaneli • Mister. Jones • Mitch Erickson • Mitchell McLeod • Mo Hoffman • Mohammad Fraih Alfraih • Mohanaruban Vasu • Moisés Solé • Monia Tarini • Monica Chai • MooN • Morenfin • Moritz Reinhardt • MrMeme • Muellase • Muhyee • Mycheall • Myjaux • Mysteroll • Naepa • Nan-Chang Chiu • Naomi Howard • NaRc • Nate (Sushi Dragon) Waite • Nate Hammersmith • Nate Heiß • Nate Westermann • Nathan Andrews • Nathan E Wood & Leon E Wood & Susan E Wood • Nathan Magnus • Nathan Paul Zimmerer • Nathan Revere • Nathan Walker • Nathan Wideman • Nathan Wurschmidt • Nathaniel H. • Nathaniel Tan • Neilan Naicker • NejiSaiyan • Nelson Ching • NeonBladeBorn, Ian the Slavic King of Squats, Kwas and Adidas • Niccolo' Fiesoli • Nicholas B. • Nicholas DiBar-tolomeo • Nick & Dylan • Nick & Emily Hayer • Nick Gavan • Nick Hendricksen • Nick P • Nick Poniatowski • Nick Sosalla • Nick Stewart • Nick Suter • Nick Yurko • Niclas Rühlemann • Nicola "SFCHAMPION" Matteuzzi • Nicola Gardin • Nicola Mauriello • Nicolas Bernadine • Nicolas Fuchs • Nicolas Valsamis • Nicolas Venturini • Niff • Niklas Fält • Niklas Grimm • Niklas Kruse • Nil • Nimrod Breger • Ninni Lehtinen • Nischo • No thanks • Noé Garcia • Noloic • None • O. Stormbringer • Oliver Diekhoff • Oliver Sharpe • Olli Lehtola • Omid TF • Oon Yong Siong, P.J Malaysia • OrangeFanta • Orcus • Oren Douek • Orsopotamessa • Orsopotamessa • Otto • Outlander • Overseer86 • Owain Jones • Paden Bedlion • Palby • Panda & Ginger • Paolo Chimenti • Pascal Thibault • Pastrymancer • Pat "Magus" Massy • Pat Thomas • Patrick A Regan • Patrick Cotter • Patrick Decastro • Patrick Dufour • Patrick Lorenz • Patrick Ortner • Patrick Zellekens • Paul Hudson • Paul Liu • Paul Plankenbichler • Paul R • Paulo Santos Paiva • Pedro Dias • Peitsa • Per Österlund • Pete Gerasia • Pete Wiles • Peter Candelario III • Peter J Garside • Peter Lippert • Peter Paul Ang • Peter Philipp • Pether Petterson • Petur • Pham Khang Ninh • Phegor00 • Phenylalanin • Phil Beck • Phil Bordelon • Phil Cackowski • Phil Lafleur • Phil Lenden • Philipp Wiesner • Philippe CHAMP • Philippe Poirier • Phillip Marsengill • Phirax • Physics Man • Pier-luc Lefebvre • Pierre • Pierre-Luc Messier • Pigio&Jul • Pinit L. • Piotr Buchal • Pisto • Platon • Porter Anderson • Pot of Gold Mohammed • Pouding • Predrag Stojic • Proxy • Przemyslaw 'Ascacogan' Wróbel • Pudge • QcMaddog • Quade Archibeque • Quentin Jones • Quinn Pererverseff • Quinton Stadler • Quoc Tran • Rafael "ROHRAF" Iefebvre • Rafael Eiras de Freitas • Rafal Holub • Ragnarok-FFVIII • Raimund Ruppel • Ralt • Ramón Montero Martínez • Randy Carrero • Randy Smith • Raphaël Hugentobler • Raphaël TRIPOD • Ratsachai RaLoS Nuymai • Ray Reynolds • Ray Taylor • Razvan Bogdan • RedEyeRake • Rémi Bertrand • René "Soranoth" Röse • retroanalogue • rextex • Rhys Horlock • Ricardo Davide (black-eagle) • Ricardo Wright-Ramos • Riccardo • Riccardo "RYAN" Ielo • Riccardo "Vargash" Vittadello • Riccardo Gerini and Carola Raimondo • Riccardo Manghi • Riccardo Menozzi • Riccardo Rossetti • Richard "Dick" J. • Richard Edwards • Richard Holmes • Richard Martinez • Richard N. Grey • Rick "Quicksort" Zhang • Rick Aloisio • Rick Fuentes • Ricky Duong • Ricmfd • Riley "TheDrummingGear" Hoogsteen • Riley Lockwood • Ringrocker • Roachy • Rob C • Rob Dowley • Rob Tishim • Robert "Mad Hamish" Dietze • Robert da Silva • Robert Kluck • Robert Simms • Robert van der Poel • Robert Zayin • Roberto Ching & Annie Kwah • Robin Cederlund • Robin Perrotin • Roby Knapen • Rochaceo • Rock-Alain Legendre • Rockway Bates • Rody • Roelants Wim • RoF76 • Roger Trombone • Rolled Up Socks • Romain • Romain Hébert & Audrey Dorléans • Romall Smith • Roman Kuzyk • Roman Pope • Romano Matteo (ilRoy) • Rome Eselin • Romer Ibo • Ron Baker • Ron Temsk • Ronan Ninin • Ross Richards • Royston Teo • RoyTK • Ruari Scott • Ruben van der Zee • Russell Reynolds • "Russell Stone Aaron Hull" • Rutwijn Parulekar • Ruud van Ierland • Ryan • Ryan Bowers • Ryan Bowler • Ryan Duarte • Ryan L • Ryan Leigh Holloway • Ryan Lock • Ryan Martin • Ryan Moore • Ryan Regan • Ryan Savio • Ryan Shreiber • Ryan W. Rooks • Ryan Zappulla • S. Kruse • S. Spatzek • Saagar Deshpande • SalamanderJames • Sam Adelson • Sam London • Samgoo • Samoan_jo • Samuel "sAm" Tissier • Samuel Chan • Samuel Lode • Samuel Miller • Samuel Tow is better at board games than Erik Walker and Chris Johnston • Sand_Coffin • Sander Robbers • Sarah Lilienthal • Sarah M. Gawronski • Sascha "333halbevil" Koch • Sasha Klebnikov • SauerCrowd • Saupagna Adeline • Schaffenteuer • Scitaro • Scott • Scott "Aldie" Alden • Scott Becker • Scott Drury • Scott Meschke • Scott Thomas • Sean Davies • Sean Timm • Sean Zipperer • Sebastiaan Flossy • Sebastian Korvo • Sebastian Pietrzak • Sebastian Saller • Sébastien Borsa • SebaZ • Sebolas • Seithwi • Seo ^.^ • Seokyoung • Serafino Stefano • Sergi Garcia Calero • Sergio Benítez López • Sergio Soto • Sergio Tirado • Seth "Clank" Mullinax • Shah • Shane Weaver • Shannon Bross • Shaun Beckett • Shaun McMenamin • Shaun Riley • Shaun Smith • Shawn "Onyx" Wilson • Shawn Tarl Treats • Shawn Williams • Sheebs • Shervyn • ShiniesJake • ShinyGe0Dude • SHP Insane DevM Marquardt, Paul • Silver Gaming Company • Simon Annan • Simon Cotterill • Simon Fox • Simon Hodges • Simon Schreiner • Simon Strange • Simon Studer • Simone Laurino • Simone Parmeggiani • Simone Polimeni • Sinasi Eren Senel • Sir Morticus • Sjoerd Kamperman • Skylar Sexton • Slawomir Sloma • Solarisfalcon • Solo boardgamer • Solomon Shade • Song Dong Hyuk • Soseseebey • Soucie2 • SpeedyAus • Spence • Spencer M. Pryor • Spencer Ryder • Spencer The Loveable GM • Spielaer Alexander • Sprz • Stan Noordman • Starflow • Staticman5000 • Steamforged Games • Stef Klercx • Stefan Decker • Stefan Kreid • Stefan R. Bachmann • Steffen Dam • Steffen Schmitz • Stéphane Boissieres • Stephen Bilyeu • Stephen Niemans & Nanda Oetomo • Stephen Spence • Stephen Wagstaff • Stephen Weber • Steve Eigenwillig • Steve Gombos • Steve Kaylor • Steve Marshall • Steven Crombie • Steven De Wispelaere • Steven Holte • Steven Kleinheinz • Steven Langan • Steven Leyva • Steven Schaffner • Stewart "FenrirFTW" Cassells • Stoney Rohling • Strikejester • Stromerking • Stuart • Stuart Detsky • Studecay • Suwat Saksasichai • Suzy Georgia • Sven Reber • Svotnick • Sweets • Sybille Maaß • Sylvain ANNE, Watson and the unicorn • Sylvain Myrk Conso • T.J. Hawes • Tadas Rimkus-Masaitis • Tanner Tan • Tazdrin • Team SDL • Ted Govostis • Teeko • Terranigmahack • Terrenzio • Thachary Singler • Thajji • ThanksForAllTheFish • The Eisenberg • The Frozen Meeple - Bill Kennedy • The Glass Die • The Great and Powerful Simon Penni • The Langleys • The Masloski Clan • The Sad Panda • The Tourniers • The Truth • TheBigOG • TheGriffin • TheHatter • Theodore Piperidis • TheUndecided • Theyla • Thomas "Imadar" Nedbal • Thomas Bradford • Thomas FaBnacht • Thomas Fehmel • Thomas Gwosdz • Thomas K. Hauser • Thomas Krug • Thomas Larsson • Thomas Lee • Thomas N. Moen • Thomas Turbando • Thomas R. Moen • Thomas Turbando • Thorsten aka F3UR10 • Thorsten Helwig • Thupamart • Tiber Zann • Tiendo • Tim David • Tim Evans • Tim O'Connell • Tim P. • Tim "P4IN" Schilder • Tim Roy • Timothy Cheng • Timothy Huynh • Timothy Luddington • Timothy Robertson • Tirax • Tifoon • TJ Cole • Tobias Asendorf • Todd Ryan • Todd W. Cox • Tom & Sharon Hurst • Tom "PaperAlchemist" Skidmore • Tom Baranes • Tom Ford • Tom Judd • Tom Olszewski • Tom Ridge • Tomasz Laskowski • Tomer Ben-Evi • Tommy "Tomo" Marquis • Tommy Conboy • Tommy O'Brien • Tony Hoby • Tony Maurer • Topher Rouleau • Torben Schmidt • Travis "KingOfOdonata" Schneider • Travis Byrd • Travis McGeathy • Travis Taylor • Trent Arney • Trent Stoddard • Trev01ution • Trevor Charbonneau • Trevor W. Sprague • Trisha Rose • Tristan Debraise • Tristan Hohne • Troy Thomas • Truebulldog • Trufita • Tzar Asgar • Tsukalav • Tsz-Fung-Ryan Hoang • Turtle • Tyler Berard • Tyler David Kirkpatrick • Tyler Marshall • Tyler Mathew McClew Rickert • Tyler Spahr • Tyler Stein • Tyler Weatherly • U D Searle • Ueli Z • Ukrit.i • Vadajong • Valdo • Valentin lafay • Valentin Schön • Valentis • Valeri Borodavko • Vanni Tomasi • Vas FURY • Venomous_Dingo • Victor A. Davis • Victor Burnett • Victor Manuel Rodriguez Ramos • Victoria Penczynzyn • Vigo Guardians • Viktor Kompis • Viktor Lorentzon • Vincent Bélanger • Vincent Thomas • Vito Cardiello • Vitonofrio del Rosso • Vittorio Ghinassi • Vo Tien Phat • Vyreck • Wade Beidelschies • Waldemar T. • Walid Bendris • Walshammer • Warwick Laird • Wassim Abi-Jaoude • Waterflow • Wei Lin • Welder • Wendy Ramsamy • Werner „Mc White" Weissenböck • Wesker_84 • Wesley Hamilton • Wez "Livewire" Smith • Wheeliam • WhiteBlight9000 • Whitshade • Wilkey8 • Will Field • Will Halfhide • Will Lu • Will Raines • William J Norcuff • William L • William Padua Ortiz • William Sinks • Willowia Wolfmoon • Wolf • Wolfgang Fickinger • Worsfold83 • wrjrh • Xander Somnair • Xema Martínez • Xielmach • xKai • xNixie • Yagobogo • Yanick Racine • Yannick Le Metayer • Yansen Angga Prawira • Yaron Davidson • Yaroslav Kukin • Yarrick Ams • Yen • Yen, Ting • Yong Jun Park • Ysnorko • ysubmarine • Yuhki Kaneta • Yun Li • Yungchou Tsoi • ZabolonMUC • Zac Peake • Zac Phoenix • Zac wells • Zach Dwyer • Zach Hawkesworth • Zachary Mullen • Zachary Pilarski • Zachary Tong • Zachary Torre • Zak J. Musyj • Zampshee • Zarranos • Zavier Ow • Zeddán • Zeron von Gotingen • Zhang Qi • Zola Suwaro • Zoltán Takács • Zonc was here • Zuu • Zzoyd "Tunnel Snakes Rule" Berg • 김태오 • 물천사 • 이권형

