

A detailed illustration of a red dragon with large, dark wings, perched on a jagged, grey rock formation. The dragon is breathing a stream of fire, which is depicted with bright orange and yellow flames. The dragon's eyes are glowing green, and its mouth is open, showing sharp teeth. The background is a dark, cloudy sky.

GILFATE FANTASY

Rules of Play

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OVERVIEW

2-5 PLAYERS, AGED 14 AND UP

You and others are spirited away onto an unknown island. You are told that the only way out is to be the last survivor.

To ensure your survival, you must gather resources and learn to adapt. However, tread carefully; the island is filled with traps, and each one could lead you closer to your demise.

CONTENTS



48 ATTACK CARDS



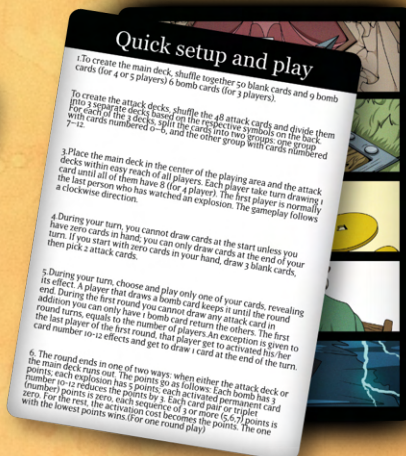
60 BLANK CARDS



12 BOMB CARDS



5 MEEPLES



5 SETUP CARDS



3 EXPLOSION CARDS

SETUP (NO KNOCKOUT)

1. Shuffle together 50 blank cards and 6 bomb cards (2 or 3 players) 9 bomb cards (4 or 5 players) to create the main blank deck. Place the deck face down on the table within easy reach of all players.



SYMBOL 1



SYMBOL 2



SYMBOL 3

2. Shuffle the 48 attack cards to create the 3 attack decks (respective symbol on the back), each with its own deck area. For each of the 3 decks, split the cards into two groups: one group with cards numbered 0–6, and the other group with cards numbered 7–12. Place the deck face down on the table within easy reach of all players.

3. Each player take turn drawing 1 card until all of them have 8 (for 4 player) page 6 for breakdown.

4. The player who most recently saw an explosion starts; alternatively, each player draws from the main blank deck until one player gets a bomb card. That player starts.

PLAYER TURN

Take turns in a clockwise order. On your turn, you cannot draw a card at the start unless you have zero card in hand; you can only draw a card at the end of your turn. If you start with zero cards in your hand, draw 3 blank cards, then pick 2 attack cards.

During your turn, choose and play one of your cards, resolving its effect.

Certain played cards stay on the play area; others go to the attack card discard pile.

THE FIRST ROUND

During the first round you cannot draw any attack card, you cannot use any card number 10-12 effects. In addition you can only have 1 bomb card return the others. The first round turns, equals to the number of players.

An exception is given to the last player of the first round, that player get to activated his/her card number 10-12 effects and get to draw 1 card at the end of the turn.



PLAYED AND DISCARDED CARDS

It is important that everyone know which cards have already been played, both attack cards and blank cards, and which cards are left in the deck, so any played or discarded card **must always be visible to everyone.**

END OF A ROUND

The round ends in one of two ways: when either the attack cards deck or blank cards **deck runs out.**

CARD BACK SYMBOL EXPLAINED



The sword symbol means that this deck has more hand manipulation cards and activation cost manipulation.



The mace symbol means that this deck has more blank deck manipulation cards.



The mace symbol means that this deck has more bomb cards manipulation.

POINTS

After any turn, if the deck is empty, all players start counting their points. The points go as follows:

- Each bomb adds 3 points; for the first 3 after that, each adds 5 points. (Unless you have the card number 7 or 12 that increases the slot by 1)
- Each explosion adds 5 points;
- Each activated permanent card number 10-12 reduces the points by 3.
- For each card pair or triplet (number), add zero.

Each sequence of 3 or more (5, 6, 7) adds zero.

IMPORTANT: You cannot use the pair or triplet cards along side the sequence; each needs to be separate.

For the rest, the activation cost becomes the points. The one with the lowest points wins. (For one round of play)

For a best of 3 or 5, add the sum of all play rounds points the lowest win.

Cards that did not have enough blank cards to activate properly are counted up to the amount of blank paid.



STARTING THE NEXT ROUND

To start a new round, repeat the same previous steps (shuffle the attack cards and the main blank deck and deal each player three cards). The player who won the previous round takes the first turn.

WINNING THE GAME

The one with the lowest points wins. (For one round of play)

For a best of 3 or 5, add the sum of all play rounds points the lowest win.

CARDS IN HAND PER PLAYERS

5 players 6 cards in hand

4 players 8 cards in hand

3 players 9 cards in hand

2 players 10 cards in hand

(This is the recommendation and can be adjusted)



SETUP (KNOCKOUT VERSION)

1. Shuffle together 50 blank cards and 6 bomb cards (2 or 3 players) 9 bomb cards (4 or 5 players) to create the main blank deck. Place the deck face down on the table within easy reach of all players.



SYMBOL 1



SYMBOL 2



SYMBOL 3

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During your turn, choose and play one of your cards, resolving its effect.

Certain played cards stay on the play area; others go to the attack card discard pile.

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An exception is given to the last player of the first round, that player get to activated his/her card number 10-12 effects and get to draw 1 card at the end of the turn.



OUT OF THE ROUND

Some cards can knock you out of the current round; if you happen to draw an explosion card, you are automatically knocked out.

The players that draw bomb cards keep them until the round ends or they get 3. If a player has 3 bomb cards, that player is knocked out (with some exception).

PLAYED AND DISCARDED CARDS

It is important that everyone know which cards have already been played, both attack cards and blank cards, and which cards are left in the deck, so any played or discarded card **must always be visible to everyone.**

END OF A ROUND

The round ends in one of two ways: when either the attack cards deck or blank cards **deck runs out** or when only **one player is left in the round.**

DECK RUNS OUT

After any turn, if the deck is empty, all players still in the round get a survival point.



ONE PLAYER LEFT

If you are the only player still in the round (all other players are out of the round due to card effects or game mechanics), the round immediately ends; gain one survival points.

STARTING THE NEXT ROUND

To start a new round, repeat the same previous steps (shuffle the attack cards and the main blank deck and deal each player three cards). The player who won the previous round takes the first turn.

WINNING THE GAME

The game ends when one player has 5 survival points. Multiple players can simultaneously win the game.

You can play a best of 3 or best of 5, where the winner is the player with the point points.



ICON AND CHARACTERISTICS



Effect-first

This Symbol means that you get the choice to activated the effect of the card first then pay the activation cost.



Quick-play

This Symbol means that you can activate this card during your opponent turn.



Permanent

This Symbol means that this card stays in front of you after activation.

CARDS EFFECT

The text on each card is a brief summary of the card effect. The following section provides the complete rule for each attack card.

CARD ACTIVATION COST

CARD NUMBER

CARD ART

TYPE OF CARD

CARD DESCRIPTION

CARD BACK SYMBOL



12

CARDS EFFECT



NUMBER 0 ACTIVATION COST 0

If another player uses an effect on you that makes you draw a card, make the next player draw it plus 1 additional card. You can use that card during your turn or during another player's turn. You can use multiple copies of this card per turn. During your turn, you can pay the activation cost without using the effect.



NUMBER 0 ACTIVATION COST 0

If a player uses any effect on you, negate that effect. You can use that card during your turn or during another player's turn. During your turn, you can pay the activation cost without using the effect.



NUMBER 1 ACTIVATION COST 1

Reverse the direction of the play.



NUMBER 2 ACTIVATION COST 1

Select 1 card among another player's hand. Add that card to your hand, and give one of your cards to that player. You cannot choose an activated permanent card or card that stays in front of another player.

CARDS EFFECT



NUMBER 3 ACTIVATION COST 2

Either shuffle the blank deck or shuffle back all your attack cards, then draw the same number.



NUMBER 4 ACTIVATION COST 2

When another player uses a card effect, discard 1 card and negate that effect. (You can use this card during another player's turn.). You can use multiple copies of this card per turn.



NUMBER 4 ACTIVATION COST 2

Return 1 bomb card to the bottom of the blank deck.



NUMBER 5 ACTIVATION COST 3

Choose 1 card from any player hand or activated (at your choice, including activated permanent cards) and discard or remove it.

CARDS EFFECT



NUMBER 5 ACTIVATION COST 3

Look at the top 5 cards in the deck, rearrange them in any order. The player may hide or not the effect resolution.



NUMBER 6 ACTIVATION COST 3

You have to pay 3 blank cards to activate this card. Toss a coin: o Heads: Draw 5 blank cards. o Tails: one of your opponents draws 5 blank cards.



NUMBER 6 ACTIVATION COST 3

Guess the top card (blank, bomb or explosion) of the deck (before activation cost); if you're right, you can make another player draw the 2 remaining cards; if you're wrong, you draw the 2 remaining cards. If you guess a bomb card correctly, you can give it to another player and skip the activation cost. This card can be activated with a minimum of 1 card. In case this card get negated the caster keep it.



NUMBER 7 ACTIVATION COST 4

You need 1 additional bomb card to be knocked out (keep this card in front of you). When this card is removed, the effect is also removed, returning the bomb count to the original number.

CARDS EFFECT



NUMBER 7 ACTIVATION COST 4

Choose another player, declare 1 number; if you're correct, that player discards it (Max 1). This does not include activated permanent cards or cards in front of another player. You get the choice if there are multiple.



NUMBER 8 ACTIVATION COST 4

Flip the blank deck upside down.



NUMBER 8 ACTIVATION COST 1

Declare 1 number and search one of the attack decks. If you find it, you get to keep it. Shuffle the attack deck afterwards. The player that searches needs to show the card being taken from the attack before adding it to his/her hand. The searching needed to be hidden.



NUMBER 8 ACTIVATION COST 4

Return 1 bomb card to the top of the deck. This includes other players bomb cards.

CARDS EFFECT



NUMBER 9 ACTIVATION COST 3

If you have no face-up permanent cards, you can send all face-up permanent cards of another player to the discard pile. Or if you have 1 face-up permanent card, you take 1 bomb card and remove 1 face-up permanent card from any player.



NUMBER 9 ACTIVATION COST 5

Return 2 bomb cards and shuffle the deck. Can use it on other player bomb cards. You need 2 bombs to resolve this effect.



NUMBER 10 ACTIVATION COST 5

Once per turn, during your turn, you can either:

1. Reduce an activation cost to 2, with the exception of cards number 10, 11 and 12.
2. Reduce an effect that makes you draw to 2. (Keep this card in front of you.)



NUMBER 10 ACTIVATION COST 5

Once per turn, during your turn, you can take 1 card from another player. (Keep this card in front of you.)

CARDS EFFECT



NUMBER 10 ACTIVATION COST 5

Once per turn, during your turn, you can either:

1. Look at the top 3 cards of the blank deck.
2. Ask another player to name their card numbers. (Keep this card in front of you.). Can be used with minimum 1 card.



NUMBER 11 ACTIVATION COST 6

Once per turn, during your turn, you can remove 1 card from any player's hand. (Keep this card in front of you.). This does not include permanent cards or cards that you keep in front of you.



NUMBER 11 ACTIVATION COST 6

Once per turn, during your turn can either:

1. Return 1 bomb card in your possession.
2. You cannot be knocked out by the explosion card until the end of your turn. (Keep this card in front of you.)



NUMBER 11 ACTIVATION COST 6

Once per turn, during your turn, you can negate an effect. (Keep this card in front of you.). This card can be negated.

CARDS EFFECT



NUMBER 12 ACTIVATION COST 6
For the rest of this round, your activation cost is reduced to 1, with the exception of cards number 10, 11 and 12. (Keep this card in front of you.)



NUMBER 12 ACTIVATION COST 6
For the rest of this round, you cannot be knocked out by the explosion card; you need 4 bomb cards to be knocked out rather than 3. (Keep this card in front of you.). If this card is removed, you lose all the above effects.



NUMBER 12 ACTIVATION COST 6
For the rest of this round, other players except you have to pay 2 cards to activate number 0 cards. (Keep this card in front of you.) If this card is removed, you lose all the above effects.

RULE MISTAKES

Accidental or not, there are many ways in which a player could make a rule mistake, such as dishonesty when chosen for a card effect or by not playing cards when required. Players should make sure they understand game rules and always double-check their cards; mistakes like these can strongly disrupt the play experience.

RULING

1. You need to full fill the requirement to activate a card effect.
2. You can pay the activation cost of any card without activating its effect, only if you cannot fulfill its effects.

PERMANENT CARDS VS KEEP IN FRONT OF YOU

Cards with "For the rest of this round" are considered permanent cards. Generally, permanent cards stay activated during any player's turn, whereas others with only (keep this card in front) can generally only be used during your turn. If those cards are removed, you lose all the above effect.

EXPLOSION CARD

Explosion cards are you mostly in use the knockout version, though they can be use in the no knock out version.

The explosion card is always place as the last card in the blank deck, the reason is so that if one player is able to flip the blank deck, it guarantee a hit on another player.

You can play the alternative version with 3 explosions or with only bombs or any other combinations.

All other rules for the game are unchanged.

RECOMMENDED BOMB CARDS

2 players: 6 cards

3 players: 6 cards

4 Players: 9 cards

5 Players: 9 cards

(This is the recommendation and can be adjusted)

For more fun take the recommended bomb cards for your number of players add 3 blank cards then each player choose to add either 1 bomb or blank card(secretly), shuffle it then add back the recommended bomb cards number to the blank deck, keep the rest hidden out of play.

ALL CARDS VERSION

This is a version of the game where you can distribute all attack cards from the start; it follows the same rules as the others, then the round ends when either the blank deck runs out or one player finishes all his/her cards.

TABLETOPIA

Because of the nature of the site, certain effects, like card 10, need to be shown rather than hidden. Unless specific, all effects that let you look at the deck need to be shown to every player to avoid dishonesty.

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