



LEGENDS OF<sup>TM</sup>

**SHENZHO**

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# Quick Overview



Hero Card (P9)



Event Card (P14)



Creature Card (P13)



Weapon Card (P10)



HP Card (P15)



Creature Card (P13)



Shield Card (P11)



Mount Card (P11)



Boss Card (P13)



Supply Card (P12)



Action Card (P15)



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Main Map (P7)



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Battle Board (P19)



Tiles (P17)



Dice



Battle Counter (P17)



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Attribute Cube



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# Game Overview

## Preface

Dear Players, Welcome to the enchanting world of Legends of ShenZhou! Inspired by the renowned Chinese classic "Classic of Mountains and Seas" (Shan Hai Jing), this large-scale magical RPG board game brings ancient Chinese mythology to life. Designed for 2 to 6 players, you'll take on the roles of mythical heroes navigating the map through clever strategies and calculations. Along your journey, you'll battle magical creatures, duel opponents, and enhance your abilities by acquiring powerful weapons, shields, and mystical supplies. Your ultimate challenge is to face off against ancient divine beasts, and the first player to defeat them will be crowned the new legend of ShenZhou.

## Backstory

After more than two years of development and refinement, we've meticulously polished the game's card designs and rules to ensure a rich and enjoyable experience. What sets Legends of ShenZhou apart is its seamless fusion of the mythical world of Shan Hai Jing with imaginative elements from other cultures, creating a brand-new fantastical realm. The game features heroes, creatures, shields, weapons, and mounts inspired by the legendary tales of Shan Hai Jing, alongside additional characters influenced by diverse cultural motifs. Our goal is to provide players with an experience that feels both familiar and refreshingly unique as they explore this extraordinary new world.

Join us now in the magical world of Legends of ShenZhou and embark on an unforgettable journey through the wonders of Eastern mythology!

## Victory Conditions

Players can choose their preferred game mode based on preferences and time. Your first game may take more time to complete.

- **Quick Mode (60 min) :**

The first player to defeat Boss 3 (Peng) wins.

- **Standard Mode (90-120 min):**

The first player to defeat Boss 2 (Kun) wins.

- **Full Challenge Mode (150min) :**

The first player to defeat Boss 1 (Hun Dun) wins.





## Setup

### Organize Creatures and Bosses

- Set aside Three Trials of Fate Bosses (also known as legendary creatures). Shuffle the advanced creatures and normal creatures separately and place them face down near the game board.

### Prepare the Card Decks

- Separate the weapon, shield, mount, and supply cards into individual decks, shuffle them, and place them near the game board.
- Place the supply cards face down. While weapon, shield, and mount cards can be freely viewed during the game, supply cards can only be examined upon purchase. Familiarize yourself with the value requirements of each card type before starting to assist with strategic decisions.
- Do not reveal purchased supply cards to other players. Shuffle all event cards and place them face down outside the game board.

### Set Hero Attributes

- Mark the four skill attributes of your hero on the HP card or battle board using attribute cubes in the corresponding colors (red, yellow, blue, and green). Each player starts with one transparent cube of each color.

### Select a Hero

- Each player randomly draws four hero cards and chooses one to play for the game. Return the unused hero cards to the card box. Once selected, all players reveal their chosen hero simultaneously.

### Distribute Dice

- Each player receives a 4-sided die, 6-sided die, 8-sided die, and 12-sided die.



### Prepare Battle Components

- Place the battle counter, action cards, and tiles to the side of the table. Shuffle the action cards before each battle.

### Determine Turn Order

- Each player rolls the 12-sided die to decide the order of play. The player with the highest roll goes first, and turns proceed clockwise.



### Distribute Starting Money

- Give each player ¥2500, and set aside the remaining money as a bank.

### Choose Game Pieces

- Each player selects a game piece (miniature or hero standee) and places it on the START point of the map. Set aside any unused game pieces.



# Main Map

The main map, where players continuously move throughout the game, consists of a total of 7 sections.

## Treasure Map

- Landing exactly on a treasure point grants ¥2500.

## Trap Map

- Landing on a trap point causes the player to stop one turn.

## Shop Map

- include the Blacksmith Shop (sells weapon and shield cards), the Stables (sells mount cards), and the Market (sells supply cards).



## Maze Map

- Players must follow the designated path when moving forward.

## Starting Map

- Each player begins the game at the start point.

## Battle Map

- The place where players engage in battles and duels.

## Boss Map

- When a player lands exactly on a Boss Point, they can challenge the corresponding boss.

- Before the game begins, arrange the six maps (excluding the Battle Map) in a circle in the following order:  
1.Starting Map,  
2.Maze Map,  
3.Treasure Map,  
4.Trap Map,  
5.Shop Map,  
6.Boss Map.  
Place the Battle Map in the center of the circle.

- All players begin at the START point on the Starting Map and progress clockwise around the map. Movement is determined by the number rolled on the 12-side dice combined with the player's strategic decisions. Players can only move forward and cannot backtrack.

**Advanced Option (Not Recommended for Beginners):** For an extra challenge, players can rearrange the order of the maps or rotate the angles of the maps (except for the Maze Map) to create a customized map layout.





## Main Map Movement Rules

### Maze Map Exception

- The Maze Map is the only map with a fixed, predetermined movement direction. Players must strictly adhere to the direction shown in the provided diagram.

### Movement Direction

- Each map (except the Maze Map) features a row of white arrows along the center line indicating the general direction of movement. Players must follow these arrows and are not allowed to move backward.
- For example, on the Starting Map, movement proceeds from right to left. Players cannot move to the right, upper right, or lower right. Instead, they must move to the left, upper left, or lower left.



### Map Transitions

- At the junction between two maps, players must continue moving in the direction specified for the current map before transitioning to the next. Upon entering a new map, players must follow the movement direction indicated for that map.
- By following the white arrows on each map, players can move clockwise and eventually return to the Start Map, indicating they have completed one full loop.

### Guidance for New Players

Before starting, new players should discuss and clarify the movement rules for each map.

### Rolling the Dice

During gameplay, players roll a twelve-sided die + movement ability (on hero card or mount card) to determine the number of spaces they move. Movement is governed by the map's rules, and different strategic choices can lead players to varying positions.

### Obstacles

Players cannot cross red brick walls encountered on any map. Players should not enter the Battle Map unless they are engaging in battle or a duel.





# Game Components

## Hero Cards

Hero cards represent the characters that players control and can be identified by their dark blue backs.

### Hero Origins

- A crystal in the top-left corner of the card indicates the hero origin nation, determined by color. Heroes from each nation have unique starting advantages. These advantages are distinct from the hero's personal skill.



#### Red: Xuanyuan Hill

Higher initial attack power (Win the first creature battle directly)



#### Yellow: The Great Wilderness

Higher initial movement ability in battle (Already marked on the card)



#### Green: Penglai

Higher initial attack range in battle (Already marked on the card)



#### Blue: East Sea

Higher initial dodge ability in battle (Already marked on the card)



### Name and Personal Skill

Each hero has a unique name and personal skill. Some skills are used when moving on the map, while others are activated during battle.

### Key Stats

- The bottom-left corner of the hero card displays three critical stats, listed from top to bottom.



- Initial Movement Ability (0 indicates no additional mobility at the beginning).



- Initial Attack Range (2 indicates the ability to attack enemies within two spaces during battle).



- Initial Dodge Points (\* indicates no dodge points at the beginning. If the dodge point is one or more numbers, the player can dodge the damage if the result of their 8-sided die roll matches any of the dodge point numbers).

- These stats are vital during battle and other in-game situations. Detailed mechanics for their usage will be explained in the battle detail session.

### Skill Attributes and HP

- Each hero card features a diamond-shaped block with four colors, representing the hero's initial skill attributes.

#### Hero Initial Skill Attributes:

Strength: 3 (red)

Courage: 1 (yellow)

Intelligence: 2 (blue)

Perception: 2 (green)

- The total of these four attributes always equals the hero's current HP.

#### Hero Initial Total HP:

$$3+1+2+2=8$$

- All heroes start with a base of 8 HP points, which can increase as skill attributes improve during the game.

- Each equipment in the shop have specific skill requirements, making attribute upgrades strategically important.

Players can compare the key stats of heroes from different origins to understand the strengths of each nation. The color of the crystals is not related to the color of the skill attributes.



## Weapon Cards

During the game, players can purchase weapon cards at the blacksmith shop to enhance their battle power. The back of these cards is dark green with a symbol 攻 in the center.



### Name and Type

• Each weapon has a different type (e.g., Axe, Sword, Knife, etc.), indicated to the left of the weapon's name.

• In the game, certain weapon types provide additional bonuses for specific heroes. The details of these bonuses are explained in the heroes' personal skills.

### Key Stats Bonus

• The bottom-left corner of the weapon card displays two critical stats bonus, listed from top to bottom.



• Attack Range Bonus: Any increase to the player's attack range.



• Dodge Point Bonus: A boost to player dodge ability, if applicable (\* indicates no dodge point).

• Once a weapon card is equipped, if there are any bonus from the weapon card, the player's current key stats will be enhanced.

### Level

• Weapons are categorized into three levels, with Level 3 being the most powerful. Higher-level weapons offer stronger effects, higher prices, and stricter attribute requirements.

• During battles, players draw from the normal creature deck with no weapon or level 1 weapon equipped and draw from the advanced creature deck with level 2 or level 3 weapon equipped.

### Effect

• The additional attack power provided by the weapon. (In Battle, if the player rolls a 2, the weapon grants an additional 3 damage, for a total of 5 damage).

### Requirement

• The skill attribute levels players must meet to equip the weapon. If the player's skill attributes do not meet the requirements, they can purchase the weapon but cannot equip it.

### Price

• Weapons can be bought or sold at the START point or Blacksmith Shop. When returning a weapon back to Blacksmith Shop, the resale value is calculated as the purchase price minus ¥1500. (Price: ¥7000, Resale Value: ¥5500). Extra cards can also be traded with other players.



• Players can use marking tiles to track their current key stats, which will boost their overall combat effectiveness during battles.



## Shield Cards

During the game, players can purchase shield cards to enhance their defence power. The back of these cards is dark green with a symbol 防 in the center.



### Effect

- The additional defence power provided by the shield. (In Battle, if the player rolls a 3, the shield grants an additional 1 defence, for a total of 2 damage).

### Requirement

- The skill attribute levels players must meet to equip the shield. If the player's skill attributes do not meet the requirements, they can purchase the shield but cannot equip it.

### Price

- Shield can be bought or sold at the START point or Blacksmith Shop. When returning a shield back to Blacksmith Shop, the resale value is calculated as the purchase price minus ¥1500. (Price: ¥3500, Resale Value: ¥2000). Extra cards can also be traded with other players.

## Mount Cards

During the game, players can purchase mount cards to enhance their mobility. The back of these cards is dark green with a symbol 騎 in the center.

### Effect

- The additional mobility provided by the mount. Equipping a mount card increases a player's movement distance both on the main map and during combat.



### Requirement

- The skill attribute levels players must meet to equip the amount. If the player's skill attributes do not meet the requirements, they can purchase the mount but cannot equip it.

### Price

- Weapons can be bought or sold at the START point or Stables. When returning a weapon back to Stables, the resale value is calculated as the purchase price minus ¥1500. (Price: ¥2500, Resale Value: ¥1000). Extra cards can also be traded with other players.





## Supply Cards

During the game, players can purchase supply cards from Market or at the START point. The back of these cards is dark green with a symbol 補 in the center.



### Effect

- The specific benefit provided by the card.

### Price

- Supply cards are purchased exclusively from the Market or at the START point and cannot be returned. Players must ensure that supply cards remain face down until activated during gameplay.

- Players may purchase only one card of each type per visit to the Market or START point. Depending on the card's effect, players can use the card while moving on the map or during combat.

Supply cards fall into two main categories: One-Time Use Cards and Persistent Cards.

### One-Time Use Cards

These cards provide a single-use benefit and are removed from the game after activation.

- Yuzhi Potion
- Guizhi Potion
- Binding Trap
- Cloud Piercer
- Portal
- Assassination (Phoenix Expansion)
- Poisoned Wine
- Immunity
- Stealing
- Evasion (Phoenix Expansion)

### Persistent Cards:

Persistent supply cards remain active once equipped and provide continuous benefits until the end of the game, unless replaced, stolen, or purchased by another player.

A player can only equip one persistent supply card at a time, but they may still use one-time supply cards while a persistent card is equipped. (some cards are expansion only)

- Magic Pouch
- Secret Manual (Phoenix Expansion)
- Supply Station (Phoenix Expansion)
- Great Library (Phoenix Expansion)
- Blood Packet
- Determination (Qilin Expansion)

For weapon cards, shield cards, mount cards, and supply cards, although their backs are all green, the patterns and symbols are different. Before the game begins, players need to separate the four types of cards and place the supply cards face down next to the map.



## Creature Cards

Creature cards are drawn and battled when players enter the arena (the **brown area** on the map). Before starting the game, separate the creature cards into three decks based on their back colors, shuffle the Normal and Advanced Creature decks and keep the decks ready for gameplay. During battles, players draw from the normal creature deck with no weapon or level 1 weapon equipped and draw from the advanced creature deck with level 2 or level 3 weapon equipped.

### Creature Categories

Creature cards are divided into 3 categories, differentiated by the color of their backs. Creatures of different categories have varying challenge difficulties.



- Normal Creatures:  
Dark red back.



- Advanced Creatures:  
Half red and half yellow back.



- Legendary Creatures:  
Fully yellow back.

### Battle Type

Creature cards also vary by the type of battle mechanics.



- Winning by Judgment:  
The player rolls a die and must achieve one of the values shown on the card to win (3,4,5,6). Failure results in a loss (1,2).



- Winning by Battle:  
The player and the creature engage in battle on the battle map. Detailed rules will be provided in later sections.



- The Three Trials of Fate (Legendary Boss Battle):  
Similar to Winning by Battle, but against Legendary Creatures on the battle map.

### Elemental Attributes

Some creatures possess unique elemental attributes, represented by a diamond-shaped block in the center of the card.



Blue: Water Element



Black: Dark Element



Red: Fire Element



Yellow: Lightning Element



Green: Nature Element.

Certain heroes have abilities or effects specifically targeting creatures with these attributes.





### Key Stats

• The bottom-left corner of the hero card displays three critical stats, listed from top to bottom.

**+1**

• Movement Ability ( +1 indicates 1 additional mobility during the battle).

**3**

• Initial Attack Range (3 indicates the ability to attack enemies within 3 spaces during battle).

**4**

• Dodge Points ( 4 indicates this creature can dodge the damage if the result of their 8-sided die roll matches 4).

### Creature Details

• **Creature HP:** The creature's HP is calculated based on the player's HP and card-specific information. (For example above. If player current HP is 10, then creature initial HP is 15).

• **Creature Skill:** some creature may have special skills.

• **Victory Rewards:** Rewards granted upon defeating the creature.

• **Failure Penalties:** Consequences of losing to the creature. Once a battle concludes, return the creature card to the bottom of its respective deck.

## Event Cards

Event cards have a purple back and must be shuffled randomly before the game begins. Players draw an event card when entering the Riddle Forest (indicated by the purple space on the main map). Some events require a die to resolve outcomes. Used event cards are placed at the bottom of the deck.





## HP Cards

- HP cards track changes in a hero's four skill attributes: Strength, Intelligence, Courage, and Perception.
- Each player takes three cards, labeled 1-3, 4-6, and 7-9 and lays out the cards in sequence. Place Skill Attribute Cubes on the initial values shown on the chosen hero card. Whenever an attribute value changes, players will move the cube left or right.
- Skill attributes cannot exceed 9. Players with a Battle Board can use it to track skill attributes instead of HP cards.



## Skill Attribute Cubes

- Skill attribute cubes are transparent markers in four colors: red, yellow, blue, green. These cubes are used to track a player's current Skill Attributes on the HP card or battle board.
- At the start of the game, each player receives one cube of each color (four total). Players must place these cubes on the initial values displayed on their hero card. Whenever a skill attribute increases or decreases during gameplay, players must adjust the cubes accordingly to reflect the updated values.

## Action Cards

- Action cards are used during creature battles, player duels, and Boss fights. Each action card provides a specific action option. When using an action card, players can determine the order in which they play their cards based on their effects.

### Dice Indications

- On each action card, icons such as D4 or D6 indicate the type of dice required to execute the action:  
D4: Four-sided die.  
D6: Six-sided die.  
For example, the "Attack" card requires rolling a six-sided die (D6) to determine the damage dealt to the opponent during that round.

- Types of Action Cards: There are 11 types of action cards, each with unique effects. Details about their usage and the combat process will be explained next page.







### Attack

- Perform a regular attack using a D6 die. Total Damage = Rolled Value + Weapon Bonus + Skill Bonuses.



### Movement

- Move a number of units in any direction during your turn. Movement Rules: If Initial Movement Value = 0, roll a D4 die to determine movement points for the turn. If Initial Movement Value  $\geq +1$  or with Mount Bonuses, Total Movement Points = D4 Roll + Initial Value + Mount Bonus.



### Defense

- This action requires a shield card. This turn, you are immune to "Attack" or "Critical Hit" damage.



### Counterattack

- Negates incoming attack damage and deals 2 damage to the opponent. Limitations: Cannot counter a critical hit.



### Healing

- Recover 2 HP upon playing this card, player can use at anytime.



### Loot

- Randomly draw one card from the opponent's hand and exchange it with one of your own cards.



### Roar

- Increases the player's damage by +1 for the next two turns.



### Ambush

- If the opponent is within the player's attack range +2, deal 2 damage this turn.



### Rage

- Doubles all remaining "Attack" or "Critical Hit" damage. Calculation: Determine final damage, then apply doubling.



### Knockback

- If the opponent plays a "Critical Hit" this turn, all damage is invalid, and the opponent must move 3 spaces in the direction chosen by yourself.



### Critical Hit

- Requires a Weapon Card. Effect: Normal attack damage (from D6 die) + extra damage (determined by a D4 roll).

## Reminder Card

- Each player receives a reminder card at the start of the game, which helps players reference reward information and duel terrain details on the map.





## Tiles

There are two types of tiles, Hero Tiles and Marking Tiles.

### Hero Tiles

• Hero Tiles are used to create the moving standees on the map (players can also use miniatures in the deluxe edition), as shown in the illustration.



### Marking Tiles

• Marking Tiles are used to keep track of the player's current ability, mark rewards or penalties. Players can use blue tiles to mark their current key stats in real time, so there's no need to recalculate them at the start of a battle.

• In the game, if a player needs to mark a reward or trap point on the main map, they can use a money tile or a binding trap tile.

• Defeating Boss 1 and 2 grants rewards, which require the use of Marking Tiles.



## Battle Counter

• The Battle Counter is used to monitor a player's current HP during gameplay. Set the pointer on the Battle Counter to indicate your current HP value at the start of the battle or duel.

• Adjust the pointer in real time to reflect changes in HP during battles. If your HP reaches zero, your hero is defeated. After a battle, regardless of whether you win or lose, your HP will be fully restored.



## Money

• In the game, money comes in three denominations: ¥500, ¥1000, and ¥5000. Players earn money as the game progresses, which they can use to buy or trade items.

• At the beginning of the game, each player receives ¥2500. If a player incurs a penalty requiring them to lose money and does not have enough, they will lose only the remaining money they have.



## Battle Map

The combat occurs on the battle map when players engage in duels, battle creatures, or challenge Bosses (legendary creatures).

### Start Point

- Players need to place their pieces in the START spaces.



### Lava

- Players who pass through lava will have their attack damage reduced by 2 in the next turn.

### Frozen

- Players who pass through a snowfield will have their attack range reduced by 2 in the next turn.

### Swamp

- When players land on a swamp, they lose 2 HP.

### Creature Battle

- When a player battles a creature, the next player will take on the creature's role and fight against the player. In this case, if the creature wins, players controlling the creature receive ¥500, and there is no penalty if they fail.
- The rewards and penalties for victory or defeat can be found on the creature card for players controlling the hero.

### Hero Duel

- When players engage in duels, they play as their own heroes.

### Boss Battle

- If the player challenges a Boss, all other players can collectively control the Boss and discuss the battle strategy.

Players cannot use their hero's skills or cards when playing as a creature or Boss. All creatures' HP, skills, and other details must be calculated based on the information on the creature card.





## Battle Board

- The Battle Board is designed to help players organize and manage their cards efficiently during gameplay. Each player receives one Battle Board at the start of the game.
- Place the hero card in the designated slot located in the top-left corner of the Battle Board.
- Place supply cards, weapon cards, shield cards, and mount cards in their respective slots at the bottom of the board.
- Use the skill attribute cubes to mark the hero's initial skill attribute values on the board before the game begins.
- Use the four token slots on the right-hand side to hold your tiles. You can also utilize them to track your movement ability, attack range, and dodge points throughout the game.



## Miniatures

Miniatures serve as game pieces for map movement and battles. Certain miniatures have specific roles as outlined below.



### Trap Miniature

- Used in combination with a Binding Trap Supply Card. When placed on the map during movement, it follows the rules of the Binding Trap card. Players no longer need to use binding trap tiles.

### Hero Miniature

- Represents the player's hero in battles. In the deluxe edition, players use a standee to move on the main map and a hero miniature to battle on the battle map.



### Money Bag Miniature

- Functions as a marker with Event Cards when players need to gather money at a designated location. Players no longer need to use money tiles.





# Game Rules

## Game Flow

Starting with the first player, each player rolls a 12-sided die to determine their movement. Players move clockwise according to the rolled number, choosing their route based on the movement rules on the main map (P7). Strategy is key - players should plan their path to maximize bonuses and opportunities.

### TREASURE

#### Treasure Point

- Landing exactly on a treasure point grants ¥2500.

#### Arena

- If players land on **Brown Land**, they enter the Arena and draw a random Creature Card to begin a battle. Winning grants rewards, while losing incurs penalties. When a player has no weapon or only a level 1 weapon equipped, they will draw a normal creature. If the player has a level 2 or level 3 weapon equipped, they will draw an advance creature.

#### Four Nations

- When players land on red, yellow, blue, or green spaces, they gain the different bonuses.

**Red Land:** +1 Strength attribute

**Yellow Land:** +1 Courage attribute

**Blue Land:** +1 Intelligence attribute

**Green Land:** +1 Perception attribute

- If a player's hero's origin (the crystal color in the upper left corner of the Hero Card) matches the color of the land they land on, it indicates that the player belongs to that realm, and they receive an additional ¥500.





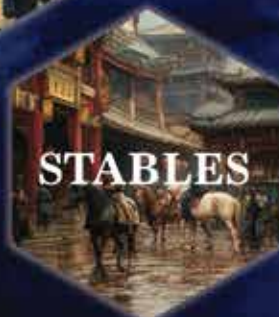
### Trap Point

- Landing on a trap point causes the player to stop one turn.



### Riddle Forest

- If players land on a Purple Land, they draw a random Event Card and trigger the event.



### Shop

- Shops include the Blacksmith Shop (sells weapon and shield cards), the Stables (sells mount cards), and the Market (sells supply cards).



### START Point

- Passing through or landing on the START point grants ¥1500. Landing exactly on the START point allows the player to trade or purchase any cards, similar to all 3 shops. The ¥1500 reward is received before making any purchases.





## Creature Battle

When a player enters the Arena, they must draw a random creature card to begin a battle. Refer to the creature card section for specific details about the drawing process. Note that the draw excludes **Legendary Creatures (Bosses)**.



### Judgment-Based Victory Creatures

- The player rolls a six-sided die (D6) to determine the outcome.
- **Victory:** If the number rolled matches one of the listed numbers on the creature card, the player wins and receives the reward stated on the card.
- **Defeat:** If the roll does not match any of the listed numbers, the player loses and incurs the specified penalty.
- **Example:** For the Red Crowned Beast, the player wins by rolling 3, 4, 5 or 6, earning ¥1500. Rolling a 1 or 2 in defeat and a penalty of -¥500.

### Combat-Based Victory Creatures

- The next player takes on the role of the creature and fights against the current player.
- **Combat Rules:** The rules for battle are the same as those used for player-versus-player duels. Players must refer to the creature card for the creature's HP, skills, and abilities.
- **After the Battle:** If the player wins, they receive the reward listed on the creature card. The player controlling the creature suffers no losses. If the player loses, they incur the penalty stated on the creature card. The player controlling the creature earns ¥500 as compensation.
- Regardless of the outcome, the creature card is returned to the bottom of the deck after the battle.

## Duel

A duel is triggered when two or more players land on the same space while moving clockwise on the main map. The last player to enter the space becomes the duel initiator and selects one of the other players in the space as their opponent.

### General Rules for Win

- Finally, if both players' HP drops to 0 simultaneously, the player with the lower starting HP wins.
- If starting HP is the same, both players roll a die until one rolls a higher number, determining the winner. The winner earns ¥2500, while the defeated player loses ¥1000.

### Special Cases

- If a duel and an arena event occur simultaneously, only the duel is conducted.
- If a duel coincides with a random event, the random event is resolved first, followed by the duel.
- No duels occur at the treasure, trap, shops, or START points.
- A player can only initiate a duel with the same opponent once per full circuit of the map.



## Battle and Duel Details

All combat, including duels and battles with combat-based creatures, takes place on the battle map. Both participants place their hero miniature (or standee) on the **START** positions on opposite sides of the map. If the combat involves a creature, the next player in turn order controls the creature. Shuffle the action card deck and place it beside the battle map.



Assume the player A initiates a creature battle and has already purchased a weapon and a shield. At this point, the player has chosen the hero "Hong Shi", equipped with the weapon "Flame" and the shield "Du Han", and is facing the creature Yayu (Player B will control this creature). Assume the player's four skill attribute values at this moment are as follows:

**Strength: 8 (red)**, **Courage: 1 (yellow)**, **Intelligence: 8 (blue)**, **Perception: 2 (green)**.

### Calculate Key Stats

#### Total HP

• Sum of the hero's four skill attribute values plus any health bonuses. Creatures' HP is determined by their card stats.

Hero	Creature
$8+1+8+2 = 19$	$19+5 = 24$

#### Movement Ability

• Hero card base value plus mount card bonuses.

#### Attack Range

• Hero card base value plus weapon bonuses.

#### Dodge Points

• Each dodge point corresponds to one number on an eight-sided die (non-cumulative).

#### Defense

• Determined by equipped shield cards.

#### Attack Power

• Includes bonuses from weapons and indicator tiles.



+1 ← unaffected

+3



## Turn-Based Combat Rules (Discard, Draw and Play)

When the battle begins, both players each draw 4 cards from the action deck. Then, the player who initiated the challenge (Player A) takes the first turn.

### Player A's Turn

The duel or battle initiator (Player A) acts first. Player A can play one "attack" or "critical hit" card per turn, regardless of how many they possess. Other types of action cards can be played consecutively until Player A chooses to end their turn. During Player A's turn, Player B can use cards to defend, "counterattack" or "knockback" in response to Player A's actions. Player A's turn ends when they run out of playable cards or voluntarily stop.

### Player B's Turn

When Player A chooses to end their turn, it is Player B's turn to take action. At the start of their turn, Player B may discard any number of cards once from their hand. Player B then draws from the action card deck until they have 4 cards in hand. Player B initiates their offensive actions following the same rules as Player A, with Player A responding defensively.

### Alternating Turns

When Player B ends their turn, Player A begins their turn again and, just like Player B, will discard and draw cards (drawing back up to 4 cards). Then take action. Both players alternate turns as described above.

### Combat Progression and Victory

Players must strategize by calculating distances, estimating damage, and anticipating their opponent's moves during their turn. Players can use supply cards during their turn for healing or enhancements. The combat continues until one participant's HP drops to 0. Once the battle ends, both participants' HP is fully restored regardless of the outcome.







Player A (Hero)



Player B (Creature)



### Example

Let's continue with the previous assumption (page 24): once the players have calculated the key stats for both themselves (Player A) and the creature (Player B), the two players can begin the battle.

#### Player A

Both players start at Point A and B, each draw four cards as shown in the image above. The player A begins their turn by playing a "Movement" card. According to the card's instructions, the player needs to roll a 4-sided die. Suppose the player rolls a 4 – they can then move from Point A to Point C (Player A have no bonus from movement ability; if the movement ability is +1, the player A could move 5 spaces).

After moving, the player calculates the distance to the creature, which is 4 (the creature is at Point B). Since the player's attack range is 2, which is less than the distance to the creature, the player cannot play an attack card this turn. Finally, player A chooses to end their turn.

#### Player B

Now, Player B begins their turn. Player B chooses to discard a "Knockback" card and draws one card from the action deck, restoring their hand to four cards. Let's assume the newly drawn card is "Attack". Player B then plays a "Movement" card and rolls a 4-sided die, resulting in a roll of 1. Since the creature Yayu grants +1 movement, Player B moves 2 spaces and arrives at Point D.

At this position, Player B has an attack range of 3, which allows them to reach Player A, who is standing at Point C. Player B plays an "Attack" card and rolls a 6-sided die, getting a result of 4. As a result, Player A's HP is reduced to 15.<sup>4</sup> Player B then ends their turn.

After that, Player A takes their turn again. Currently, Player A has 3 cards in hand. If Player A chooses not to discard any cards, they must draw one card from the deck to restore their hand to four cards. After drawing, Player A may take another action. This process continues until they end their turn. Players continue taking turns in this manner until one player's HP is reduced to zero.



## Purchasing and Trading

### Card Purchase Rules

Mount Cards, Weapon Cards, and Shield Cards can be purchased in multiples but only one of each type can be equipped at a time. Extra cards can be swapped or traded during non-combat phases. Supply Cards only one of each type may be purchased per shop visit.

### Shop Types

- Blacksmith Shop: Sells weapon cards and shield cards.
- Stables: Sells mount cards.
- Market: Sells supply cards.
- START Point: Players may purchase any type of card upon landing on the START point.

### Trading Rules

Extra equipment can be traded with other players (prices negotiated between players) or Returned to shops or the base camp.

### Refund Policy

The resale value is the purchase price minus ¥1500, and players must pay the full price to repurchase the same item.

## The Three Trials of Fate (Boss Battle)

• When a player lands exactly on the space with a legendary creature (Boss 1,2 or 3), they may challenge one of the related Trial at the time. The player does not need to complete the trials in order, but the difficulty varies for each legendary creature. Boss 1 is the final and most challenging of the three. Defeating a legendary creature grants the player the rewards listed on the creature's card.

• If the player fails in the trial, they suffer the appropriate punishment listed on the creature card and are sent back to the START point. The player must complete at least one full circuit of the main map before being eligible to challenge a legendary creature again.

• Each time a player defeats a legendary creature, their HP is fully restored. Once a player has defeated a Boss, this Boss remains defeated and cannot be challenged by other players again.





# FAQ

## Dodge Points

- Dodge points represent the numbers that indicate whether a player can evade damage during battle. When an opponent launches an attack or a critical hit, the defending player can roll an 8-sided die.

- If the result matches one of the player's dodge points, it means the player successfully evaded the attack. The more different numbers a player has as dodge points, the greater their chances of avoiding the opponent's attacks (Dodge points cannot offset additional damage).

## Mount Movement Bonus

The movement bonus from mounts applies to actions on both the main map and the battle map.

- On the main map, Final Movement Distance = Rolled value on a 12-sided die + Mount's movement bonus.

- On the battle map, Final Movement Distance = Rolled value on a 4-sided die + Mount's movement bonus.



We hope the world of Shenzhou brings you joy!