



LIGHT HUNTERS
BATTALION OF DARKNESS

GAME RULES

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CURSE

Mighty Hero from a far-off land,
now exiled to this dark forest,
you once shone bright amongst your fellow men,
but are now doomed to roam the darkness.
Surrounded by crooks, you now seek
the former glory of your past.
Show the true Hero you are,
and regain your freedom at last.

NEW DAWN

There still remains a glimmer of hope
for you to return to your native land.
Join forces with other Heroes,
and lead your camp to victory.
Summon the Spirits of Light,
and harness their energy.
Fulfil your destiny,
and destroy the enemy battalion.

Once victorious,
you may finally return to your people.
Far from your prison, the gods will forgive you at last.

Box contents



- 8 "Hero" cards + 1 "Skeleton" card
- 70 Spirit of Light cards:
 - 24 Dawn cards
 - 16 Shimmer cards
 - 14 New Day cards
 - 12 Beam cards
 - 4 Illumination cards
- 55 health tokens:
 - 5 Ether tokens
 - 20 1-point health tokens
 - 20 3-point health tokens
 - 10 5-point health tokens
- This rules booklet



Game objective

Build your battalion and eliminate enemy forces without leaving a single survivor.

All of the Heroes from the remaining team are declared the winners, and are free to return to their own worlds.

The team that makes the best use of its Heroes' strengths and weaknesses will gain the upper hand over its competitors. Choose your Heroes wisely!

Game set-up

Set up teams

Start by setting up two equivalent teams (from 1 to 4 players per team), and place them face-to-face. Light Hunters can be played in two-on-two, three-on-three or four-on-four.

A player can play multiple Heroes, thereby allowing them to play with an odd number of players. However, the total number of Heroes in each team must be equivalent and consist of at least 2 Heroes (otherwise it's not really a battalion!).

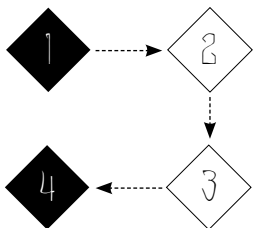
Once you have two teams, you define the team that will start playing. Use whichever method works best for you (roll of dice, rock-paper-scissors, ...)!

Hero selection

In this turn-based game, players pick their Hero during their turn, following the order shown on the diagram below:

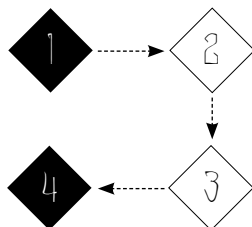
2 Vs 2

Team 1 Team 2



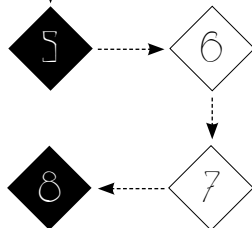
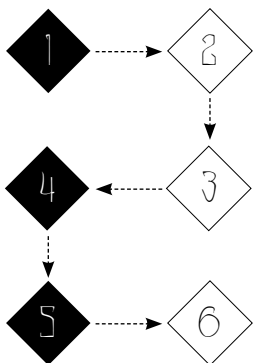
4 Vs 4

Team 1 Team 2



3 Vs 3

Team 1 Team 2



EXAMPLE

For a 2Vs2 game

1. Team 1 chooses its first hero.
2. Then, team 2 selects one Hero (strategically, this Hero should have traits that oppose team 1's hero—but don't let us meddle with your strategy!).
3. Then, it's team 2's turn to choose its second hero.
4. Next, team 1 chooses its second hero.

Tip: For the first games, you can rely on Hero classes, choosing one Hero of each type (Defence, Attack, Support and Magic).



Order of Heroes' turn

Once each team has built their battalion, it is possible to change the order of Heroes' turn. Even if you chose a character first, you can place him/her in last position. When you have made your choice, place your teammates in the order you have defined to simplify the game.

Spirit of Light cards set-up

Shuffle the 70 Spirit of Light cards and deal 2 cards for each hero, in the order of Heroes' turn.

Let the rest of the cards as a face down stack on the middle of your table.

Health points

Then take health tokens to display your hero's health points.

At the top of the card, a number indicates the hero's health points, that is, the damage the Hero can receive before dying.

From the bank, take the number of 5, 3 and 1 tokens that add up to your Hero's health points and place them next to the Hero, visible to your opponents.



Then finally symbolize the energy level of the round by putting an Ether token near the draw pile.



Now the battle can begin!

GAMEPLAY

Light Hunters is a turn-based card game in which the possibilities increase as the game progresses.

- During a round, all Heroes play once, following the order indicated in the game diagram.
- Heroes can use the skills listed on their card during their turn.
- To use a skill, the player must play the Spirit of Light card that corresponds to the seal assigned to the skill and respects the Ether level available for the round.
- You can cast as much skills as you wish during a Hero's turn as long as it does not exceed the Ether level of the round.

For more information, see the chapter on Spirit of Light cards (p.8).



HERO'S TURN

A Hero's turn is divided into 4 phases:

1. Discard an active skill (activated during the previous round)
2. Draw 2 cards
3. Play Spirit of Light cards
4. Discard excess cards

1. Discard an active skill

If the Hero had placed active cards during his previous turn, and these end, he must start his turn by discarding them face up.

2. Draw 2 cards

The player draws two cards in the draw pile. When the draw pile is empty, shuffle the discard pile to form a new deck.

3. Play Spirit of Light cards

The Hero can play the Spirit of Light cards that will allow him to activate his skills, he can play as many cards as he wants, as long as it respects the Ether level of the round. His skills can be cast against one or more enemies in order to annihilate them, or on the contrary help one or more allied Heroes (including the Hero himself). The Hero can only play his Spirit of Light cards during his turn. The player may decide not to play cards for that turn.

- To symbolize an immediate effect skill, such as an attack, you quotes the skill, show your card to the targeted opponent and then place the card in the discard pile, face up.
- To symbolize an active skill, the player places the card in front of the concerned hero, face up (for example, Ludano's « Shield »).
- You can discard 3 identical cards, to draw 1 additional card in the draw pile, without consuming Ether.

4. Discard excess cards

If you end your turn with more than 5 cards in hand, you must discard the excess cards. It is forbidden to discard cards to reduce your hand below 5 cards.

End of a Hero's turn

The Hero's turn is then complete, it is up to the next Hero to start his turn, following the order of the game diagram.

When all Heroes have played, move on to the next round by increasing the Ether level by 1.

Ether cost

Each skill has a cost in Ether, the value is indicated above the name of each skill.

The Ether points used during a turn must not exceed the Ether level of the round.

Ether level is defined by the number of rounds played, but can not exceed 5 (round 1 = Ether level 1).

For more information, see the chapter on Ether level.

Death of a Hero

A dead Hero must discard his cards, if he is resurrected later he will start without cards in hand.

When a Hero dies, all skills that he cast on the other Heroes before he was executed remain active until the end of the Hero's turn.



Team spirit

Light Hunters is, above all, a team game, so it is strongly advised to talk to each other to coordinate the team's efforts. However it is forbidden to show your cards to your teammates or to exchange cards.

END OF GAME

A team wins when it has destroyed all enemy Heroes.

All the Heroes of the winning battalion are then designated victorious, and worthy of returning to their world, free and full of glory.

Tip : For the sake of fairness, we propose to play at least 2 winning games and thus alternate the starting team.

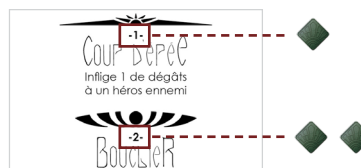
ETHER LEVEL

The Ether level indicates the level of energy available in a round. The Ether level increases by 1 after each round, up to a maximum of 5.

Tip: to keep track of the Ether level, place Ether tokens at the centre of the table.

You can cast as many skills as the Ether level allows it. You must add up the Ether cost of each skill cast, without exceeding the Ether level available.

The Ether cost is indicated above the name of each skill on the Hero cards.



EXAMPLE

We're in round 3. The Ether level is therefore 3 points.

Merletta, the fairy, has 3 Dawn cards, 1 Shimmer card and 1 New Day card, so she has several options:

- Launch a "Storm of thorns" 3-Ether-point attack.
- Launch a "Rain of thorns" 2-point attack and a 1-point "Breath of life" attack.
- Launch three 1-point "Breath of life" attacks.



THE SPIRIT OF LIGHT CARDS

Every Spirit of Light card has a seal that corresponds to each skill. Skills are specific to each Hero and described on the Hero card. The Ether cost for each skill is indicated below the seal.

There are 5 types of Spirit of Light cards:



Dawn

Its speed and craftiness make it the game's first Spirit. Symbolising the daybreak, Dawn can be used as early as the first round. It shapes the Hero's destiny. There are **24 Dawn cards**.



Shimmer

The wings of this Spirit symbolise changing light; when the second round begins, Shimmer suggests the beginning of illusions and cunning in team play. There are **16 Shimmer cards**.



New Day

According to American Indian culture, the New Day Spirit is the creator of light. This Spirit can act in a group to eliminate an imposing predator, and it symbolises unity in the face of enemy danger. There are **14 New Day cards**.



Beam

The ultimate symbol of daytime, the Beam Spirit is hot-headed and combative. It's sure to shake things up a bit. There are **12 Beam cards**.



Illumination

Majestic and rare, the Illumination Spirit represents pure, immortal light. It's hard to oppose such an absolute Spirit, which often plays a decisive role in a game. There are only **4 Illumination cards**.

LUDANO

1
SWORD STRIKE
Deal 1 damage to an enemy hero

2
SHIELD
Dodge the next enemy attack, available 1 round

3
DOUBLE-EDGED SWORD
Deal 2 damage to an enemy hero

4
ELIXIR
Restore 2 health points for himself

5
DIVINE RAY
Instantly kill an enemy hero, can't be avoided by a skill

SKILL TYPES

Skills are listed on each Hero's card, but to fully understand the extent of the different skills, they are specified here.

Attacks

Deal X damage points to X enemy Hero. An attack is any skill that deals damage.

Dodge

Avoid all enemy attacks or skills that deal damage. Skills that do not deal damage are not avoided.

EXAMPLE

We're in round 4.

- **Ludano** uses his "Shield" skill during his turn (prevents the next enemy attack, valid for 1 round). Then he ends his turn.
- It's **Dagbjart's** turn next, and he uses the "Underground creepers" skill and blocks **Ludano's** next turn (this does not activate the shield, because this skill does not deal damage). **Dagbjart** ends his turn.
- The game round is over: now it's round 5, and the Ether level is 1 higher.
- It's **Balder's** turn to play, and he uses the "Earthquake" skill and deals 1 damage to all enemy Heroes, except for **Ludano**, who discards his shield card and does not receive damage.

Freeze

Freeze a Hero for the next round. During his turn, the frozen Hero can draw his two cards, if he has 3 identical Spirit of Light cards in hand, he can discard them to free himself from the freeze and can then play his turn. Otherwise, he can't use a skill.

Attack that can't be avoided by a skill

Bypasses defensive skills to deal damage to the target. Defensive skills remain active after the attack.

Regeneration

Regenerate X health points for X hero(es). Heroes cannot have more health points than those indicated on their cards.

Discarding card

Make X Hero discard X cards.

The player must hold up his cards (hidden from the other players), and the player who cast the skill takes X cards of his choice and discards them. If a player must discard all his hand, he place them all in the discard pile.

Stealing card

Steal X cards † X hero.

The targeted player must hold up his cards (hidden from the other players), and the player who cast the skill takes X cards of his choice and adds them to his hand.

Attack bonus

Increase the damage dealt by X Hero by X points for 1 turn. If a Hero targets several enemies, he chooses which Hero will receive the X extra damage points.

EXAMPLE

We're in round 5.

- **Balder** uses his "War Cry" skill during his turn (increases the damage dealt by 1 point by all of the ally Heroes, for 1 round). Then, he uses his "Axe blow" skill against **Lucrecia** and deals 2 damage points.
- **Bergljot's** turn is next; she uses her "Flaming arrow" and "Triple arrow" skill against **Lucrecia** and deals a total of 6 damage points (2 pts + 3 pts + 1 extra).

Defence bonus

Reduce the damage dealt to X allied Heroes for 1 turn. If a Hero is attacked by different enemies when the skill is active, the defence bonus applies each time.

Skills to allied Heroes

Cast a skill for one or all of the allied Heroes, can also be used towards the Hero who cast the skill.

EXAMPLE

Lucrecia uses her "Life drain" skill (deals 2 damage to an enemy Hero and regenerates 2 health points for an ally hero) against **Weyaya**, she removes 2 health points from **Weyaya** and decides to regenerate 2 health points for herself.

Immortality

Make X Hero immortal. Heroes cannot be affected by a skill and do not receive damage, so they cannot be killed or frozen.

Going to the front line

Go in the front line, and receive all the damage from the next enemy attack. This skill forces to target a particular Hero but does not prevent an attack.

Divine Ray

Kill an enemy Hero instantly. The targeted Hero cannot avoid the attack; however, if the Hero is immortal, it does not do any damage. "Divine Ray" is an attack and must target Heroes in the front line.

Available 1 round

All active skills are valid for 1 turn, unless specified otherwise.

It means that the skill is available 1 round from the position of the Hero who used it.

EXAMPLE

Jamshaid uses his "Armour" skill (reduce damage from the next attack by 1 point, for the ally Hero of his choice, available 1 round).
The skill remains active until it is **Jamshaid's** turn again.

Ether management

Control the Ether level available of X Hero.

EXAMPLE

We're in round 1.

- **Dagbjart** uses his "Ether potion" (increases Ether by 1 for 1 round). This skill costs 0 Ether; he currently has 2 Ether for this turn.
- **Dagbjart** therefore uses his "Fire ball" skill (deals 2 damage to an enemy hero) against **Merletta**.

By controlling a Hero's Ether level, it is possible to exceed 5 points per round.

Until the end of the game

Some Heroes in the game and its expansions have a skill that stays active until the end of the game. For these Heroes, the skill is activated with an Illumination card, the card must remain close to the Hero until the end of the game. It is discarded only in case of death of the Hero.

Light Hunters - The App

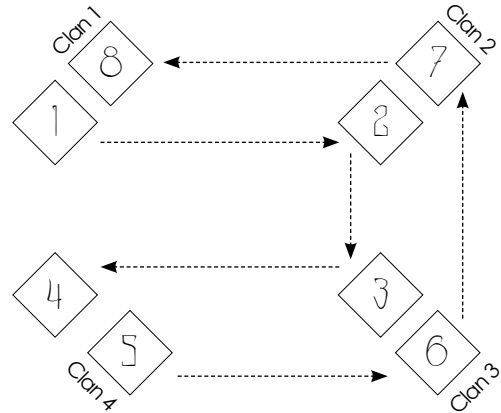
Find detailed examples of each skill on the app, download « Light Hunters - Game Rules » via GooglePlay and AppStore. Discover also the Tournament mode offering a new gaming experience.



FREE FOR ALL MODE

From 3 to 8 players, the FFA mode allows to increase the number of teams. We no longer speak about battalions but clans battling.

You may build 3 or 4 clans, of 2 Heroes each, as indicated in the diagram below:



Game objective

Build your clans and eliminate enemy forces without leaving a single survivor. All of the Heroes from the remaining clan are declared the winners, and are free to return to their own worlds.

Game Set-up

Start by forming the clans, placing the teams around the table, and then designating the first clan to play.

The order of Hero selection is different from the classic version, in FFA mode the clans choose 1 Hero each turn in a counterclockwise direction starting from the first clan to play. Then choose their second Hero starting from the last clan in the clockwise direction (see diagram above).

Each player can use one or more Heroes, allowing them to play with an odd number of players. It is possible to change the order of passage as for the classic version.

Prepare cards and tokens, now the battle can begin!

Gameplay

The game proceeds in the same way as for the classic version, but respecting the order of passage specific to the FFA mode.

Hero's turn

During the turn of a hero, the possibilities of play and skills remain identical to the classic version. There is an exception: the skill cast to all enemy Heroes is limited to 1 Hero per clan, but affects all enemy clans.

End of the game

A clan wins when it has destroyed all enemy teams.

All of the clan Heroes are named winners, and worthy of returning to their worlds, free and full of glory.

THE HEROES

The 8 Heroes in the game are all endowed with 5 specific skills.
The Heroes fall under 4 different categories: Defence, Attack, Support and Magic.
These categories determine the skills and the hero's combat style.

Defence



Jamshaid - Orc King - 10 health points
"No compassion for anyone but my own kind. I'll do anything to crush the enemy and claim victory to get out of this vile forest!"



Balder - Barbarian Lord - 12 health points
"I'll soon look out onto the horizon, breathe in the salty air, caress a woman's breasts and drink until I'm drunk."

Attack



Bergljot - Expert Archer - 7 health points
"I'm the best; with my talents, we can't lose."



Ludano - Mysterious Champion - 7 health points
"Come here, taste the edge of my sword. You'll be impressed by how deep it cuts."

Support



Lucrecia - Belligerent Witch - 9 health points
"Come here, little one... You're not about to fly again."



Merletta - Mischievous Fairy - 9 health points
"Stay there, let me help you. You won't make it without me. I'm stronger than I look!"

Magic



Dagbjart - Druid Hermit - 8 health points
"Nature is quite the force. Every cataclysm carefully regulates the balance between living beings."



Weyaya - Esoteric Necromancer - 8 health points
"Life is but an illusion. All can die, and all can be reborn."



Ozu - Soulless Skeleton - 1 health point
"..."

THANK-YOUs

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