

Overview

In **Ninth Descent**, 2-4 summoners call upon forces of good and evil to fight at their behest in a war for control over three otherworldly realms.

Players take turns summoning Forces, collecting ash, and occupying Heaven and Hell to gain virtue and sin. First to seven virtue or seven sin wins the game.



Setup

Building Your Deck

Decks are made out of 45 cards. No more than 3 copies of each card are allowed in a deck. There are several ways to build decks, so Players should agree on one before starting the game.

1. Constructed Decks

- a. Each Player creates their own deck out of any of the cards in the game.

2. Shared Deck – Good for beginners

- a. Shuffle all the cards together (3 copies of each card) and set them in a pile in the middle of Purgatory.
- b. All Players draw from this Essence pile, but discard to separate Chaos piles.

3. Array Draft

- a. Shuffle all the cards together.
- b. For each Player in the game, lay out 10 cards in the center of the table.
- c. Players take turns selecting 5 cards at a time to add to their deck. The leftover cards are set aside.
- d. Repeat steps b. and c. changing turn order so that every Player gets a chance to pick first. Continue until each Player has 45 cards in their deck.

Starting the Game

Each Player gets a Virtue counter, a Sin counter, and an ash counter.

The youngest Player goes first. Play proceeds clockwise around the table.

Playing the Game

Ninth Descent is played over several game rounds in which you command angels, demons, and mythical creatures to occupy the three Realms and collect you **ash**.

Player Turns: 5 actions

Take turns in clockwise order. On your turn, you get **five** actions. Your actions can be any combination of:

- Drawing a card
- Summoning a Force
- Moving a Force you control
- Attacking with a Force you control
- Activating an ability of a Force you control
- or Condensing ash into Virtue or Sin

You can choose any of these actions multiple times.

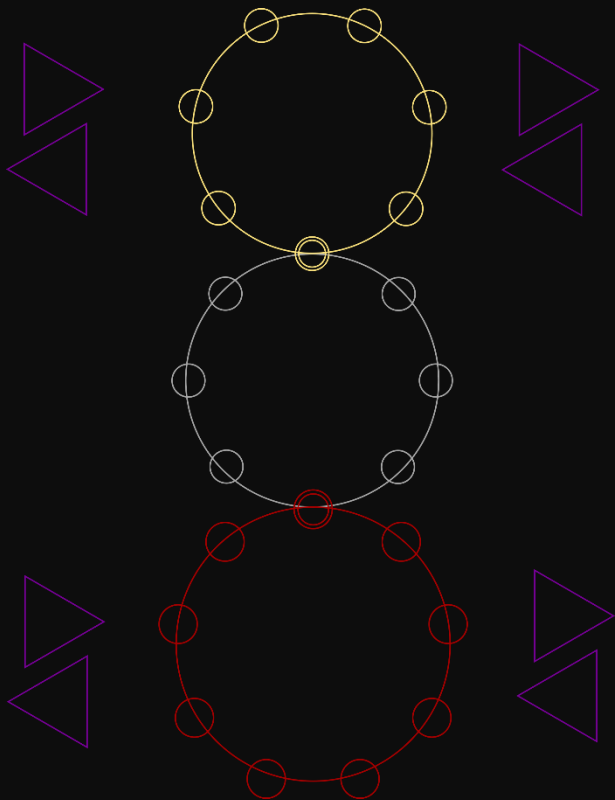
The Game Board

The Three Realms

Heaven is the yellow ring of seven circles, representing the seven spaces where a Force may land.

Hell is the red ring, which has nine spaces. Like in Heaven, Forces may land and move across the nine spaces of Hell.

Purgatory is the gray ring between Heaven and Hell. The space shared between Purgatory and Heaven is called Heaven's Gate. Hell's gate is the space shared between Purgatory and Hell. When a Force is on a gate, it occupies two realms at once.



Essence and Chaos

Each player has an **Essence** pile (the triangle pointing towards the center of the board) and a **Chaos** pile (the triangle pointing away from the center).

Your Essence is the pile of cards from where you draw your Forces and add them to your hand. Your Chaos is the area where Forces go when they perish.

Forces

Forces have 5 attributes: alignment, cost, Reach, Power, and description.

Alignments

There are three alignments: Holy, Chaotic, and Infernal. One of these can be seen in the top right of every card. Some Forces empower others if their alignments are the same. A Holy Force might be more powerful when attacking an Infernal Force. It all depends on a Force's abilities.



Description

A Force's abilities are shown in its description at the bottom of the card. A Force's abilities are (usually) only active when it has been summoned in a Realm.

Reach and Power

Reach determines how many spaces a Force can travel during a Move action. It also determines from how far away a Force can attack another Force. A Force with 0 Reach can't take the Move or Attack action.



A Force can't usually land on another Force. If a Force is being moved to a space that is already occupied (occupied by a Force that can't be landed on), then it doesn't move.

Power determines how much damage a Force can deal *and* how much damage it can take before it perishes. (Unlike some other card games, a Force with 0 Power doesn't perish when it is summoned). A Force with 0 Power can't take the Attack action and will perish from any amount of damage dealt to it.



Damage sticks to a Force until the end of a turn. So, if a Force with 5 Power has been attacked by a Force with 3 Power, then it would perish if attacked by another Force with 2 or more Power. Once a turn has ended, that Force with 5 Power can take up to 5 damage again.

Cost

If a Force has a cost, it will be shown below its alignment. These costs must be paid

before a Force is played or else it won't be summoned.

Summoning a Force

To summon a Force, choose a card from your hand to play, choose an empty space to summon the Force in (a Force can't usually be summoned on top of another Force), and pay for any costs.

Perishing

When a Force perishes, it goes to its controller's Chaos and its controller gains 1 ash.

Ash, Virtue, and Sin

Ash

Ash is the resource you use to pay for a Force's cost and certain abilities.

Not all costs require ash – some Forces cost virtue, sin, or discarding cards from your hand. Some cards cost nothing at all. Some abilities only ask for “(0 ash)”, in which case only an action is needed to activate them.



When a Force **you control** perishes, you gain 1 ash.

When a Force you control **destroys an enemy Force**, you gain 3 ash.

As an action, you can also spend 7 ash to gain 1 virtue or 1 sin. This is called Condensing. (Note that you **cannot** spend

more than 7 ash in a turn to gain more than 1 virtue or sin.)

Virtue and Sin

You can use ash to gain virtue and sin, but the primary way to gain these are through **Majority Occupation**.

At the beginning of your turn, if your Forces occupy the majority of spaces in Heaven, then you gain 1 **virtue**.

Same for Hell: if your Forces occupy at least five of the nine spaces in Hell at the start of your turn, then you gain 1 **sin**.



Simultaneous Triggers

If two events happen at the same time, the Player who caused those events decides the order in which they occur.

If Forces belonging to two different Players trigger at the same time, then the Player whose turn it is decides the order of events.

Winning the Game

The game ends when a player gets 7 virtue or 7 sin.

Credits

Game Design: Griffin Cross

Development: Griffin Cross & Danny Saile

Editing: Griffin Cross & Danny Saile

Art Direction: Griffin Cross

Playtesters: Shawn Helton, Ellie Larsen,
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Art produced using Inkscape and WOMBO Dream

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