

PRISMATM ARENA

TRAINING MANUAL

"Welcome to Beacon, home of the Prisma Arena. You are the next generation to train as Guardians, protectors of Hope in the Time of Despair. To earn this title, you must prove your skill in Prismakata - the ancient art of channeling Prisma, our inner light. Your Mo'kon will also train alongside you. Only by forging bonds with these physical expressions of your emotions can you attain the rank of Guardian.

While Hope sleeps beneath the city, be assured your dedication will not go unnoticed. In time, Hope will reveal incredible Prisma Powers within you. These gifts must be honed in the Arena, ready for the day you'll be called on to defend us all against Despair. Now suit up and let's begin!"

Overview

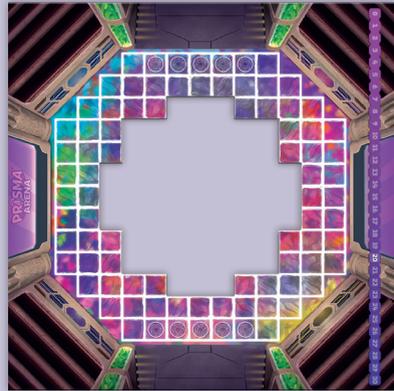
Prisma Arena is a fast-paced game of over-the-top arena combat. You play as a young Novice recruited for your ability to channel Prisma – your inner light – to train in the martial art of Prismakata. Joining you in the Arena are Mo'kon: creatures that embody the essence of individual emotions. Learn to Blast, Strike and perform powerful Combos. As you train you will Level Up, gain Prisma Powers to personalise your Hero's combat style and removable stickers to customise their appearance. Train hard and fight well! Your goal is to become a Guardian, ready to defend the slumbering Hope should the need arise.

Before your first game, complete **Hero Registration (p3)**. Pick a Hero and customise their appearance using the supplied stickers. As a Novice, training begins with **Stage 1: Basic Training (p8)**. Once you have a solid grasp of the rules, proceed to **Stage 2: Advanced Training (p16)**. Here you will learn about the innate abilities your Hero and Mo'kon possess as well as how to Level Up your Hero. Finally, **Stage 3: Prisma Powers (p19)** will teach you how to gain and use new powers in the arena. While it is not absolutely necessary to progress past Stage 1 to enjoy Prisma Arena, your efforts will be well rewarded. You can always return to play earlier stages with new players and guests.

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Components



Gameboard - 2 Sided



8 Action Dials



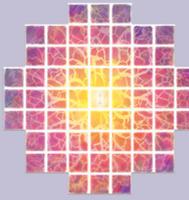
Advantage Token



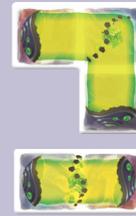
12 Standee Bases



Dormant



Active



12 Obstacles



4 Hero Standees



8 Mo'kon Standees



36 Combo Cards



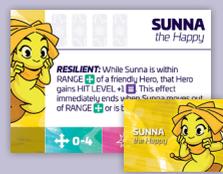
50 Prisma Power Cards



4 Hero Cards



4 Guest Hero Cards



8 Mo'kon Cards



4 Hero Sticker Sheets



4 Hero Lockers



4 Hero Storage Bags



4 Player Aids



4 Score Trackers



64 Hit Tokens

Character Cards



- RANGE** - the number of steps a character can take during a MOVE action. Also used with some Abilities.
- FORCE** - the number of Hits dealt by a BLAST or STRIKE action.
- HIT LEVEL** - when a character receives Hits equal to their HIT LEVEL, they are bounced from the Arena.
- HIT GAUGE** - when a character receives Hits, place the corresponding tokens here to visually track the total.
- ABILITY** - all Heroes share the same Ability. Mo'kon have a unique Ability that reflects the feeling they each embody.
- PRISMA LEVEL** - indicates the Hero's Level and ability to use Prisma Powers.

Hero Registration

Choose your Hero

Before your first game of Prisma Arena, you will choose a Hero from the four available. This Hero will represent you in the Arena and cannot be used by another player without permission. All Heroes start as Novices with the same values and Ability. As you play, your Hero will Level Up, unlocking new uniforms and unique Prisma Power Cards.



- Pick a Hero standee** and associated Hero Card. You will use this card to track your Hero's training and Prisma Level.
- Choose a name** for your Hero and write it on the card, then write your own name below it.
- Take a Storage Bag** and record your Hero's name on it. Use it between games to safely store your Hero standee, Hero Card and any Prisma Power Cards you earn.

Find your Locker and collect your Training Gear



Each Hero comes with their own Locker and a sheet of removable stickers. You can identify these items by the silhouette of the Hero. Each sticker sheet carries a mix of hairstyles, expressions and accessories for you to add to the front and back of your Hero. Stickers can also be layered, allowing you to mix and match different elements. The four sets of uniforms can be unlocked in-game when your Hero reaches the indicated level.

The Locker is used to store any stickers not currently being worn by the Hero.



MO'KON - EMOTIONS IN MOTION
Mo'kon are extensions of a Hero's emotional state. Each possesses an Ability that matches the feeling they represent. A Hero must learn to work alongside their Mo'kon, even those embodying feelings they might want to ignore.

Express Yourself!

Between games you can customise your Hero to reflect your current mood and preference. Take a moment now to personalise your Hero's hairstyle, expression and accessories.

Guest Heroes

If you do not have enough Heroes for everyone wanting to play, use a **Guest Hero Card**. You will still need to use that Hero's standee, so be sure to get permission from its owner! Each Guest Hero Card shows the Hero with 4 Prisma Shards, as if they had reached the grade of Guardian (see Leveling Up, p18). During setup, all players must agree what Level the Guest Hero will play and should not exceed the highest ranking Hero. Note that players using a Guest Hero Card will not be able to record their training progress.

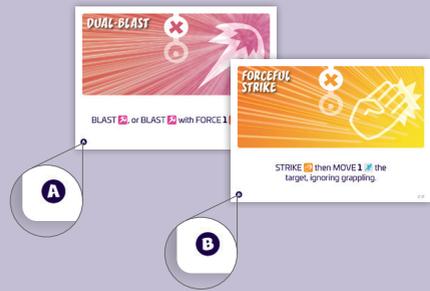


When ready, set up the Arena (p4-5) then proceed to Stage 1: Basic Training (p8)

Quickstart Setup: 2 Player

Prepare the Arena as shown then proceed to Stage 1: Basic Training (p8)

- 1 Gameboard 2 Start Zones
- 2 Obstacles 6
- 3 Squad Character Cards
PLAYER 1: Hero, Sunna & Eenu
PLAYER 2: Hero, Farg & Dawna
- 4 Action Dials 1 per character
- 5 Place Standees in Start Zone
- 6 Combo Decks use pre-constructed decks A & B



- 7 Combo Card discard area
 - 8 Hit Tokens use any colour
 - 9 Score Trackers
 - 10 Advantage Token assign randomly
 - 11 Return unused components to the box
 - 12 Draw 3 Combo Cards into your hand
- You are ready to play!

PLAYER 2

PLAYER 1

PLAYER 2

PLAYER 1

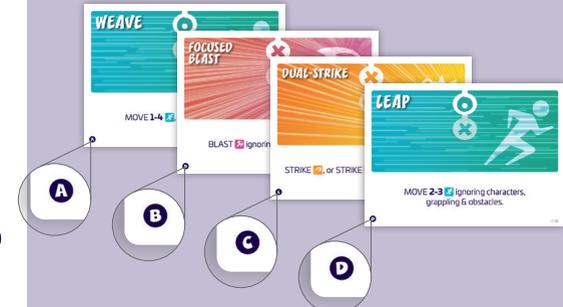
PLAYER 3

PLAYER 4

Quickstart Setup: 3-4 Player

Prepare the Arena as shown then proceed to Stage 1: Basic Training (p8)

- 1 Gameboard 4 Start Zones
- 2 Obstacles 8
- 3 Squad Character Cards
PLAYER 1: Hero & Sunna
PLAYER 2: Hero & Dawna
PLAYER 3: Hero & Farg
PLAYER 4: Hero & Agla
- 4 Action Dials 1 per character
- 5 Place Standees in Start Zone
- 6 Combo Decks use pre-constructed decks A, B, C, D



- 7 Combo Card discard area
 - 8 Hit Tokens matching Start Zone colours
 - 9 Score Trackers
 - 10 Advantage Token assign randomly
 - 11 Return unused components to the box
 - 12 Draw 3 Combo Cards into your hand
- You are ready to play!

Standard Setup

If this is your first game, refer to the Quickstart Setup: 2 Player (p4–5). If you have played before, you can use the Game Setup Summary (p7) as a reminder of what each player will need as you set up the game.

Prepare the Arena

- Place the Gameboard showing the required number of Start Zones for a 2 Player or 3–4 Player game. Then place the Central Gameboard active or dormant side up based on the highest Level of the Heroes playing.
- Pick your Start Zone and take a set of player tokens (16 Hit Tokens and a Score Tracker).
- Place your Score Tracker on the '0' space of the score track.
- Place your 16 Hit Tokens in a supply in front of you.
- Randomly choose a starting player and give them the Advantage Token.

Prepare your Squad

In a game of Prisma Arena, each player controls a squad made up of their Hero and either 1 or 2 Mo'kon. This will depend on whether you are playing a 2 Player or 3–4 Player game. Refer to the Game Setup Summary (p7) to identify how many Mo'kon will join you in the Arena.

- Shuffle all Mo'kon Cards and randomly deal the required number to each player.
- Place your Hero and Mo'kon Character Cards next to the board.
- Place an Action Dial in front of each of your Character Cards. Orient each Action Dial so that READY is closest to the board.
- Place your Hero and Mo'kon standees on their Action Dial.

If at least one Hero has reached Level 1, continue with Place Prisma Powers (step 10). Otherwise, skip to Prepare Combo Decks (step 13).

Place Prisma Powers

- Sort the Prisma Power Cards by Level. Shuffle and place each deck beside the board within easy reach.

Focus Prisma Powers

Before the game begins, you may enhance your Hero with one or more Prisma Powers they currently possess. The only restriction is that their combined Levels must be less than or equal to your Hero's current Level.

Example: At Level 3, a Hero can focus a single Level 3 Prisma Power, or a Level 2 and a Level 1 Prisma Power, or three Level 1 Prisma Powers.

- Place the chosen Prisma Power Card(s) face down beside your Hero Card. When all players have chosen their Prisma Powers, reveal them at the same time. Other players are free at any time to see the powers you have focused.



Playing against a Hero of a Different Level

- At the beginning of a 2 Player game, the Hero with the lower Prisma Level gives their opponent a number of Hits equal to the difference in Levels. These tokens are only placed once, before the game begins. In a 3–4 Player game all Heroes play at the same level as the lowest ranking Hero.

Example: A player at Prisma Level 1, places 2 Hit Tokens on the other player who is at Prisma Level 3.

Prepare Combo Decks



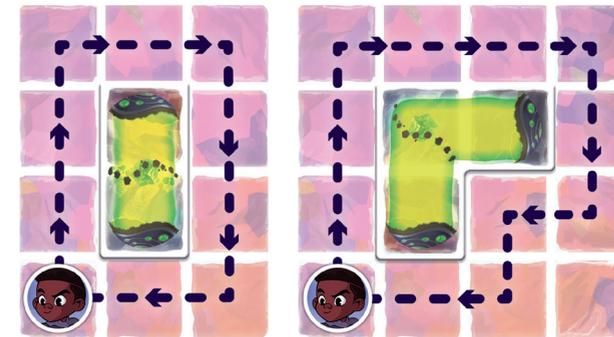
- Sort the Combo Cards by type (MOVE, BLAST, STRIKE). Randomly deal each player 3 MOVE, 3 BLAST and 3 STRIKE cards to form their Combo Deck. Each player should shuffle their deck, placing it face down. Return any unused Combo Cards to the box.

Place Obstacles

Obstacles are used to restrict movement and line of sight in the Arena. Before a game, players take turns to add a number of Obstacles, customising the layout of the Arena.

- The player with the Advantage Token places the first Obstacle. Then take turns choosing and placing one Obstacle each. When placing Obstacles, observe the following placement rules:

- Keep the central space free in the Arena. You may place Obstacles beside it.
- A character must be able to move into all spaces surrounding an Obstacle. This means you cannot cover Start Zones.



Repeat until the required number of Obstacles have been placed (see Game Setup Summary in the next column). Return the remaining Obstacles to the box.

Place Squad

- Place your Hero and accompanying Mo'kon on empty spaces in your own Start Zone. The player with the Advantage Token places their characters first.
- Draw 3 Combo Cards from your deck. Keep them in hand, hidden from your opponent.

You are now ready to play!

GAME SETUP SUMMARY

	2 PLAYER	3–4 PLAYER & 2v2 TEAM GAME
GAMEBOARD	2 START ZONES	4 START ZONES
CENTRAL GAMEBOARD	HERO LEVEL 0: DORMANT SIDE HERO LEVEL 1–4: ACTIVE SIDE	
SQUAD SIZE (PER PLAYER)	1 HERO + 2 MO'KON	1 HERO + 1 MO'KON
ACTION DIALS (PER PLAYER)	3	2
PRISMA POWERS	ALL HERO(ES) LEVEL 0: NOT AVAILABLE ANY HERO LEVEL 1–4: OPTIONAL	
COMBO CARDS (PER PLAYER)	3 MOVE / 3 STRIKE / 3 BLAST	
OBSTACLES (PER PLAYER)	3	2
HIT & SCORE TOKENS	ANY COLOUR TOKEN SET	MATCHING COLOUR OF START ZONE

STAGE 1:

Basic Training

“Welcome to your first day of Prismakata training. I am Coh’rom, your instructor. This ancient martial art has been taught to generations of eager Novices like you, all wanting to earn the honour of guarding Hope. Today we will walk you through some simple exercises to gauge your potential. Pay attention and stay alert.”

Requirements: None.

No of Players: 2–4.

Setup: Use the Quickstart Setup for either 2 Players (p4) or 3–4 Players (p5).

Overview: This stage is divided into a number of short Lessons designed to teach the basics of Prisma Arena while playing a short game. Hero and Mo’kon Abilities will be introduced during Stage 2: Advanced Training (p16).

LESSON 1:

Gameplay Overview

“Think of Prismakata as a dance between partners. You must learn when to lead and when to follow. To fully appreciate the meaning of this will take time.”

Aim of the Game

Take turns to MOVE  your Hero and Mo’kon around the Arena, attempting to BLAST  and STRIKE  at your opponent’s characters. Fill their HIT GAUGE with enough HITS (represented by HIT TOKENS ) to temporarily bounce them from the Arena, scoring points. The game ends when at least one player has scored 20 or more points at the end of a round. The player with the highest score wins.

The Game Round

A game of Prisma Arena is played over a number of rounds. Each round contains three phases:

- 1 Check Advantage.** This is when you will determine who goes first this round.
- 2 Activate Characters.** Take turns activating the characters in your squad.
- 3 End of Round.** This is when you will check whether the endgame score has been reached, draw new Combo Cards and prepare for the next round.

Check Advantage

In Prisma Arena, the Advantage Token gives the player holding it a level of control over the action. At the start of a new round, if you have the Advantage Token, you must choose whether to Hold or Use it for this round.



Hold the Advantage:

Keep the token face up in front of you.

In a **2 Player game**, your opponent must activate one of their characters first. At the end of the round, you will keep the Advantage Token and be able to Use or Hold it in the next round.

In a **3–4 Player game**, nominate an opponent to activate one of their characters first. At the end of the round, pass the Advantage Token clockwise to the next player.



Use the Advantage:

Flip the token over, then activate one of your characters first this round.

At the end of the round, flip the Advantage Token face up (green) and pass it clockwise to your opponent.

EXERCISE 1: It’s time to start the game! We are going to play a shorter game of 12 points instead of the usual 20 points. The player with the Advantage Token should decide whether to Hold or Use the Advantage for this round. If you are unsure what to do, we recommend you Hold the Advantage for now.

LESSON 2:

Activating & Moving

“Let’s get you warmed up. I know you are eager to begin channeling your Prisma into Blasts and Strikes, but in order to do that, you’ll need to learn how to move around the Arena, getting closer to your opponents while avoiding becoming a target!”

Activate Characters

On your turn, you must activate one of your squad characters (either your Hero or a Mo’kon) and perform an action. The next player then activates one of their characters. Continue alternating turns until all of the characters have been activated once, then end the round.

When you activate a character, rotate their Action Dial so that one of the MOVE , BLAST , STRIKE  or COMBO  icons is facing the Arena. Then perform the matching action.

ACTION DIAL

- 1 READY** - With the Dial in this position, the character is READY to activate. Reset to this position at the end of each round.
- Perform a **MOVE**  action.
- Perform a **BLAST**  action.
- Perform a **STRIKE**  action.
- Perform a **COMBO**  action by playing a Combo Card showing an  or an .



End of Activation

Collect any Combo Cards (p13) you played during the character's activation and discard them face up beside the Combo Deck of the opponent opposite (2 Players), or to your left (3–4 Players). Your opponent will use these Combo Cards to form a new Combo Deck later in the game.

MOVE

When you perform a MOVE  action, you must move your character a number of steps up to the character’s RANGE . All the Heroes and Mo’kon have a RANGE 0–4 .

ACTIVATE

You activate your Hero and want to perform a MOVE  action. Rotate your Hero’s Action Dial so that the MOVE  icon is facing the Arena.



POSSIBLE MOVES

Your Hero can move along any of these paths during a Basic MOVE  action.

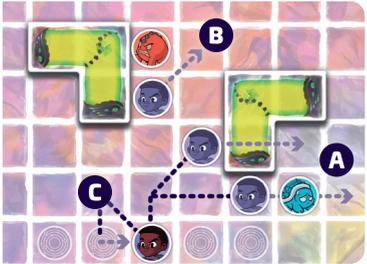


- You can only move into or through empty spaces.
- You can choose to make one of the steps diagonally but all other steps you make must be orthogonal (between spaces that share an edge).
- You may move diagonally between occupied spaces containing Obstacles and/or friendly characters.
- You may move into or through Start Zones.
- You can choose to perform a MOVE  action and stand still, taking 0 steps.

Combo Cards with a MOVE  action often override a character’s RANGE  and tell you how many spaces you can move.

The effect of a Combo Card (p13), Ability (p16) or Prisma Power (p19) may change how you move, including the number of steps you can take. (Continued over.)

⚡ BLOCKED MOVES
In these examples, the Hero's movement is blocked.



- A** You cannot move into or through spaces occupied by Obstacles or other characters (including your own) unless a card effect specifically allows it.
- B** You cannot perform a MOVE action if you are grappling a rival character. (See Lesson 4: Grappling, Striking and Blasting.)
- C** Once you begin moving, you cannot retrace your steps and move back into a space your character already occupied during their MOVE action.

MOVE TARGET

When you begin using Combos in Lesson 5, you will see this symbol. This effect allows you to target another character and move them during your activation. When you move a targeted character, you must follow all of the usual movement rules. You cannot MOVE a targeted character who is grappling, unless a card effect specifically allows it.

EXERCISE 2: Take turns activating one of your characters. Have each one perform a MOVE action. Move the character to their full RANGE 4 as you attempt to get as close as possible to your opponent. Once all characters have moved, continue to Lesson 3.

LESSON 3:
End of Round

“With moving under your belt, now is a good time to catch your breath.”

The round ends when all the characters have been activated. Prepare for the next round as follows:

- **Reset Action Dials** Rotate them to the READY position.
- **Draw 2 Combo Cards** If your deck is empty, shuffle the discard pile in front of you and place them face down to form a new deck. If you now have more than 4 Combo Cards in hand, discard cards of your choice to reduce the number you hold to 4. Place any discarded Combo Cards face up beside the Combo Deck of the opponent opposite (2 Players), or to your left (3–4 Players).
- **Check Advantage:** In a 2 Player game, if the player with the Advantage Token chose to Use Advantage this round, then that player must flip it face up and pass it to their opponent. Otherwise, that player retains control of it.

In a 3–4 Player game always pass the Advantage Token to the next player clockwise.

EXERCISE 3: It's time to prepare for the next round. Reset all the Action Dials to READY. Draw 2 Combo Cards. You will now have 5 Combo Cards in your hand – that's 1 more than the limit of 4. Discard any 1 Combo Card to ensure you begin the next round holding 4 Combo Cards. You are ready to begin Round 2 and learn about combat.

LESSON 4:
Grappling, Striking & Blasting

“It's time to get to grips with your rival! You'll learn about grappling, how it can be used to restrict an opponent's movement and thwart their plans. We'll also cover Striking and Blasting. This is how you deal Hits and score the points needed to win a match. I hope your Prisma is charged!”

GRAPPLING

If a character ever moves into edge-to-edge adjacent spaces with a rival character, then both characters immediately start grappling. If this occurs as part of a MOVE action, the character that is moving must immediately stop. A character may be grappling with more than one rival character at the same time.



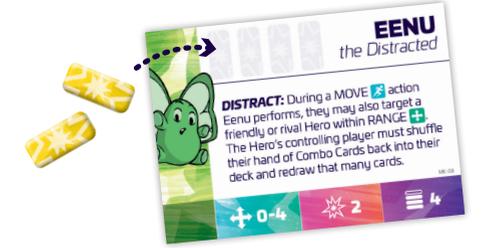
GRAPPLING
If you move into one of the four spaces around a rival character, you must stop moving and immediately start grappling.

When you activate a character who is grappling, the following rules apply:

- You are limited to performing either a STRIKE Action or a COMBO action. To perform a Combo action you must be able to play a Combo Card that allows you to ignore grappling.
- You cannot choose the MOVE or BLAST icon on the Action Dial. You are too busy grappling your rival!
- If you use a Combo Card (or any other effect) to make a move that ignores grappling, you can ignore grappling for the duration of that move only. If you choose to end your move in a space adjacent to a rival character, you immediately begin grappling again.

FORCE & HITS

When a character performs a Strike or Blast action they deal a number of Hits equal to their FORCE . When you deal Hits to a character, place your Hit Tokens on their Hit Gauge. When a character receives a number of Hits equal to their HIT LEVEL , they are temporarily bounced from the Arena.



STRIKE

When you perform a STRIKE action, you must choose a rival character that is in one of the 8 spaces directly adjacent. Place a number of Hit Tokens equal to your character's FORCE on that character's Hit Gauge.

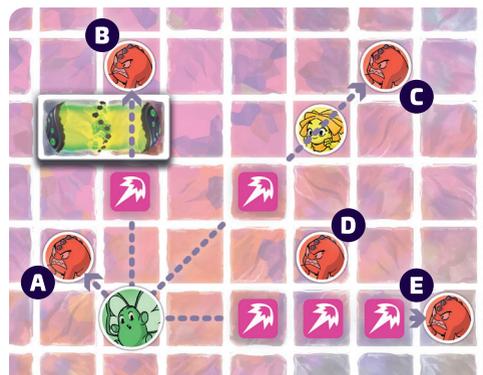
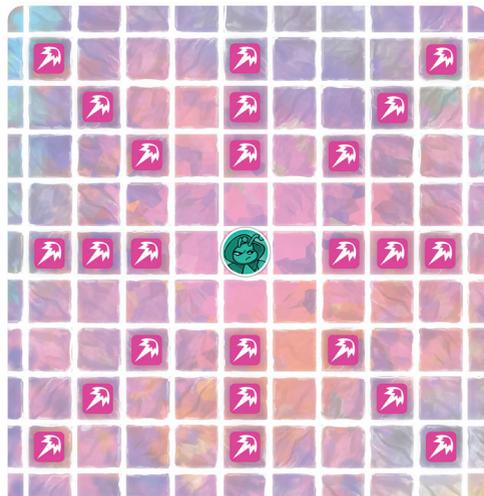


STRIKE
A character can perform a STRIKE action if they can target a rival character in one of the 8 surrounding spaces.

- The effect of a Combo Card (p13), Ability (p16) or Prisma Power (p19) may change how you attack, including the number of Hit Tokens you place.
- You cannot perform a STRIKE action if you cannot target a rival character.

BLAST

When you perform a BLAST  action, you must choose a rival character that is 2–4 spaces away in a straight or diagonal line. Place a number of Hit Tokens equal to your character’s FORCE  on that character’s Hit Gauge.



◆ CASES WHERE YOUR BLAST WILL BE BLOCKED
You cannot target any of these rival characters with a BLAST  action.

◆ BLAST

A character can perform a BLAST  action if they can target a rival character 2–4 spaces away in a straight or diagonal line.

- The effect of a Combo Card (p13), Ability (p16) or Prisma Power (p19) may change how you attack, including the number of Hit Tokens you place.
- All of the spaces between you and the target must be empty. You cannot attack through spaces occupied by Obstacles or other characters (including your own).
- You cannot perform a BLAST  action if you cannot target a rival character.

- A** Farg is too close.
- B** Farg is behind an Obstacle.
- C** Farg is behind another character.
- D** Farg is not positioned on a straight or diagonal line.
- E** Farg is too far away.

EXERCISE 4: Just like the previous round, take turns activating characters one by one. If you have a suitable target, perform a STRIKE  or BLAST  action. If there are no suitable targets, use your character’s MOVE  action to get to a position where you can STRIKE  or BLAST  a rival next round. Alternatively, try moving into grappling to prevent a rival from performing a MOVE  or BLAST . When all characters have activated and performed an action, end the round and continue to Lesson 5.

LESSON 5: Performing Combos

*Expecting your rivals to stand still so you can target them with a Blast or Strike is not the best strategy. You will need to learn how to flow seamlessly between these actions as well as how to break out of those grapples. In Prismakata, we call this **Comboing**.*

Combo Cards allow your character to perform an over-the-top sequence of actions during their activation. There is no limit to the number of Combo Cards you may hold during a round, but you must always discard down to four Combo Cards at the End of the Round.

COMBO

Combos allow you to perform multiple actions during a character's activation by playing the appropriate Combo Cards from your hand. To perform a COMBO  action, turn the Action Dial to the symbol matching the upper symbol on the Combo Card you want to play. Lay the card face up on top of the Action Dial and perform the action.

COMBOS

If you want to play a Combo Card, rotate the Action Dial so that the correct COMBO  icon is facing the Arena, and then play the card on top of the Dial.



You can only play a Combo Card if you can complete all of its actions. For example:

- If the Combo Card includes a BLAST  action but there isn't a rival character in a position you can target, then you cannot play the card.
- If your character is grappling, then you can only play a Combo Card that allows you to perform a STRIKE  action, or an action that specifically allows you to ignore grappling.
- If the Combo Card only has one Combo symbol, then the Combo ends upon completing that action and the character ends their activation. Otherwise, you may continue chaining combos.

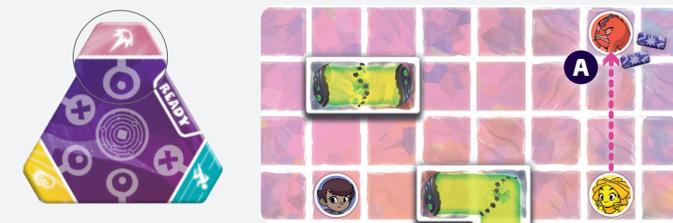
Chaining Combos

After you activate a character and perform a MOVE , STRIKE , BLAST , or COMBO  action, that character may continue taking actions if you can play the appropriate Combo Cards.

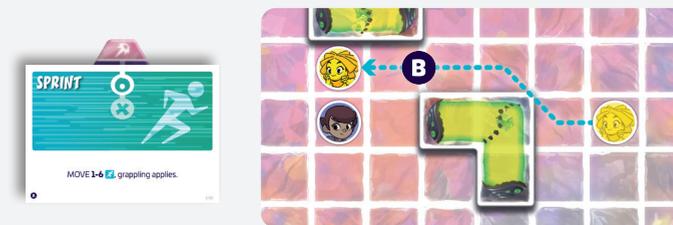
To Combo from a MOVE , STRIKE  or BLAST  the upper symbol on the Combo Card being played must match the symbol below the action taken. If a Combo Card only has one Combo symbol, then the Combo ends upon completing that action and the character ends their activation.

CHAINING COMBOS

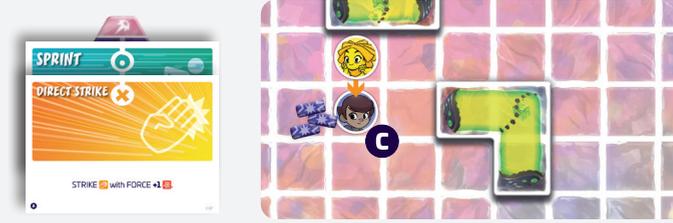
You activate Sunna and perform a BLAST  action targeting Farg **A**.



You then play the Combo Card *Sprint* by matching the  symbol and move 5 steps towards the rival Hero **B**.



You then play *Direct Strike*, matching the  symbol, and targeting the rival Hero **C**. As the Combo Card only has one symbol, you cannot Combo from this card into another and must instead end your activation.



EXERCISE 5: It's time to start dealing some real Hits! In this round, when you activate a character, look for ways to combine the basic actions on the Action Dial with Combo Cards for maximum effect. In some cases you may want to start with a Combo Card that gets you out of grappling and into a position where you can deal Hits to your opponent.

Look for ways to deal Hits then get out of harm's way afterwards. Resist the urge to use a Combo Card just because you have one. Having a Combo Card in your hand is a great way to keep your rival on their toes. When a character has received a number of Hits equal to their HIT LEVEL , proceed to Lesson 6.

LESSON 6:
Getting Bounced & Scoring Points

"At some point in a match you and your Mo'kon WILL get bounced. Don't worry – you'll quickly jump right back into the action. Sometimes you can even use it to your advantage. But I'll leave that for you to discover."

Getting Bounced

Whenever a character has Hits on their Hit Gauge equal to their HIT LEVEL , that character is temporarily bounced from the Arena.

When a character is bounced, do the following:

- The controlling player removes their character from the Arena, placing the standee back on its Action Dial.
- Players take back all of their Hit Tokens from that Character Card.

GETTING BOUNCED

After receiving 6 Hits, the Hero is bounced from the Arena. The standee is placed on its Action Dial **A**. All Hit Tokens are removed from the character and returned to the player(s) that dealt them **B**. Each opponent scores a point for every one of their Hit Tokens removed **C**.



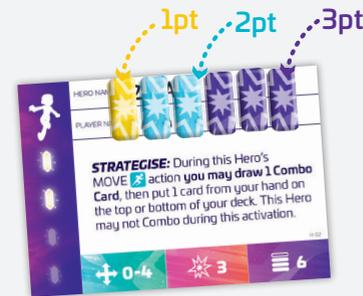
Scoring

When your character is bounced, other players will score points on the Score Tracker equal to the number of Hit Tokens they had placed on that character's Hit Gauge. In a 3–4 Player game it is possible for multiple players to score points.

If you perform an attack that would place a number of Hit Tokens in excess of the character's HIT LEVEL , the additional Hits are ignored.

SCORING POINTS

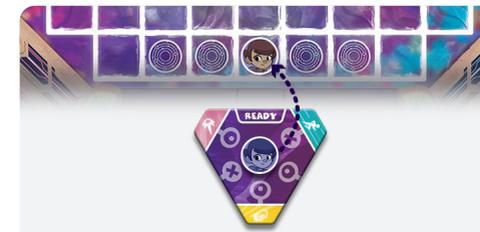
The Hero's Hit Gauge is now full and the character is bounced. Purple placed 3 Hit Tokens and scores 3 points. Blue placed 2 tokens and scores 2 points. Yellow placed 1 token and scores 1 point.



Returning a Bounced Character to the Arena

When a character is bounced, it is only temporarily removed from the Arena.

- If your character is bounced before it has a chance to activate, you will still get to return it to the Arena and activate it during the current round. Remember every character must activate once each round.
- If your character is bounced after it has already activated this round, you will have to wait until the next round before activating and returning it to the Arena.



RETURNING TO THE ARENA

When it's their turn to activate, the bounced Hero is returned to the Arena then activates as normal.

When you are ready to activate a bounced character, do the following:

- If you have the lowest score and are returning your Hero to the Arena, draw a Combo Card. It is possible to have more than 4 Combo Cards in your hand during a round.
- Place the character's standee on any empty space in your own squad's Start Zone. Additionally, in a 3 or 4 Player game, you may place your character on an empty space in one of the three other Start Zones – as long as there are no rival characters currently occupying a space in that Start Zone.
- Turn the character's Action Dial to the desired action and complete your turn as normal.

Remember every character must activate once each round.

EXERCISE 6: Complete the steps for bouncing, scoring and returning a character to the Arena, then proceed to Lesson 7.

LESSON 7:
Ending the Game

"All good things must come to an end, but a game isn't over until the very last activation. So don't be too quick to give up the fight."

A game of Prisma Arena ends if at least one player has scored 20 or more points at the end of a round. The player with the highest score wins.

If both players are tied for points, it's okay to call a draw – you are training together, after all. If all players agree, you can decide the game by playing one final 'sudden death' round. The first player to have a higher score is immediately declared the winner.

EXERCISE 7: For this first game, play to a score of 12 points. Remember, it's okay to call a draw. When the game is over, proceed to STAGE 1: CONCLUSION.

STAGE 1:
Conclusion

"Congratulations! You have shown yourselves to have a flair for Prismakata and are worthy additions to the training program. Get some rest and I will see you back here in the Arena for Advanced Training"

UNLOCKED: You have met the requirements for STAGE 2: Advanced Training. There you will receive strategy training and learn more about the Mo'kon and their unique Abilities. You will also begin to track your training progress so you can Level Up.

STAGE 2:

Advanced Training

"I know you are all keen to discover your hidden powers, but that will come in time. If you truly want to reach the rank of Guardian, you must get to know your Mo'kon. Each has its own unique Ability which can give you and your opponents an edge in the Arena. Before that, I want to cover how to Strategise in the Arena. Take your places and let's begin."

Players: 2–4.

Requirements: Complete Stage 1: Basic Training.

Setup: Standard Setup (p6).

Overview: This stage introduces character Abilities. All Heroes have the Ability to **STRATEGISE** and each Mo'kon has a unique Ability that reflects the emotion they embody. This stage also covers how to track your Hero's training over multiple games so you can Level Up, earning a new grade and uniform. Leveling Up is also how you will unlock your Prisma Powers (p19).

Objective: Play multiple games until at least one Hero Levels Up.

LESSON 1:

Using Abilities

"Sometimes in the Arena, you may find yourself unable to get into a position to Blast or Strike an opponent. When that happens, use it as an opportunity to plan ahead."

Every Hero and Mo'kon has an Ability they can use in the Arena. All Heroes share the same Ability to **STRATEGISE**. In future games, they will gain Prisma Powers which grant new Abilities. All Mo'kon possess a unique Ability that can be used in the Arena. These Abilities reflect the emotion they embody.

Strategise

Using this Ability can help you improve your hand of Combo Cards or plan for the next round. If you find that your Hero can only perform a MOVE  action during their activation, this is a great time to **STRATEGISE**.

Using Abilities

To use an Ability, there must be a valid target for the effect. Declare that you are using the Ability then resolve it step by step. If you cannot fully resolve an Ability, resolve as much as you can. To learn when you can use a particular Ability, refer to the keywords below:

DURING - this Ability can be used by a character any time between starting to resolve an action up until that character performs another action, or ends their activation.

WHEN - this Ability triggers immediately whenever the condition is met, interrupting the flow of play until resolved. It is possible that resolving this Ability may mean that the action it interrupted can no longer be resolved.

INSTEAD - this Ability allows the character to replace an action with another. In the case of a Combo Card or Prisma Power with multiple actions, the Ability will only replace the specified action.



Example: A player activates Grawva and uses their HUG Ability during a Leaping Strike. The HUG Ability replaces the STRIKE  on the Combo Card which now reads as:

MOVE 1  then [STRIKE  with FORCE 0-1  a friendly or rival character, then MOVE  the target, ignoring grappling to an empty space adjacent to Grawva] with FORCE -1 .

Note that the STRIKE  must be FORCE 0  because the text on the Combo Card reduces the STRIKE  by FORCE -1 .

Golden Rule: Hero & Mo'kon Abilities, Combo Cards and Prisma Powers are all designed to bend the rules of Prisma Arena in fun and interesting ways. If there is ever a conflict between the text on a card and the written rules, follow the text on the cards.

EXERCISE 8: Play a game of Prisma Arena. All players must use their Hero's Strategise Ability and a Mo'kon Ability during the match. At the end of the game, proceed to Lesson 2.

Mo'kon Guide

"Mo'kon have been with us since the dawn of time, beginning with the birth of the four Great Mo'kon: Hope, Wonder, Apathy, and Despair. Throughout the ages, these colossal presences have appeared in turn, manifesting the emotional state of that time. This can last twenty years or more, until the spirit of the people changes and a new presence appears in response. During this time, a Great Mo'kon's influence is apparent in the way people think and act, inspiring times of harmony and innovation as well as decline and disconnection.

Mo'kon are a fundamental part of who we are. They impact how we communicate and express ourselves. There are as many Mo'kon as there are emotions (but for your training we will focus on just these eight). Take the time to learn the gifts each Mo'kon has to offer – they will prove powerful allies in the Arena."



AGLA embodies all the times you ever felt nervous. When Agla joins you in the Arena, their Ability to **WARN** can help move you out of danger. When facing Agla, try to keep them out of Range of their Hero.



DAWNA embodies those occasions you really felt confident. When Dawna joins you in the Arena, their Ability to **ENCOURAGE** can help move you into Range for a surprise Blast or Strike. When facing Dawna, try to keep them out of Range of their Hero.



EENU embodies all the moments you felt distracted. When Eenu joins you in the Arena, their Ability to **LOSE FOCUS** can really mess with a rival Hero's plans. When facing Eenu, you will want to stay out of Range of their Ability, unless you think it may be of some use to you.



FARG embodies all those times you felt angry. When Farg joins you in the Arena, their Ability to **LASH OUT** will cause rivals to pause, so don't be afraid to send Farg towards them instead. When facing Farg, you will want to time your Hits just right, to avoid being on the receiving end of their Ability.



GRAWVA embodies those occasions you were feeling affectionate. When Grawva joins you in the Arena, their Ability to **HUG** can help keep a rival grappled, or move you into a better position. When facing Grawva, stay out of reach or you might find yourself smothered in their warm embrace.



NUHOC embodies all those times you ever felt jealous. When Nuhoc joins you in the Arena, keep a close eye on the Combos a rival Hero performs so you can make good use of their Ability to **COVET**. When facing Nuhoc, you will want to time your activations just right, to avoid Nuhoc copying you.



PEEYAN embodies the times you were feeling hurt. When Peeyan joins you in the Arena, their Ability to **SYMPATHISE** can enable you to keep going a little longer, so keep them safe. When facing Peeyan, you'll want to keep watch for them trying to sneak away. If they try, don't let them get too far.



SUNNA embodies all the times you felt happy. When Sunna joins you in the Arena, keep them close. Their very presence can help boost your **RESILIENCE**, enabling you to take more Hits than usual. When facing Sunna, focus on keeping them away from their Hero or, alternatively, make their Ability work in your favour to score an extra point.



LESSON 2:

Tracking your Progress

"Prismakata rewards practise and effort. With training you will grow stronger, as will Hope."

Earning Prisma Points

As you play Prisma Arena, you can track your Hero's progress as they transform from Novice to powerful Guardian. Use the Training Log on the back of the Hero Card to record all Prisma Points earned as a result of training. Each time you earn a Prisma Point, fill in one of the circles.



- **Earn 2 Prisma Points** for each match played, whether or not you win.
- **Earn 1 extra Prisma Point** if your final score was at least 20 points or 13 points if playing a team game. See Bonus Stage: Team Game (p22).
- **Earn 1 Prisma Point** when you play with a Mo'kon for the first time. Tick off the circle for that Mo'kon.

EXERCISE 9: Continue playing Prisma Arena, recording your progress after each match. When at least one Hero has earned enough Prisma Points to complete the first row, proceed to Lesson 3.

LESSON 3:

Leveling Up

"Well, well, well. It usually takes months, if not years, to reach this stage in Prismakata training. Your perseverance is really paying off – have you noticed how your Prisma grows stronger?"

When you fill all circles in a row on your Hero Card your Hero Levels Up, earning a new grade and new uniform. When your Hero earns enough Prisma Points to gain a new grade, find the SHARD sticker for that level on your Hero's Sticker Sheet. Place it on the front of the Hero Card in line with the completed level. You can now move the uniform associated with that grade to your Locker or place it directly on your Hero.

The first time your Hero Levels Up, they acquire a new ability. This ability allows them to gain Prisma Powers in the Arena. See Stage 3: Prisma Powers (p19).



POWER UP

When the central square is active and this Hero is standing on it at the end of any character's activation, they may gain a Prisma Power. This Ability may be used once per game.

THE FIVE GRADES OF PRISMAKATA

Prismakata uses a grading system with titles to recognise an individual's level of attainment. A title is something to hold with pride.



EXERCISE 10: Level Up any Heroes that have reached Level 1. You may continue to the next lesson or wait until all Heroes Level Up before proceeding.

LESSON 4:

Sparring with Different Levels

As you train in Prisma Arena, it is likely you will encounter opponents with Heroes at different grades to yours. In a 3–4 Player game, all players must agree to match the grade of the lowest level player. If a Hero is of a higher grade, this will restrict the level of Prisma Powers that Hero can focus in the game (p21).

In a 2 Player game, both players can decide to match Levels or agree to spar at different Levels. During setup, the Hero with the lower grade places a number of Hit tokens on the rival Hero's Hit Gauge equal to the difference in their grades. After this Hero is bounced for the first time, they return to the Arena as normal with no additional Hits placed on them.

Example: Your Hero is an Attuner at Level 2 and your opponent's Hero is a Guardian at Level 4. During Setup, place 2 of your Hit Tokens on the rival Hero's Hit Gauge.

EXERCISE 11: Test your skills by sparring with your Hero set to a lower Level against a Hero of a higher Level. You may choose to complete this exercise at a later time.

STAGE 2:

Conclusion

"It appears all your training is starting to make a difference. It won't be long before your Prisma Powers develop and you are zipping around the Arena with a box of new tricks to test against your rivals."

UNLOCKED: You have met the requirements for STAGE 3: Prisma Powers, where you will begin to learn about your Prisma Powers – gifts from Hope granted to those who show persistence and courage in a world embraced by Despair.

STAGE 3:

Prisma Powers

"It is time for you to learn why our cityship Beacon, home of the Prisma Arena, is docked here above Hope's cocooned form. Our ancestors discovered long ago that there is power in Hope...but only for those who act on it. Through intense study and training, these early Guardians developed the martial art of Prismakata, focusing their entire being towards protecting Hope from Despair. Hope responded in its own way, bestowing powers that defied belief. Even with such gifts, success is never certain. Long ago, Despair and its supporters succeeded in overwhelming Hope. The Guardians escaped with the Seed in their cityship, carrying Hope to a new location beyond Despair's reach. To this day, our motto is 'Live for Hope. Fight for Hope.'"

Players: 2–4.

Requirements: Complete Stage 2: Advanced Training

Setup: See Standard Setup (p6). You will set up the Arena during Lesson 1.

Overview: Having **Leveled Up**, your Hero can now develop their **Prisma Powers** while training in the Arena. You will learn how to gain these powers in the Arena and how to focus them before a game. It also covers what to do should your Hero **overload** on too many Prisma Powers.

Objective: Reach the grade of Prisma Guardian (Level 4), unlocking all uniforms while gaining a full set of Prisma Powers.

LESSON 1:
Playing with Prisma Powers

"Can you see it? The Arena, it glows. Hope stirs beneath out very feet. You are ready to learn how Hope can be a source of great power."

When at least one Hero attains the grade of Seeker, Hope begins to stir. With Hope active all players have the potential to gain a Prisma Power at the end of a game, but only those with the **Power Up Ability (p18)** may do so during a game. To focus and use a Prisma Power the Hero must have attained a Level equal to or greater than that power's Level.

Changes to Setup



When playing with at least one Hero that has attained Level 1 or higher, place the inner board with the Hope Active side face up to indicate that players can now gain Prisma Powers.

During Setup, sort the Prisma Power Cards by Level. Shuffle and place each deck beside the board within easy reach.

How to Gain Prisma Powers

There are two ways for a Hero to gain a Prisma Power, but they can only ever gain one per game.

- **During a game: Power Up**
 At the end of any character's activation, if your Hero is standing on the central square, they can use their Power Up Ability to gain a new Prisma Power. This may occur at the end of the Hero's own activation OR as a result of being moved onto the central square by a Combo, Ability or Prisma Power. Either way is valid.
- **After a game: Score 20+ points**
 Alternatively, a Hero can gain a Prisma Power at the end of the game, if their squad scored 20+ points (even if they did not win) and the Hero did not use their Power Up Ability in the Arena.

When your Hero gains a new Prisma Power, select a Prisma Power deck and draw 3 cards. Choose 1 of these cards to keep, returning the others to the bottom of their respective deck. Your Hero may now either:

- **A Focus the power for immediate use**, by placing it face up beside your Hero Card. The Prisma Power must be less than, or equal to, you Hero's current Level.

- **B Store it for later**, placing it face down beside your Hero Card. The power is no longer active and does not count towards your Hero's limit. You must do this if the Prisma Power is greater than your Hero's current Level.

Using your Prisma Powers

Prisma Powers work in much the same way as Abilities, enhancing or altering the Hero's regular actions as well as manipulating aspects of the gameplay. See Using Abilities (p16) for more information.

Focusing a new Prisma Power

It is possible to have multiple Prisma Powers focused at the same time, as long as their combined value is less than, or equal to, your Hero's current Level. You may choose to store one or more focused Prisma Powers in order to use one you have just earned.

Storing Prisma Powers

When you earn a Prisma Power it becomes part of your Hero's unique power set, which will continue to grow as you play and train. Between games, keep any Prisma Power Cards your Hero earns in their Storage Bag. Do not return them to their respective decks.



EXAMPLE of storing Prisma Powers. The Hero has attained the grade of Channeler (III) and has Shard Strike & Kinetic Armour focused. After using their Power Up Ability in the Arena, they gain Elusive. The Hero is already at their power limit – so they choose to store Kinetic Armour in order to focus Elusive instead.

EXERCISE 12: When at least one Hero has Leveled Up, setup and play a game of Prisma Arena with Hope active.

LESSON 2:
Managing your Prisma Powers

"Your potential may be limitless, but your ability to focus Prisma Powers most definitely is not. So, it's best you learn how to manage them now, before someone is hurt."

In this Lesson you will learn how to focus your Prisma Powers before a game. You will also learn the limits of your powers and how to cope if you should overload.

Focusing Prisma Powers before a Game

Before a game you may select one or more Prisma Powers your Hero currently possesses to use in the Arena. The only restriction is that their combined levels must be less than or equal to your Hero's current Level.

Place the chosen Power Card(s) face down beside your Hero Card. When all players have chosen their Prisma Powers, reveal them at the same time. Other players are free at any time to ask to see the powers that you have focused.

COMBINATION OF PRISMA POWERS A HERO CAN FOCUS:

LEVEL 1 - SEEKER:  **OR**  **OR** 

LEVEL 2 - ATTUNER:   **OR** 

LEVEL 3 - CHANNELER:    **OR**   **OR** 

LEVEL 4 - GUARDIAN:   **OR**   **OR**   **OR**  

Power Limit & Overload

"For your own safety, we must enforce a strict limit on your power set. We cannot risk another incident of an overconfident recruit overloading and losing control."

A Hero can store a maximum of 9 different Prisma Powers. There is also a limit on the number of powers from each level you can store.

If, at the end of a game, the number of Prisma Powers you have exceeds the limit, your Hero becomes overloaded. When this occurs, you must release one or more powers in order for your Hero to return safely to their power limit. You can release powers by returning them to their respective decks. These powers now become available for all Heroes to earn as they train in the Arena.

THE RULE OF 9

A Hero can store the following combination of Prisma Powers in their array:



EXERCISE 13: Continue your training until all Heroes reach Guardian Level and have earned a complete set of Prisma Powers. Along the way, fine-tune your power set as you develop your own unique flair and style.

STAGE 3:
Conclusion

"This is always an emotional day, when student and teacher stand side by side. I wish there was more time to celebrate, but our scouts report Bringers of Despair nearby. They must have learnt of your rapid progress in the Arena. Hope is in danger. If Despair finds us before Hope can awaken, then... No! We will Live for Hope. Fight for Hope!"

CONGRAULATIONS: You have completed your PRISMAKATA training. If you have not done so already, we encourage you to complete the Bonus Stage: Team Game. Hope, and the future of Solas, depends on you working as a team.

BONUS STAGE:

Team Game

"In addition to your regular training, it is important you all learn to work as a team – that includes your Mo'kon. By practicing now, you will develop the skills necessary to face Despair as a team. It's also good fun, so enjoy yourselves...you've earned it!"

Players: 4.

Requirements: Complete Stage 2: Lesson 1.

Setup: Standard Setup (p6) incorporating changes presented in Lesson 1.

Overview: In a team game, two rival teams (each made up of two players and their Mo'kon) spar against one another. Teams must time their activations wisely, make full use of their shared Mo'kon Abilities and use Combos effectively in order to defeat their opponent.

Objective: Both players on a team must each score 13 or more points at the end of a round. The team with the highest combined score wins.

LESSON 1:

Training as a Team

"In order to win a team game you must think and act in unison. Failure to do so will almost certainly result in defeat. OK, let's walk you through the changes."

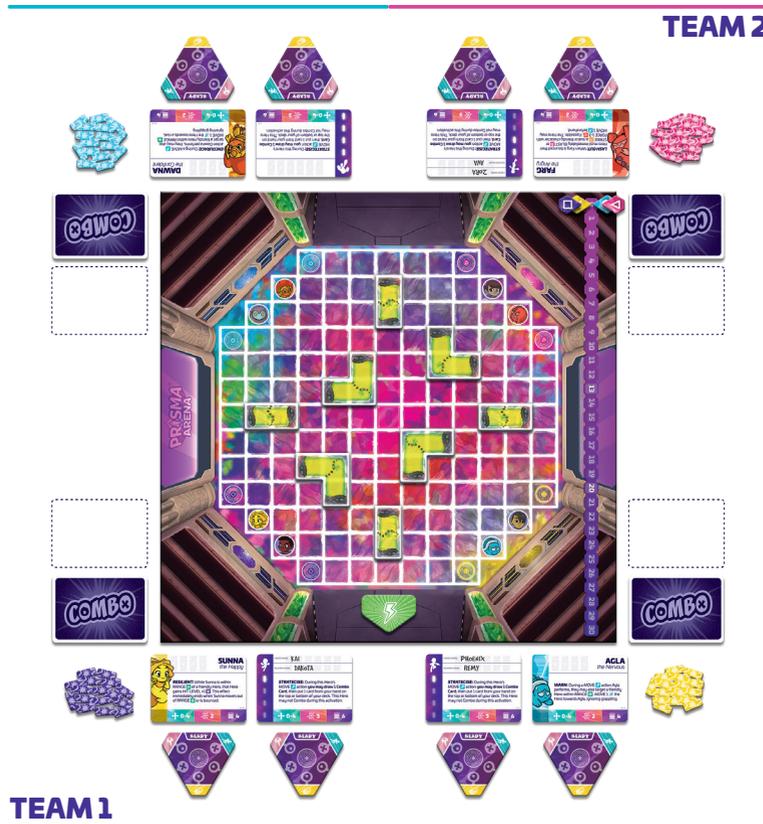
Setting up and playing a 2v2 team game is similar to a 4 player game, with the following changes:

Teams & Squads

A team is made up of 2 players, each controlling a squad of 1 Hero and 1 Mo'kon.

Setup

- 1 Place the gameboard showing 4 Start Zones.
- 2 Each team picks a side of the board (Purple/Yellow vs Blue/Pink).
- 3 Each player then chooses their Start Zone.
- 4 Randomly choose a team and give them the Advantage Token. The Advantage is used or held by a team rather than an individual player.
- 5 Both teams take turns to choose and place Obstacles, as explained in Standard Setup (p7). Players on the same team may discuss where best to place an Obstacle. In a team game, place 8 Obstacles in total.



Check Advantage

The team with the Advantage Token must choose together whether to Hold or Use the Advantage.

Activating Characters

When it is a team's turn to activate a character, both players on the team must discuss and agree which of their 4 characters to activate. That character's controlling player then activates their character as normal. It is possible for a player to activate both of their characters before their teammate.

ABILITIES & POWERS Add the following text to each Hero's STRATEGISE Ability:

HELP OUT: Alternatively, choose and, without revealing it, **pass a Combo Card from your hand to a teammate.** Then, that player must do the same, if possible.

In addition, an Ability or Prisma Power that refers to a friendly Hero, Mo'kon or character may target any legal character on their own team.

Likewise, an Ability or Prisma Power that refers to a rival Hero, Mo'kon or character may target any legal character on the opposing team.

Getting Bounced & Scoring Points

When a character is bounced, players score a number of points for their squad equal to the number of their Hit Tokens removed. Players from the same team as the bounced character do not score any points in this way.

EXAMPLE: The Hero's Hit Gauge is now full and the character is bounced. Purple placed 3 Hit Tokens, and scores 3 points. Yellow scores 2 points. Blue placed 1 Hit Token on their own Hero

as a result of using a Prisma Power. They do not score any points.



Returning a Bounced Character to the Arena

When you return a bounced character to the Arena you may place it on an empty space in either Start Zone belonging to your team.

Discarding Combo Cards

When you discard Combo Cards place them face up on the discard pile of the rival player facing you. You will discard to the same pile throughout the game.

End of the Game

The game ends at the end of a round when both squads have each scored 13 or more points. The team with the highest combined score wins.

EXERCISE 14: Play a team game of Prisma Arena.

BONUS STAGE:

Conclusion

"I told you it would be fun. Practise team sparring regularly. - the skills you develop here will serve you well in the future."

ACHIEVEMENT: All players earn one additional Prisma Point if this is their first time playing a 2v2 team game.

FAQ

When I receive Hits, isn't it easier to place my own Hit Tokens on my Characters' Hit Gauge instead?

Placing Hit Tokens as described is important for 3-4 Player games. It's also a good habit to develop for later, when your Hero Levels Up and Hits can be distributed in different ways.

What happens if your Hero has 6 Hits then Sunna moves out of Range or is bounced?

The Hero's HIT LEVEL would immediately return to 6. As the Hero now has a number of Hits equal to their HIT LEVEL, they are immediately bounced.

On Dual-Strike, how is 'STRIKE with FORCE 1 twice' resolved?

They are considered and resolved as two individual Strikes. This also applies to Dual-Blast.

Can I use Mirage Move when I MOVE using a Combo Card that says 'ignore grappling'?

NO. Your Hero must begin their activation ungrappled.

Do the Hits Peeyan takes from their Hero count towards Peeyan's HIT LEVEL?

No. Peeyan stores the Hits for the Hero, but they do not affect them.

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A very special thank you to all the individuals, families and groups whose input helped shape Prisma Arena.

REFERENCE GUIDE

SYMBOLS

BLAST

Can target a rival character 2–4 spaces away in a straight or diagonal line. A character cannot Blast when grappling.

FORCE

The number of Hits dealt from a Strike or Blast.

GRAPPLING

When a character moves into one of the four spaces immediately adjacent to a rival character, they must stop moving. Both characters are now grappling.

HIT

A unit of measurement, used to track Hits received from a Strike or Blast.

HIT LEVEL

Total number of Hits a character can receive before they are bounced.

MOVE

A character can move a number of spaces equal to their Range. They may move one diagonal space as part of this movement. A character cannot move when grappling.

MOVE TARGET

Move the character(s) targeted by the Combo, Mo'kon Ability or Prisma Power.

RANGE

The maximum number of spaces a character can move. It is also used to calculate the Range for some Mo'kon Abilities and Prisma Powers.

STRIKE

Can target a rival character 1 space away in any of the 8 spaces directly adjacent to the character.

SCORING POINTS

2 Player: When a character is bounced, the rival player scores points equal to the number of Hits they had on that character.

3–4 Player: When a character is bounced, rival players score points equal to the number of Hits they had on that character.

Team Game: When a character is bounced, rival players score points equal to the number of Hits they had on that character.

WINNING THE GAME

2 Players: Score 20+ points. At the end of a round, the player with the most points wins.

3–4 Players: Score 20+ points. At the end of a round, the player with the most points wins.

Team Game: Score 13+ points by both players on team. At the end of a round, the team with the most points wins.

We're excited to follow your journey with Prisma Arena. Share your progress online using [#PrismaArena](#). Follow [@WEAREHUBGAMES](#) and visit your local store to be the first to hear about new scenarios that will continue to test and stretch your skills in the Arena.