RULEBOOK V0.1



Development Status: All content presented here is subject to change.

Welcome to Prontera

Prontera, the royal capital, is a bustling center of travel and commerce—and the starting point for countless adventurers. Its streets are filled with stories from past and present: the ancient Prontera Castle; the Knight Guild, where adventurers accept requests to help those in need; lively markets lined with merchants and stalls; and the magnificent central fountain, a popular meeting place. The city hall and grand library are always busy with visitors, while the sacred cathedral regularly hosts important ceremonies—including… certain rituals.

Ragnarok the Board Game: Ceremony of Prontera is an open-world adventure set in Rune-Midgarts, the world of the acclaimed MMORPG Ragnarok Online. Each player begins with a personal deck representing their chosen starting Class. As players gain experience, they upgrade their Skills and add new Skill Cards to their decks.

Every card played in battle interacts with the game's core mechanism: the Cooldown Track. Players must carefully manage when and how they use each Skill Card as they face the challenges of each scenario and gradually uncover the secrets hidden beneath Prontera.

Components

This demo version does not include all the components listed here:

- 1 World Map
- 1 Scenario Book
- 4 Player Boards
- 6 Player Dials
- 6 Player Standees
- 6 Player Miniatures
- 120+ Skill Cards
- 30+ Item Tokens
- 20+ Equipment Cards
- 88 Damage Tokens
- 9 Dice
- 9 Boss Miniatures
- 100+ Boss Action Cards
- 15 Seal Card Packs
- 9 Boss Tiles
- 24 Stats Tokens
- 42 Status Effect Tokens
- 49 Monster Stats Cards
- 98 Monster Standees
- 180+ Monster Action Cards
- 1 Monster Board
- 1 Player Journal
- 1 Rulebook

Scenario Selection (Available in Final Product)



Each session, players decide which scenario to play from the World Map. Once decided, flip the Field Book to the corresponding page and start the scenario.

Scenario Setup



1. Play Area Setup

- Sort the Status Tokens, Damage Tokens, Dice by type, and place them beside the play area as the supply. Put all Item tokens in the bag And place it in the supply..
- For this demo, place the Field Book in the center and the Monster Boards next to it. Set up the Monster Boards as below:



1. Monster Stats Cards
2. Monster Standees
3. Monster Action Cards, shuffled, face-down (showing a Spawn Point letter) on the top area.

The following steps only apply to scenarios with MVPs. (*This demo scenario has the Golden Thief Bug as an MVP.)*



4. MVP Action Cards, shuffled, face-down next to the MVP Casting Track
5. MVP Tile
6. MVP Dial, set to the starting HP of the MVP shown on the MVP tile.
7. The back of the MVP Tile lists its abilities. It is recommended that you keep this side up during the scenario.

- Follow the setup instructions on the field book.



24 Field : Prontera Culvert 3F

Deep within the pitch-black, foul-smelling depths of Prontera Culvert, colossal iron pipes crisscross over murky, bottomless waters as the deafening chittering of insects abruptly falls silent. Shimmering golden dust fills the heavy air as the Golden Thief Bug hovers above its sanctuary, ready to annihilate any trespasser who dares breach its nest.

Monster :
Spore / Drainlair / Male Thief Bug / Tarou / Golden Thief Bug

Setup :
Each player spawns on one of the starting hexes ( ).
The Golden Thief Bug spawns at the MVP hex. ( )
The number of monsters spawned equals the number of players.

Win Condition : Slay the Golden Thief Bug.
Lose Condition : Player dies 2 times.

When spawning Monsters during setup, reveal 1 card from the top of the Monster Action Deck for each player, resolving each card completely before revealing the next.

For each revealed card, resolve the following steps:

1. Identify the Monster type shown on the revealed card.
2. Check the Spawn Point letter shown on the back of the new top card of the Monster Action Deck.
3. Spawn the blue Monster of the indicated type. If that Monster is already on the map, spawn the red Monster of that type instead.
4. Place the Monster on the matching Spawn Point numbered 1. For example, if the card shows Spawn Point A, place the Monster on A1. If Spawn Point 1 is occupied, place the Monster on the matching Spawn Point numbered 2 instead. If both Spawn Points are occupied, no Monster spawns.





2. Player Setup

Place your Player Board, Player Dial, Status Tokens, and any Items you possess in front of you.

For this demo version, each player may choose to play any of these preset characters:



Knight - HP 19

Deck List

3x Bash
3x Provoke
3x Magnum Break
3x Pierce
3x Brandish Spear
3x Spear Stab



Hunter - HP 17

Deck List

3x Owl's Eye
3x Double Strafing
3x Vulture's Eye
3x Improve Concentration
3x Phantasmic Arrow
3x Blitz Beat



Assassin - HP 18

Deck List

3x Double Attack
3x Increase Dodge
3x Envenom
3x Sonic Acceleration
3x Throw Venom Knife
3x Sonic Blow



Wizard - HP 17

Deck List

3x Napalm Beat
3x Cold Bolt
3x Lightning Bolt
3x Frost Diver
3x Jupitel Thunder
3x Storm Gust



Priest - HP 18

Deck List

3x Heal
3x Holy Light
3x Increase AGI
3x Angelus
3x Blessing
3x Sanctuary



Blacksmith - HP 19

Deck List

3x Discount
3x Overcharge
3x Hammer Fall
3x Adrenaline Rush
3x Mammonite
3x Cart Revolution

Blacksmith (Continued)
1x Enlarge Weight Limit (Passive)
1x Pushcart (Passive)

Enlarge Weight Limit *and* ***Pushcart*** *are passive skills that are placed next to your player board instead of going to your hand.*



In the final version, players will be able to customize their own decks through the character creation system.

Below is the setup specifically for this demo scenario.

- *Each player draws one random Item and places it on their inventory.*
- *Distribute the 4 Equipment Cards (2 Coats and 2 Shoes) among players. No players can have more than one Equipment Card per type.*
- *Shuffle your Player Deck and place it face-down to the right of your Player Board.*
- *Each player draws 4 cards from their Player Deck and sets their Player Dial to the HP value corresponding to their character's preset HP.*

Player Board

Your Player Board remains with you throughout the entire adventure.



Player Board

	Term	Rule
1	**Player Dial**	Place your character's Player Dial in the slot. This is used to track your HP during a scenario.
2	**Cooldown Track**	Skill Cards will be placed in one of these slots when played. Each Cooldown slot has a maximum capacity: Cooldown 1 holds up to 3 cards; Cooldown 2 holds up to 2 cards; and Cooldown 3 holds up to 1 card.
3	**Stats Token Slots**	Place Stats Tokens you gain here.
4	**Status Effect Area**	Place any Status Effect Tokens affecting you here.
5	**Inventory Slots**	Place Item Tokens you gain here. You may carry no more than 3 Item Tokens.
6	**Priority Value**	Determines monsters' target if distance is equal between two or more players. Monsters will target the player with the lowest Priority Value in range first.

Gameplay

Gameplay alternates between **Player Turns** and **Monster Activations**. At the beginning of each scenario, the players choose the first Active Player. Players take turns then proceed clockwise. After each Player Turn, monsters activate.

Player Turn

Each Player Turn consists of three phases, resolved in order:

1. Cooldown (CD) Phase

Move every card on your CD Track 1 slot to the left. Place each card that moves out of CD1 in your discard pile. Do nothing if there's no card in your CD track.



Cards shifting along the Cooldown Track

2. Action Phase

Play Action Skill Cards from your hand, one at a time. Each card shows its Cooldown Cost in the upper-left corner. When you play a card, place it in a Cooldown slot matching its CD Cost and resolve its effects. You may play a card only if you have an available slot to place it.

- **CD1** can hold up to **3 cards.**
- **CD2** can hold up to **2 cards.**
- **CD3** can hold up to **1 card.**

For example, if all your CD1 slots are occupied, you cannot play anymore CD1 Skill Cards.

If a card has a CD Cost of X, choose any CD slot with available capacity and place the card there. Resolve the card's effect using the value chosen for X.

You may play any number of Action Skill Cards during your Action Phase, provided you have cards available to play and available CD slots to place the cards played. When you choose not to play another card—or cannot play one—your Action Phase ends.

> **Cards with CD0:** After playing a card with a CD Cost of 0, immediately place it in your discard pile instead of on your CD Track.

Basic Actions

You may discard any Action Card to perform a **Basic Attack** (1 DMG melee attack) or **Basic Move** (Move 2 spaces) instead of resolving the card's effects. Some effects may modify these Basic Actions.

Character Movement

When you play a Skill Card with **Move X**, move your character across the map a number of hexes equal to the Skill's Move value. Move from one hex to an adjacent hex, one hex at a time.

Figures may move through hexes occupied by other figures. However, a figure must end its movement in an empty hex and cannot end its movement in a hex occupied by another figure.

The lines separating adjacent hexes determine whether characters can move or make ranged attacks across them:

	Normal Hex Edge: Characters can move and make ranged attacks across this edge.
	**Impassable Hex Edge:** Characters cannot move or make melee attacks across this edge, but they can make ranged attacks across it.
	**Wall Hex Edge:** Characters cannot move or make ranged attacks across this edge.

Dealing Damage to Monsters



When you play a Skill Card that deals damage, resolve the damage shown on the card, including any bonuses or reductions. Then place Damage Tokens equal to the final amount of damage on the Monster Board, next to its matching slot.

When the total damage on a Monster equals or exceeds its HP, that Monster is defeated. Remove it from the field and return its figure to their respective spot on the Monster Board.

Status Effects

Some Skills inflict Status Effects on their targets. When you inflict a Status Effect on a Monster, place the corresponding Status Effect Token in the same area as that Monster's Damage Tokens. The effect of each Status Effect is explained on one side of its token.

Icon	Rule
	Blind — You cannot play Ranged Cards until the end of your turn.
	Curse — Until the end of your turn, all Damage you deal is reduced to 1.
	Freeze — Becomes Water-element. Removed after you receive any Damage.
	Immobilize — You cannot move until the end of your turn.
	Poison — At the start of your turn, if you have more than 1 HP, lose 1 HP.
	Sleep — You cannot play Skill Cards until you take Damage or until the end of your turn.
	Stun — You cannot play Action Cards until the end of your turn.

Player Skill Cards

There are 3 types of Skill Cards: Action, Reaction, and Passive. The Skill Cards available to you depend on how you develop your Skill Tree. As the adventure progresses, you gain Skill Points that can be spent to upgrade your character and obtain additional Skill Cards.

In this demo, Skill Cards are pre-selected to simulate mid-campaign progress.



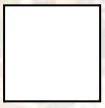
Player Skill Card anatomy

Term	Rule
1 • Cooldown Cost	To play a Skill Card, you must be able to place it in the Cooldown slot matching this value.
2 • Skill Name	Identifies the Skill.
3 • Skill Type	**Action**: May be played only while you are the Active Player. **Reaction**: May be played only at the timing specified in the Skill's effect box. **Passive**: Placed next to your Player Board to grant your characters continuous effects.
4 • Skill Illustration	Artwork associated with the Skill.
5 • Skill Targeting	**Self**: Affects the user. **Melee**: Affects a target adjacent to the user. **Range X**: Affects a target up to X hexes away from the user.
6 • Effects	What the skill does when played.

Common Card Effects Keywords

Effect	Explanations
Move X	Move your character up to X hexes.
	Roll matching dice to determine the damage dealt to the target.
	Increase the attack's damage (from the roll) by the shown number.
	Roll X matching dice (based on the CD you choose to play the card) to determine the damage dealt to the target.
Heal X	Restore X HP to a character within the specified range.
AOE X	The Skill affects an area extending up to X hexes from the hex where the Skill takes effect.
Knockback X	When a character or monster is knocked back, it moves away from the user of the skill by up to X hexes. Each hex it moves must place the affected figure farther away from the user of the skill. The figure continues moving until it has moved the specified number of hexes or cannot move any farther due to an occupied destination hex, a wall, an impassable hex, or another obstacle. If the figure cannot move the full distance, it takes DMG equal to the number of hexes it was unable to move.

Combat Dice

	Damage value equal to the sword icons.
	Damage value 1 and draw 1 card.
	Damage value 1 -OR- Move every card in your CD track one slot
	No Effect.
Note: *Special symbols (e.g. draw and CD booster) only work for player characters. When rolling dice for Monsters, ignore these symbols. Only sword icons are usable for Monsters for now.*	

Items



Items can be used anytime even if it's not your turn. You may use an item on yourself or give it to any character that is adjacent to you anytime. However, you cannot use an item to interrupt any other effect.

Equipment



Equipment can be gained from clearing scenarios. It gives a passive effect to a character wearing it. A player cannot have more than one equipment of each type.

3. End Phase

Resolve any effects that trigger during the End Phase. Draw cards until you have 4 cards in your hand.

Reshuffle

If your draw pile runs out while you are drawing cards, shuffle your discard pile to form a new draw pile, then continue drawing. Cards on your CD Track stay where they are.

In rare cases where you do not have enough cards to refill your hand to 4 cards (no cards in both your draw pile and discard pile), draw as many cards as possible and continue playing as normal.

After your turn ends, Monsters activate.

Monster Activation

Reveal the top card of the Monster Action Deck. The revealed card determines the Monster type that activates this turn.

Activate every Monster of the indicated type currently on the map. Activate the Monster with blue background first, followed by the Monster with red background, if any.



Each activating Monster moves toward the nearest character. If two or more characters are tied for nearest, the Monster moves toward the tied character with the lowest Priority Value. A Priority Value of 1 is the lowest. The Monster takes the shortest path to be adjacent to that character. If the Monster cannot reach that character, it moves as much as possible to get closer to that character.



After moving, the Monster targets either the nearest or farthest character (within their attack range), as specified on the Monster Action Card. If two or more characters are tied, target the tied character with the lowest Priority Value.

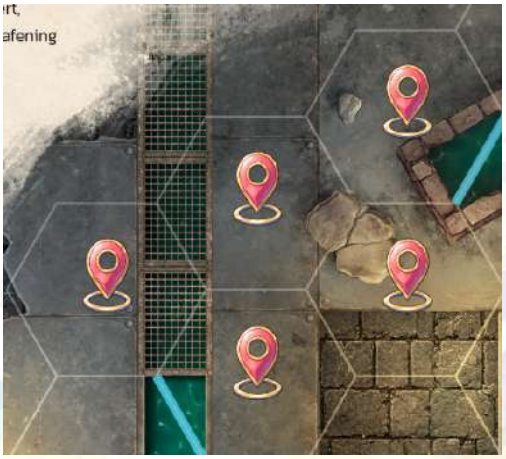
The targeted character loses HP equal to the damage specified on the Monster Action Card. Adjust the character's HP Dial accordingly.

If the Monster's attack also inflicts a Status Effect, the targeted character takes the corresponding Status Effect Token and places it in the Status Effect area on their Player Board.



Character Deaths

If a character's HP reaches 0, that character dies. Remove the dead character miniature from the board. The next time the player controlling the dead character takes their turn, place their character miniature on one of the starting hexes and their turn immediately ends. They do not perform any actions that turn.



In the final product, there will be delayed respawning time, representing travel time from Kafra savepoint back to the field.

Monster Spawning

After Monster Activation, check whether any Monsters of that type remain available on the Monster Board. If at least 1 is available, spawn 1 Monster of that type at the Spawn Point shown on the back of the new top card of the Monster Action Deck. The Monster always spawns on the alphabet point with number 1. If the hex is occupied, the Monster spawns on the alphabet point with number 2 instead. If both hexes are occupied, the Monster doesn't spawn.



MVP Activation

After all Monsters indicated by the revealed Monster Action Card have activated, if an MVP is present on the map, resolve the following additional steps:

➔ Move every card on the MVP Casting Track 1 slot to the left. (Do nothing if there's no card on the track.) Resolve each card that moves out of the track immediately, then place it in the MVP Action discard pile. If multiple cards move out of the track simultaneously, the players choose the order in which to resolve them.



➔ Reveal the top card of the MVP Action Deck and place it in the Casting slot matching its Casting Cost. If the card has a Casting Cost of 0, resolve it immediately and place it in the MVP Action discard pile. Unlike a player's Cooldown Track, the MVP Casting Track has no card limit.

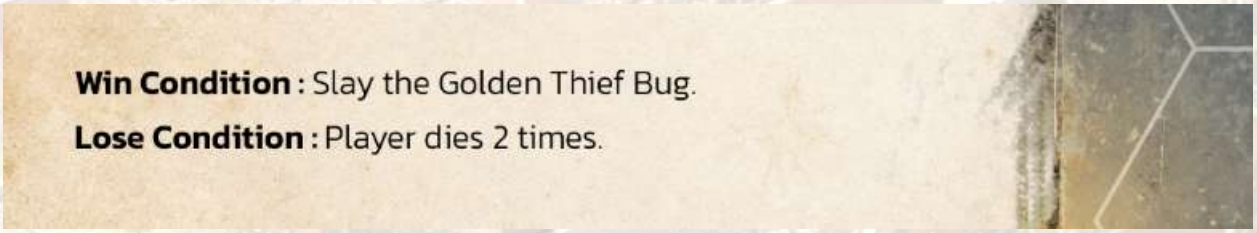
After Monsters and MVP have activated, the next player in the clockwise order starts their turn.

Continue playing until the scenario ends.

Scenario End

A scenario ends immediately when its Win Condition or Lose Condition is met, as specified on the Field Book.

For this demo scenario: you win when you defeat the MVP and lose when the players have died twice collectively.



Example Scenario End Conditions

Post-Scenario Rewards and Progression (in Final Product)

Losing the Scenario

If the players fulfill the Lose Condition, they lose the scenario and return to town. Players keep any Items and other rewards obtained during the failed attempt.

Return to the area-selection step. You can attempt the same scenario again, or play another easier scenario.

Winning the Scenario

If the players fulfill the Win Condition, they win the scenario. The victory may advance their progression, allowing them to upgrade their characters, gain Levels, or unlock additional scenarios in town.

FAQ

Q: How does the "Revive a Player" ability of the Yggdrasil Leaf work?

A: Choose 1 defeated player to immediately respawn at the Spawn Point. Consequently, when that player's turn begins, they will not lose a turn due to respawning and can take their turn as normal.

Q: What are the Monster Elements in this Demo version?

A: Monsters in this Demo version feature distinct symbols and colors on their Monster Status Cards, detailed as follows:

Spore – Water

Tarou – Poison

Drainlair – Shadow

Male Thief Bug – Shadow

Golden Thief Bug – Fire