

SHADOW RAVEN



THE COMBAT CARD GAME RULE BOOKLET

PG

INC. CARDS
FOR 1 PLAYER

DEDICATIONS & ACKNOWLEDGEMENTS

I want to dedicate this game to the following people whose sacrifices will not be forgotten, and whose belief in the Shadow Raven, and in me, helped to make this dream a reality:

To John C. Campbell, whose hard work, loyalty, imagination and dedication to the success of this project has been nothing less than exemplary. I can never thank you enough for the incredible effort you have put forth. I am proud and fortunate to have you as a colleague and as a friend.

To Doug Shuler, whose awesome imagination and dedication to art brought these characters and worlds to life. I thank you for your diligence and your patience. You have proven yourself to be a good friend and compatriot. Congratulations on the recent extension to the Shuler family.

To John Berry, who gave these characters a part of himself, and brought them to life when they were nothing more than thoughts and ideas swimming in my mind. Thank you for being my friend and showing me that the wings of the imagination are the strongest wings of all.

To Shaun Beaucaire, who helped me realize that there are no boundaries to the human spirit but those we put around ourselves.

And finally to all of you who have purchased this game. Let these characters take life inside your imagination as they have inside mine. Let the battle of Good vs. Evil rage with the righteous always as the victor. Let your imagination take you to uncharted dimensions for many years to come.

Frank J. Zanca
President
Destiny Press, Inc.



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Who is the Mysterious Shadow Raven?

Welcome to a world existing on the boundaries of the imagination where our future is reality. Conjure within your mind's eye a world existing at the cornerstone of dimensional pathways. A world on the brink of technological advancements that instill both awe and fear in the hearts of those who hope to possess these wonders of science. All vehicles of progress have alternate uses, however. Choices are made and promises are kept. Thus these wonders borne of invention become the horrors of which nightmares consist.

One man transformed by such malice intentions exists to thwart the creations of science corrupted by chaos and the thirst for power. Thriving on the night skies inhabited by twin crimson moons, a dark hero moves silently in the shadows. The lightning crackles down illuminating his form for only a moment. In that moment you observe his chiseled face with eyes of pure darkness sending chills through your very soul. Then he is gone as if he was never there at all. You hear a bird's shriek echo through the night. As your eyes dart skyward a lone raven flies overhead.

Welcome to Utopien City a hybrid of the new and the old. Where the bold, the cowardly, the poor, the affluent, the beautiful and the ugly all coexist within a cage of durament and glass. Utopien City is known globally as being the center of commerce and crime where dreams are made and lives are brought cruelly to an end. Let your vision move westward outside the borders of the city. Past the Gar River you will see a steep hill and at its summit sits a dilapidated castle. Rumors of the hauntings that have occurred there have kept the curious away. Once again the lightning illuminates the night and you will swear that you can see a figure standing on the parapets with a raven perched on his shoulder surveying the city. This is the home of the Shadow Raven...

Welcome.



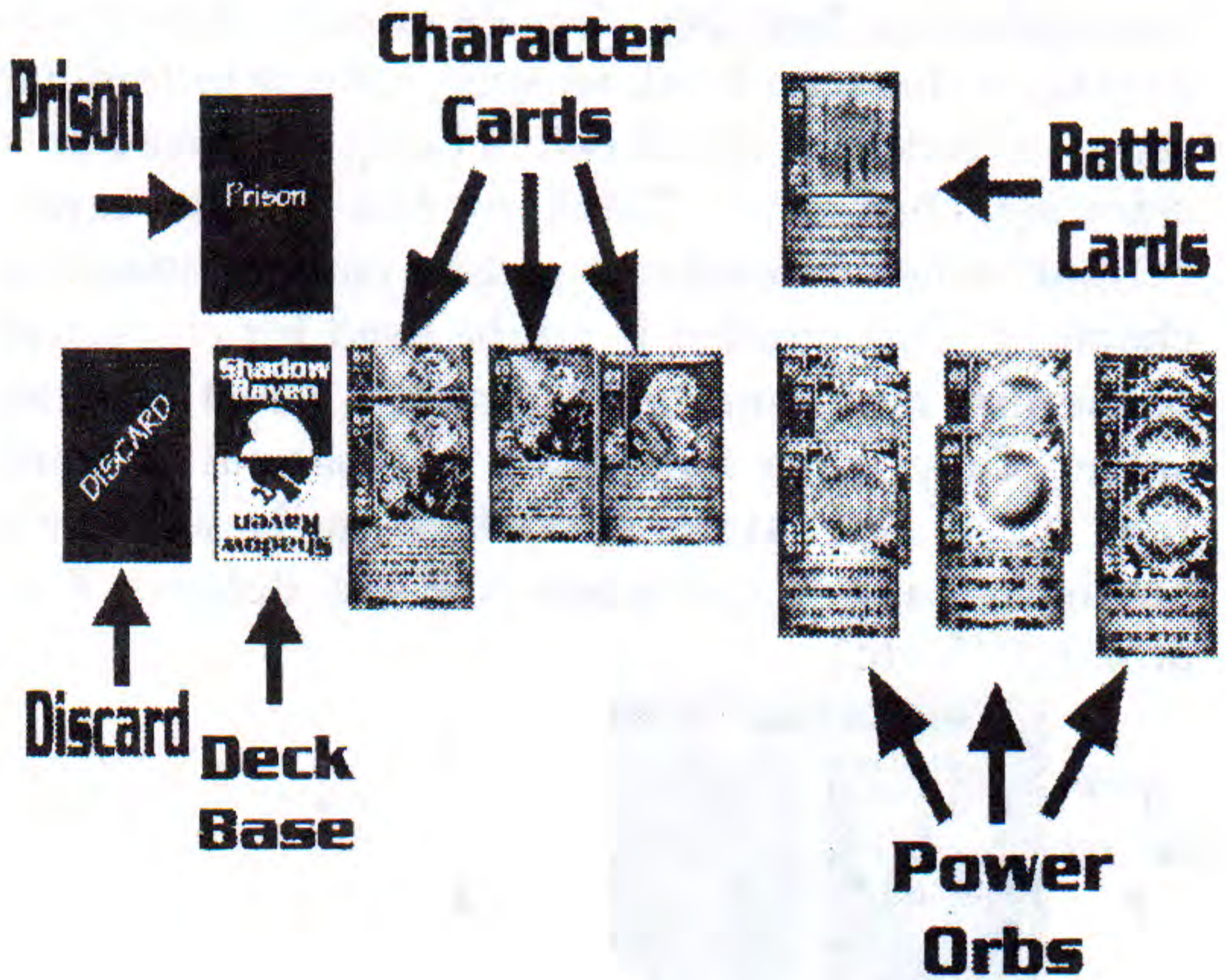
The Object of the Game: is to beat your opponent(s) by doing one of two things: destroy his (their) home base(s) by depleting his (their) card library or by winning and claiming five different battle cards.

Types of Cards: There are seven types of cards. Character Cards, Weapons Cards, Vehicle Cards, Familiar Cards, Action Cards, Battle Cards, and Energy Cards. The type of card is indicated at the bottom of each card. Character Cards are the cards that will defend your base and attack your opponents' army and base. These cards can only be put into play during your turn. They can only attack during your turn but can defend and use their "special powers" during either your or your opponent's turn. Weapon, Vehicle, and Familiar Cards will enhance your

Characters' attacks and defensive prowess. Vehicle Cards can only be put into play during your turn but Weapons can be put into play during either your turn or your opponent's turn. Action Cards can be played in the middle of your turn or your opponents turn changing the course of a battle. Energy Cards consist of three different types: Gold, Silver, and Black, which allow you to put characters, vehicles, weapons and actions into play.

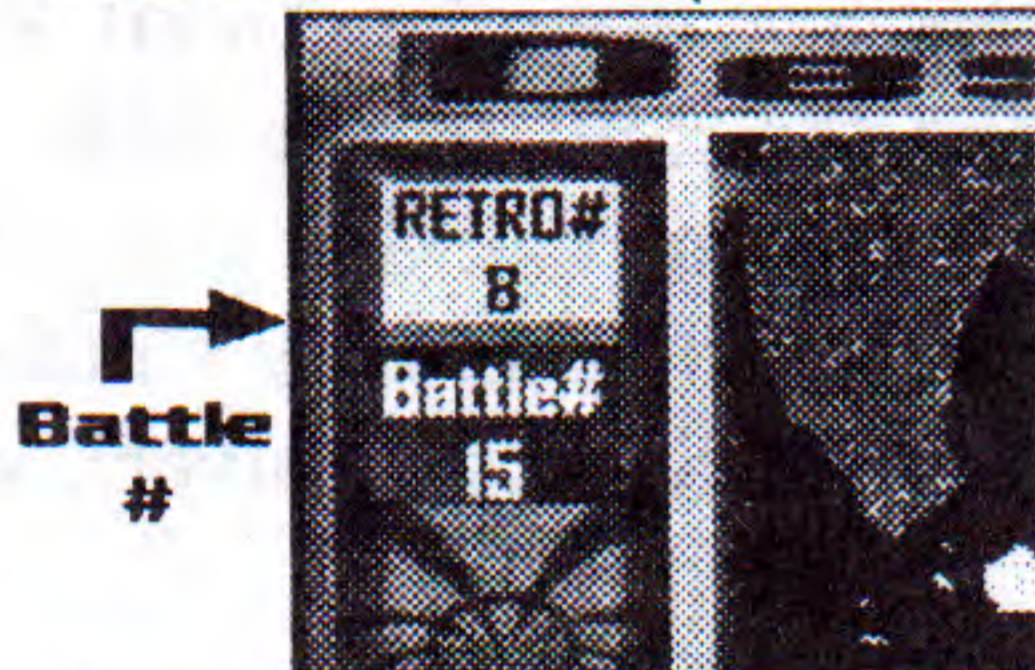
Setup: First all players must agree on how many cards will be in each of the player's "Bases" (card decks). All players must begin with the same amount of cards for the game to be even. (This Starter Deck holds all cards required to play. If you are building a deck a similar number of cards should be used.) Each player does a quick shuffle and lifts his/her deck peering at the number on the top left hand corner of the card (Battle Number). The highest of these numbers goes first. Each player shuffles his/her deck and draws seven cards into his/her hand. The first person plays what cards he can while the other player(s) draws a card before his (their) play. If a player finds that none of the first seven cards that he draws are Power Orbs then he may call a miss deal. He or she will then put the seven cards back into the deck, reshuffle and redraw seven cards. This can only happen once per game.

Card Placement: Once cards are put into play there are several areas of the table where they will be placed. The deck (your Base) is placed to the left of you while characters, weapons and vehicles will be placed in front of you. To the left of your Base will be the pile for discards. Above your base is the Prison Card where your opponent's captured characters are placed without their weapons and vehicles. To the far right of the table are placed the battle cards facing the winner of that particular battle. Below the Battle Cards go your Energy Cards in three different piles: Aura (Gold), Sterling (Silver), and Obsidian (Black).



Card Layout: Each card has several numbers listed at the top and some text written below the picture. From left to right the numbers are as follows:

- **Battle Number** - this number determines the winner of a Battle Card (see Battle Cards in the play section).



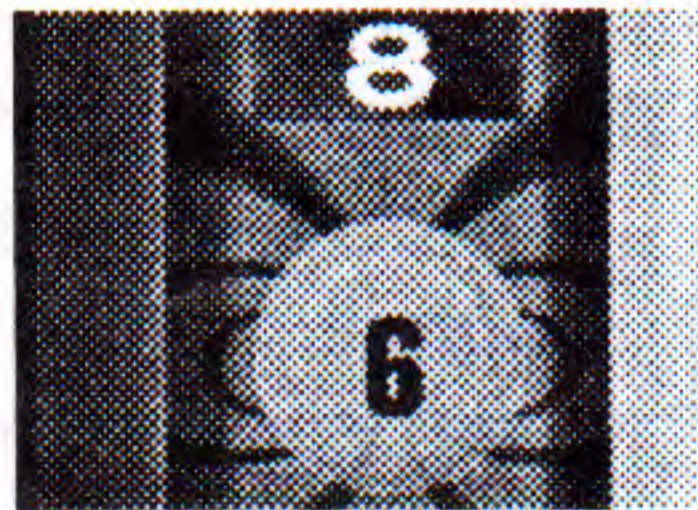
- **Retro-Damage Number** - this determines how much damage a character level, weapon, vehicle or familiar can take during an attack before being destroyed by a *defending* character. Think of this as the card's "armor" when defending against a counter-attacking character. This number is not be used for characters of the first rank (one card). **Rank & Level are the same.** Only when they move to a second or third rank (2 of the same characters cards atop one another). Rank 1 characters use the defense # as armor (5/5, etc.)



- Deck Allowance Number – are the amount of duplicates of each card that you are allowed to have in the deck you are going to be using to play against your opponent. Character cards with a different picture are still counted as the same character unless the character card is labeled as “Special” or “Super.” If you are caught using more than the specified amount of each card during play you will immediately forfeit your dimension and the game.

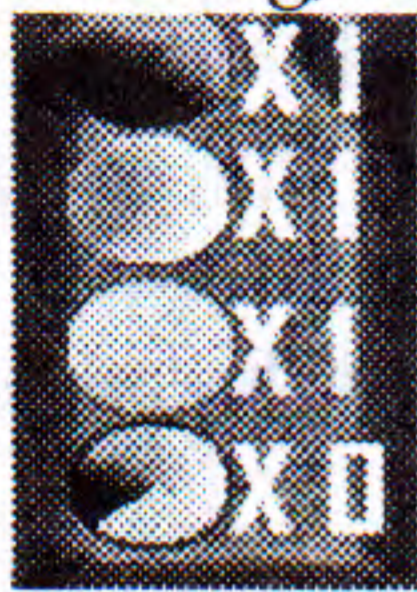


Deck
Allowance



- Energy Amount - will be colored circles plus a number. For example the character, weapon, vehicle or action cannot be put into play unless you have the correct amount of energy to put them into play. If a character requires three gold orbs (a gold dot with a X3 next to it situated on the side of the card) then three Gold Energy Cards must be put into play (laid on the table) and “drained” (see Energy Recharge) before the Character, Weapon, Vehicle, Familiar or Action Card can be put into play. This can occur

over a period of rounds if you do not have the proper amount of energy cards in play. *If a number follows the tri-colored Power Orb then the Power Orbs necessary for putting that card into play can be of any color (Aura, Sterling, or Obsidian).*



- Attack /Defense Numbers – the last numbers are listed in numerical order and firstly portray the amount of potential damage the character can do when attacking. The number following the “/” shows the amount of damage a character can withstand without dying (defense or shield number). These numbers grow as a character grows stronger by laying duplicate character cards atop one another. For example the Shadow Raven character has three levels of growth listed as:

“1) 7/7 Hand combat”



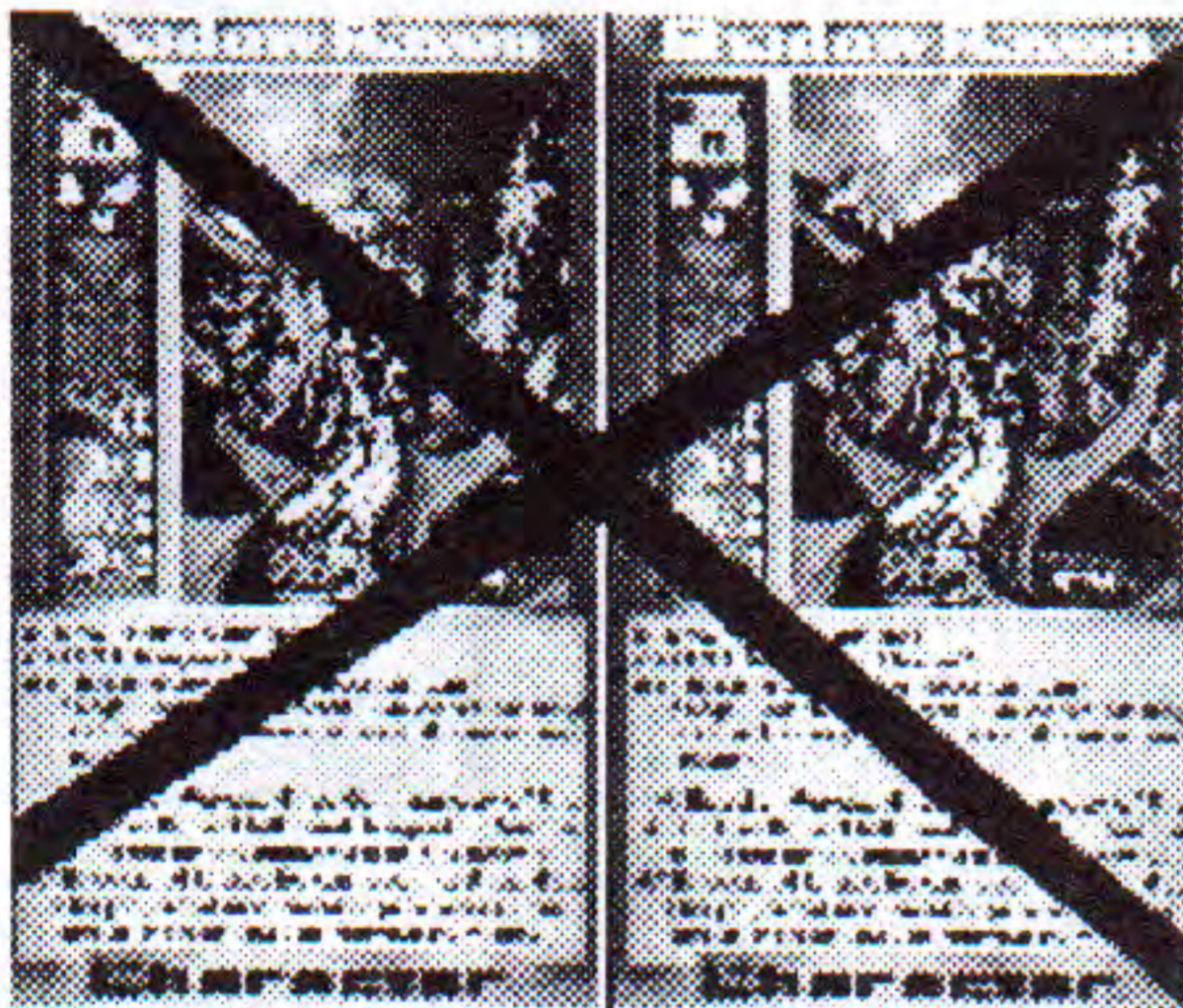
"2) 10/10 Tragnetic Beam"



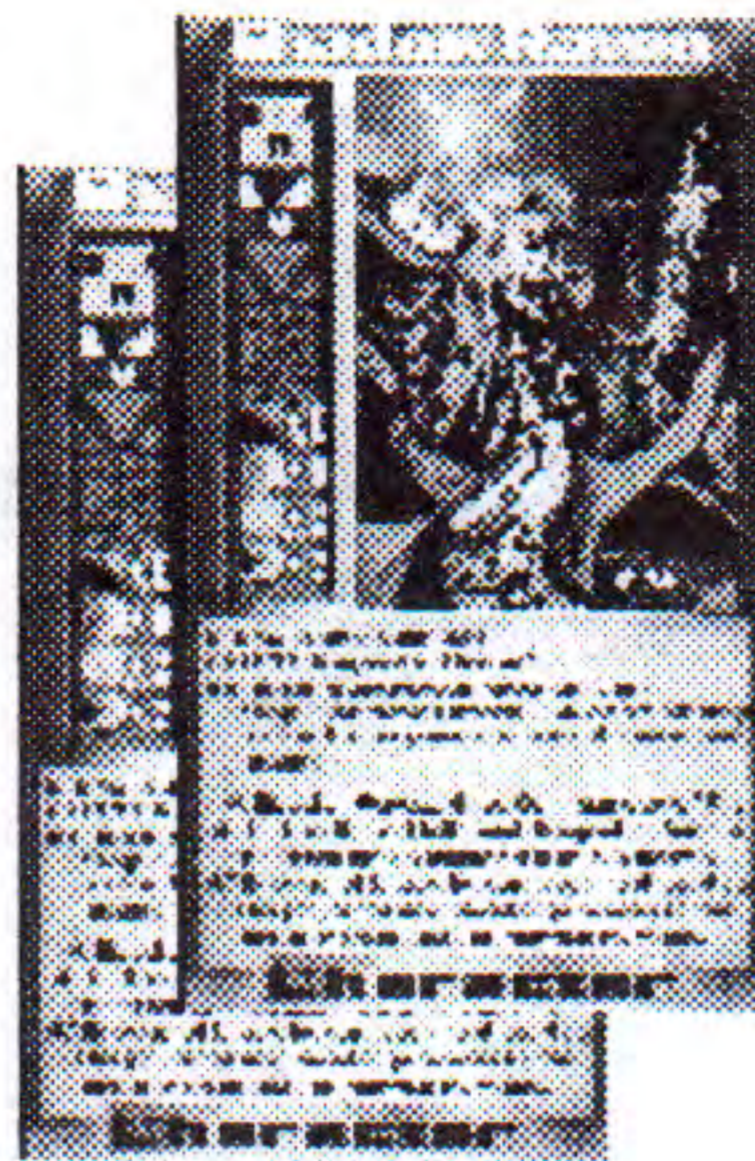
"3) 13/13 HyperDeth Mechanism"



This means that with one Character Card the Shadow Raven attacks his opponents with a strength of 7 while he defends against his enemies at a strength of 7. When another Shadow Raven Character Card is put into play by the same player it does not act as a separate character but is placed atop the first card making it a level two character.



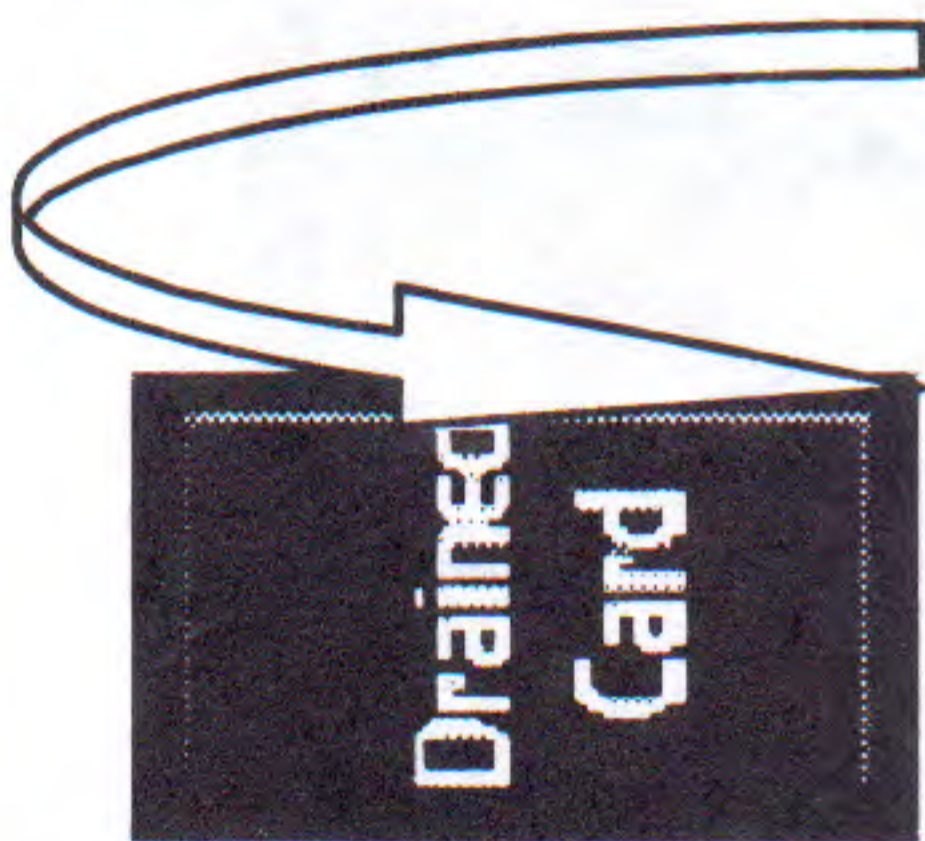
NO



YES

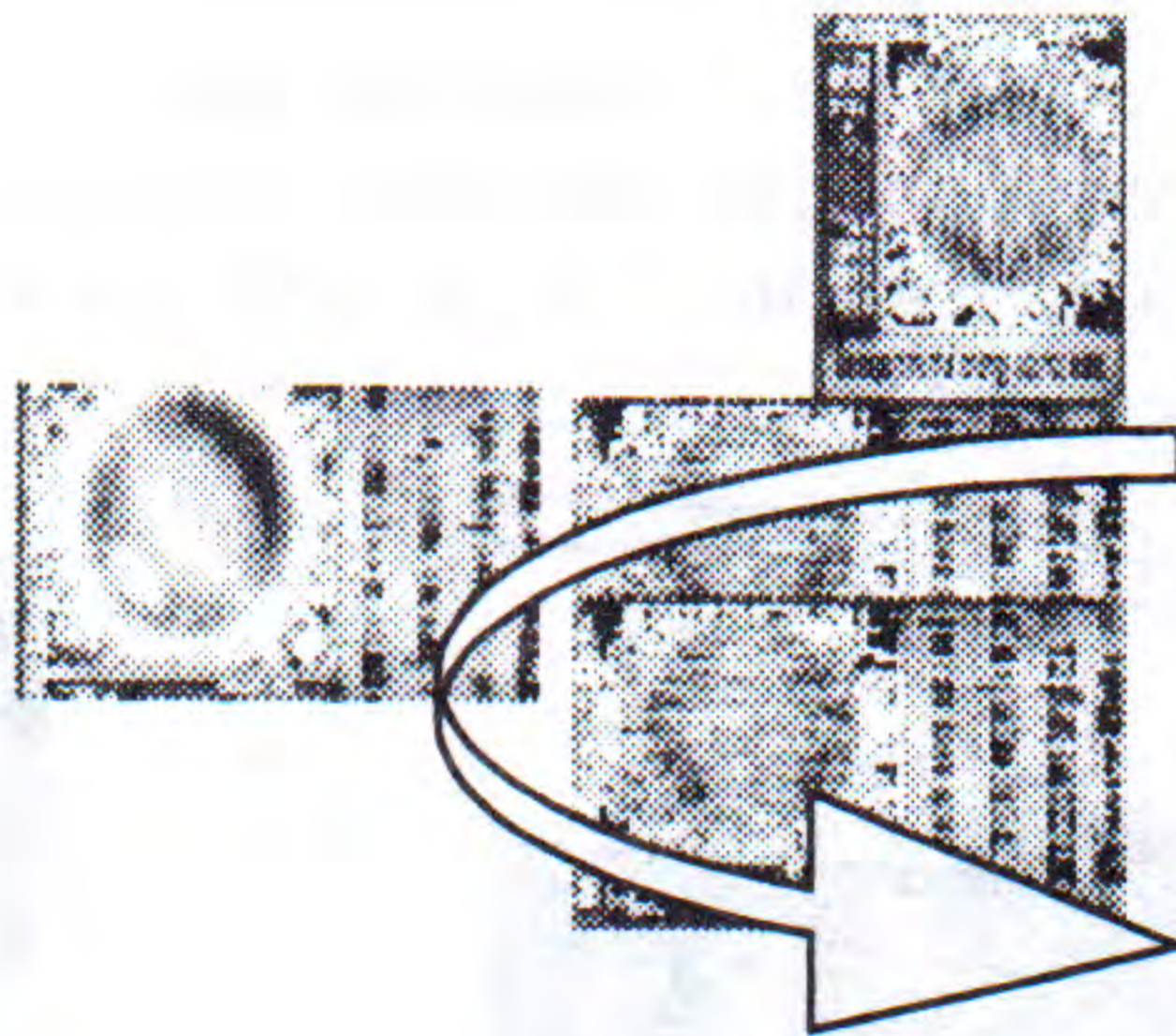
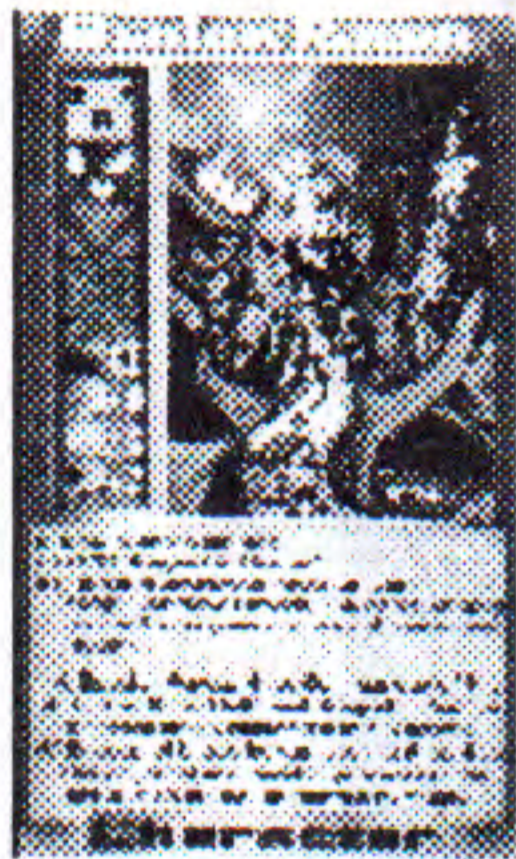
Thus he will now fight with a new power called the Tragnetic Beam whereby he will attack and defend at a strength of 10. When the third Shadow Raven Character Card is put into play he will fight and defend as a level three character at a strength of 13. All additional Shadow Raven Character Cards will be a +1/+1 making him a 14/14 and so on. Some Character Cards have a maximum of level two while others have three levels. When the highest level is reached some characters gain additional powers while others such as the Shadow Raven and Zolar can use their additional power after reaching the second level. The Character's Additional Power is listed below the Attack/Defense numbers. For example, after reaching the highest level "The Fade" acquires a Hypnotic Power whereby any opponent with a 7 or less Defense Number cannot block him. At a level two or higher, the Shadow

Raven and Zolar can regenerate a lost level. If one of the Character Cards placed atop the Shadow Raven or Zolar is destroyed they are able to regenerate that card once per game. As you can see by looking at the cards, the instructions for use are listed directly on the card. To use some Character's Additional Powers you must drain the Character plus the appropriate number of Power Orbs. Remember once a character has been "drained" the card is shifted to the left and he or she cannot use any powers or block attacks until he or she is recharged at the start of your next turn.



Play: As listed above, each player takes seven cards, shuffles his deck and looks at the Battle Number on the bottom card. The player with the highest number goes first. The decks are then reshuffled and placed to the left of each player. The first player sets down up to four Orb

Cards of any color and plays any Character Cards he can by "draining" the Orb Cards he has laid out. "Draining" is to use the energy of that Orb to bring Characters, Weapons, Vehicles, and Actions into play.

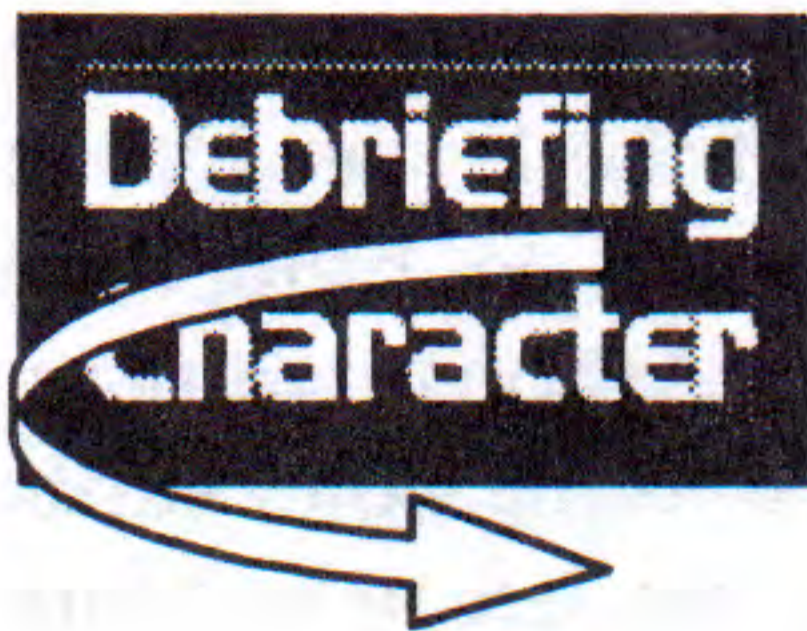


1 Silver Orbs

2 Gold Orb

Will put the character in play.

To indicate that the energy of the Orb has been drained, turn the Orb Card to the left. Orbs replenish their energy every round. If a Character Card is put into play he cannot attack as he must be *debriefed* before going into battle and must wait until your next turn to attack.



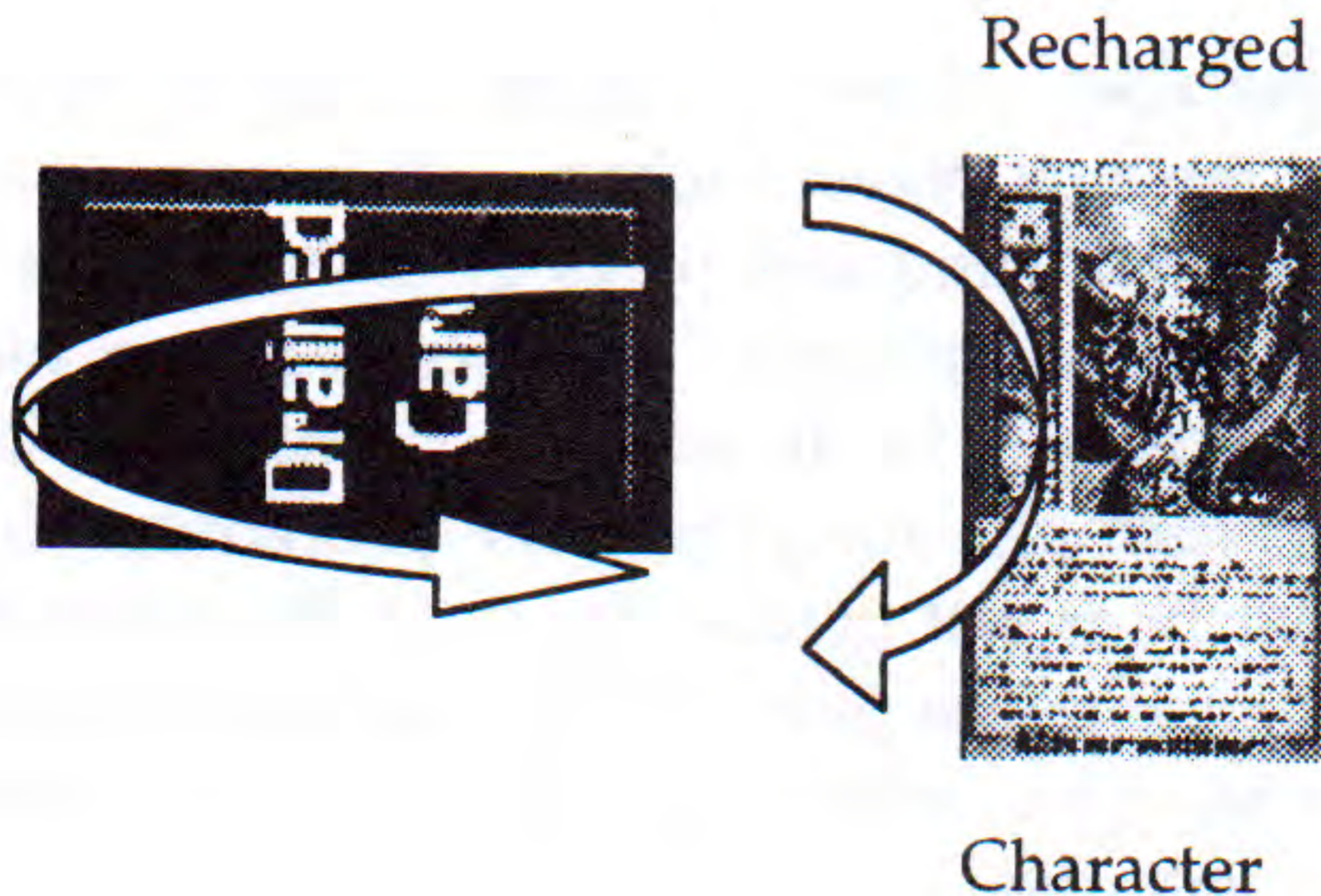
Char Ready
For Battle.

If the first player does not have enough energy to play a Character Card the next player picks a card from his Base making 8 cards in his hand and plays up to four Orbs of any color. He or she will place a Character Card into play if he has enough energy to do so. If not, then the next player takes his turn repeating the same procedure. If a player finds that he is not getting the cards he needs by normal play he may opt to pass his turn and reshuffle his Base (deck) and pick one card from the top after completing the reshuffle.

When it is the first player's turn again a "round" has passed. The players then go through the following steps

as their turn arises except that each player can only deploy up to two orbs per round till the end of the game.

- **Energy Recharge** – Move your Orb Cards to the vertical position this indicates that the Power Orb is now “recharged” and may be used to bring *new* Character, Weapons, Vehicles and Actions into play. Once these Power Orbs are used to bring other cards into play they then are turned to the left to indicate that their power has been “drained” and cannot be recharged until your next turn (*Char, Weapons, Familiars, & Vehicles already in play do not need to drain orbs to continue to be used*).



- **Pick a card** from your Base but remember that each player can have no more than 10 cards in their hand

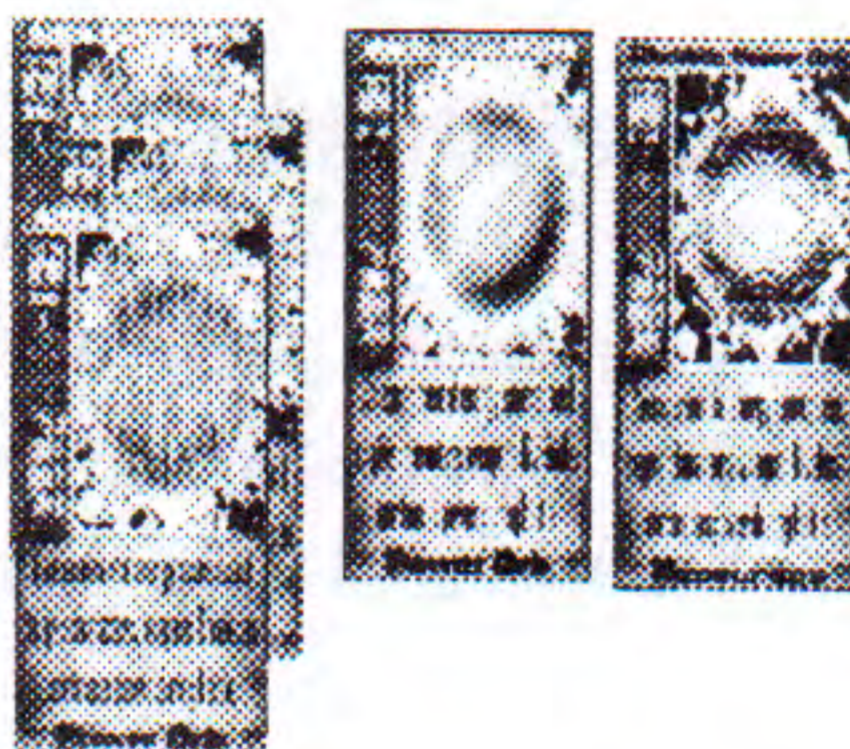
at any given time. If you have more than 10 cards you must discard one into the Discard Pile to the left of your Base.

- **Energy Production** – From the second round till the end of the game all players may lay out only two Orbs of any color during their turn.
- **Army Building** – Determine which Characters can be put into play by looking at what color Power Orbs you have previously laid out and compare them to the types and number of Power Orbs required to put Characters into play from your hand.

For example “Gary Caufield” requires 2 Gold Orbs and 2 Orbs of any color to be put into play (as indicated on the card). If you have 2 Gold and 3 Black then you may add him to your army. If you have three Black (Obsidian) and one gold Orb then he must remain in your hand until you draw another Gold (Aura) Orb. Once Characters have been put into play using Power Orbs they do not require the Power Orbs to continue functioning. In other words if you add Zolar to your army by draining the required Power Orbs then you do not have to drain them again for him to attack or to remain in play. All “drained” Characters (characters whose powers have been used or have blocked attackers) are “*automatically recharged*” at the beginning of your turn. If a Character has been used

during your turn and is "drained" then he cannot be used again until your turn where he or she is "recharged." If a Character is "drained" he or she is unable to block any incoming attacks.

Orbs in Play

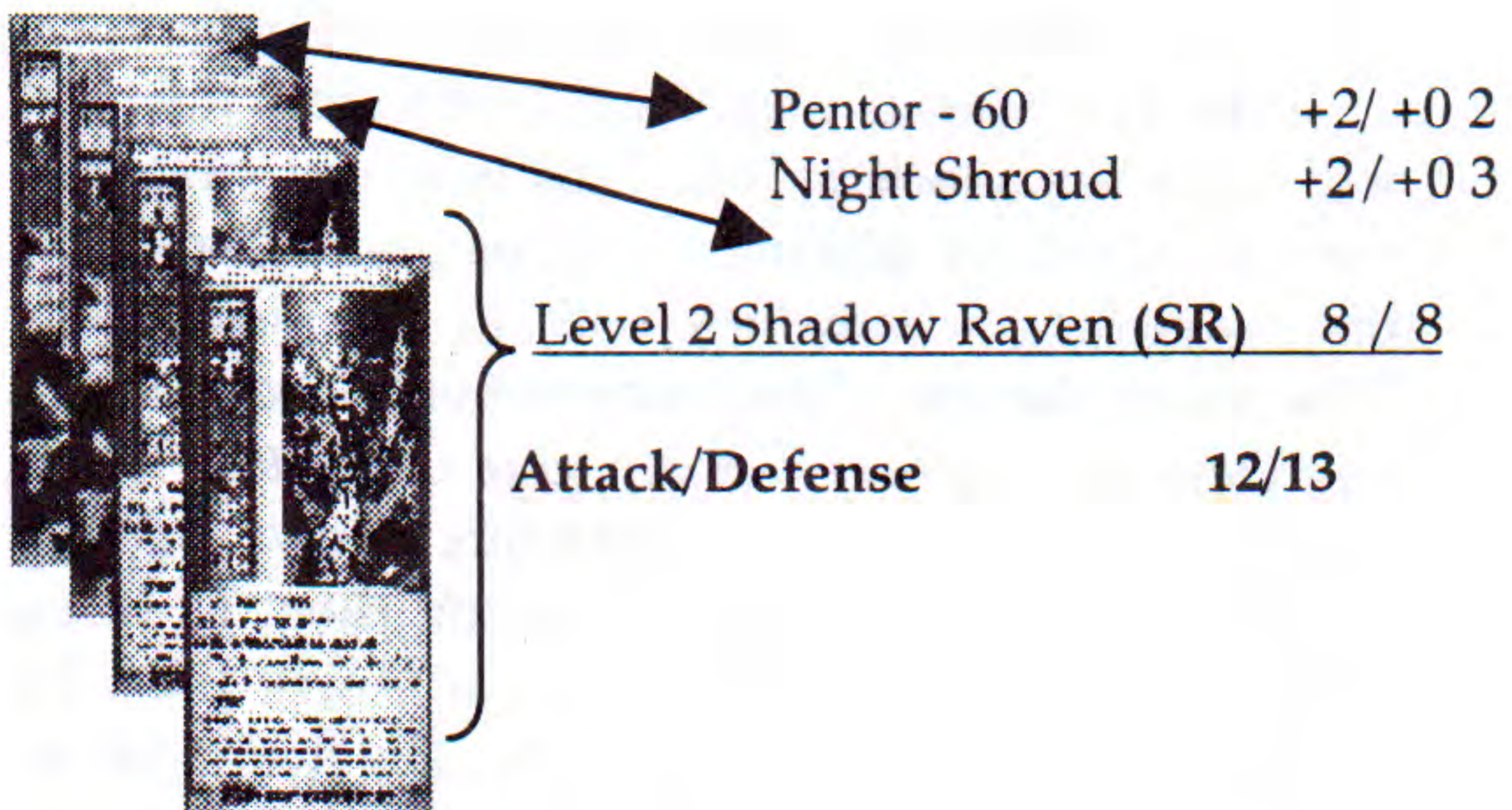


<p style="text-align: center;">In Hand</p>	<p style="text-align: center;">Anyone of the 3 characters may be put into play after the silver orb is laid out from your hand.</p>
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- **Weapon/Vehicle Production and Assignment** – This works the same way as Army Building whereby the Weapon and/or Vehicle cannot be put into play unless you have enough of the correct undrained energy. The only difference is that you must assign

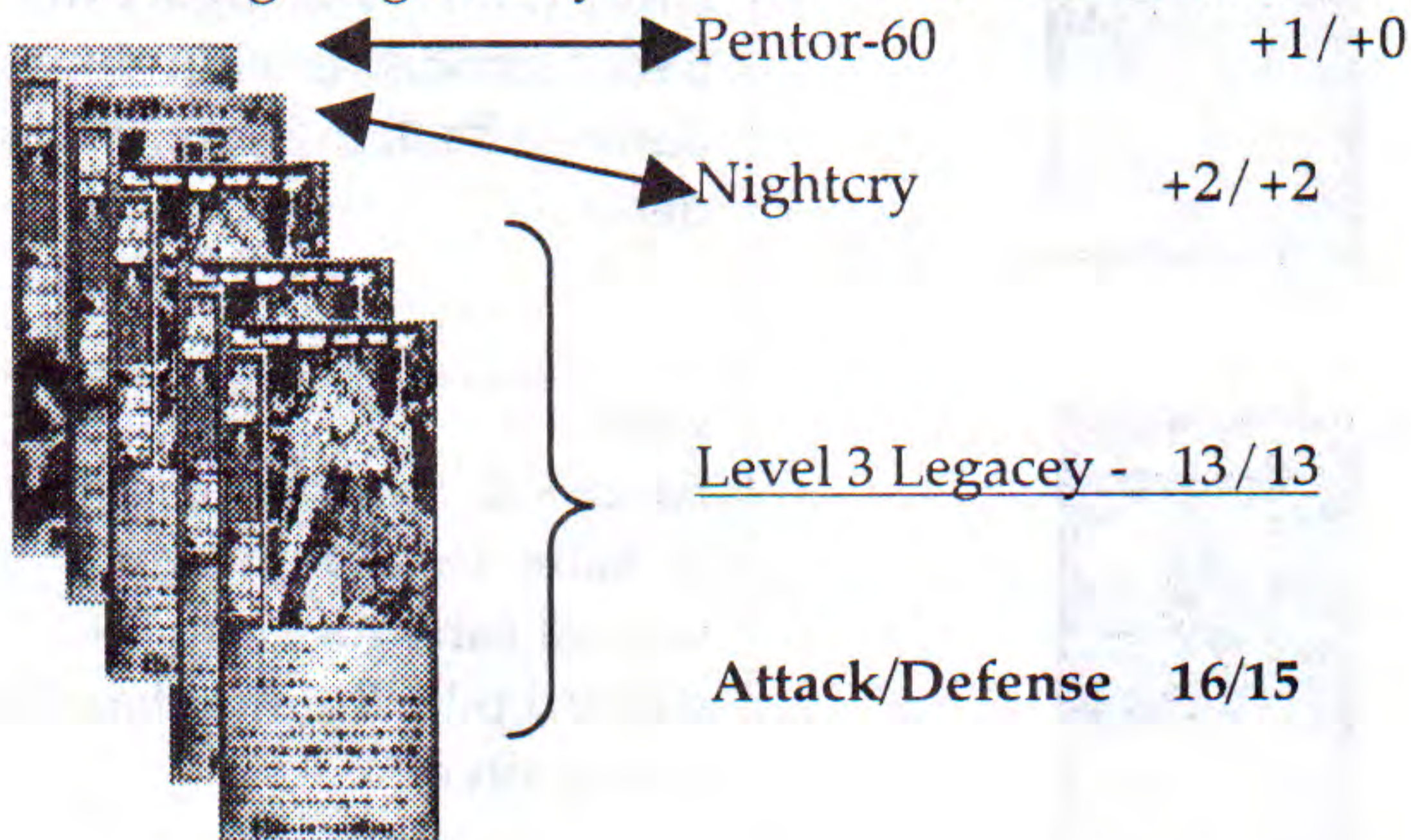
weapons and vehicles to a certain character and a character may be assigned only *one weapon* and *one vehicle* at any given time. Once a weapons or vehicles have been put into play using Power Orbs, they do not require the Power Orbs to continue functioning. The weapons and vehicles will boost that character's Attack and Defense numbers as indicated by the card. For example a Pentor-60 will boost a character's attack by +1 but will boost his defense by 0. If the Pentor-60 is placed on the Shadow Raven it will boost his attack by +2. This is where strategies can be played by placing weapons and vehicles on the character's where they will do the most good. Vehicles on the other hand may not only boost Attack and Defense numbers but can give characters flying capabilities. Unless characters have flying capabilities or have powers enabling them to block flying, their Base (or other structure) must take the damage dealt by a flying opponent. The flying ability or the ability to block flying characters is indicated on the card. Weapons and Vehicles can be put into play at any time but cannot be used in attack or defense unless assigned and used by a character. Weapons and Vehicles can be shifted from one character to another before an attack but can only be moved during your turn and not during an Attack sequence. Weapons can be used as "Counterassaults" meaning that they can be put into play during a Defensive move (while you are defending your Base against an

attacker). Vehicles, however, can only be put into play during your turn.



- Familiar Assignment** – This works the same way as the previous two types of cards. A familiar is an animal or creature that works in conjunction with a character. You may put a familiar into play only during your turn and cannot be used as “Counterattacks” (during a defensive move). Familiars can be put into play during your turn but cannot Attack or Defend without be attached to a

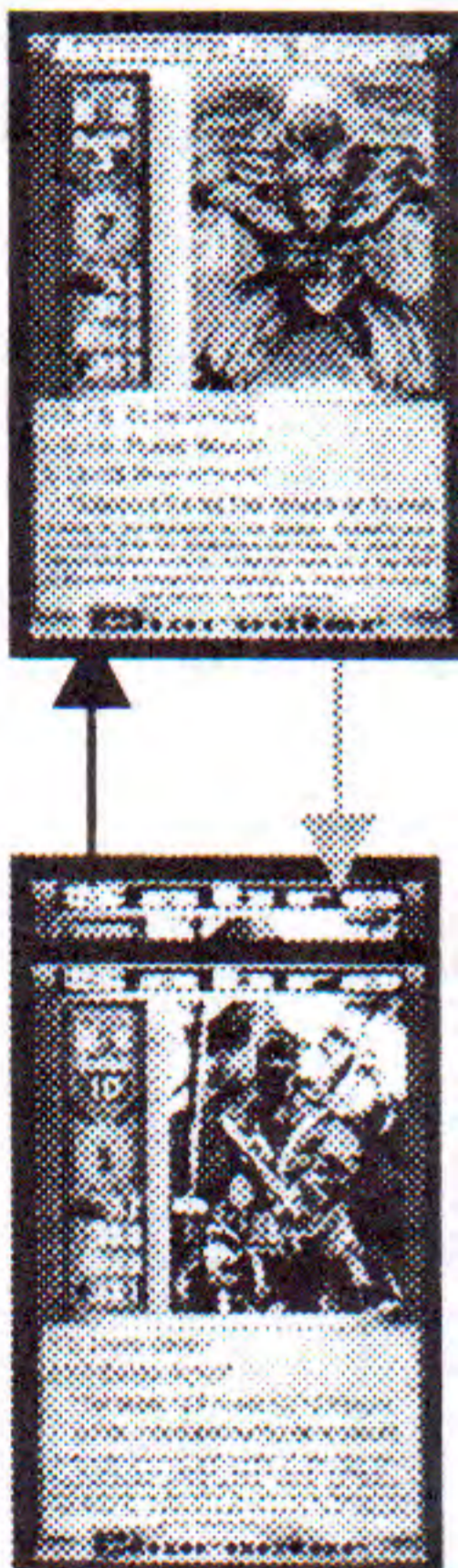
specific character. A Character can be attached to only one familiar at any given time. Once familiars have been put into play using Power Orbs, they do not require the Power Orbs to continue functioning. During your turn you can move a familiar to another character if desired. For example: NightCry is a wolf familiar and adds +1 to a character's Attack and Defense. However, if that character is either Legacey or the Fade it will add +2 to their Attack or Defense. This means that NightCry will fight more ferociously when fighting side by side with those characters.



Attacking & Defending – After putting into play all of the Characters, Weapons, Vehicles and Familiars you can, you may attack whichever opponents you wish or may abstain from attacking and pass to the next player's turn. If you have existing Characters with Weapons, Vehicles and

Familiars in play they may also attack. If you have no Characters in play you may not attack and play passes to the next player. If a Character has just been put into play he or she may not participate in the Attack until the next round as he or she must be *debriefed* and is placed on the table in the "drained" position (shifted to the left).

BLOCKING



JOHN:

Asmodis 5 / (5) blocks level 2 Sabre (7) / 7. 7 is higher than 5 so Asmodis dies but does 5 damage back to Sabre, in his death.

Frank:

Sabre's 2nd rank has a retro of 5. Sabre loses a rank and his second card goes into the discard pile. But the character is still alive.

Attacking

Attacking is a strategic element of the game whereby you must calculate what you may gain or lose by the act. If a

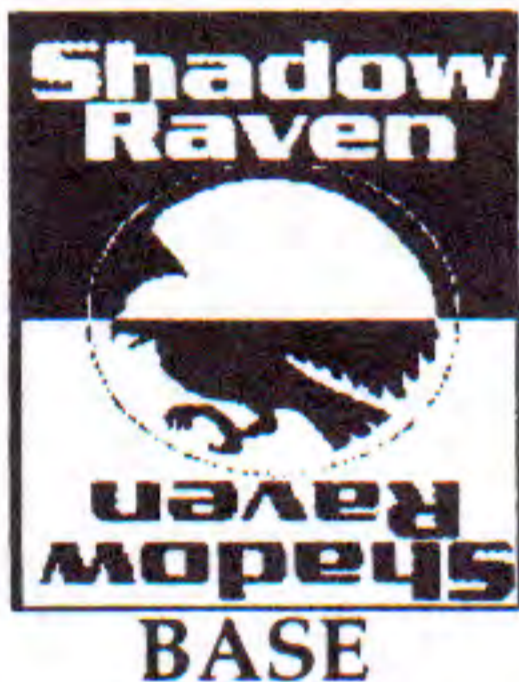
4/4 character attacks a 7/7 character the attacking character will die and the defending character will become "drained" and cannot defend against another attacker until he or she is recharged during that character's owner's turn. The Defending opponent chooses which characters block each Attacking Character. In other words your opponent attacks you with a "Legacey" and a "Rhea Sorrell" he may not specify which of your Characters he attacks. You on the other hand, as the defender of your base, may specify which of your characters defends against each of your opponent's characters. For instance you have a "Shadow Raven" and a "Vipron" and you decide that the Shadow Raven will block Legacey and Vipron will defend against Rhea.



John:
A level 2 Vipron with a Razstar & a level one Legacey attack Frank's Base.

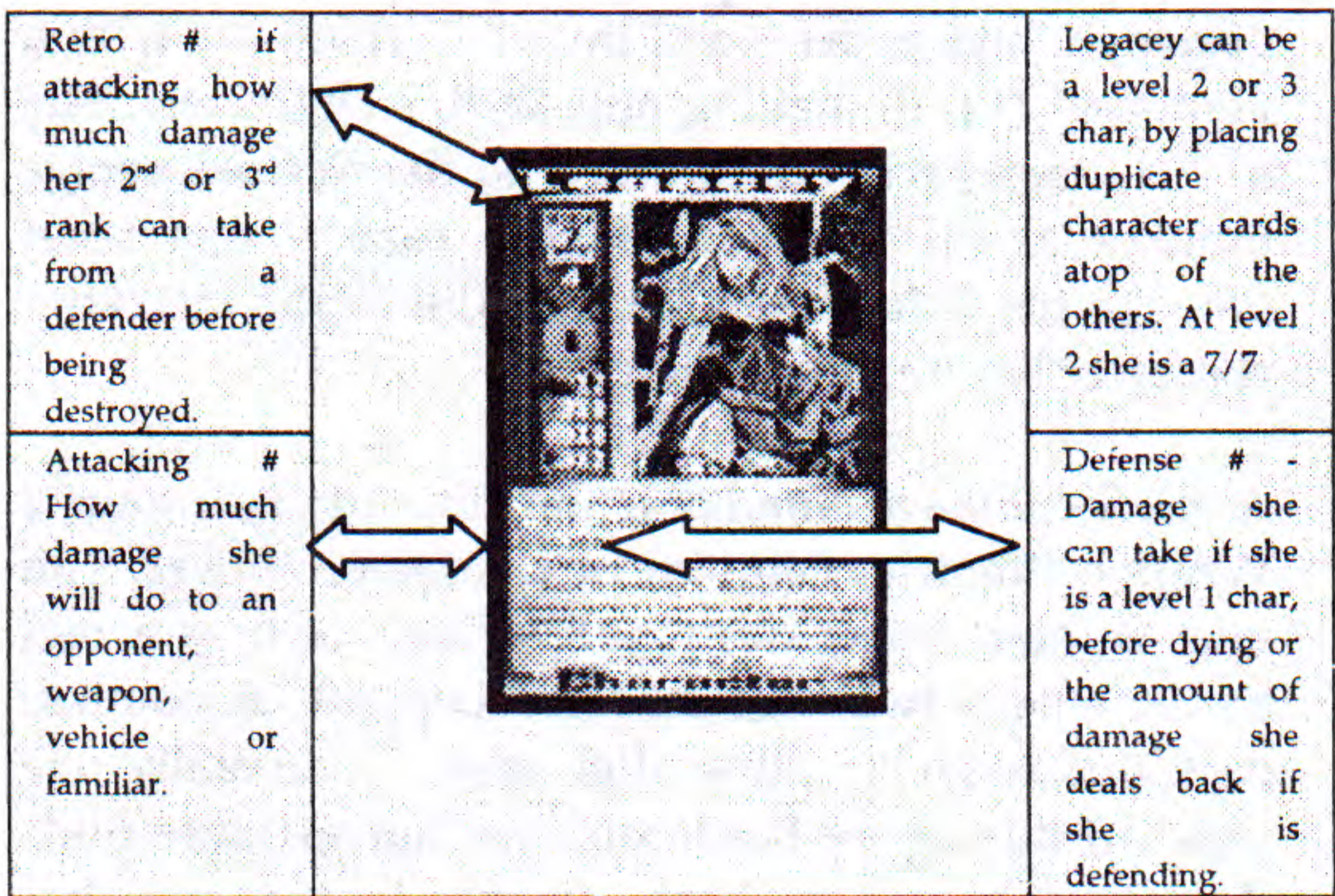
FRANK:
He has a level 2 Gary, knowing if he blocks Vipron he will die. Instead he blocks Legacey and allows Vipron to damage his base. Legacey dies as 7 is higher than 4, but as Arc Weapons Retro is 5 & Gary's Rank has a Retro of 8 nothing happens to him.

At the same time Vipron's damage is dealt to the base and Frank loses 12 cards in total, since Vipron was not blocked.



If your opponent is attacking you with a 7/7 character and your army consists of only a 4/4 character you will most probably choose not to have that character defend against the attacker. Why? Because a 7 is higher than a 4 and the 4/4 character will die. However if you do not block the attack your Base will take 7 hits of damage. This means that

you must discard 7 of the cards in your Base pile into the discard pile at the left of your Base. When you have no more cards in your Base then you must discard cards from your hand. When you have no cards left in either your Base or your hand, you are out of the game whether you have characters left alive or not.



If a character defends against an attacker, regardless of whether he or she dies or not, your Base takes no damage. Once again, Attacking Characters cannot choose which Characters to Attack but Defending

Characters may choose which Characters to Defend against. Now add in Weapons, Vehicles and Familiars into the game.

A 10/10 second level character (a character with a duplicate Character Card atop one another) with a Hydro-C rifle (+1/0) is now at 11/10 (11 Attacker and a 10 Defender). This character attacks his opponent and is defended by a 7/7 character with a Pentor-60 (+1/0) making him an 8/7 character. The 8/7 character will die but refer to the *Retro-Damage* number at the left side of each card to see what damage the defending character did to the attacking character before he was killed.

A Retro-Damage Number is the amount of damage a Weapon, Vehicle, Familiar or Character "Level" can take without being destroyed. Think of it as a real battle where two warriors are clashed in combat, each one is giving blow after blow. Eventually one dies but during the battle the one that survives finds that his gun has been smashed, his car has overheated or that his power has been drained beyond recovery. That is what the Retro-Damage numbers decide. For instance continuing with the above example, the Defender dealt 7 hits of damage back to his attacker (since his defending number was 7) and since the Retro-Defense number on the Hydro-C Rifle is 5 it is destroyed and removed from the

game by being placed into the discard pile. The Defending Character and his weapon are removed from play since he was killed. The weapon is placed in the discard pile along with the dead character. If you have a weapon and a vehicle both with Retro #'s of "5" and your opponent's defending character does "7" damage back to you then the original attacking player (you) chooses what is destroyed.

In another example, if the attacking character did not have a weapon and was instead a second level attacker of 10/10 and the Retro-Damage number was, for argument's sake, a 6 then the character would have lost his second level card and that card would go into the discard pile. If the attacking character is a level one character with no weapons, vehicles or familiars then refer to the Defense number after the slash as a Retro-Damage number. If the same two characters are locked in battle and the attacking character not only has a Hydro-C rifle but also has a Magno-Vehicle and NightCry then the lowest Retro-Damage number must take the hit. If there are two pieces of armament that have the same Retro number then the *Attacking Player* chooses which is to be destroyed. For example: Nightcry's Retro-Number is 6 and the Magno's Retro is 7 then the Hydro-C, whose Retro is 5, will take the damage and would be destroyed. If the Weapons and Vehicles used by the same attacking Character are all

higher than 7 (the defender's number) then nothing would have been destroyed.

If a character is killed (and placed in the discard pile) his weapon, vehicle, and familiar are automatically destroyed with him. This character cannot be used again during the game unless brought back to life with the use of an Action Card. If you pick a card that has the same character's name on it that has been killed, immediately place it in the discard pile and choose another card.

- ♦ **Directional Attacking** - You may attack any part of your opponent's camp you would like. For example, your opponent has orbs, unmanned vehicles or weapons, a prison and perhaps a Destiny Card, as well as his base. (Remember that his "Base" is your ultimate goal to destroy and that is the deck of cards at his left.) You may attack any of these but your opponent may use his characters to block your attack in the same manner as if you were attacking his base. Orbs have retro #'s as well. If an orb takes the same or more hits of damage as the retro # then it is destroyed and removed from the game. The attacking player decides what color orb is removed if his characters do the proper damage. If your orbs are destroyed then you lose the ability to lie out additional characters, weapons, vehicles and

familiars, however any cards already in play will remain in play unless destroyed in battle. Unmanned vehicles and weapons are those weapons and vehicles that have been put into play but have not yet been assigned to a character. They may be destroyed in the same manner as an orb may be destroyed as described above.

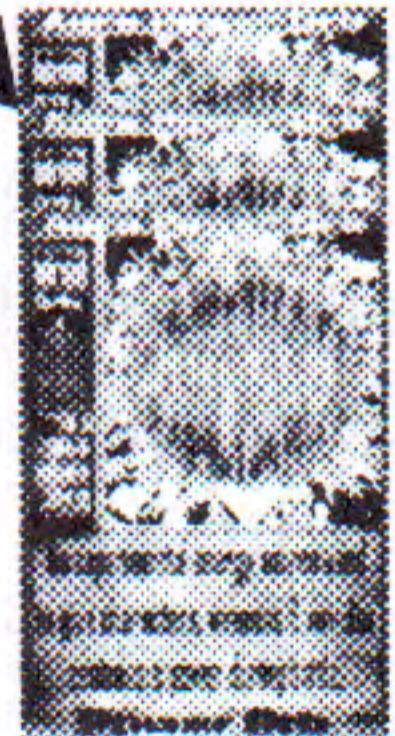
**John's
Characters**



**Rhea & Asmodis
Attack Frank's Orb
Depot.**



**Shadow Raven may
Block this attack.**



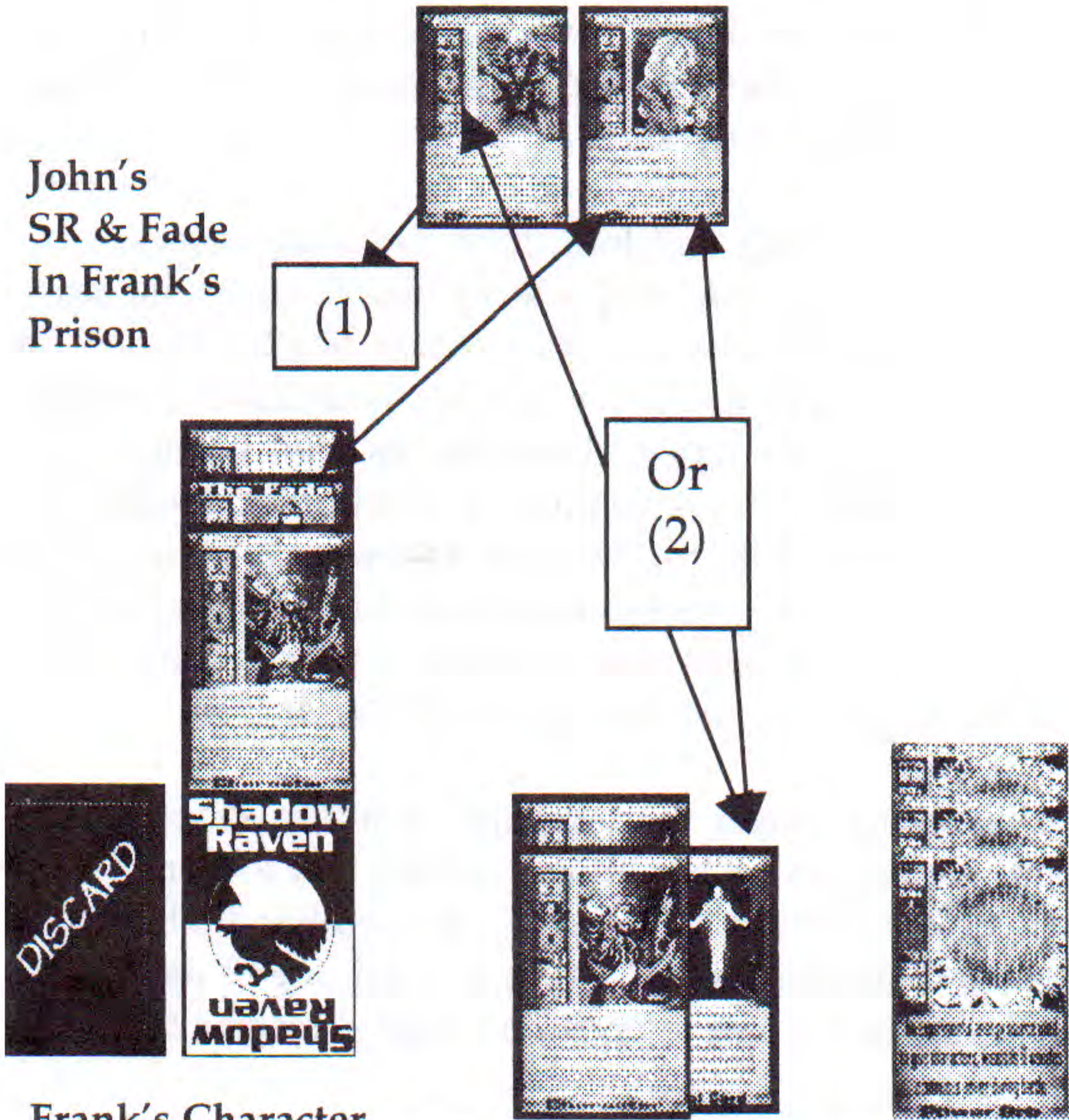
Base (Remaining Cards in your Deck)

John and Frank are playing opposing armies. John wants Frank to lose a Gold Orb because he suspects Frank is going to build his Shadow Raven character by adding another rank (another Shadow Raven card atop the first). So John decides to attack Frank's Aura Orb depot. Not having strong enough characters to block the attack, Frank allows John through his defenses. John's three characters do a combined 12 damage. Since the Aura Orb has a retro # of "8" one Aura Orb is removed not permitting Frank to add to his Shadow Raven character during his next turn unless he draws another Aura Orb from his Base.

If your opponent has taken any of your characters prisoner by use of a Battle Card (see below) then you may break him or her out of prison by attacking the prison and doing the amount of damage indicated by the Prison Card's retro # or higher. Your opponent may block your attack with his characters. When you do the necessary damage to your opponent's prison only one character may be broken free unless you successfully attack the prison again later in the game.

Characters being held in your opponent's prison due to the use of a Destiny Card (see below) may not be broken out of prison under any circumstances. Once you destroy the Destiny Card (by directly attacking it or by killing all characters under its protection) your imprisoned characters will automatically be released.

John's Characters



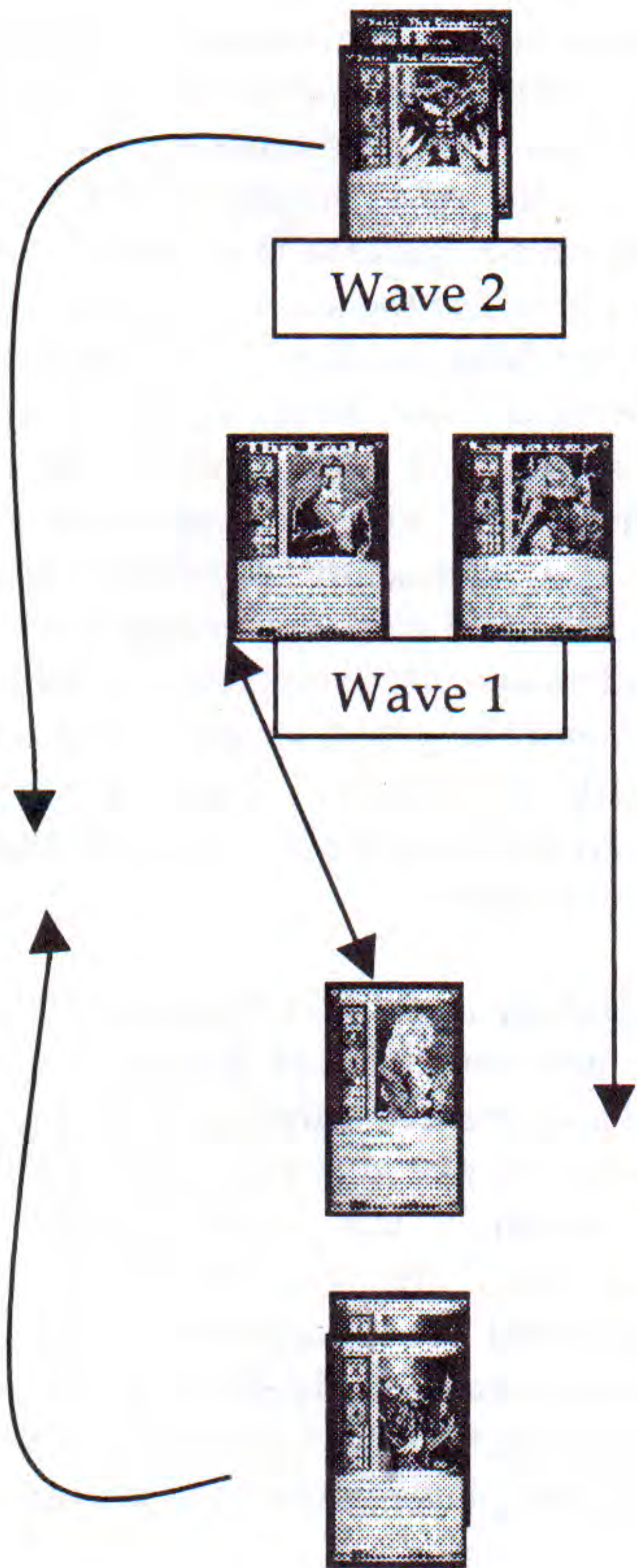
- 1) Only Fade may be broken out during this attack. Frank's SR may block this attack. SR may not be broken out because he is imprisoned due to the DESTINY card.
- 2) If the DESTINY card is destroyed SR is immediately released and able to defend this turn.

- Attacking in Waves - You may decide to attack with one or two characters at a time. This will force your opponent to block with a certain character not knowing whether you will attack with another character directly after.

For example, Frank and John have opposing forces. John has Legacey, the Fade and a level two Zolar in his army while Frank has Rhea and a level two Shadow Raven in his army. Neither has any weapons, vehicles or familiars at this point in the game. John attacks with Legacey and the Fade leaving Zolar behind. If Frank blocks either of these characters with the Shadow Raven (as it is his choice which character he blocks since he is the defender) then if Zolar attacks in the next wave Frank will have only Rhea to block him as the Shadow Raven will be drained.

The attacking player may execute as many attacks as he wants as long as he has enough characters to attack with that have not been "drained." Remember that once a character has attacked, blocked, or used one of its powers it will stay in the drained position until your next turn.

See Picture Insert



Wave 1:
 Rhea blocks Fade
 and Legacey goes
 through the
 defenses & attacks
 the base doing 4
 damage (4 cards
 are discarded
 from your Deck)
 Fade is killed

Wave 2:
 Zolar & SR clash.
 SR is killed and
 Zolar loses 1 rank
 (1 char card. Retro
 # of 8)

- **Action Cards** are used to augment characters, as well as defensive and offensive maneuvers. They are put into play the same way the other cards are put into play. The energy of the orbs shown on the right-hand corner of the card indicate which and how many orbs are needed to use the action. "Drain" the appropriate Orbs you have in play. The action the card performs is listed on the card itself. (An Action Card cannot be put into play without executing the action stated on the card.) You can regenerate lost character levels, use characters together, bring characters back to life, send offensive energy back to your opponent, and so on. Once an Action Card has been put into play, and the action stated on the card has been executed, the Action Card must be immediately put into the discard pile unless specified differently on the card itself.
- **Battle Cards** are strategy cards that have completely random outcomes and can turn the tide of a game almost instantly. There are five different Battle Cards that have the names of five different areas of the Shadow Raven's realm. The island nation of Averness, Utopien City, the Raynon Front, the Raduale Moon Base, and the HydraSphere. "Drain" the Power Orbs associated with the Battle Card you wish to put into play and lay it in the center of the table. A player can only play a Battle Card during his

or her turn and only one Battle Card can be put into play during a turn. If either of the two battling forces has no characters in his army then the Battle Card cannot be put into play because there is no one to battle. If five Battle Cards are won by a single player (no matter which player actually puts the card into play) then that player wins the game. When a Battle Card is laid out the player laying it out is said to be the Attacker while the player chosen to be attacked is said to be the Defender. The Attacker and the Defender push one of their characters to the front of their army. These characters are the leaders of their respective armies for this battle (even if there is only one character in the army.) The Attacker picks from the top of his deck the amount of cards equal to the amount of Characters in his army (Do not count additional Character Levels as more than one Character). The Defender picks the number of cards from the top of their deck equal to the number of characters in their army *plus one*. For example there are two players, one has two characters and the other has three. The player with two characters taps his orbs and lays out an "Utopien City" Battle Card. He picks two cards (equaling the force of his army) from the top of his deck and lays them face up on the table. The other player is now the Defender and picks four cards from his deck (equaling the force of his army

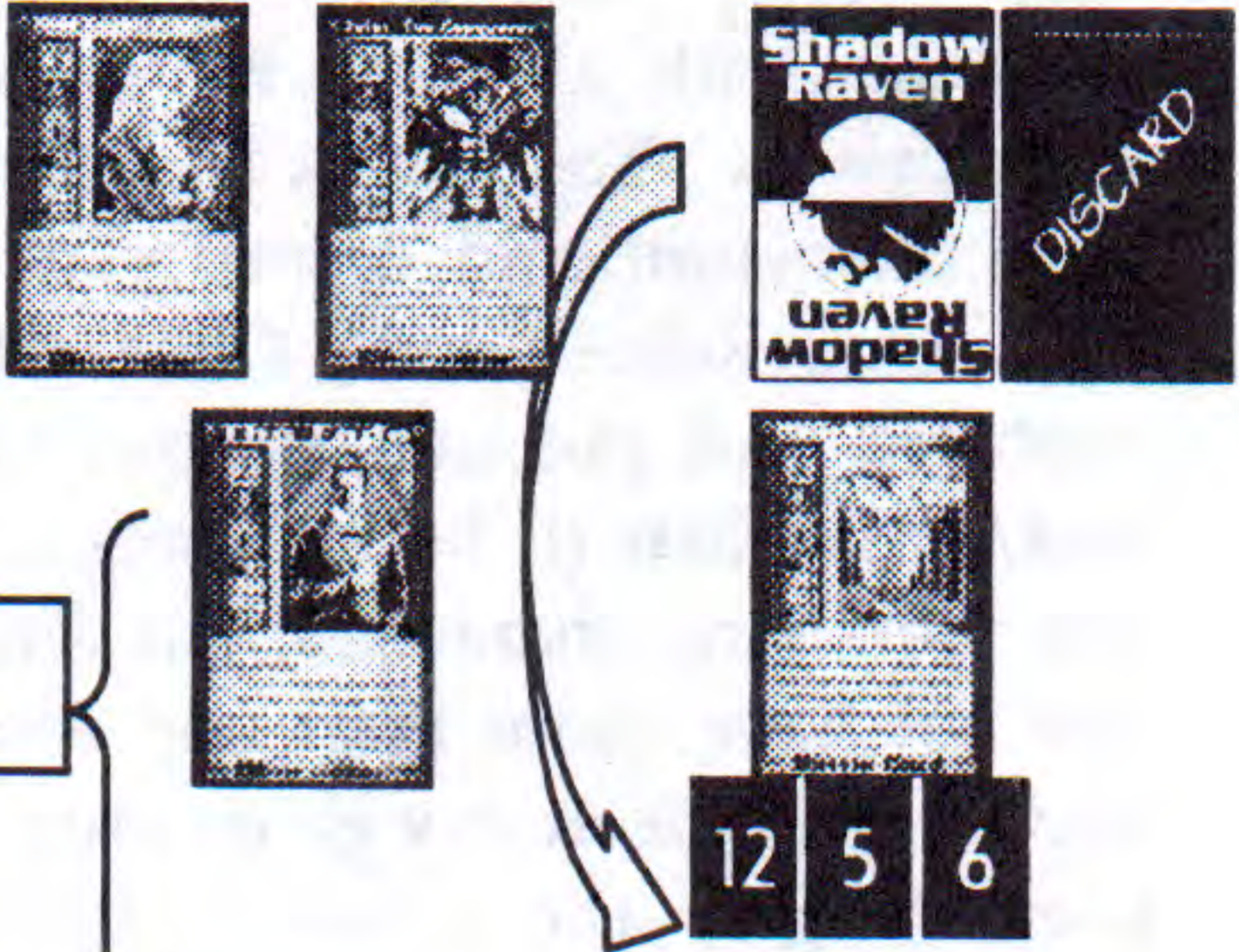
plus one) and lays them out on the table. At the top left-hand corner of each card is the Battle Number. The player who has the highest number in the cards laid on the table is the winner of the Battle. *The numbers are not added together.* Simply the highest number out of those cards dictates the winner. Continuing the example, the Attacker's two cards have Battle Numbers of 12 & 5. Therefore his highest number is 12. The Defender's Battle Numbers are 7, 8, 10 & 11. His highest number is 11; therefore the Attacker wins the Battle and places the card to the right of his orbs. The loser of the Battle must forfeit his leading character to the winner. The winner of the Battle takes the character, leaving his weapon, vehicle and familiar behind, and places him in his prison located above his Base. The loser of the Battle cannot use that character in play for the rest of the game even if a duplicate of the character is picked from the Base deck until he is broken out of prison. The only ways a character can get out of prison is by playing a "Rebel Card" or by attacking the prison directly and doing sufficient damage to break the character out (using the retro # on the Prison Card as described above). **Rebel Cards** destroy battle cards and release all prisoners held by that opponent you are rebelling against as long as the prisoners are not being held by the power of the Destiny Card. Winning a Battle is a quick way to temporarily, or permanently, lessen your opponent's army. If your

opponent has only one character but he is a level three then by winning the battle you can remove that character with all three levels and place him into your prison. You now can attack your opponent's Base unencumbered unless your opponent quickly lays out a Rebel Card. Once a character has been captured and put into prison, his weapon, vehicle and/or familiar (if he has any) can be reassigned to any remaining characters, but remember a character can not have more than one weapon, one familiar and one vehicle at any given time. After a battle has been fought, the players' Bases are reshuffled, putting the cards you used to determine the outcome back into the deck and play continues uninterrupted.

John draws 3 cards from his base because he is the attacker and he gets 1 card for each of his characters in Active play (does not include debriefing characters).

Frank draws 4 cards because he is the defender in this battle and gets 1 card for each of his characters in play (does not include debriefing).

John's Deck



Leading Character

3 Cards Drawn From Base With Battle #'s As Shown

4 Cards Drawn From Base With Battle #'s As



Frank's Deck

John plays a battle card (Hydrasphere) and wins because his highest battle # drawn is 12.

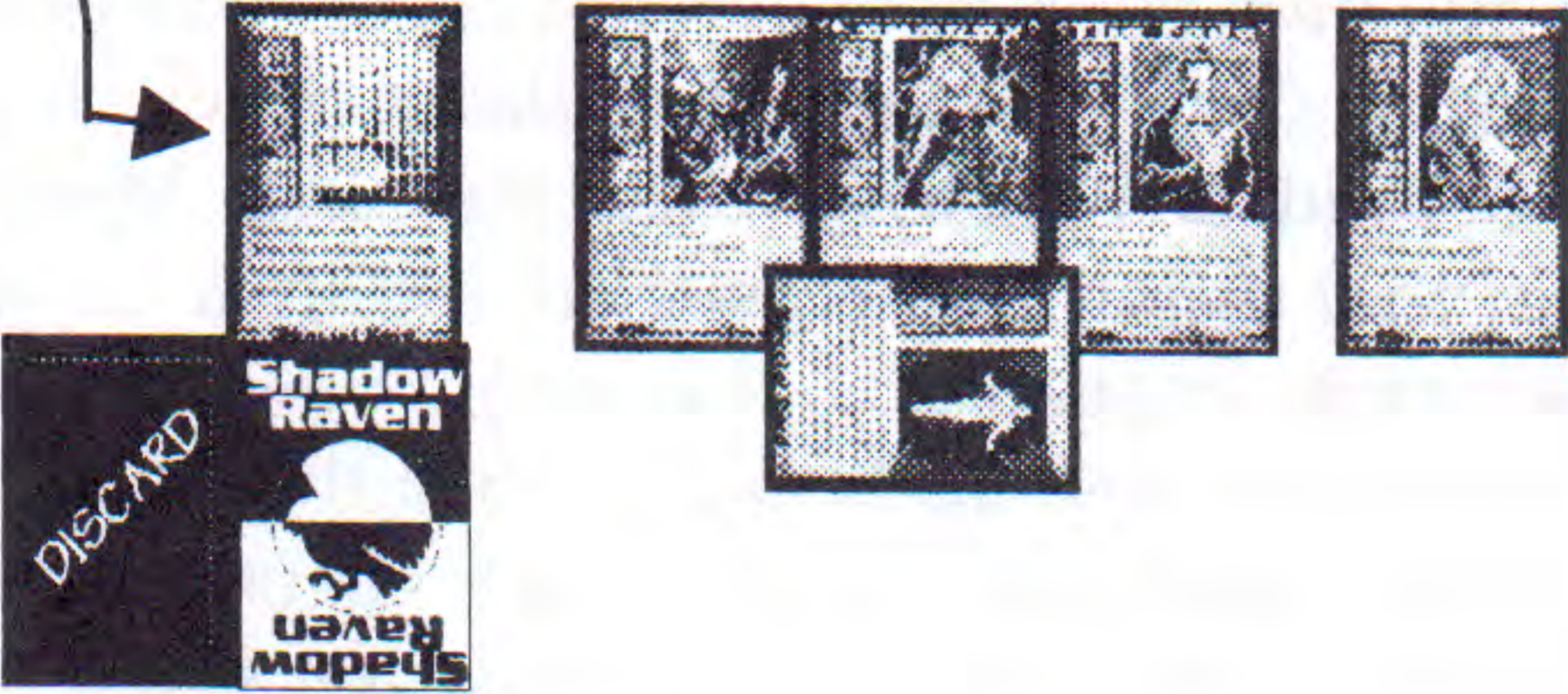
He wins the battle card and Frank's Mantid Char goes into John's Prison

- Destiny Card is a very powerful action card that limits the use of your opponent's characters. If you put a Destiny card into play then it may be assigned to as many as three characters. If you only have two characters in play then it may be assigned to those two characters. *After it is put into play and assigned, additional characters cannot be added to the dominion of the card.* The card (as stated in the text on the card itself) allows the characters you have assigned to the card, to be the only characters of that type in play while the Destiny Card is in existence. For example: if you have a Mantid and a Gorgon card in play and you assign a Destiny Card to them then your opponents who have the same characters in their army must place their copies of these characters into your prison (without their weapons, vehicles or familiars) until your characters are destroyed or until the Destiny Card is destroyed by direct attack. Once your Mantid is destroyed then the other Mantids held in your prison are released but the other Gorgon cards remain imprisoned. If your opponents do not have either of these cards in play then they may not put them into play until your characters are destroyed. Once both characters are killed the Destiny Card is destroyed and put into the discard pile.

John's Characters



Frank lays out the DESTINY card on Legacy, & Fade. (Up to 3 characters)
John's SR (without the Arc Weapon) (because SR is a common char between both players) goes into Frank's prison, and cannot be released until Frank's SR is killed or the DESTINY card is destroyed.



Frank's Characters

- **Destroying Bases** is the ultimate conclusion to the game if you have not won the five different Battle Cards. When your opponent has no more cards in his Base to take damage then he must discard from the cards in his hand to pay for the damage an attack has caused. If an attack occurs and a player must take damage when he has no cards left in his base and has no more or not enough cards in his hand to pay for the damage, then that player is out of the game. His characters and other cards are all removed from the table. The last player to be left with cards in his Base or in his hand is said to be the VICTOR and the army of his Dimension has conquered all of the others.
- **Optional Game Ending**
The winner of the game has the ability to carry over one of his/her surviving character cards into the next game (only one rank) as a ready to play character. You have dominion over the captured dimension and rule that world. Once that character is killed in the following game he is dead until the next game. If you continuously win with that character in play, you may carry over one additional rank for that surviving character (if that rank survived as well). Once a fully ranked character (level 2 or 3 depending on the character) is carried over then the following game a second surviving character, weapon, vehicle or familiar may be carried over as well, and so on.

CHARACTER ARMY LEADER ENDINGS

If the following characters are the strongest characters of the victorious army they are claimed to be the leader of that army and thus sit on the throne of the defeated dimensional worlds. If the victorious army consists of one survivor, he is said to be the leader. The following explains the circumstances pertaining to their rule after they step into their conquered dimension and the rift seals behind them:

SHADOW RAVEN

The Shadow Raven marches his army into the dimension he has overtaken, with Poe perched upon his shoulder. As he surveys the battlefield he sees the pain and strife that has occurred in this dimension long before the invasion had commenced. Crime has run rampant and corruption has turned their government into a mockery. The citizens of this world recoil in fear as he strides through the darkened streets, his long coat fluttering behind him. The leaders of this dimension attempt to assassinate him but all attempts fail as the Shadow Raven's swift justice is dealt. He quickly defeats and imprisons all of his opposition. He begins to let the innocents rule themselves and thwarts crime where it lies by creating a band of Techno-Badges that roam the streets at night. Fear of the Shadow Raven and his allies prowling the city streets brings crime rates to an all-time low. The dimension flourishes under his rule, as criminals would never know if he was watching silently from the shadows waiting for a time to strike.

RHEA SORRELL – ARADINE

Rhea is cautious as she enters her new home world. She feels the anxiety of the people and the anger of its defeated leaders. Her kindness and beauty bring her many allies as well as many enemies, but she remains strong when others would have crumbled to their knees in fear. She begins to set laws and create housing developments for those who have none. Rhea is met with opposition as the former leaders send wave upon wave of deadly killing machines after her. Calling upon her own battle training and on her loyal Honor Guard, she defeats her enemy with minimal casualties. The victory brings her enemies to justice and gives her citizens new hope for the future.

GARY CAUFIELD

When Gary arrives through the dimensional doorway with his wife Blake at his side he sees the questioning looks of the battle-ridden people. His military issue trench coat wavers in the dust-strewn breeze as he instinctively draws his Baron .48 from his shoulder holster. He knows that they have very little respect for him for he is nothing more than a normal man. As time passes his incredible courage, love for his subjects and his sense of humor bring him many strong allies. In their eyes he becomes more than simply "human." Banding together these allies, Gary creates the G.S.B., the Global Security Bureau; using his experience from his own world he builds a team of agents and techs the likes of which have never been seen. All opposition to his rule is squashed as his teams, through covert operations, find and shut down the rise of tyranny.

ACROLYN: THE KING OF TERRORS

Not knowing what to expect but excited nonetheless, Acrolyn steps through the dimensional rift, where he finds a militaristic culture in shambles. They do not know what to make of this tall man who walks leisurely with a cane wearing an actor's cape. How did this man win such a tumultuous battle? With his head held high he walks to the capitol building almost daring anyone to oppose him. Some take his dare and quickly shrink to their knees in fear as Acrolyn projects their terrors into their imaginations. No normal human can stand against him and opposition quickly falls by the wayside. The military structure collapses as arts and entertainment is introduced into their society. A new culture emerges and Acrolyn is revered by all.

ZOLAR: THE CONQUEROR

With his clones at his side, Zolar stands overlooking the vast array of people who come before him. He grins evilly behind his plexi-mask thinking of his victory over Averness many years ago. At his command his clones quickly gather the former leaders of this world and they are brought before him at the steps of the capitol building. One by one the leaders are decimated by the beam emitted from the HyperDeth Mechanism implanted in Zolar's arm. No one dares to stand against his wrath. Not unlike his reign of Averness, he brings financial wealth to the dimensional world but rules with an iron hand. His unforgiving army grows ten-fold giving rise to a group of rebels who fight him by any means necessary with the hope of stopping his tyrannous rule.

TANASHIA LEGACEY

Legacey's incredible beauty coupled with her malignant nature confuses her subjects. She quickly enslaves a harem of men who do her bidding without question. Those who oppose her are immediately cut down by her ability to melt her gold bracelets into edged weapons with only a thought. Her power to manipulate objects with her mind frightens any of her would-be enemies into submission. She makes women the dominant gender across the land while men become nothing more than possessions. One day, while she is at peace and stroking Nightcry's fur she begins to relive repressed memories of her son's murder. She has her scientists seek out and neutralize the memory inhibiting implant placed into her mind without her knowledge by her old employer – Asmodis Enterprises. A flood of tragic memories fills her mind all at once, as her former life becomes known to her. Changed by the memory of her forgotten son, she decides to free all men and becomes a fair and benevolent leader. However, she retains her killer instinct, deftly assassinating anyone who plots against her.

SABRE

Stealthily Sabre surveys his new world with his Gai-Yen warriors at his side. When he completes skulking in the shadows he chooses those who he believes will stand against him. Without uttering a word he gives orders to his warriors through hand gestures. Like an army of ants, the Gai-Yen warriors spread into the cities assassinating potential threats before they have a chance to culminate against Sabre. One by one these leaders mysteriously disappear as if they had been swallowed by the night itself. "Death comes quickly for those who oppose me," Sabre says as he takes the throne. The culture becomes one based on honor with total control over one's emotion, body and soul. Sabre begins to train a new army in the discipline of Gai-Yen, consolidating them into a team known as the "Warriors of the Spry." All those who secretly or publicly speak out against Sabre's rule instantly disappear never to be heard from again. Feelings of fear fall across the land. More and more young people come to Sabre to train as a disciple of the "Warriors of the Spry." Years later a new Gai-Yen group of Shadow Warriors emerges and opposes Sabre and his teams. The outcome of this battle is still yet undecided.

THE FADE

The scar on the Fade's right cheek twitches as he looks out over the battlefield and he smiles wryly. He sees a man walking toward him threateningly. With a single glance the man is instantly hypnotized and slumps to the floor as temporary paralysis overtakes him. With little more than a thought, the Fade pulls his Hydro-C pistol from his shoulder holster and fires it into the man's head. The crowd shrinks back in fear. "Let this be a lesson to all of you!" he shouts. He is met with opposition as he enters the capitol building. Twenty heavily armed guards stand against him but one by one they are laid to waste. Victorious, the Fade steps over the heap of bodies and sits upon the throne, his gun still smoking in his grasp. A group of women are assigned as his servants who attend to his every need. His debonair style coupled with his deadly ability wins over his subjects almost instantly. Years later the Fade becomes bored with the political power he has achieved and longs for the hunt. He orders all of the criminals released from an area prison in order to play a deadly game of assassination and hone his skills. The game gets out of hand, however, and

innocent people are caught in the crossfire. To the Fade they are nothing more than casualties of war. The Fade became hated as a ruler and he decided to step down and become only a figurehead in order to continue his life as a paramour and adventurer.

ASMODIS: THE GORGON

Asmodis growls heartily as his hooves crush the soil beneath them. With Tarsis clinging to his shoulder the Gorgon ignites his blue-flame wings and with a leap he rises into the air observing his rag-tag subjects. To him they are only playthings that can be toyed with until they expire. Later he rejoins his followers who have also reverted to Demon form. Simply from the sight of his hellish form no one dares to rise up against this villain. As time passes, Asmodis brings in scientists to help him recreate the appearance of his home-dimension, from which he was banished many years previous. When the scientists refuse to help him irradiate the planet's core, they are quickly tortured until they acquiesce. After years of testing the planet's core is bombarded with radiation causing lava to flow from cracks in its crust. Soon the planet assumes the appearance of Asmodis' home dimension...what human's would refer to as Hell. The Gorgon rules contently for many years cherishing the pain and suffering of his subjects, but soon it would be time to overtake another dimension.

VIPRON

"So many humans and so little time," Vipron says to no one in particular as he slithers through the rift. As night falls he preys upon some of the subjects, injecting his venom into their bloodstream. People run in fear as the rattling sound of his tail echoes through the deserted streets. "Will no one challenge me?" he screams. Several men stand against him in combat but they are no match for his strength and speed. "You are pitiful creatures," he announces as he makes his way to the capitol building. Vipron sends for a group of genetic engineers who are more than willing to do whatever he asks of them. He tells them of Bio-combineering, the method of melding human genes and DNA with that of an animal's. They set to work and create several aberrations of nature, who come to work side-by-side with Vipron. He is overjoyed that he is no longer alone in the world. Months pass and his genetically altered allies begin to plot against him in order to gain the right to rule. Vipron,

discovering their traitorous plans, confront them in a voracious battle. With a hissing roar, Vipron stands upon his opponent's limp forms victoriously. He sits pondering on his throne determined to try to create more like himself, this time with better results.

MANTID

When the Mantid sees all of the humans scurrying about he fights the urge to feed on them. He lumbers through the streets hunched over in his horrid form as people run from him in terror. As he sits on the throne of his new world in despair he is quickly met with opposition. "Monster," they scream and charge at him with weapons blazing. With bounds and leaps he escapes the weapon fire by clinging to the walls climbing to the safety of the high ceiling. "I want only to be left alone," he screeches. The humans do not listen and continue to fire their weapons at him in anger and fear. With little more than a thought he dislodges himself from the ceiling extending his wings in gliding flight. In moments his attackers are neutralized and he can fight off the will to feed no longer. News of the disappearance of the attackers spread like wildfire throughout the land causing people to lock themselves away in their homes. The cleaned bones were laid neatly at the doorway of the capitol building serving as a reminder to those who would oppose the Mantid. One day he sends for a team of scientists who are very reluctant to enter the unkempt building. Much to their dismay he speaks intelligently of the experiment that caused him to become the Mantid. Having renewed respect for the creature, they work around the clock to find a cure for the creature. Patiently he awaits their ruling until they find an antidote. However it will only alter his condition for a short time whereby the genes will reject the antibodies and he will return to his misshapen appearance. He agrees to try the drug and it succeeds in returning him to human form. The people are shocked by his handsome looks and he gains the respect of all of his subjects. He rules well until the day when the effect of the antidote wears off and he returns to the form of the Mantid. Ashamed, he sits in recluse waiting for the scientists to find a permanent cure.

AMMO

Ammo's eye servos scan the battle-strewn environment as he wordlessly deploys the fighter probes from their resting-place on his back. Frightened citizens attempt to stop him from reaching the capitol but they are quickly laid to waste as Ammo's body instantly creates weapons, as he requires them. He places the weapons back into his chest cavity where they are dismantled back into raw materials for future use. In an amplified synthetic voice Ammo decrees that all humans will, from this day forth, be subservient to machines. Against their wills the humans are made to create factories that would mass-produce robotic and synthetic creatures. Ammo builds a world of technological wonder with machine and man coexisting but on two separate levels. The humans are observed and studied every day of their lives and every ounce of privacy is ripped from them. If Ammo or his offspring hear any human threaten a machine they are instantly taken from their homes and executed without mercy. The machines, using artificial intelligence set to work to create another dimensional rift as Ammo decides that it is his mission to recreate all worlds with machines retaining dominion over all.

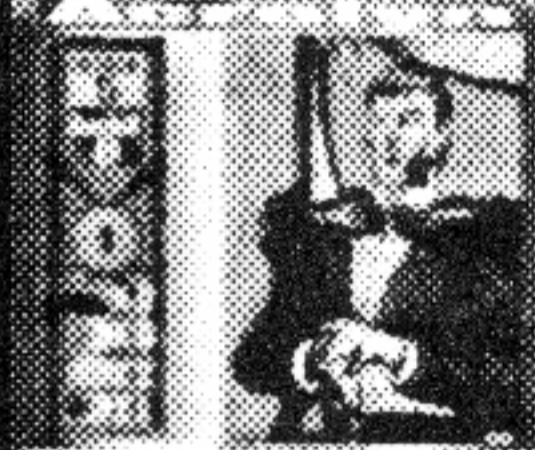
We here at Destiny Press hope you enjoy the game and if you have any questions you are welcome to visit our website at <http://www.destinypress.com>

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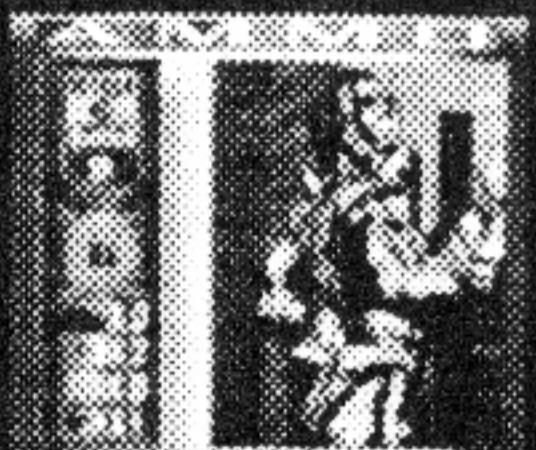
- ◆ ***Shadow Raven: The Combat Card Game*** – Where you can choose your own DESTINY.
- ◆ *Created By* Frank J. Zanca
- ◆ *Designs & Layouts By* John C. Campbell
- ◆ *Illustrations By* Douglas Shuler.
- ◆ *Additional Illustrations By* John Berry & Jesse Medina.
- ◆ *Coloring & Computer Effects By* John C. Campbell & Frank J. Zanca.
- ◆ *Contributions & Game Play By* Shaun Beaucaire.
- ◆ *Editing & Proofs By* Denise L. Campbell
- ◆ *Game Testing By* Greg Douberley

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Ilia
A Klingon warrior, Ilia is the only Klingon to befriend the Enterprise crew. She is a member of the Klingon warrior caste and is known for her fierce and loyal nature.



Spock
The logical one, Spock is the first officer of the USS Enterprise. He is a half-Vulcan, half-human, and is known for his calm and rational demeanor.



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THE BATTLE FOR THE DIMENSIONS BEGINS HERE!
DO YOU HAVE WHAT IT TAKES TO CHOOSE YOUR DESTINY?

ART BY DOUG WILKER
GAME DESIGN BY FRANK ZANCA & JOHN CAMPBELL
ADDITIONAL ART BY JOHN BERRY, JESSE MEDINA
CONTRIBUTIONS BY SHAUN DECAUCOIRE



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