

# 冥戰錄

THE APOCALYPSE  
OF DARKNESS WARFARE

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Game Design: Chih-Fan Chen

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The Apocalypse of Darkness Warfare

Players:3-4

Game design:Chih-Fan Chen

Playing time:30 min

Artwork:Tsung-Cheng Wei (Future-Digi Ltd.)

Suggested age:10+

Publishing:Taiwan Boardgame Design, Antler Studio

## Components



Character cards x4



Action cards x32 (Demon, Event, Spell, and Item)



Resolution cards x22

# Goal

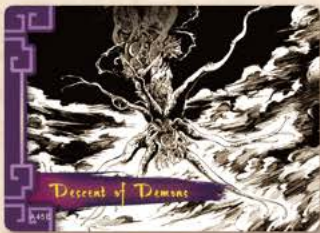
The evil spirits are coming! You must work together to fight the Demons and seal the Darkness Channel to send them back to the void. Meanwhile, you have to search for the crucial artifacts, “Divine Cloak” and “Staff of Desire,” to revive Mo-Niang’s spirit so that you can stand a chance to defeat the ultimate Boss and save the world!



Guardian cards x2



Vegetable Rice cards x2  
(For 3-player games)



Descent of Demons card x1



Boss card x1



Mission cards x2



Greater Demon cards x6



Hakka Goddess Promo card x1  
(Use this card if you want to play an easier game)

# Setup

- 1 Choose one player to play as Mo-Niang, and the other players are assigned with one of the other characters. Place the Character card in front of you. The Mo-Niang Character card begins with the Mo-Niang side faceup (not the “Divine Spirit” side).
- 2 Shuffle the Resolution cards and Action cards separately and place them face down as 2 individual decks. These two types of cards are kept separate throughout the game.
- 3 Each player draws 4 Action cards from the deck as their hand cards. If you draw any Demon or Event cards (both are landscape cards), discard them and redraw, until all players begin the game with only Item and Spell cards (Portrait cards).
  - \* Mo-Niang player takes the 2 Guardian cards as her extra starting hand cards.
  - \* In 3-player games, each player except Mo-Niang begins the game with one “Vegetable Rice” card in front of them.
- 4 Place the 2 Mission and the “Descent of Demons” cards in a row. Place the Boss card next to “Descent of Demons,” shuffle the 6 “Greater Demon” cards and place them on top of the Boss.
- 5 Mo-Niang is the starting player. The game is played in clockwise order.



# Flow of the Game

There are 2 phases on your turn: **Player Action** and **Demon Action**.

**Player Action** (Refresh → Draw cards → Action)

## Refresh

- Turn your Character card and all equipped Item cards upright.





## Draw cards


- Draw 2 Action cards from the deck into your hand.
    - \* Whenever you need to draw a card but the deck is empty, shuffle all cards in the discard pile to form a new deck.
    - \* If you draw Demon or Event cards (landscape cards), they **must be played immediately** in front of you, and you will have fewer hand cards. For example, if you draw 2 Demon cards this turn, you will have 2 more Demons in front of you, but 0 new cards for your hand.
- Event cards will be **discarded** after they are resolved, but Demon cards will stay there until they are defeated or re-located. If multiple Event cards are drawn, you may choose the order to resolve them.



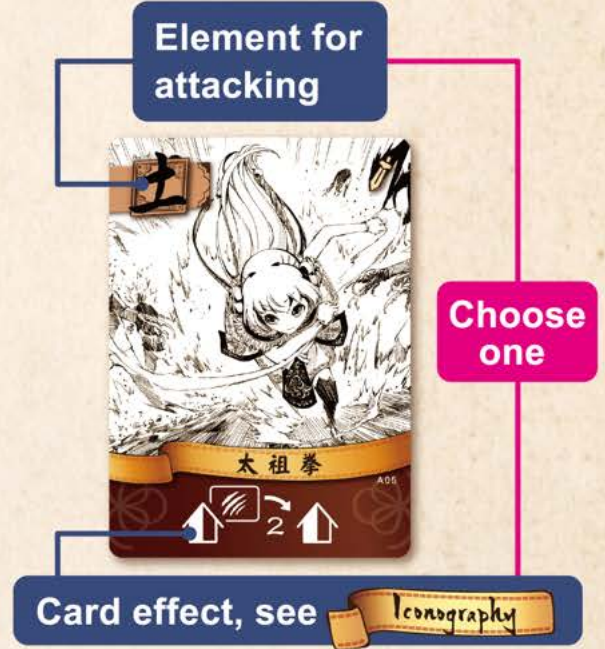
## Action

1. You can use your hand cards, character ability, or equipped items to search for the Artifacts (See **Missions**), defeat Demons, or support other players. You may perform as many actions as you want on your turn in any order.

2. Items with  (  ) can be equipped after you played it (kept in front of you). You may benefit from its ability right away. Other Item or Spell cards will be discarded after they are played. When an Action card is played, you must **activate its effects to the best if possible**. You may not choose to forfeit its effect.

3. When a Spell card (  ) is played, you must choose EITHER to perform the card effect OR to attack a Demon with the element shown on the card. You **cannot** do both.


4. When you attack, you may play one or more Spell cards **of the same element** to augment your attack value. Your total attack value will be applied to **all** Demons of the same element type in front of you.




5. The number on the upper left corner of the Demon card represents its strength. To defeat a Demon of “Wood 2” strength, you need to play two Spell cards with the Wood element. A defeated Demon will be placed in the discard pile.

Example: There are 6 Demons in front of you (Wood 2 & 1, Metal 1, and Non-element 6, 2 & 1). If you play two cards with the Wood element, you can defeat 4 Demons as shown below. Metal 1 and Non-element 6 will remain in front of you.




6. The Spell card with five elements on it  is a wild card which can be used as any one type of the elements.

Example: There are 3 Demons in front of you (Water 1, Metal 1, and Fire 1). If you play a wild Spell card , you can only defeat one of the Demons (of your chosen element type).





1. After you finished all the actions you want to perform, all Demons in front of you will attack you, starting from those with higher strength. If they are of the same strength, you may determine the order.



2. For each  on the attacking Demon, you must reveal one card from the **Resolution card deck** to do the Damage Check. And then put the card in the discard pile unless it's a Damage card.



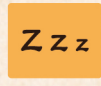

If the Resolution deck is empty, shuffle the discard pile to form a new deck.




 : You are hit! Place this card in front of you to keep track of your damage level.

 : Reveal one more card for the Damage Check.

 : If the Boss is in front of you, you must reveal a number of cards equal to the number of  shown on the Boss card. If the Boss is not in front of you, ignore the effect.

All the other cards ( , , , ,  ) have no effect during an attack.

## End of Your Turn

- After the Demon Action phase, if the  card is revealed, shuffle the discard pile with the deck to form a new deck. Then the player on your left may take his/her turn.

# A Character Is Down

1. If you've collected 3 Damage cards in front of you, you are **knocked down** (except Mo-Niang). Discard all cards in your hand and in front of you to their respective discard pile. You are out of the game. Your turn will be skipped for the remainder of the game.
2. If you play as Mo-Niang, when you take a damage, you must discard one card from your hand instead of keeping the Damage card in front of you. When Mo-Niang needs to discard a card but her hand is empty, **she is knocked down, and you all lose the game.**





**Knocked down**

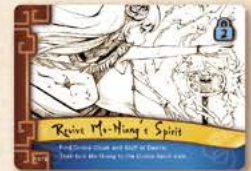


**Game over**

\* When the Guardian card is discarded, put it back into the game box.



# Missions


1. There are two Missions in the game: "Seal the Channel of Darkness" and "Revive Mo-Niang's Spirit." You must use the "Search" action (  ) to find the Artifact or Goal cards to complete the missions. For each  you use, you can reveal one card from the **Resolution deck**.



If the Resolution deck is empty, shuffle the discard pile to form a new deck.



  : The required Artifact or Goal cards. When you reveal the card during a Search action, place it next to the corresponding Mission card.

 : Reveal one more card for your Search action.

All the other cards (  ,  ,  ,  ,  ) have no effect during the Search action.



- Once you've found all the required Artifact or Goal cards, the corresponding mission is completed. Completing "Seal the Channel of Darkness" will lend you a better chance to win the game (See **Descent of Demons** below). When you complete the "Revive Mo-Niang's Spirit", you may turn her Character card to the "Divine Spirit" side. From then on, Mo-Niang doesn't need to discard a card at the end of her turn. Besides, the Boss will be weakened (HP-3).


## Descent of Demons



Lord of Darkness



Dryad

- When you draw an Event card  from the Action card deck, take the topmost Greater Demon from its pile, and place it in front of you. If you take the 6th and last Greater Demon from the pile, the Boss will also be placed in front of you as "Lord of Darkness" (A70\_F).
- If you complete the "Seal the Channel of Darkness" mission before the Boss enters the game, remove all Greater Demon cards that are still on top of the Boss card. They won't enter the game. Then place the Boss card as "Dryad" (A70\_B) in front of you.
- Once the Boss enters the game, **it will be moved to the front of the active player at the beginning of their turn.**
- The Boss' strength is 6, which means you have to play 6 Spell cards of the same element to defeat it, **which is impossible in the game.** So, you must "Revive Mo-Niang's Spirit" to weaken the Boss' strength to 3 to be able to win the game.



## Game End

When you **defeat the Boss**, all players win the game together. If **Mo-Niang is knocked down**, all players lose.

# Iconography

 Yourself	 Another player	 Any one player
 In front of you	 In front of another player	 In front of any one player
 Deck	 Discard pile	 Player's hand
 Demon	 BOSS	 This card
 Rotate this card	 Passive effect	 Remove from the game
A  B Activate either A or B	A  B Activate A, and then B (A is not mandatory)	A : B Only after fully activating A, then can you activate B

HP + 1

You won't be knocked down until you've got the 4th Damage card.

 All

All Demons cannot attack you on this turn.

 2

Search twice.



Search 5 times, but you can only keep “Spirit Meter” if you find it. Discard any other Artifact or Goal cards revealed.



Discard one Spell card, and then choose one Spell card from the discard pile and add it to your hand.



Discard one Damage card from any one player.



Move up to 2 Demons from one player to another player.



Shuffle the Action card deck with its discard pile, and then draw one card.



Choose one Demon card in front of you and one in front of another player, and shuffle them back to the deck.



Draw one card, or pass this card to another player.



Rotate this card, and pass one card from your hand to another player, or pass this card to another player.



Perform Damage Check twice. Then, discard one Demon in front of any one player.



Discard one Spell card, and then remove one Demon in front of any one player from the game. (Put it into the game box.)



Draw 2 cards into your hand, and then discard 1 card. (If you drew a Demon or Event card, you can choose to discard them.)

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Consultant: Delian Chou, Kao Chu-Lan

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Thank YOU for buying this game. We hope you enjoy the game  
as much as we do!