

Variants for Champions of Hara games with only one character. The setup and rules are the same as for the "VERSUS ARENA" mode of the core game, except for the changes indicated for each game mode.

VARIANT « ARTIFACTS HUNTING »

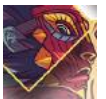
- Playable characters : All.
- **Objective:** Collect each Artifact in the order of their token numbers and fulfill the conditions of the "Versus Arena" mode (*return to the Dojo with 10 Energy of each color*).
- **Setup:** Take the three Scenario and three Doom tokens numbered 1 through 3. Randomly assign each token face-down to a different World, alternating between Scenario and Doom tokens. Choose a World then roll the die to determine on which space the token is placed. Once all tokens have been placed, flip them face up.
- **Collect an Artifact (FREE action):** You must be on a space containing a token with the lowest number (either Scenario or Doom) and pay 1 Energy of that World's color to place that token in your Inventory.
- **Start of DAWN Round:** Roll the die and apply effect for the duration of the Day.
 - 1: When you enter a space containing a Monster, lose all your Movement points.
 - 2: When a Monster is defeated, generate a Monster from the Dusk deck on its space (Rift cards discarded).
 - 3: Add +1 Range to the Monsters in play for each Rift within Range 1 of their space.
 - 4: When gaining Gold Energy as a reward, lose it instead.
 - 5: Attacking Monsters target characters in their World, in addition to those in Range.
 - 6: Monsters attacked at a Range of 1 or more double their Health immediately, until the end of turn.

VARIANTS « SOLO ARENA » FOR EACH CHARACTER OF THE CORE GAME

The setup and rules are the same as for the "VERSUS ARENA" mode of the core game, except for the changes indicated. Each Champion must accomplish a specific goal in addition to the conditions of victory of the "Versus Arena" mode.

In these variants, the character does not gain his/her Ultimate card automatically at the beginning of Dusk of Day 3.

Arena name: **Swords to plowshares.**



- Playable character: ORIC.
- **Objective:** Collect all Scenario tokens in play in the order of their number and fulfill the conditions of the "Versus Arena" mode (*return to the Dojo with 10 Energy of each color*). Monsters without token can be confronted at any time. *Reminder: Oric does not gain his Ultimate card at the start of Dusk of Day 3.*
- **Setup:** Take the six Scenario tokens, face up. Place #6 token in Oppenheim's space 6. Then roll the World die and assign the #1 token to space 1 of that World (except Oppenheim, roll again). Do the same for each subsequent token, placing the token in a new World on the space corresponding to its number (token #2 on space 2, etc.). Each World must have a Scenario token, on a different space number.
- **Placing a card on a space with a Scenario token:** When an Event, Rift or Allied Monster card is to be placed on a space with a Scenario token, replace that card with the next Monster from its deck. Then shuffle all unselected cards back on their deck.
- All Monsters with a Scenario token on their space have keyword "**ARMORED**".
- When Oric defeat a Monster with a Scenario token on its space, he places the token in his Inventory.
- Monster #6 (Oppenheim): In addition to be "Armored", Monster in Oppenheim with a Scenario token also have +1 Health, Attack and Range (except if it is a Boss).

Arena name: **The nightmare.**



- Playable character: LEAF.
- **Objective:** Have all six Worlds "connected" to Dojo and fulfill the conditions of the "Versus Arena" mode (*return to the Dojo with 10 Energy of each color*). *Reminder: Leaf does not gain his Ultimate card at the start of Dusk of Day 3.*
- **Setup:** Start with 3 tiles, DOJO (center), OAKENMOOR (top left) and THE BAIYU (top right), all connected (disregard the Dojo connection symbols). The other Worlds tiles are randomly placed around the Dojo. Choose a free space around the Dojo and roll Worlds die to choose the tile, but place it slightly offset to indicate that the World is disconnected (inaccessible for the moment, you cannot move to or transport on it, neither attack targets on it, or be attacked from it). *Oakenmoor and The Baiyu always remain connected to the Dojo, even when moving their tile.*
- **Reconnect a World (FREE Action):** Leaf must be on a space adjacent to that World and pay 1 Spirit. The tile is reconnected to the Dojo (accessible and can be explored normally).
- Do not do the WORLD SHIFT phase. Instead swap Oakenmoor or The Baiyu's place (your choice) with another connected World (Leaf must not be on it), then disconnect that World. If you cannot make the swap in this phase (*no other connected Worlds to move other than Oakenmoor and Baiyu*), GAME IS LOST.

Arena name: **Oneroi onslaught.**

- Playable character: PERSEPHONE.
- **Objective:** Defeat all Oneroi Scientists in play and fulfill the conditions of the “Versus Arena” mode (return to the Dojo with 10 Energy of each color).
Reminder: Persephone does not gain his Ultimate card at the start of Dusk of Day 3.
- Start of DAWN Round: Place 1 Doom token on space 5 of DREAR, starting with token #1 and then in order from #2 to #6 each following day. Each Doom token represents a Oneroi Scientist.
Oneroi Scientist: Monster with Health, Attack and Range equal to the token number divided by 2 (rounded up). Each Scientist has the keywords “AGGRESSIVE” and “CRITICAL: Persephone loses 1 Spirit”.
There is no limit to the number of Scientists per space.
When Persephone defeats a Oneroi Scientist, she places the Doom token in her Inventory.
- End of each Round (Dawn and Dusk): Each Scientist in play immediately transports X space in direction of Persephone’s space (X is Scientist's Range). It doesn’t move if already on same space.

Arena name: **Dance with the Demon.**

- Playable character: SOFF
- **Objective:** Defeat ENOKI and fulfill the conditions of the “Versus Arena” mode (return to the Dojo with 10 Energy of each color).
Reminder: Soff does not gain his Ultimate card at the start of Dusk of Day 3.
- Start of DAY 3: Generate ENOKI on a random space (roll the dice, re-roll if the space is not empty).
From this point on, perform the Corrupted Turn (Activation then Scenario Effect below).
Reminders: Monsters are affected by the abilities of the Corrupted but not by its normal attack (the one after Soff’s turn if Enoki is within range).
An official erratum modifies the text of Enoki’s Capabilities as follows.
 - Whirling Axes: Move to the closest enemy then deal 2 damage to all OTHER targets within range 1.
 - Cull and Harvest: Transport to the farthest away enemy then deal damage to all OTHER targets, range 0, equal to the number of spaces Enoki transported for this ability.
- Scenario Effect: As in Scenario Mode, an effect is triggered after the Corrupted is activated (roll die).
 - 1-2: Soff loses 1 Energy of her choice.
 - 3-4: Generate 1 Dusk card on a random space (roll dice).
 - 5-6: Enoki performs 1 Activation immediately.

Arena name: **The parting.**

- Playable character: KAORU & KUMA.
- **Objective:** Find Kuma and fulfill the conditions of the “Versus Arena” mode (return to the Dojo with 10 Energy of each color). *Reminder: Kaoru does not gain his Ultimate card at the start of Dusk of Day 3.*
- **Setup:** Kuma's gone! You must collect 4 clues to find him. Take the Scenario tokens #1 to #4 and shuffle them together, face down. These are Clues. Roll the World die to choose a World and D6 to select a space and place Clue on it, face down. Each other Clue is placed in an adjacent World without a Clue in it, on space selected by rolling D6. Continue until all available Clues are placed.
- Investigating (FREE Action): When Kaoru is on a space with a face-down Scenario token, he may pay 1 GRIT to turn it face-up (1 Health if he has no more Grit). If the token's number is the one following the previously collected Clues, place it in your Inventory (this Clue is Collected). Otherwise, put it back face down.
E.g.: You have already collected Clue N°1 in your Inventory and you investigate in a space by paying 1 GRIT. The revealed token is #3, you cannot collect it because it is not #2. You put it back face down.
- Do not do the WORLD SHIFT Phase until Kuma has been found: Instead, take all Clues on Worlds, shuffle them face down and proceed as stated in Setup.
- All Clues collected: When you have all 4 Clues in your Inventory, you found Kuma (this objective is achieved). The WORLD SHIFT Phase is now carried out as normal at the end of Day.

Arena name: **Flood of Rifts.**

- Playable character: THOMAS.
- **Objective:** Close all Rifts in play and fulfill the conditions of the “Versus Arena” mode (return to the Dojo with 10 Energy of each color). *Reminder: Thomas does not gain his Ultimate card at the start of Dusk of Day 3.*
- **Setup:** In the DUSK Deck keep only RIFT cards, then shuffle these 11 cards. If DUSK deck is empty when you must draw a card, shuffle discard pile to replenish Dusk deck.
- End of your turn: Take damage equal to the number of Rifts in play. If you are defeated by this damage, discard an item of your choice.

VARIANT « THE CORRUPTED CHAMPION »

Setup and game phases are replaced by the following instructions.

Playable character: OPHION.

Objective: Defeat the six Champions of Hara before the end of Day 6. If Ophion is killed, game is lost.

Setup

- Place the Dojo tile in the center of the play area, then the six World tiles around, matching energy symbols and connecting spaces #1 and #2 as usual. Place Day tracker on Dawn of Day 1.
- Place Ophion's miniature on The Dojo's center space and Champions on space #5 of their respective World of origin (see *Champions*).
- Place each Character's card (the one with starting Health and Spirit) and their DASH and Attack ability cards in the game area (see *Champions*). Abilities are face up and the "In Hand" side must be readable. Place tokens on each Character card that symbolize their starting Health (for example, use a Doom token for 5 Health and a Charge token for 1-4). Place tokens to symbolize their starting Spirit (ex: use a Scenario token for 5 Spirit and a Charge token for 1-4).
- Do not place the World decks in the center of their tile. Instead place 1 Dreamstone card in each central space. It will be used by Champions during the game.
- Take Ophion's card and place 1 Resilience token on its Health (on the 16 value). Place 1 white cube on each of the six World symbols on the card (see image).
- Shuffle WORLD SHIFT deck and place it face down in play area.
- DUSK deck and the six WORLD decks are not used in this variant.
- Take the four Turn Order cards. Roll World die and assign Turn Order card #1 to the Champion whose Origin World it is (see *Champions*). Give the next Turn Order card to the next Champion in the following World, clockwise direction. Continue until all four cards are dealt.

**Turn**

1) (skip this step on Dawn of Day 1). Assign the first Turn Order card to the Champion with the lowest Health. In case of a tie, give the characters numbers 1-6 and roll D6 to select one. Give the following card to the next character in ascending order of Health. Continue until all cards are dealt.

2) Ophion is activated once (see *Ophion*).

3) Each Champion with a Turn Order card is activated once, in the order of card numbers (from 1 to 4).

Champion Activation: Trigger the effect of Turn Order card ** (if possible) then perform action A or B depending on the character's current position.

- Action A: If Ophion is not within Attack range, character uses his DASH card to move to Ophion and then uses Attack card if within range of Ophion *.

- Action B: If Ophion is within Attack Range, character uses his Attack * card and then uses DASH card to move away from Ophion, towards his/her Home World (if possible).

At the end of a character's activation, Ophion makes a normal attack if that character is within range (Attack 1, Range 2).

* Dreamstone: When a Champion does damage to Ophion and is on a World tile with 1 Dreamstone, discard that card to add +1 damage to the attack.

** #2: Gain 1 Health and 1 Spirit, #3: Your next attack against a single target gain +1 damage, #4: Draw a card from the WORLD SHIFT deck and only resolve the switch locations effect.

4) Characters without Turn Order card each gain 1 Health. If there are 4 characters left in the game, remove Turn Order card #1 from the game. If there are 2 characters left in play, remove Turn Order card #2.

Note: When there is 1 character left in play, he takes the 2 remaining Turn Order cards (#3 and #4).

5) If you are on Dusk of Day 6, game is lost. If not, move Day tracker to the next Round. End of turn.

Ophion (player)

Passive and Weakness abilities of Ophion are ignored. Ophion have only 1 Resilience token.

Ophion Activation: If there is no cube on your card at the beginning of activation, return one cube to each World symbol.

Remove any one cube to trigger a capacity:

- Bleak Ultimatum:** Ophion can transport up to Range 3. Then, a Champion of your choice lose 1 Spirit and this Champion is activated once (see *Champion Activation*).
- Shatter Will:** Transport Ophion to the Champion with the least Spirit (your choice if tie). That Champion takes 2 damage. Then, if that Champion has 0 Spirit, they take an additional 2 damage.
- Sleepwalk:** Transport the Champion with the least Health to the same space as Ophion (your choice if tie). Deal 2 damage to all other targets, range 0. Each character who has suffered damage also lose 2 Spirit.

Champions

Each Champion starts the game with his/her DASH card and an Attack card from his/her Abilities deck.

- SOFF: *LUNARIDGE*. Attack card: *Sun Lance*.
Deal 2 damage, range 1 / Deal 3 damage, range 4
- THOMAS: *ARECHI WASTES*. Attack card: *Unstable Disintegrator*.
Deal 3 damage, range 2 / Deal 2 damage, range 2
- KAORU & KUMA: *THE BAIYU*. Attack card: *Avalanche*.
Deal 1 damage, range 3 / Deal 3 damage to all other targets within range 1
- LEAF: *OAKENMOOR*. Attack card: *Grappling Roots*.
Deal 2 damage, range 3 / Deal 2 damage to all other targets within range 1
- PERSEPHONE: *THE DREAR*. Attack card: *Claws of the Netherbeast*.
Deal 3 damage, range 1 / Deal 1 damage, range 1
- ORIC: *OPPENHEIM*. Attack card: *Art of War*.
Deal 1 damage, range 2 / Deal 2 damage, range 1. Gain Health equal to the damage

Attack cards are only used for their damage and range effects, including those targeting "all targets" or "all other targets". References to character-specific resources are ignored, as are costs of any kind. Health gain effects are applied normally.

DASH card (*Move up to 2/Perform the following effects in whichever order you choose: Move up to 1 & Deal 1 damage, range 1*)
The *On board* effect is always used in order *Move* then *Deal 1 Damage*. Character uses his/her movement to be in range when he/she is about to attack.

Cards used are tilted 180°, to change the reading side from "In Hand" to "On Board" and vice versa.

Note that if a character does not use a card during his turn (*e.g., no Attack because Ophion is not in range*), it is not tilted.

DOJO: A defeated character is not regenerated in the Dojo, he leaves game for good. The Dojo does not protect from any damage and does not regenerate Health or Spirit.

DREAMSTONE: When a Champion does damage to Ophion and is on a World tile with 1 *Dreamstone*, discard that card to add +1 damage to the attack.

Turn Order cards effects

Even if text says "you may...", the character uses the effect each time, if possible.

- Card #1: Eager
No additional bonus.

- Card #2: Well rested
Gain 1 Health and 1 Spirit.

- Card #3: Morning Meditation
Your next attack against a single target gain +1 damage.

- Card #4: Prophetic Dream
Text is changed:
Draw a card from the WORLD SHIFT deck and only resolve the switch locations effect.

VARIANT "GHOST CHAMPION"

Inspired by Mage Knight's Solo mode (with the Ghost player), this variant for Champion of Hara simulates an opposing player for "Versus Arena".

- Playable characters: All.
- **Objective: Fulfill conditions of the "Versus Arena" (return to Dojo with 10 Energies of each color), in competition with a simulated Ghost player.**

The Ghost Champion is a player competing with you for victory in the arena. As a ghost, he is invisible and immaterial, you cannot damage him, move him around spaces or target him with an effect. It does not win any objects and does not take any Challenges (on Events, during World Shift or other). Effects targeting his cards are ignored.

Each round the Ghost Champion will perform one activation and eventually gain energy.

Ghost player Victory: When he reaches 10 in each Energy gauge, he wins the game at the end of the current Day.

Set-up: The ghost counts as a player, even though it has no miniature present on the board. Therefore, rules of a 2-player game apply (for example, draw 3 cards from the Dusk deck during Dusk Round).

- Ghost's Hand Deck: Cards taken from another character's deck. On set-up, take the 4 starting cards (yellow edges) and shuffle them, face down, to form the HAND. The Ghost Hand is the first card revealed on this deck.
- Ghost's Advanced Skills Deck: The remaining six Skills cards, except the Ultimate and Locked cards (with the Padlock icon), are shuffled face down to form the Advanced Skills deck. Ghost will add cards from this deck to his hand during the game.
- Ghost's Board: At set-up, take a player board for the Ghost. Place Energy cubes on their respective gauges (at 0). Do not use Health and Spirit cubes.

Note: The player wins his/her Ultimate card according to the normal rules. The Ghost does not win cards, even when it reaches a threshold in an Energy gauge.

Turn Order cards: Card #1 (*Eager*) and card #2 (*Well rested*).

On set-up, randomly deal one card to you and the other to the Ghost.

At the end of WORLD SHIFT phase, swap these cards between you and the Ghost.

Ghost's turn (according to Turn Order)

1) If Ghost has Turn Order card #2 (*Well rested*), it gains 1 Gold Energy.

2) Reveal face-up first card of Ghost's Hand on its Hand Deck.

If Hand is empty when revealing a card, shuffle discard pile to recreate Hand deck, face down.

3) Do ONE Ghost Activation, based on color of the revealed card:

- Green or Blue: Discard a Monster, Event or Rift card in play. Roll Worlds die and discard target World card on the space with the lowest number (if there are no cards on that World, do nothing). Gain energy according to the discarded card (see *Ghost gaining Energy*).

- Red: Inflict 2 Damage to player. If player is defeated (*remember Ghost gains 2 Gold Energy*), he loses 1 Item of his/her choice.

- Yellow: Transport player to a random World (roll Worlds die), on the space with the same number as the one he/she is currently on (if he/she was in the Central Dojo, roll D6 to select space number).

Special: If the card revealed on Ghost Hand is the same color as last discarded card, perform an additional Activation with the same revealed card.

4) Place revealed card from Hand on discard pile, face up.

End of Day (after World Shift)

1) Add a card from the Ghost Advanced Skills deck to his discard pile, face up.

Reminder: At the End of Day, don't forget to swap Turn Order cards.

Gaining Energy for the Ghost

The Ghost gains the indicated energy under the following conditions:

- he discards a Monster in play: Gain Energy Reward (in order from top to bottom).
- he discards a Rift in play: Gain Energy Reward (top) and Energy of Challenge's success (bottom).
- It discards an Event in play: Gain Energy Reward (top).
- An effect allows all players to gain Energy (*World Shift card, player activated effect, etc.*).

Gold Energy: When gaining Gold Energy, Ghost chooses gauge where it has the least Energy (*left-most in case of a tie*).

Flow of the game against the Ghost player.**DAWN (Round I)**

- 1) Place first card of each World deck * on its space corresponding to the current day's number.
* *If a Boss is generated during Day 1, shuffle it to the deck and draw again.*
- 2) Each Character takes 1 Turn (see below), in Turn Order.
- 3) Advance Day token to the Dusk space of current Day.

DUSK (Round II)

- 4) If you are on Day 3: your Character takes his/her Ultimate card in hand (*it is put back in deck after use*).
Ghost does not gain his Ultimate card.
- 5) Draw 3 cards from Dusk deck. Each card is placed face up in a space chosen by rolling World dice *.
* *If a Boss is generated on Day 1, shuffle it from the deck and draw again.*
- 6) Each Character takes 1 Turn (see below), in Turn Order.
- 7) If you are at Dusk on Day 6, game ends. Otherwise, move Day token to the Dawn space of the next Day.

WORLD SHIFT

- 8) Draw 1 World Shift card and follow its instructions.
 - 9) Swap player's Turn Order card with Ghost's Turn Order card.
 - 10) Add a card from Ghost's Advanced Skills deck to his discard pile, face up.
- End of the Day. If you are on Day 6, the game ends. Otherwise, start a new Day (Dawn, Round I).

PLAYER'S ROUND**Adventure (Phase I)**

- A) You can use up to 3 Activations and as many "free" effects as you want.
- B) Events are mandatory resolved (without Activation cost).

Monster Attacks (Phase II)

- C) Damage on you from Monsters and Corrupted within range (Attack value). No Ability cards, Objects or other effects can be played unless otherwise specified.
- D) Triggering "at end of the turn" effects.
- E) Take back in hand cards activated with "On Board" effect then turn tilted cards (played from Hand) to be able to play "On Board" effect next turn.
- F) Level Up: The first time you reach threshold to Level Up, you choose an Advanced Capability card of that color. The first time you reach 10 of your primary color, you earn your Ultimate card.

GHOST'S TURN

- 1) If he has Turn Order card # 2 (Well rested), he gains 1 Gold energy.
 - 2) If Hand is empty, shuffle discard to recreate Ghost Hand (deck is face down).
Reveal face-up the first card on Ghost Hand deck.
 - 3) Perform 1 Ghost Activation according to the color of revealed card:
 - Green or Blue: Roll Worlds die and discard target World card on the space with the lowest number (if there are no cards in that world, do nothing). Gain energy according to discarded card: Monster (Rewards), Rift (Reward up and Success down), Event (Event, Reward up).
 - Red: Inflict 2 Damage to player. If player is defeated (remember Ghost gains 2 Gold Energy), player loses 1 Item of his/her choice.
 - Yellow: Transport player to a random world (roll Worlds die), on space with the same number as the space he/she is currently on (if player was in Central Dojo, roll D6 to determine space number).
- Special: If the card revealed on Ghost's Hand is the same color as his last discarded card, perform an additional Activation with revealed card.
- Ex: Card on discard pile is green and a green card is revealed on Hand. Two Activations in a row: Roll Worlds die and discard card on the space with the lowest number in indicated World. Then, roll die again to discard another card in indicated World.*
- 4) Place revealed card from Hand on discard pile, face up.

Remember: When Ghost reaches 10 in each Energy gauge, he wins the game at the end of current Day.