

SPECIFIC RULES FOR GUARDIANS ARENA

- Captured Creature

Horizontally place the Shield used for capture on the target creature (*creature card is turned face up*). This indicates that this enemy creature is under your control until end of turn. Captured Creature and its Shield are placed to the left of the Guardian.

At the end of the turn, a captured creature returns to its owner's Creatures pen. Shield used for the capture returns to the Storage of its owner.

- Attacking Creature vs empty Stronghold

The attacking player may attack a Stronghold only if it is empty (*no enemy Creature on it or below*). The attacker must discard a card at random from his/her hand, drawn by opponent. If he has no cards in his/her hand, the action is canceled.

Once the card is discarded, the targeted Stronghold card is turned to its "Ruin" side. **This is part of a victory condition.**

- Attacking Creature vs Creature without Shield

Players can play Creatures from their hand as secondary fighters. They can also use Channeling of their Guardian (Cost: 1 Power Stone), but no other bonus or modifier can be used. The total basic Vitalities for combat are done for each player.

A Duelist wins the fight if its Total Vitality is strictly superior to his/her opponent. The losing Duelist is placed in the discard pile of his/her owner. In case of a tie, none of the Duelists win or lose, it's a tie.

Then the secondary fighters in play are placed in the Creatures pen of their owner.

- Attacking Creature vs Guardian

Attacking Creature and target Guardian are considered Duelists. The attacking player can play Creatures from his/her hand as secondary fighters. He can use "Channeling" from his/her Guardian, but no other bonuses or modifiers can be used (*including Channeling from creatures or Ranged attacks*). The player controlling the attacked Guardian cannot take any action.

The total Vitalities in play are done. If the attacker has a total Vitality strictly superior to that of the opposing Guardian, the latter is killed.

Then, secondary fighters in play are placed in the Creatures pen of their owner.

This is part of a victory condition.

- Flying Creature

In Combat Zone a Creature with Fly doesn't take into account the Vitality of an opponent without Fly, unless opponent has an ability or bonus for Flying Creatures (*Example: Greater Air Elemental, "+6 Vitality vs Creatures with Fly"*). This advantage of Fly is inoperable outside the Combat Zone (*Example: when attacking from a Stronghold or with a Captured Creature*).

- Creature with red Vitality

The Vitality indicated in red replaces the one indicated in black during the secondary round of a combat, whether for a Duelist or a secondary fighter.

Example: "Tiny Flying Fungus" has a Vitality of 4 (in black) if it is used as Duelist during a primary round. It will have a Vitality of 5 (number in red) during the secondary round.

If the "Tiny Flying Fungus" is used as secondary fighter in another combat, use its Red Vitality.

GAME SETUP

Each player places his/her Guardian and his/her Stronghold (3 cards).

Each player shuffles his/her deck and let the opponent cut it. It's placed face down to the right of the Guardian.

Each player draws the first 8 cards from his/her deck to compose his/her starting hand. If a player does not have any creature in hand he can unveil his/her hand and draw 8 new cards. The old draw is then shuffled back with his/her Deck.

GAME TURN (both players play at the same time)

PHASE I: DRAW AND ORGANIZE

A. Stock *(skip this part on 1st turn)*

Each player draws a number of cards equal to his/her Guardian "Base Draw", taking into account LDL, MDL and LUC modifiers.

B. Storage Hand

Each player combines his/her cards in hand with the ones in his/her Creatures Pen and Storage.

C. Up-Card

Each player turns over the top card of his/her deck, used as the Up-Card for this turn. The Up-Card number is used to know which player will have Initiative this turn ("Active"), higher play first during the following steps.

If both Up-cards have the same number, put them face down on the bottom of deck and turn next top card.

D. Drafting

Each player may take one of the following actions, taking turns starting by Active player, until both players pass:

- Place face down a Creature on one of your Non-Ruin Stronghold without a Creature;
- Place face down a Creature with "Channeling" or "Ranged attack" under one of your Non-Ruin Stronghold without a Creature;
- Place a Shield on a creature without Shield on your Stronghold;
- Put a Terrain in play on a space without Terrain;
- Associate an Item C card from your hand to a creature in play without an Item C;
- Associate an Upgrade or Downgrade from your hand to a left or right non-Ruin Stronghold;
- Pass your turn (no more action allowed for the current step).

E. Discard

Players with 8 or more cards in hand must discard cards in excess.

Each player then divides his/her Hand in 2 piles (*face down*):

- Creatures Pen (*cards with single-border back*): Creature, Shield, Terrain, "C" Item. Placed to the left side of your Guardian.
- Storage (*cards with double-border back*): Spell, Bribery, "H" Item. Placed to the left side of your Creatures Pen.

PHASE II: MOVEMENT AND COMBAT

A. Entering Arena

Each player, starting by Active player then in turn, may move his/her Creatures with Shield from Stronghold to the space in front of them in Combat Zone.

B. Combat

If two opposing Creatures face each other in a space in the Combat Zone, a Duel occurs. The Active player is considered the Attacker, opponent is the Defender (see "Detailed Combat").

C. Movement

Each player can move his/her Creatures on his/her Stronghold, swapping places or placing them on an empty space on Stronghold. Shields cannot move to another Creature.

PHASE III: TERRAIN SETTLEMENT

A. Terrain

Each player adds in hand his/her cards from Creatures Pen. Players can then perform the following actions for each of their Creatures in Combat Zone:

- Destroy Terrain located in the space where its Creature is;
- Place Terrain in play from hand in an empty space where his/her creature is.

B. Exiting Arena

Creatures in play in Combat Zone are placed in front of their owner's Guardian, their Shield goes to their owner's Storage. Each of these creatures is considered Victorious. Victorious Creatures are out of the game and can no longer be used for any action (*part of a victory condition*).

C. Challenge

Each player may perform one (AND ONLY ONE) of the following options, starting with "Active" player:

- Play a Shield from hand or from one of his/her Creatures in play to capture an enemy creature without Shield in play (*on or under a Stronghold*). See Capture rule;
- Play a Shield from hand or from one of his/her Creatures in play to destroy an enemy Shield in play. Both Shields go to their owner's discard pile.

D. Raid

Each player may perform one (AND ONLY ONE) of the following options, starting with "Active" player:

- Use one of his/her creatures in play (*on Stronghold or captured*) to attack a Creature without Shield in play (including under a Stronghold);
- Use one of his/her creatures in play (*on Stronghold or captured*) to attack an empty Stronghold (*no creature above or below*); (*part of a victory condition*)
- Use one of his/her creatures in play (*on Stronghold or captured*) to attack the Guardian. This is only possible if two enemy Stronghold cards are "Ruin"; (*part of a victory condition*)
- Play a Terrain from his/her hand to rebuild a ruined Stronghold. Targeted Ruin is turned to "Stronghold" side. The Terrain goes to the discard pile.

See specific rules to resolve each attack.

E. End of turn

Captured creatures and their Shield return to the Storage of their respective owners.

COMBAT DETAILED

Combat sequence is as follows:

1. PRIMARY ROUND HAND.

Each player adds to his/her Hand the cards of Storage.

2. PRIMARY ATTACKS ROUND.

Each player reveals his/her Duel Creatures by placing card over its Shield. These creatures are considered Duelists. "Command" abilities take effect immediately.

Starting with the Attacker, then in turn until both players pass, each player can perform one of the following actions for the current Duel:

- ✓ Play a "Storage" card from hand (*Corruption, Spell, Item H*);
- ✓ Use "Channeling" or "Ranged Attack" ability of a Creature under its Stronghold. The creature is turned face up and placed next to Duelist, its card tilted at 45°;
- ✓ Use "Channeling" ability of its Guardian (Cost: 1 Power Stone);
- ✓ Pass his/her turn (no more action allowed for the current step).

3. END OF PRIMARY ROUND.

Compare Total Vitality of each Duelist, taking into account all modifiers (*Off-Color Bonus, Command, Terrain, Item, Channeling, Ranged Attack, Immunity*).

Creature with the highest modified Vitality is placed on the other, indicating that it has won Primary Round. Vitality of both Duelists must remain visible, as this may be important during the Secondary Round. In case of a tie, the cards of both Duelists remain separate.

Any creature used for its Channeling or Ranged Attack is replaced, face up, under the Stronghold from which it came.

4. SECONDARY ROUND HAND.

Each player adds to his/her hand the cards of Creatures Pen.

5. SECONDARY COMBATS ROUND.

Starting with the Defender, then in turn until both players pass, each player can perform one of the following actions for the current duel:

- ✓ Play a Creature card from Hand, tilted at 45°, next to a Duelist. This creature is considered a secondary fighter. "Area of effect" abilities are triggered at this time, targeting enemy creatures in hand AND enemy creatures without a Shield on or under Strongholds;
- ✓ Play a "Storage" card from hand (*Corruption, Spell, Magic Item "H"*). This card can only target a secondary fighter;
- ✓ Pass his/her turn (no more action allowed for the current step).

6. END OF THE SECONDARY ROUND.

For each Duel each player adds the basic Vitality of his Duelist to those of his secondary fighters with their modifiers. Only the secondary fighters benefit from the modifiers (*Off-Color Bonus, Terrain, Objects and Immunity*), all modifiers used during the primary round are ignored, except for "Command" abilities of Duelists.

The Duelist with the highest modified Vitality is declared winner of the duel, its card is placed on opponent's card to indicate that he has defeated it. In case of a tie, the two duel cards are separated, indicating that neither has won.

Each player places all his/her cards played in secondary round, as well as his/her cards in hand, in his Creatures Pen and Storage.

7. RESOLUTION

For each Duel the creature designated winner remains in play and opponent and its Shield are discarded by their owner. In case of a tie the two creatures are placed in their owner's pen and Shield goes to the discard pile of their owner.

Each player puts Shield back on his/her Creatures in play.

GUARDIANS GLOSSARY (official rules adapted to Arena)

Conflicting Command cards

If the Command cards conflict due to impossible simultaneous conditions, the card with the lower Up-card number is considered dispelled ("Command" effect is cancelled). If Up-card numbers are equal, both effects are dispelled.

Area of Effect

This effect targets enemy creatures in hand AND enemy creatures without a shield that are placed on or under a stronghold.

Bribery

Creatures with weakness for Babes, Beer or Gold have an icon of that type. If a creature is bribed it goes immediately to its owner's Creatures Pen.

Destruction

Any creature destroyed is immediately discarded to the discards pile, with all cards associated (Items, Shield, etc.)