

The Guardians

EXPLORE



Spring Break had just begun in the cozy town of Arthursburg. For Reiko and her friends, this meant the chance to carry on the tradition they'd held since childhood: constructing the blanket forts they'd use to pillow-battle amongst themselves throughout their time off from school - at least, whenever they weren't loading up on pizza or binging through their favorite movie series. Reiko's friend Kirin hosted the group, as they had recently discovered that her attic was the best resource in town for old blankets and comforters.

Mired in dust and piles of old renaissance faire costumes, the group made their selections: Daniel selected a thick blue comforter, judging that it's thick down construction would offer superior impact resistance. Ashley chose a green satin fitted sheet; green had been her power color since fifth grade, ensuring landslide student council victories every year. Liam picked a black drop cloth from an old theatre troupe; as always, his "fort" would shortly become a shadowy cloak to hide him during late-night pranks on the rest of the group. Favoring loyalty above all else, Kirin pulled out a red bedsheet that she'd had since childhood.

As Reiko searched to find something suitable, she pulled an old quilt from one of the attic's dark corners, uncovering a strange wooden chest hidden beneath. The chest was clearly old, the kind of thing one would expect to find on a pirate ship, with gold lettering across the front. Wiping away years of dust, Reiko was stunned to see the word "Lifewhisper" glimmering up at her.

"Kirin?" Reiko called out, "Why is there a pirate chest in your attic with my middle name on it?"

The entire group converged around the chest, their impending warfare forgotten. Kirin was perplexed. "I've never seen this before. My parents always used to tell stories about someone named Lifewhisper, but I always figured it was some old LARP thing they'd turned into a bedtime story. They said he'd sacrificed himself to save his friends. A real hero."

Kirin's voice had become a whisper. Suddenly Liam exclaimed, "Open it!" Everyone jumped as he chuckled, but Kirin and Ashley quickly joined in, starting a chant: "Open it! Open it!"

"Shouldn't you ask your parents first?" Daniel seemed a bit nervous about the whole affair.

"They said we could use anything up here, I don't think it's a problem to look inside." Kirin smiled at Reiko. The chant began again, unanimous this time. "Open it! Open it!"

Reiko reached out, discovering a small padlock on the old chest's latch. Before she





could ask if anyone saw a key, the lock popped open in her hand. Before she could consider how strange that was, a deep cyan glow began seeping out of the chest's interior. Everyone gasped in unison as Reiko slowly pushed the lid backward, revealing a strange blue crystal covered in runes.

Questions flew between the members of the group, but Reiko didn't hear any of them. The crystal seemed to call to her, friendly and inviting. She reached inside the chest, her trembling hand touched the crystal - and everything went dark. Disoriented, the only thing Reiko could see was the face of a man. He was old, practically skeletal, but his eyes glimmered with kindness. "At last, I've found you." The darkness ended, and Reiko was back in Kirin's attic, the crystal clutched in her hand - and a strange man now kneeling at the center of the group.

With the entire group stunned, the old man was the first to speak. "We have little time. I will explain everything, but we have to go. Now." With the silence broken, everyone found their voices all at once, unleashing a barrage of questions. "Where are we going?" "Who are you?" "How did you get here?"

The old man rose to his feet, his long red robes swishing across the attic floor. "My name is Brian. I am an old friend to your parents." He took in the group for a moment. "Of all your parents. Reiko and I need to escape Arthursburg - she is beginning to scratch the surface of her destiny, but she has much to learn."

Kirin seemed almost as shocked as Reiko. "My parents told stories about you. They said that one day you'd come, and I'd have to be brave and protect my friends." Suddenly, a scream echoed up into the attic from outside the house. Brian's face turned grave. "I'd say your parents were right. Reiko, we have to go - now."

As Brian extended his hand to Reiko, a crashing noise came from the front door of Kirin's house. "What about my friends?" Reiko asked, looking at each of them in fear. Kirin embraced her. "You have to go with Brian. It's your destiny. I'll take care of everyone." Her voice was calm, resolute - she had prepared for this day her entire life without even realizing it.

Brian took Reiko's hand, then turned to the group one final time. "We'll be counting on you to buy us time. Kirin, Liam, Ashley, and Daniel - I know we can count on you." With a sudden flash, Brian and Reiko were gone.

The rest of the group looked at each other in turn. "What do we do now?" Daniel asked.

Kirin turned and sifted through the junk in the attic, then hefted an old axe as she turned back to the group. "The same thing we do every Spring Break. We go to war."





THANK YOU

Testers:

- Matt Pucevich, Walker Hardin, Neal Tibrewala, Bruce Maclean, William Hewitt, Jason Attard, Mike LaRoe, Rob Hinkle, Alex Modny, David Demaree, Sal D'agostino, Trevor Jones, Brett de Jesus, Connor Drake, Kody Marshall, Sarah Holub, Eric Willroth, Beth Long, Chris Long, Liz Davison, Alex Nelson, Andrew Nelson, Leo Wideman, Rose Malm, Lee Malm, Tony Wren-Rodriguez, Ethan Sturm, Lauren Akamine, Megan Kilinski, Javan Reilly, and many more!

Artists:

- Diego Almazan, Alayna Lemmer, Jacki Whisenant, Chris Anderson, Daniel Kershner, Riley Wade, Casie Trace, Alex Bennett, Oscar Saravia, Aveliya, Fabian Parker, Rose Malm, Sehreen Shahzad, Keyvan Ebrahimi, and Jonathon Ruland.

Editors:

- Kendra Malinowski, and Charles Boyd.

Kickstarter Backers:

- All of you are the reason this project came to life!



THE GUARDIANS: EXPLORE is a game of REIHON GAMES.

reihon.games@gmail.com - Austin, TX

www.TheGuardiansExplore.com

© REIHON GAMES 2015. ALL RIGHTS RESERVED.

Manufactured by AD MAGIC INC.



INDEX

Background	3	Chapter Two: Battle	
Objective	3	Battle	12
Summary	3	Location Phase	12
Game Pieces	4	Overrun Phase	13
Chapter One: Warm Up		Power Up Phase	13
Setup	5	Playing Cards	13
Guardian Card Layouts	6	Battle Phase	14
Deck Creation		Clean Up Phase	15
Generic cards	7	Boss Battle	15
Preconstructed decks	7	Boss Monster Mat Layout	16
Secret quests	8	Third Wave	16
Super cards	8	Scoring	17
Draft guardian cards	9	Two Player Mode	17
Final choice	9	One Player Mode	17
Warm up	9	Cards and Clarification	
Monster Card Layout	10	Guardian cards	18
Location Mat Layout	10	Skill cards	18
Play area layout	11	Item cards	22
		Familiar cards	24
		Super cards	25
		Quests	28
		Monsters	30
		Locations	31
		Boss monsters	33



BACKGROUND

It's spring break in Arthursburg, a time when kids set out on heroic quests of excitement and imagination.

But this year, the danger and magic are real - the residents and wildlife around town have become evil monsters bent on total destruction! Only you and your friends have the power and wits to rise up and save your loved ones from this unknown evil...

To defeat the monstrous hordes that are spreading chaos and evil everywhere they go...

To become the legendary heroes who will save the people of Arthursburg...

THE GUARDIANS!



OBJECTIVE

In the game of Guardians you begin your quest as an apprentice with everything you need to save the town. Just hone your skills, sharpen your equipment, and train your familiars. After selecting your approach, work with your teammates to save Arthursburg! Whoever collects the most trophy points during the game will be crowned the True Guardian!



SUMMARY

The Guardians takes place over two chapters: **Warm Up** and **Battle**.

Players begin their **Warm Up** with a card draft that shapes their strategy for the battle to come. A unique super card is selected in secret to give each player their own special strength. Also, a unique mission is selected in secret providing goals.

Now fortified with equipment, skills, and familiars, the players begin the **Battle!** By drawing and cleverly playing cards from the top of their deck, players build the power needed to defeat monsters and acquire trophies with each turn.

During play, unneeded cards can be thrown away and powerful new cards added to make each player's deck the best it can be for the final showdown. Work together to defeat the mighty boss at the heart of the monster invasion and save Arthursburg!



GAME PIECES

- 1** 5 Guardian Figures
- 2** 5 Player Mats
- 3** 1 Timekeeper Token
- 4** 28 Damage Counters
- 5** 10 Attack Power Trackers
- 6** 10 Location Boards
- 7** 1 Guardian Aid Board
- 8** 1 Monster Aid Board
- 9** 1 Adventure Board
- 10** 3 Blue Boss Mats
- 11** 3 Red Boss Mats
- **** 21 Extended Art Cards - These may be used instead of the normal.
- 13** 5 Blanket Fort Cards
- 14** 25 Practice Swing Cards
- 15** 12 Secret Quest Cards
- 16** 5 Explore Cards
- 17** 12 First Wave Monster Cards
- 18** 19 Second Wave Monster Cards
- 19** 30 Third Wave Monster Cards
- 20** 74 Guardian Cards
- 21** 13 Super Cards - These have gold glows in the top right corner, and golden names.
- 22** 1 Trailblazer Card
- 23** 5 Coward Cards





SET-UP

There are 2 difficulty levels to play: **Apprentice** and **Guardian**. The base instructions are in black. Modifications for **Apprentice** are in **Blue**.

- 1 Players choose a color and take the matching player mat, blanket fort, guardian figure, and power level counters.
- 2 Place the **Guardian Adventure** mat on the table. Place the **Monster Aid** mat to the right of it. See below. **In an Apprentice game flip the Guardian Adventure and Monster Aid mats over so that they display their Apprentice side.**
- 3 Place **Time Keeper Token** on the **SET-UP** space of the **Guardian Adventure** mat.
- 4 Place the **Home** location above the **Monster Aid** mat, then place the rest of the locations left to right in numerical order. Start a new row of locations with each color. See below.
- 5 Shuffle **First Wave Monsters** and have them **Invade** by placing them face up on locations with **Monster Symbols**. One for each symbol.
- 6 Shuffle the other monster waves and set them face down on their matching spot of the **Monster Aid**.
- 7 Randomly select a **Blue Boss** and a **Red Boss** to slide slightly under the **Guardian Adventure** mat. Return the rest to the **Game Box**. **If you are playing an Apprentice Adventure only select a Blue Boss.**
- 8 Place the damage counters on the **Guardian Adventure** mat.
- 9 Randomly give out the **Trailblazer Token**.
- 10 Move the **Time Keeper Token** forward one step!





GUARDIAN CARD LAYOUTS

Before diving into **Deck Creation** let's go over the various components of the cards.

There are 44 different **Guardian** cards, with one or more copies of each.

They allow players to collect monster trophies by placing damage counters or increasing their attack level for the round.

They are divided into four card types:

- Generics have brown framing and every player starts with them.
- Skills have purple framing and effects which are powerful on their own.
- Familiars have green framing and are stronger if their family is in play.
- Items have gray framing and remain in play for the rest of the game.

Guardian Card Components:

- 1 The name of the card.
- 2 Energy generation.
- 3 Attack generation.
- 4 The energy required in order to play this card. After playing this card the player's energy level does **NOT** decrease. Some cards have no energy requirement and you will not see a symbol.
- 5 Simple description of the card.
- 6 The effect(s) of the card, once it enters play.
- 7 The class or family this card is associated with.
- 8 The artist who created the featured artwork and the copyright.
- 9 The effect(s) of the card, once it enters play and every other turn it is in play. This area is only found on **Persistent** cards. On subsequent turns you start with this benefit, you don't need to reach the energy requirement again.
- 10 The number of copies of the card in the game, which is also color coded. Also, **The Guardians: Explore** game symbol.





DECK CREATION

GENERIC CARDS

11 Give players one **Explore** card. Return the rest to the box.

12 Give players five **Practice Swing** cards. Return the rest to the box. These six cards are the beginnings of the players deck. Set them face down in a stack.

Apprentice players should play with the preconstructed decks below and skip to **19**.



PRECONSTRUCTED DECKS

Red: PULVERIZE

Bash x3, Cleave, Mastering Slash, Tiger Cub x2, Axe, Breastplate, Potion

Black: DRAMATIC DISPLAY

Daze x2, Precise Strike x2, Ice Blast, Caterpillar, Backpack, Dagger, Marbles, Potion

Green: ELF

Shot x3, Point Blank Shot, Tiger Cub x2, Sabertooth Tiger, Backpack, Bow, Marbles

Blue: PIXIE

Caterpillar x2, Butterfly, Sapling x2, Elder Oak, Wolf Pup x2, Direwolf, Robe

Yellow: ANCIENT HILT

Breastplate, Robe, Sapling x2, Ice blast x2, Wolf Pup x2, Dire Wolf, Aimed Shot



RESOURCES

There are three types of resources in The Guardians: Explore.



Energy: Which you need to play more powerful cards, found on the left of the card near the center.



Attack: Which you need to defeat monsters, found on the left of the card at the bottom.



Damage Counters: Which are placed onto monsters weakening them and making them easier to defeat. Sometimes you can place enough damage counters to outright defeat a monster and still attack another location.



SECRET QUESTS

13 Shuffle the **Secret Quest** cards, then deal two to each player to look at in secret. Also, place two face down on the **Red Boss**. Return the rest to the **Game Box**. A **Secret Quest** card provides players another way to gain trophy points at the end of the game. Keep both for now, during step **17** players will place one face down on the **Red Boss**.



SECRET QUEST CARD LAYOUT

There are 12 different **Secret Quest** cards. If players meet the quest criteria they gain extra trophy points.

Secret Quest Card Components:

- 1** The name of the card.
- 2** The requirements the player needs to fulfill to receive the trophy points at the end of the game.
- 3** Trophy points.



SUPER CARDS

14 Shuffle the **SUPER** cards, then deal two to each player to look at in secret. Also, place two face down on the **Blue Boss**. Return the rest to the **Game Box**. A **SUPER** card provides the basis of the player's strategy for the game. In the upcoming draft, players will want to choose cards that compliment one of their **SUPER** cards. For now players should add both to their deck. During step **17** players will choose one **SUPER** card to keep in their deck and place the other face down on the **Blue Boss**. Also, players should look at the back of their **Player Mat** to find suggestions on what cards would be good to pick up in the draft based on each **SUPER** card!



DRAFT GUARDIAN CARDS

15 Shuffle the remaining **Guardian** cards and deal thirteen to each player. Set the rest on the **Guardian Supply Card**.

16 Players must choose one card, add it to their deck, and pass the remaining cards to the **Left**. Do this until there are no cards remaining. At any point during this process players may look at the cards they have already chosen.



FINAL CHOICE

17 Players choose one **SUPER** card to keep in their deck and place the other face down on the **Blue Boss**. Also, players choose one **Secret Quest** card to keep and place the other face down on the **Red Boss**.



18 Flip the cards on the **Blue Boss** and **Red Boss** face up.

WARM UP

19 Players should have twenty cards in their deck. Players shuffle their deck and place it face down in front of them, then draw four cards. This is your first hand. Your starting hand size will be four unless specifically modified by cards in play.

20 Players flip over their **Player Mats**.

21 Move the **Time Keeper Token** forward one step, and let's save Arthursburg!



MONSTER CARD LAYOUT

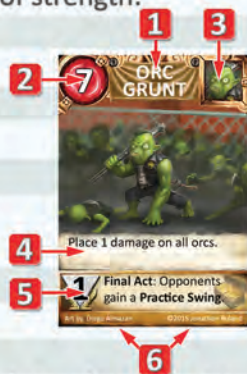
Before charging into **Battle**, let's see what the monsters are made of.

There are fifteen different Monster Cards, with two or more copies of each.

- They invade locations so that players can't visit there at the start of their turns.
- They can interact with other monsters as well as players.
- They invade in waves. The game starts with the **First Wave**, reinforces from the **Second Wave** and after the **Blue Boss** the **Third Wave** begins.
- There are five families of monsters, each with three tiers of strength:
 - Zombies award trophy points.
 - Orcs punish players with Practice Swings.
 - Warlocks will Overrun the city draining players cards.
 - Spiders will Overrun the city breaking players items.
 - Robots have powerful shields to damage counters.

Monster Card Components:

- 1 The name of the card.
- 2 Attack level needed to match or beat to defeat it.
- 3 The symbol representing the type of monster.
- 4 The effect(s) of the card, once it enters play.
- 5 The reward defeating this card grants. In most cases this is trophy points to be counted up at the end of the game, although some have immediate rewards.
- 6 The artist who created the featured artwork and the copyright.



LOCATION MAT LAYOUT

There are 10 different locations players may visit to gain benefits. They can only do this if there are no monsters present. Monsters always invade locations unless a player has set up a **Blanket Fort** for defense! Except for **Home**, it is always safe...

Location Mat Components:

- 1 Monsters are summoned here.
- 2 The name of the location.
- 3 Symbol showing this is a location where players can visit or battle.
- 4 The number corresponding to where this location belongs in the setup.
- 5 Outline of where a **Blanket Fort** would be placed.
- 6 The effect(s) of the location, if players visit it during the **Location Phase**.
- 7 The artist who created the featured artwork and the copyright.

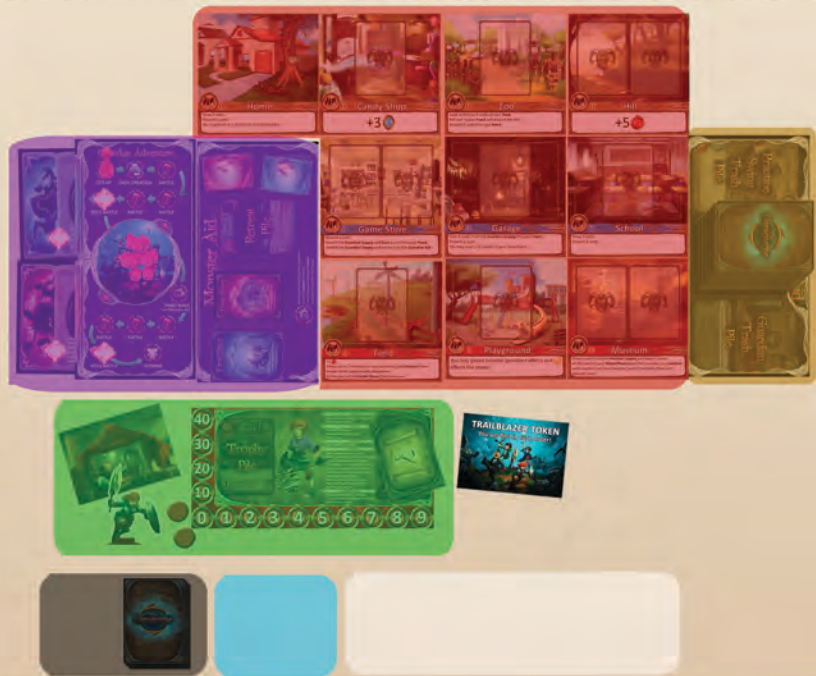




PLAY AREA LAYOUT

Layout Key:

- **Locations** - Where players will visit to gain a benefit for the round. Then after they power up they will attack a monster that has invaded another location.
- **Supply** - Where players will gain cards from. If the **Guardian Supply** runs out of cards, shuffle the **Guardian Trash Pile** and it is the new supply. This is also the place where players will put trashed cards, so that they don't draw the card again.
- **Player Components** - This area is where players will keep their **Secret Quest**, and trophy pile. Also after playing all their cards during the power up phase they can adjust the plastic circles on their guardian mat so they know what attack power level they achieved.
- **Deck / Discard Pile** - Where players draw cards from and then at the end of each round discard cards. Once the deck runs out of cards, shuffle the discard pile and use it as the new deck.
- **Persistent Card Area** - Where players keep persistent cards so that they are always at the beginning of their play chain.
- **Card Play Area** - Where players play their cards during the power up phase. Be sure to play them left to right in a chain, and only move persistent cards to the persistent card area once the round is over.
- **Game Mode and Bosses** - Track the game time here and the boss cards are found here! Invade monsters from the Monster Aid when spaces are vacant.





BATTLE

In this chapter players have eight rounds to acquire the most trophy points and claim the title of **True Guardian** of Arthursburg. In an **Apprentice game you only have four rounds**. Players do this by completing the following phases each round:

Location Phase - In turn, players visit a **Safe Location** and gain the benefit listed.

Overrun Phase - Monsters with **Overrun** abilities trigger, punishing all players, if too many of that type of monster are in the city.

Power Up Phase - Simultaneously, players play their cards to: Generate energy to play more cards, increase attack to use against monsters, and gain damage counters to weaken or outright defeat monsters.

Battle Phase - In turn, players move to a location with monsters they can defeat and collect them as trophies. Then they may construct a **Blanket Fort** to prevent new monsters from invading that location, making it a **Safe Location** for the next round.

Clean-Up Phase - Simultaneously, players discard their cards in play and any unplayed cards from their hand. Players draw a new hand of 4 cards. If their deck runs out of cards, shuffle their discard pile and it becomes their new deck. Then move the **Timekeeper** token forward and the **Trailblazer** token to the right.

Players refine their deck during these rounds by **Trashing** cards, as opposed to just discarding them. **Trashing** a card returns it to the supply, removing it from the player's deck. Discarding a card places it in the player's personal discard pile, which will be shuffled and used as the new deck once the deck is empty.

The first turn everyone will only be able to visit **Home** and gain its benefit. Once players have ventured forth and set up **Blanket Forts** in other locations, preventing monsters from invading because the monster symbol is covered up, players may visit those locations for benefits as well!

Location Phase:

1 In turn order, passing to the left, players choose a location without a monster to visit with their **Guardian Figure** and gain the benefit listed on the location. Players may choose the same location as another.



2 Once everyone is done, proceed to the **Overrun Phase**.

Overrun Phase:

3 Check the monsters in play and apply their **Overrun** effects.



4 Once these applicable effects are applied, proceed to the **Power Up Phase**.

Power Up Phase:

5 Player persistent effects are now active. You do not need to meet a card's energy requirement again, since it is already in play!

6 Simultaneously players play their hand. In an **Apprentice** game players should do this in turn order until each player has the hang of it! As players play cards with + they should adjust their level counters on their player mat. Players should also gather the damage counters they will need in their **Battle Phase**.

PLAYING CARDS

Playing a Guardian Card:

- To play a card you need the required energy shown in the top left of the card. This energy is not spent after playing the card.
- Once the energy requirement has been met the card may be played. This card is placed face-up in front of the player and to the right of previously played cards. The player then resolves the effects listed on the card.

Important note:

- Play cards from left to right in a chain.
- Players may play all the cards they have in their hand if they have the proper resources to do so. Unplayable cards are held in hand until the **Clean-Up Phase**.
- Players may play cards with the same name.
- There is no limit to the number of cards a player may have in their hand.
- An appendix detailing the effects of each card is at the end of this booklet.



During this player's **Battle Phase** they will have an attack power level of seventeen. Three from **Cleave**, one from **Ice Blast**, nine from **Pulverize**, and four from **Axe**. The player gets four from **Axe** because they have two **Knight** cards in play, **Cleave** and **Pulverize**.


7 Once everyone is done, proceed to the **Battle Phase**.

Battle Phase:

In turn order do the following:

9 Players may place damage counters gained this round onto monster cards.



10 Select a location with a monster or monsters that have less or equal combined  value as the current player and move their **Guardian Figure** there.



11 Collect the monster(s) as a trophy, placing it in the current player's trophy pile, and gain its additional reward if it has one. Also, if a monster has taken enough damage to be defeated collect it and gain its reward as well.

12 Players may fortify any vacant location with their **Blanket Fort**. Making this safe for the **Location Phase** next round! Each round players may move their **Blanket Fort** to a new location, leave it where it was, or remove it from play. Any player may visit a **Blanket Fort** during the **Location Phase**.





13 Invade **Second Wave** monsters at visible monster symbols. If there are no remaining monsters in the supply, shuffle the **Retreat** pile and use that. If there are still no more monsters, start using the next wave of monsters. After the first **Boss Battle**, invade **Third Wave** monsters instead.

14 The current player removes their **Guardian Figure** to their player mat.

15 Pass to the next player, until all players have completed their **Battle Phase** and then proceed to the **Clean Up Phase**.

Clean Up Phase:

- 17 Players discard their non-persistent cards in play and any cards left in hand. Also, return any unused damage counters to the **Guardian Adventure Mat**.
- 18 Reset players'  and  levels to zero.
- 19 Draw four cards. Note: Players shuffle their discard pile and use it as their new deck once they need to draw a card and their deck is empty.
- 20 Pass the **Trailblazer Token** to the right.
- 21 Move the **Time Keeper Token** forward one step! If the next round is a **Battle**, repeat all phases of the **Battle** for each player.



BOSS BATTLE

After rounds of defending Arthursburg from the onslaught of monster waves a Boss monster will attack! Will your party be able to defeat it and reap rewards? Or fail and suffer the consequences?

Remove the SUPER cards, or Secret Quest cards if this is the Red Boss, from the back of the boss card and display them. These are the possible rewards for defeating the boss. Then flip over the boss to reveal which boss is attacking and resolve the effect it has when it enters play. This monster has an attack level that increases for each player. If the party bands together to defeat the boss they gain an extra SUPER card or Secret Quest card in order of who battled the boss with the highest attack level (Damage counters are converted to attack level when used against a boss, but causes the monster to be considered damaged). If the boss is not defeated this round players suffer punishments, which are more severe if you do not help with the boss.

Like a normal Battle round, the players will resolve the Location Phase, Overrun Phase, and Power Up Phases. Then in the Battle Phase, players choose to help out on the boss or battle monsters in the city. **In an Apprentice game all players work together and must battle the boss.** All players that battle the boss, have their attack added together to see if they defeat the boss.

See the next page on how to read the boss cards.

If players defeat the final boss, to aid in their quest choice they may view other players trophy piles, discard piles, and cards in play. What is in the deck is private.



BOSS MONSTER MAT LAYOUT

There are three different Boss Monsters to choose from for each wave difficulty.

- They are so powerful multiple Guardians need to work together in order to be stop them!
- If they are defeated, players are uniquely rewarded.
- If they are not stopped they will punish the players in a variety of ways.
- These bosses also have an effect on the game when they are revealed.

Boss Monster Components:

- 1 The name of the boss.
- 2 The attack power level of a boss is this value multiplied by the number of players.
- 3 The symbol representing the type of monster.
- 4 The effect(s) the boss has on the game when it is revealed.
- 5 Symbol showing where players can visit or battle.
- 6 The player's reward for defeating the boss based on how much they helped.
- 7 The penalty if the players fail to defeat the boss.
- 8 The artist who created the featured artwork and the copyright.



THIRD WAVE

After the first **Boss Battle** retreat monsters on red **Locations**. Invade their reinforcements face down from the **Third Wave**. At the beginning of the next **Battle Phase** flip these monsters over. Going forward, all reinforcements invade from the **Third Wave**. Move the **Time Keeper Token** forward one step.





SCORING

If the final Boss was not defeated than all players LOSE! However, you can still see who was the best loser. After the final **Boss Battle** has concluded players compare their **Secret Quests**, to see who completed their quests.

Then players compare their total amount of trophy points to determine who is crowned the **True Guardian!**

If there is a tie the player who completed more quests wins. If there is still a tie both players are crowned **True Guardians!**

For a completely cooperative experience, do not count the trophy points.



TWO PLAYER MODE

The following rule adjustments allow play with two players.

During **Deck Creation**, the **Draft Guardian Cards** step is different. Deal in a third player we will refer to as **Ghost**.

Player A will select a card from their thirteen cards and add it to their deck and pass the remaining twelve cards to **Player B**.

Player A then randomly selects one card, without looking at it, from **Ghost's** draft cards and places it face down into **Ghost's** deck.

Player A then looks at the remaining twelve cards from **Ghost's** draft cards and selects one to add to their deck, passing the eleven remaining cards to **Player B**.

Do this until all three stacks run out of cards. Then place **Ghost's** deck into the **Guardian Trash Pile** face up.

The rest of the game is the same.



ONE PLAYER MODE

The following rule adjustments allow play with one player.

During **Deck Creation**, the **Draft Guardian Cards** step is different. Deal thirty six cards to the player.

The player selects thirteen cards to add to their deck and place the rest into the **Guardian Trash Pile** face up.

The rest of the game is the same.

After **Scoring**, compare the player's score to the trophy point totals below.

30+ = True Guardian

25+ = Guardian

20+ = Apprentice

Less than 20 = please play again!



CARDS AND CLARIFICATION

Generic Cards:



1/59 **Explore**

When you play **Explore**, increase your energy value by two and draw one card from your deck, placing it into your hand.



2/59 **Practice Swing**

When you play **Practice Swing**, increase your energy value by one and increase your attack level by one.

Skill Cards:



3/59 **Bash**

When you play **Bash**, increase your energy value by one and increase your attack level by one. Also, this is a **Knight** card.



4/59 **Cleave**

When you play **Cleave**, increase your energy value by one and increase your attack level by three. If you battle at a location with more than one monster, increase your attack level by an additional three. Also, this is a **Knight** card.



5/59 **Mastering Slash**

When you play **Mastering Slash**, increase your attack level by four. Once during your **Battle Phase**, you may trash a card from your hand or discard pile. If you do this, increase your attack level by an additional three. Also, this is a **Knight** card.



6/59 **Ice Blast**

When you play **Ice Blast**, increase your energy value by three and increase your attack level by one. Also, this is a **Wizard** card.



7/59 **Arcane Knowledge**

When you play **Arcane Knowledge**, draw three cards from your deck, placing them into your hand. Then discard two cards from your hand. Also, this is a **Wizard** card.



8/59 **Fireball**

After playing **Fireball**, if it is your **Battle Phase**, choose a location and place three damage counters on all monsters there. Then, place one damage counter on all monsters in the surrounding locations. Also, this is a **Wizard** card.



9/59 **Shot**

When you play **Shot**, increase your energy value by two and increase your attack level by one. If you battle at a location with a monster that has **Overrun**, increase your attack level by an additional one. Also, this is an **Archer** card.



Overrun: If there are 2 or more **Warlocks**, players discard 1 card.
(This effect only happens once per round.)



10/59 **Point Blank Shot**

When you play **Point Blank Shot**, increase your energy value by two and increase your attack level by three. If you battle at a location with a monster that has **Overrun**, increase your attack level by an additional two. Also, this is an **Archer** card.



11/59 Aimed Shot

When you play **Aimed Shot**, you may set cards from your hand facedown under **Aimed Shot**. During your **Battle Phase**, target a monster. Place three damage counters on target monster. Then place three additional damage counters on target monster for each card under **Aimed Shot**. Also, this is an **Archer** card.



12/59 Daze

When you play **Daze**, at the end of your **Power Up Phase**, increase your attack level by one for each **Rogue** card you have in play (including this one). Also, this is a **Rogue** card.



$$+1 * 3 * 3 = +9$$



13/59 Precise Strike

When you play **Precise Strike**, look at the top two cards of your deck. Discard any number of them and put the rest on top of your deck in any order.

In addition, at the end of your **Power Up Phase**, increase your attack level by one for each **Rogue** card you have in play (including this one). Also, this is a **Rogue** card.



14/59 Borrow

When you play **Borrow**, you may play one non-item, non-SUPER card another player has in play. Resolve your copy as if just played from your hand. If you do this, discard **Borrow**. Also, this is a **Rogue** card.



Above, the player is using **Borrow** to play the **Ice Blast** the other player has so they can generate enough Energy to play the rest of their cards.



Both players are now benefiting from having the **Ice Blast** in play.



Item Cards:

Item cards all have the **Persistent** keyword. **Persistent** cards remain in play for the rest of the game. At the start of each new **Power Up Phase** you gain the benefit of **Persistent** cards without needing to reach its' energy requirement again.



15/59 Axe

When you play **Axe**, at the end of your **Power Up Phase**, increase your attack level by two for each **Knight** card you have in play. Also, this is a **Persistent** card.



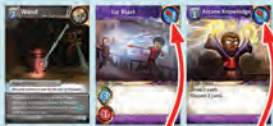
$$+1 \text{ (Knight)} + 1 \text{ (Knight)} = 2 \text{ (Attack)}$$

$$+2 \text{ (Axe)} * 2 \text{ (Knights)} + 1 \text{ (Persistent)} = +4 \text{ (Attack)}$$



16/59 Wand

After playing **Wand**, if it is your **Battle Phase**, choose a location and place one damage counter on all monsters there for each **Wizard** card you have in play. Also, this is a **Persistent** card.



$$+1 \text{ (Wizard)} + 1 \text{ (Wizard)} = 2 \text{ (Damage)}$$



17/59 Bow

When you play **Bow**, at the end of your **Power Up Phase**, gain one damage counter for each **Archer** card you have in play. Also, this is a **Persistent** card.



18/59 Dagger

When you play **Dagger**, at the end of your **Power Up Phase**, increase your attack level by two for each **Rogue** card you have in play. Also, this is a **Persistent** card.



19/59 Shield

When you play **Shield**, you may ignore **Final Acts**. Also, this is a **Persistent** card.

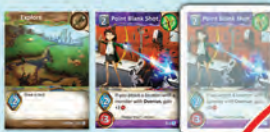


20/59 **Potion**

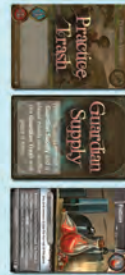
When you play **Potion**, once during the **Power Up Phase** or your **Battle Phase**, you may play one of your non-item, non-**SUPER** cards again, as if played from your hand (Effectively duplicating the card). If you do this, trash **Potion**. Also, this is a **Persistent** card.



Above, the player is using **Potion** to play **Point Blank Shot** again.



After that, the player has enough energy to play rest of their cards.



21/59 **Breastplate**

When you play **Breastplate**, increase your attack level by five. Also, this is a **Persistent** card.



22/59 **Robe**

When you play **Robe**, increase your energy value by three. Also, this is a **Persistent** card.



23/59 Backpack

When you play **Backpack**, in the **Clean Up Phase**, instead of drawing four cards, draw six. Then, discard two cards. Also, this is a **Persistent** card.



24/59 Marbles

When you play **Marbles**, once during your **Battle Phase**, you may gain five damage counters. You may place these on monsters to weaken them or if you put enough on a monster you can defeat it and still battle somewhere else. If you do this, trash **Marbles**. Also, this is a **Persistent** card.

Familiar Cards:



25/59 Caterpillar

When you play **Caterpillar**, look at the top two cards of your deck. Put one in your hand and discard the other. Then, trash up to one card from your discard pile. Also, this is a **Bug** card.



26/59 Butterfly

When you play **Butterfly**, gain three damage counters. If you have a **Caterpillar** in play, trash up to six cards in your discard pile. Also, this is a **Bug** card.



27/59 Sapling

When you play **Sapling**, increase your energy value by three. If you play or have played another **Plant** card increase your energy value by an additional two. Also, this is a **Plant** card.



28/59 Elder Oak

When you play **Elder Oak**, increase your attack level by five. At the end of the **Power Up Phase**, if you have a **Sapling** in play, increase your attack level by your current energy value. Then, reduce your energy value to zero. Also, this is a **Plant** card.



29/59 Wolf Pup

When you play **Wolf Pup**, if you play or have played another **Wolf** card, draw a card (Only draw one card this way). Also, this is a **Wolf** card.



30/59 **Dire Wolf**

When you play **Dire Wolf**, increase your attack level by four. If you have a **Wolf Pup** in play, increase your attack level by an additional four (Only gain this extra attack once). Also, this is a **Wolf** card.



31/59 **Tiger Cub**

When you play **Tiger Cub**, increase your energy value by two and increase your attack level by one. Also, this is a **Tiger** card.



32/59 **Sabertooth Tiger**

When you play **Sabertooth Tiger**, increase your attack level by six. If you have a **Tiger Cub** in play and you battle at a location with a damaged monster, increase your attack level by an additional six (Only gain this extra attack once). Also, this is a **Tiger** card.



Super Cards:



33/59 **Pulverize**

When you play **Pulverize**, increase your attack level by nine. Also, this is a **Knight** card.



34/59 **Falling Star**

After playing **Falling Star**, if it is your **Battle Phase**, choose a location and place six damage counters on all monsters there. Then, place one damage counter on all monsters in the surrounding locations. Also, this is a **Wizard** card.



35/59 **Rain of Arrows**

When you play **Rain of Arrows**, gain nine damage counters. Also, this is an **Archer** card.



36/59 Dramatic Display

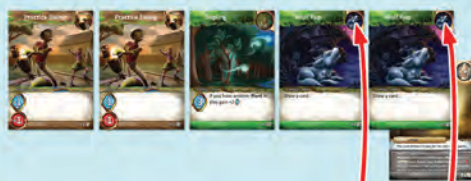
When you play **Dramatic Display**, look at the top two cards of your deck. Discard any number of them and put the rest on top of your deck in any order.

In addition, at the end of your **Power Up Phase**, increase your attack level by three for each **Rogue** card you have in play (including this one). Also, this is a **Rogue** card.



37/59 Mystic Ball

When you play **Mystic Ball**, attach it to target non-**SUPER** familiar you have in play. Attached familiar gains **Persistent** and is a **SUPER** card. At the end of the **Power Up Phase**, increase your attack level by two for each familiar of the same family as the attached familiar (including this one). Also, this is a **Persistent** card.



Mystic Ball Attack

$$+2 * 2 * 1 = +4$$

$$+1 + 1 = 2$$



38/59 Super Potion

When you play **Super Potion**, once during the **Power Up Phase** or your **Battle Phase**, you may play one of your non-item, non-**SUPER** cards again, as if played from your hand (Effectively duplicating the card). Also, this is a **Persistent** card.



39/59 **Sticker**

When you play **Sticker**, attach it to target non-**SUPER**, non-consumable item you have in play. Attached item is a **SUPER** card. **Sticker** gains the **Persistent** effects of the attached item (Effectively duplicating the card). Also, this is a **Persistent** card.



40/59 **Ancient Hilt**

When you play **Ancient Hilt**, at the start of your **Battle Phase**, increase your attack level by your current energy value. Then, reduce your energy value to zero. Also, this is a **Persistent** card.



41/59 **World Spirit**

When you play **World Spirit**, look at the top three cards of your deck. Put one of these cards into your hand and discard the rest. In addition, at the end of your **Power Up Phase**, increase your attack level by one for each non-item card you have in play (including this one).



42/59 **Immortal Elk**

When you play **Immortal Elk**, increase your energy value by one and increase your attack level by one. In addition, discard your entire deck and trash up to three cards from your discard pile. Then, draw a card.



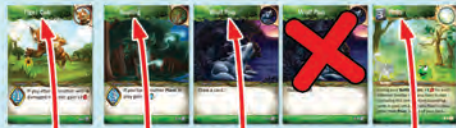
43/59 **Elf**

When you play **Elf**, gain four damage counters and draw two cards. Then, discard a card.



44/59 **Pixie**

When you play **Pixie**, at the end of your **Power Up Phase**, increase your attack level by three for each different familiar card you have in play (including this one).



+1

+1

+1

+1

= 4 Different Familiars

$$+3 * 4 * 1 = +12$$



QUESTS



1/12 **Generic Master**

In order to complete the **Generic Master** quest you need to have more generic cards (**Practice Swing** and **Explore**) between your hand, deck, in play, and discard pile than any other player. If you have accomplished this when the game ends, increase your trophy score by eight.



2/12 **Zombie Slayer**

In order to complete the **Zombie Slayer** quest you need to have more Zombie trophy cards than any other player. If you have accomplished this when the game ends, increase your trophy score by seven.



3/12 **Spider Slayer**

In order to complete the **Spider Slayer** quest you need to have more Spider trophy cards than any other player. If you have accomplished this when the game ends, increase your trophy score by eight.



4/12 **Warlock Slayer**

In order to complete the **Warlock Slayer** quest you need to have more Warlock trophy cards than any other player. If you have accomplished this when the game ends, increase your trophy score by seven.



5/12 **Orc Slayer**

In order to complete the **Orc Slayer** quest you need to have more Orc trophy cards than any other player. If you have accomplished this when the game ends, increase your trophy score by six.



6/12 Robot Slayer

In order to complete the **Robot Slayer** quest you need to have more Robot trophy cards than any other player. If you have accomplished this when the game ends, increase your trophy score by six.



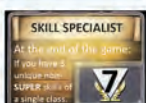
7/12 Versatile Hunter

In order to complete the **Versatile Hunter** quest you need to have one monster trophy from each family in play. If you have accomplished this when the game ends, increase your trophy score by five.



8/12 Weakling Hunter

In order to complete the **Weakling Hunter** quest you need to have five second wave monster trophy cards. If you have accomplished this when the game ends, increase your trophy score by six.



9/12 Skill Specialist

In order to complete the **Skill Specialist** quest you need to have three different non-**SUPER** skill cards from the same class. If you have accomplished this when the game ends, increase your trophy score by seven.



10/12 Trophy Specialist

In order to complete the **Trophy Specialist** quest you need to have three different monster trophies from the same family. If you have accomplished this when the game ends, increase your trophy score by seven.





11/12 Familiar Specialist

In order to complete the **Familiar Specialist** quest you need to have two sets of two different familiar cards from a single family. If you have accomplished this when the game ends, increase your trophy score by five.



12/12 Dual Wielder

In order to complete the **Dual Wielder** quest you need to have two of the same weapon cards between your hand, deck, in play, and discard pile. If you have accomplished this when the game ends, increase your trophy score by six.



MONSTERS



1/5 Zombie

The Zombie family of monsters are basic monsters that do nothing special.

Zombie monsters reward the player who defeats them with trophy points.



2/5 Orc

The Orc family of monsters are bullies and damage all Orc monsters when they enter play, including themselves.

Orc monsters reward the player who defeats them by performing a **Final Act**. The Orc **Final Act** requires each opponent, starting with the player to the left of the slayer, to gain a **Practice Swing** and place it on top of their deck. In addition they are worth trophy points.



3/5 Robot

The Robot family of monsters are shielded monsters and are immune to damage counters.

Robot monsters reward the player who defeats them with a **Persistent** energy. In addition some of them are worth trophy points.



4/5 Warlock

The Warlock family of monsters are powerful in numbers and will **Overrun!** If there are two or more Warlocks in play during the **Overrun Phase** all players must discard a card from their hand.

Warlock monsters reward the player who defeats them with a Persistent attack. In addition they are worth trophy points.



5/5 Spiders

The Spider family of monsters are powerful in numbers and will **Overrun!** If there are two or more Spiders in play during the **Overrun Phase** all players must discard a non-SUPER card from play.

Spider monsters reward the player who defeats them by revealing the top two cards of the **Guardian Supply**. The player may gain one of them, placing it into their discard pile, and trash the other. In addition they are worth trophy points.



LOCATIONS



1/10 Home

Home is a **Base Location** and is a safe location.

When players visit **Home** during the **Location Phase**, they draw two cards and then discard two cards. In addition, they may trash up to two cards from their discard pile.



2/10 Candy Shop

Candy Shop has a monster symbol. After players defeat the monster on this location they may fortify it with a **Blanket Fort** to prevent new monsters from invading and making it a safe location.

When players visit **Candy Shop** during the **Location Phase**, they increase their energy value by three.



3/10 Zoo

Zoo has a monster symbol. After players defeat the monster on this location they may fortify it with a **Blanket Fort** to prevent new monsters from invading and making it a safe location.

When players visit **Zoo** during the **Location Phase**, they look at the top five cards of their deck and put one card into their hand, discarding the rest. Then they discard a card from their hand.



4/10 Hill

Hill has two monster symbols. After players defeat the monsters on this location they may fortify it with a **Blanket Fort** to prevent new monsters from invading and making it a safe location.

When players visit **Hill** during the **Location Phase**, they increase their attack level by five.



5/10 Game Store

Game Store has two monster symbols. After players defeat the monsters on this location they may fortify it with a **Blanket Fort** to prevent new monsters from invading and making it a safe location.

When players visit **Game Store** during the **Location Phase**, they look at the top five cards of the **Guardian Supply** and put one card into their hand, trashing the rest. Then they discard a card from their hand.



6/10 Garage

Garage has a monster symbol. After players defeat the monster on this location they may fortify it with a **Blanket Fort** to prevent new monsters from invading and making it a safe location.

When players visit **Garage** during the **Location Phase**, they gain three cards from the **Guardian Supply** into their hand. Then they discard three cards from their hand.



7/10 School

School has a monster symbol. After players defeat the monster on this location they may fortify it with a **Blanket Fort** to prevent new monsters from invading and making it a safe location.

When players visit **School** during the **Location Phase**, they draw three cards and then discard three cards.



8/10 Field

Field has a monster symbol. After players defeat the monster on this location they may fortify it with a **Blanket Fort** to prevent new monsters from invading and making it a safe location.

When players visit **Field** during the **Location Phase**, they select up to two monsters on any location(s) and **Retreat** them. Then the player invades new monsters, face-down, from the wave of their choice into the empty spots. At the start of the **Battle Phase**, flip them face-up.

- Players may use this effect to remove **Overrun** monsters before they take effect.
- Players may use this to look for certain families of monsters.
- Players may use this to get weaker or stronger monsters in play.



9/10 Playground

Playground has a monster symbol. After players defeat the monster on this location they may fortify it with a **Blanket Fort** to prevent new monsters from invading and making it a safe location.

When players visit **Playground** during the **Location Phase**, they ignore **Overrun** effects and may trash up to four cards in their discard pile.



10/10 Museum

Museum has two monster symbols. After players defeat the monsters on this location they may fortify it with a **Blanket Fort** to prevent new monsters from invading and making it a safe location.

When players visit **Museum** during the **Location Phase**, they draw a card from the **Monster Supply** and keep it secret. At the start of their **Battle Phase**, they must place the secret monster at a location with another non-boss monster. They may place it at a location even though there are not enough monster symbols.



BOSSSES

Blue Boss

Remove the **SUPER** cards from the back of this card and display them.

If the party succeeds against the boss, in order of who battled the boss with the highest attack level, each player gains an extra **SUPER** card from those on display.

If the party fails against the boss, flip over **Base Location**. Also, players who did not battle the boss gain a **COWARD!** card.



1/6 Patient Zero, First Zombie

Patient Zero increases its attack level by twelve for each player.

When **Patient Zero** is revealed, players discard their hand and then draw as many cards as they discarded.



2/6 Kiara, Orc Chieftain

Kiara increases its attack level by twelve for each player.

When **Kiara** is revealed, players gain a **Practice Swing** on top of their deck.



3/6 Arak'nesh, Spider King

Arak'nesh increases its attack level by ten for each player.

When Arak'nesh is revealed, players discard a non-SUPER item card they have in play.

Red Boss

Remove the **Secret Quest** cards from the back of this card and display them.

If the party succeeds against the boss, in order of who battled the boss with the highest attack level, each player gains an extra **Secret Quest** card from those on display.

If the party fails against the boss, Arthursburg has fallen to the monsters and the players lose. Also, players who did not battle the boss **Retreat** their two highest value trophies.



4/6 Purify-A1, Robot Prototype

Purify-A1 increases its attack level by twenty for each player.

When Purify-A1 is revealed, monsters at other locations gain a protective shield making them immune to damage counters this round.



5/6 Kevin, Archwarlock

Kevin increases its attack level by sixteen for each player.

When Kevin is revealed, players discard a card.



6/6 Zarkoth, Pit Fiend

Zarkoth increases its attack level by seventeen for each player.

When Zarkoth is revealed, remove all **Blanket Forts** and **Retreat** all other monsters. Then, invade replacement monsters. If players cannot visit any locations, because none are safe, they skip their **Location Phase**.

How to Play

Warm Up

Deal each player six generic cards.



Deal each player two secret quests, and place two on the final boss.



Deal each player two **SUPER** cards, and place two on the mini boss. One of these will drive the players' strategy in the **Battle**.



Draft thirteen cards to create a unique deck.



Players place one **SUPER** card on the mini boss, and one secret quest on the final boss.



Battle

Visit a safe location to prepare.



Scout Arthursburg to see if any type of monsters are **Overrunning**.



Play cards to power up!



Weaken monsters with damage.



Move to and battle all monsters at a location. Collecting them as trophies.



Fortify locations with **Blanket Forts** to prevent new monsters from invading. Making the location available next round for the preparation phase.

