

Shifters Rules

Components

- 1x Game board
- 20x Map tiles
- 3x Player boards
- 39x Treasure cards (gold card back)
- 122x Playing cards (blue card back)
- 36x Event cards (green card back)
- 1x Counterfeiter card
- Suggested items which are not in a printables form.
- 15x Essence tokens
- 15x Usage tokens
- 50x Time tokens
- 3x Player figures

Printables downloadable through this link:

https://drive.google.com/drive/folders/1eUW_GlbXLvZ-wVyThlyXYBTTichGMemj

Setup

1. Prepare the Game Board:

- Place the Game board at the middle of the table so that every player can reach it.
- Place 2 tiles into the middle spaces of the board back side up and deal every player 3 map tiles. They are not allowed to look at them.
- They take turns placing down the tiles back side up. The only rule is that it must be connected to some other map tile. The first player can be decided however you want (eg. The person that slept the least last night starts.)
- The last map tile that each player places gets placed front side up and the player places their game piece into the middle of the map tile.

2. Prepare Decks:

- Form 3 decks based on the colour of their card backs (green, gold, blue), shuffle them, and place them somewhere where it's easy to reach for everyone.

3. Distribute Components:

- Deal every player 3 playing cards and give them 2 essence tokens.
- Set their starting HP to 8

Gameplay

1. Game structure:

- Game consists of 2 phases first is for gathering cards and fighting monsters and clearing events and second is to decide who the winner is through a round of battle royale.
- **First Phase:**
 - Turn Start:
 - Player draws 2 cards.
 - Player gains 1 essence. Can't have more than the limit of 4.
 - Player refreshes his fatigue and special card limit.
 - Main actions in a turn:
 - Player can perform move action, play various playing cards, trade these cards for various effects and put up to 3 cards into the vault, attack other players. These are explained in the Actions section.
 - If a player leaves a tile, and there is no one else on the tile the player left, he must shift the tile to some other space so that it doesn't disconnect any other tiles. If it's not possible tile stays in the same place.
 - If a player moves to a tile that is not discovered (tiles that are back side up) he gains 3 time tokens and turns the tile front side up.
 - Resolving an event:
 - If a player steps on a space with a green star an event is triggered. And the player gains 2 time tokens.
 - The player draws one card from the event deck and resolves the card drawn.
 - If the card drawn is a monster the person on the right becomes the monster and draws number of cards equal to the number of the monsters hand stat. Then combat begins which is explained in the combat section.
 - If the player defeats the monster, he gains rewards stated on the card.
 - Turn end:
 - If a player has more than 12 cards in his hand, he must discard any excess cards.
 - Level of fatigue the player has stays the same until the start of their next turn.
 - The amount of played special cards is not refreshed until the start of their next turn.
 - After first round ends counterfeiter becomes active and gets resolved.
 - Phase end:
 - After a player discovers the last tile the second phase starts after he finishes his turn

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| <ul style="list-style-type: none"> Second Phase: | |
| | <ul style="list-style-type: none"> Setting up the second phase: <ul style="list-style-type: none"> Players discard all of their cards from hand and all of their gear One tile is placed into the middle of the board front side up. All players are healed to 5 health. All players gain max amount of essence. The players can buy any number of cards using time tokens. Buying cards is explained in the section Shop. Players can also take any number of cards from their Vault. The order starts with the player to the left of the one who discovered the last tile and concludes with the player who made that discovery. All players place their game pieces anywhere on the tile in order starting with a player left of the player that discovered the last tile. |
| | <ul style="list-style-type: none"> Turn start: <ul style="list-style-type: none"> Player gains 1 essence can't have more than the limit of 4. |
| | <ul style="list-style-type: none"> Main actions in a turn: <ul style="list-style-type: none"> Player can perform move action, attack, take cards from the vault or buy cards from shop. |
| | <ul style="list-style-type: none"> Turn end: <ul style="list-style-type: none"> If a player has more than 12 cards in his hand, he must discard any excess cards. Level of fatigue the player has stays the same until the start of their next turn. The amount of played special cards is not refreshed until the start of their next turn. |
| 2. | Actions: |
| | <ul style="list-style-type: none"> Movement <ul style="list-style-type: none"> Base movement is 2. Moving across walls causes 1 fatigue. Additional fatigue may be received from various playing cards and by trading cards for additional movement. When fatigue reaches the limit (3) they can't move anymore. If a player exceeds the limit of 3 fatigue by moving across a wall, they take 1 dmg. |
| | <ul style="list-style-type: none"> Playing cards <ul style="list-style-type: none"> Playing cards may cause various effects such as restoring HP, movement, shifting map tiles, swapping players. The effect is always described on the respective card. A player can play up to 3 special playing cards (light blue) before having to wait for their turn to start where the limit is refreshed. |
| | <ul style="list-style-type: none"> Trading cards <ul style="list-style-type: none"> At any moment of the players turn they can choose to trade a card for 1 movement. This action causes fatigue indicating that it can be performed multiple times until fatigue reaches its limit. When attacking using essence player can choose to trade cards to transform them into essence and attack with them. |

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| <ul style="list-style-type: none"> Placing cards into the Vault/Taking cards out of the Vault <ul style="list-style-type: none"> In the first phase up to 3 cards per turn can be placed at any moment of a players turn outside of combat into the vault which is located on a player board. The vault can be accessed in the second phase. In the second phase during the players turn he can take any number of cards from his vault. The player can look at the content of his vault at any time. | |
| <ul style="list-style-type: none"> Combat <ul style="list-style-type: none"> Combat takes place in turns, starting with the attacker (in the monster combat the monster starts). Apart from defending, defender can also respond by attacking, using special cards that make sense, or running away, finishing one exchange. There can only be 3 attacks from each player per round. Monster fight <ul style="list-style-type: none"> Monster must always play a card. If the card doesn't specify the damage it deals, the card deals 1 dmg. After running out of cards in hand the monster deals dmg equal to its ATK stat and if a player doesn't defeat the monster in this exchange, the monster runs away. | |
| <ul style="list-style-type: none"> Attacking <ul style="list-style-type: none"> There are two ways to deal damage. <ul style="list-style-type: none"> Normal playing cards <ul style="list-style-type: none"> The number of dmg it deals is written on the card and the range in which the damage can be dealt is stated as well. This attack can't hit a player behind a wall. Essence <ul style="list-style-type: none"> The number of dmg it deals is equal to the number of essences used. This attack can pierce walls. This attack has a range of 1. The only defence against this type of attack is a special card or evade. | |
| <ul style="list-style-type: none"> Death <ul style="list-style-type: none"> First phase: <ul style="list-style-type: none"> If a players health drops below 0 he is revived with 5 health and loses all of his cards in hand. Second phase: <ul style="list-style-type: none"> When a player kills another player, he can take 1 card from his hand, 1 gear from his player board and 1 card from his vault if there are some left. The killed player is dead permanently. | |
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3. **Special Cards**

- Gear
 - Gear is a type of treasure that can be equipped on each respective slot.
 - Gear can be used for defending, attacking or other various things depending on the gear.

End of Game

The game ends when there's only 1 person left standing.

Frequently Asked Questions (FAQ)

Q: What if 2 players have the same amount of time after the round ends?

A: The counterfeiter deactivates and activates only after there is only 1 person with the least amount of time.

Q: Can I attack using essence and normal playing card at the same time?

A: No, only one type of attack is allowed.

Q: What if our group doesn't agree with some rules?

A: You are free to change them as you wish. These are just our recommended rules after hours and hours of testing.