



KINGDOM RUSH

ELEMENTAL UPRISING

RULEBOOK

INTRODUCTION

HEROES OF LINIREA, WE ARE UNDER SIEGE ONCE MORE! RELENTLESS HORDES OF POWERFUL ENEMIES ARE AT OUR GATES, AND IT IS AS IF THEY HAVE THE VERY FORCES OF NATURE AT THEIR BECK AND CALL.

THE WIND IS ALWAYS AT OUR ENEMY'S BACK, GRANTING THEM UNCANNY SPEED. VOLCANOES ERUPT, COVERING THE COUNTRYSIDE WITH ASH AND LAVA. THE EARTH TREMBLES, THREATENING TO OPEN UP AND SWALLOW OUR TROOPS AND TOWERS WHOLE. CREATURES FROM THE OCEAN DEPTHS SPAWN FROM MYSTERIOUS POOLS OF INKY SEAWATER.

WE CANNOT KEEP THE HORDES AND THE ELEMENTS AT BAY FOR MUCH LONGER. FOR THE KINGDOM TO SURVIVE, YOU MUST BEAR ARMS ONCE MORE!

*A CO-OPERATIVE TOWER DEFENSE GAME BY ALARA CAMERON,
HELANA HOPE AND SEN-FOONG LIM.*

GAME COMPONENTS



15 MAP TILES IN VARIOUS SHAPES



5 HERO BOARDS



5 HERO MINIATURES



20 HERO SPECIAL ABILITY TILES



5 HERO CARDS



116 HORDE CARDS

18 BOSS SPECIAL CARDS



2



10 TOWER MODS



2 FALCONER MODS

44 TOWER CARDS:



11 ARCHER TOWERS

11 MAGE TOWERS

11 ARTILLERY TOWERS

11 SOLDIER TOWERS

2 BOSS MINIATURES



4 TENTACLE MINIATURES



18 BUILDING SITE CARDS

12 SOLDIERS



2 ALRIC'S SAND WARRIORS



12 HORDE TRAYS



12 LEVEL REFERENCE CARDS



4 CHAMPION REFERENCE CARDS



15 ELEMENTAL RIFT CARDS

3

2 TOTEM TOKENS



2 PROTECTION TOKENS



6 EVENT TOKENS



12 CRYSTAL TOKENS



4 SPAWN TOKENS



12 GOLD TOKENS



5 BLOSSOM TYPES



4 HELPER CARDS



2 EXIT TILES



10 ENVIRONMENT FEATURE TOKENS



196 DAMAGE TILES IN VARIOUS SHAPES



1 RULEBOOK, GLOSSARY AND CROSSOVER GUIDE



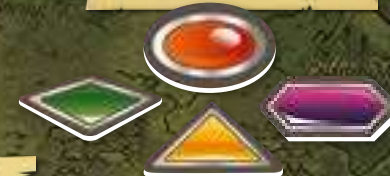
1 STICKER HOLDER



1 SET OF KINGDOM MAP STICKERS



4 PLAYER COLOR MARKERS



9 HEART TOKENS



1 KINGDOM MAP



GOAL OF THE GAME

IN *KINGDOM RUSH: ELEMENTAL UPRISING*, PLAYERS COOPERATE TO DEFEND A KINGDOM THAT IS BEING INVADED BY HORDES OF ENEMIES. THE GAME'S CAMPAIGN CONSISTS OF 12 SCENARIOS, EACH WITH ITS OWN UNIQUE GOALS AND CHALLENGES, BUT THE MAIN GOAL IS ALWAYS TO DEFEND THE KINGDOM BY DESTROYING THE INCOMING HORDES!

EACH SCENARIO SHOULD TAKE 60-90 MINUTES AND CAN BE PLAYED BY 1-4 PLAYERS. THIS IS A FULLY COOPERATIVE GAME, SO ALL PLAYERS MUST WORK TOGETHER TO WIN!

HOW TO WIN AND LOSE

WHILE THE MAIN GOAL MAY ALWAYS BE TO DESTROY THE INCOMING HORDES, THE SETUP INSTRUCTIONS FOR EACH SCENARIO WILL TELL YOU THE CONDITIONS TO WIN THAT SPECIFIC SCENARIO. PAY ATTENTION, AS THESE CONDITIONS CAN CHANGE FROM SCENARIO TO SCENARIO.

WHILE THERE IS USUALLY ONLY ONE WAY TO WIN A SCENARIO, THERE ARE SEVERAL WAYS TO LOSE! ALL PLAYERS IMMEDIATELY LOSE A SCENARIO IF:

- A** ALL OF THE KINGDOM'S HEALTH IS REMOVED
- OR
- B** IF ALL SPAWN STACKS ARE EMPTY AT THE BEGINNING OF A ROUND ALSO,
- C** EACH SCENARIO MAY HAVE A UNIQUE ADDED WAY TO LOSE THAT SCENARIO!

GAME SETUP

CHOOSE A SCENARIO TO PLAY FROM THE SCENARIO BOOKLET. WE RECOMMEND GOING THROUGH THEM IN ORDER (STARTING WITH THE "PROLOGUE" SCENARIO, WHICH TEACHES YOU MANY RULES WHILE PLAYING, OR "1. BLOOMING THREATS"). THE SCENARIO'S SETUP WILL SHOW HOW TO ALIGN MAP TILES AND HOW TO DISTRIBUTE TOWERS, HORDES, ETC.

ACCORDING TO YOUR CHOSEN SCENARIO, DO ALL OF THE FOLLOWING IN ORDER:

- 1 ACCORDING TO THE PLAYER COUNT, SET UP THE MAP AS SHOWN, USING THE INDICATED MAP TILES, EXIT TILE(S), BUILDING SITES, SPAWN TOKENS, PLUS ANY ADDITIONAL COMPONENTS SHOWN IN THE SCENARIO SETUP.

- 2 PLACE THE INDICATED NUMBER OF HEART TOKENS NEAR THE EXIT TILE.
- 3 GATHER THE INDICATED HORDE CARDS (RETURN THE REST TO THE BOX).
- 4 PLACE THE INDICATED HORDE CARDS FACE UP ON THE PATH.
- 5 CREATE SPAWN STACKS AS SHOWN, THEN PLACE EACH SPAWN STACK FACE DOWN NEXT TO ITS SPAWN TOKEN.
- 6 PREPARE THE TOWER DISPLAY: ORGANIZE ALL TOWERS BY TYPE AND LEVEL AS SHOWN.
- 7 PREPARE THE GENERAL SUPPLY: PLACE ALL GOLD, CRYSTALS, AND ALL OTHER INDICATED COMPONENTS NEAR THE GAME AREA.

PLAYER SETUP

- 8 EACH PLAYER CHOOSES A HERO TO USE. ACCORDING TO A PLAYER'S HERO, EACH PLAYER TAKES THE CORRESPONDING:

- A HERO BOARD
- B ACTIVATION CARD
- C DAMAGE TILES
- D HERO MINIATURE AND
- E SPECIAL ABILITY TILES
- F HEART TOKEN

- 9 DISTRIBUTE THE 'STARTING TOWERS' BETWEEN PLAYERS, AS AGREED TO BY ALL PLAYERS. (EACH PLAYER MAY HAVE A DIFFERENT NUMBER OF TOWERS, EVEN NONE, IN THEIR STARTING HAND).

- 10 CHOOSE A DIFFICULTY LEVEL, THEN TAKE THE INDICATED NUMBER OF CRYSTALS AND GOLD FROM THE GENERAL SUPPLY AND ADD IT TO THE PLAYERS' SUPPLY. EACH SCENARIO SHOWS HOW MANY GOLD AND CRYSTAL TOKENS TO TAKE ON THE STANDARD DIFFICULTY LEVEL.



SPECIAL FOR BRUXA: TAKE 3 SKULL TOKENS. THERE ARE 4 TOKENS IN THE BOX, BUT THE 4TH IS ONLY AVAILABLE WITH A CERTAIN ABILITY.



SPECIAL FOR ALRIC: TAKE 2 SAND WARRIOR MEEPLES.



CRYSTALS AND GOLD:

CRYSTALS AND GOLD ARE SHARED BY ALL PLAYERS IN ONE COLLECTIVE PLAYER SUPPLY THAT CAN BE USED BY ANY PLAYER.





GAMEPLAY

A GAME TAKES PLACE OVER A VARIABLE NUMBER OF ROUNDS. EACH ROUND CONSISTS OF THE FOLLOWING PHASES:

1 SPAWN NEW HORDES (PAGE 9).

PLACE A NEW HORDE FROM THE TOP OF EACH SPAWN STACK ONTO THE ADJACENT PATH SPACE.

2 PLAY TOWER AND HERO CARDS (PAGE 10).

PLAY TOWER AND HERO CARDS TO COVER HORDES WITH MINIATURES AND DAMAGE TILES.

⚠ QUICK NOTE ABOUT ADJACENCY

ADJACENCY INCLUDES DIAGONAL ADJACENCY UNLESS OTHERWISE STATED.

3 DESTROY HORDE TRAYS (PAGE 16).

REMOVE EACH HORDE THAT HAS ALL ITS ENEMIES COVERED AND PLAYERS RECEIVE REWARDS.

4 ADVANCE HORDE TRAYS (PAGE 17).

EACH (REMAINING) HORDE CARD ON THE PATH MOVES ONCE TOWARD THE EXIT.

5 PICK UP TOWER AND HERO CARDS (PAGE 18).

EACH PLAYER TAKES ALL OF THEIR PLAYED AND INCOMING CARDS INTO THEIR HAND.

6 BUY TOWERS AND MODS (PAGE 18).

PLAYERS COLLECTIVELY SPEND CRYSTALS AND GOLD TO GAIN NEW TOWERS AND MODS, AND UPGRADE TOWERS.

1. SPAWN NEW HORDES

⚠ NOTE

SKIP THIS PHASE DURING THE FIRST ROUND.

IN NUMERICAL ORDER, ONE AT A TIME, STARTING WITH SPAWN STACK "1", PERFORM THE FOLLOWING STEPS FOR EACH SPAWN STACK:

I. TAKE THE TOP HORDE CARD FROM THE HORDE STACK AND PLACE IT FACE UP INTO A HORDE TRAY.

II. PLACE THE HORDE TRAY ONTO THE PATH SPACE CLOSEST TO ITS SPAWN POINT THAT DOESN'T ALREADY CONTAIN A HORDE TRAY.

⚠ IMPORTANT

IF THERE ARE NO EMPTY SPACES BETWEEN THE SPAWN POINT AND THE EXIT, ALL PLAYERS LOSE AT ONCE!

HORDES MUST ALWAYS BE PLACED AND MOVED IN THE SAME ORIENTATION, WITH THEIR COLORFUL STRIPES ALWAYS TOWARD THE 'BOTTOM' OF THE MAP.

IN THE BELOW EXAMPLE, THE LEFT HORDE IS ORIENTED INCORRECTLY AS ITS STRIPES ARE NOT FACING THE BOTTOM OF THE MAP. THE HORDE ON THE RIGHT IS ORIENTED CORRECTLY.



EXAMPLE: THE TOP HORDE FROM STACK 1 MUST BE PLACED ON PATH A. THEN THE TOP HORDE 2 MUST BE PLACED ON PATH B.

2. PLAY TOWER AND ACTIVATE HEROES




PLAYERS PERFORM ACTIONS, ONE AT A TIME, IN ANY ORDER. EACH ACTION MUST BE FULLY RESOLVED BEFORE ANOTHER ACTION IS PERFORMED. THE SAME PLAYER MAY PERFORM MULTIPLE ACTIONS IN A ROW.

AS AN ACTION, CHOOSE ONE OF THE FOLLOWING OPTIONS:

- A.** PLAY A TOWER CARD (NEXT SECTION), OR
- B.** PASS A TOWER CARD (PAGE 13), OR
- C.** ACTIVATE YOUR HERO (PAGE 14).



TOWER CARD ANATOMY

- A** TOWER NAME
- B** TOWER LEVEL
- C** DAMAGE TYPE (PHYSICAL , MAGICAL , OR TRUE )
- D** NUMBER AND SHAPE OF DAMAGE TILES
- E** RANGE ARROWS
- F** ADDITIONAL SLOT FOR TOWER MOD

A. PLAY A TOWER CARD

EACH BUILDING SITE CAN HAVE AT MOST 1 SOLDIER TOWER AND 1 NON-SOLDIER TOWER BUILT ON IT. IF ANY MINIATURES (HERO, SAND WARRIORS, TENTACLES, ETC.) ARE ON A BUILDING SITE, YOU CANNOT BUILD THERE. YOU CANNOT BUILD ON A SPACE CONTAINING AN ENVIRONMENT FEATURE, UNLESS IT IS A BLOSSOM (SEE BOX).



ENVIRONMENT FEATURES

SHOWN HERE IS A MAGIC BLOSSOM FROM SCENARIO 1. YOU MAY BUILD ON A BUILDING SITE THAT HAS A BLOSSOM (BUT NEVER ANY OTHER ENVIRONMENT FEATURE TYPE). A BLOSSOM THAT IS BUILT ON IS NOT REMOVED; BUT WHILE COVERED WITH A TOWER, IT CAN NOT BE ACTIVATED.

TO PLAY A TOWER CARD, PERFORM THE FOLLOWING STEPS IN ORDER:

- I. CHOOSE A TOWER CARD FROM YOUR HAND; PLACE IT FACE UP ON ONE OF YOUR-COLORED BUILDING SITES (RESPECTING THE RULES STATED ABOVE).



- II. ATTACK WITH THIS PLACED TOWER BY PLACING DAMAGE TILES/SOLDIERS AS SHOWN BY ITS RANGE (PAGE 11).



ATTACKING AND DEFEATING HORDES

YOU CAN COVER ENEMY (AND NON-ENEMY) SQUARES WITH DAMAGE TILES BY ATTACKING WITH TOWERS AND HEROES. ADDITIONALLY, MOVING A HERO MINIATURE (PAGE 14) PHYSICALLY ON TOP OF ENEMY (AND NON-ENEMY) SQUARES ALSO COVERS THOSE SQUARES!

WHEN ALL ENEMY SQUARES ON A HORDE ARE COVERED, THE HORDE (THE ENTIRE CARD) WILL BE DEFEATED DURING PHASE 3: DESTROY HORDE TRAYS (PAGE 16). LEAVE HORDES ON THE PATH UNTIL THEN. ONLY ENEMIES NEED TO BE COVERED, BUT ANY NUMBER OF NON-ENEMY SQUARES ON A HORDE CAN BE LEFT UNCOVERED.



PLACING DAMAGE TILES:

THIS ELEMENT WORKS DIFFERENTLY FROM KINGDOM RUSH: RIFT IN TIME!

WHEN PLACING A DAMAGE TILE, YOU MAY:

- ✓ COVER ENEMIES AND/OR EMPTY SMALL SQUARE.
- ✓ ROTATE AND/OR FLIP IT ANY WAY.

DAMAGE TILES CAN NEVER:

- ✗ COVER OTHER DAMAGE TILES OR ANYTHING ELSE PHYSICALLY ON THE HORDE.
- ✗ EXTEND OUTSIDE A HORDE.
- ✗ BE MOVED. (ONCE PLACED, DAMAGE STAYS.)



DAMAGE TYPES

AS YOU PLAY THROUGH THE CAMPAIGN YOU'LL ENCOUNTER INCREASINGLY POWERFUL ENEMIES WITH SPECIAL RULES. SOME OF THEM MAY BLOCK YOU FROM PLACING CERTAIN TYPES OF DAMAGE TILES ON THEM. SOLDIERS AND DAMAGE TILES ALWAYS HAVE A TYPE ASSOCIATED WITH THEM; PHYSICAL, MAGICAL, OR TRUE.

ICONS



ATTACK TYPE

PHYSICAL: SHOWN BY A 'SWORD ICON' OR 'RED RANGE ARROWS'. SOLDIERS ARE USUALLY PHYSICAL DAMAGE, UNLESS THE TOWER OR HERO ABILITY SPECIFICALLY STATES OTHERWISE. PHYSICAL DAMAGE CANNOT BE PLACED ON PHYSICAL RESISTANT ENEMIES.

MAGICAL: SHOWN BY A 'BLUE MAGIC ICON' OR 'BLUE RANGE ARROWS'. MAGICAL DAMAGE CANNOT BE PLACED ON MAGICAL RESISTANT ENEMIES.

TRUE: SHOWN BY THE 'PURPLE SWORD ICON' OR 'PURPLE RANGE ARROWS'. TRUE DAMAGE IGNORES PHYSICAL AND MAGICAL RESISTANCE (IT CAN BE PLACED ON BOTH PHYSICAL AND MAGICAL RESISTANT ENEMIES).

A HERO MINIATURE CAN ALWAYS MOVE DIRECTLY ONTO PHYSICAL OR MAGICAL RESISTANT ENEMIES, CAUSING TRUE DAMAGE. BUT WHEN A HERO ATTACKS, THE DAMAGE TILE TYPE DEPENDS ON THE HERO AND IS TYPICALLY NOT TRUE DAMAGE.

ENEMIES WITH PHYSICAL OR MAGICAL RESISTANCE WILL APPEAR IN THE LATER SCENARIOS!

ATTACK RANGE

EACH ATTACK HAS RANGE. RANGE DETERMINES THE DIRECTION AND DISTANCE YOU CAN PLACE DAMAGE TILES. THE DIRECTION A TOWER OR HERO MINIATURE IS FACING (ITS ORIENTATION) AFFECTS ITS POSSIBLE TARGETS. WHEN PLACING OR MOVING A TOWER OR HERO MINIATURE, YOU MAY CHANGE ITS ORIENTATION. YOU CANNOT CHANGE THE ORIENTATION ANY OTHER TIME, ESPECIALLY NOT DURING AN ATTACK.

ICONS

ATTACK TYPE

	MELEE: DAMAGE TILES MUST BE PLACED ON THE SAME HORDE THIS HERO'S MINIATURE IS ON.	ALRIC A MAY ATTACK HORDE 2 WITH MELEE DAMAGE.
	DAMAGE TILES/SOLDIERS MUST BE PLACED ON THE ADJACENT POINTED-TO HORDE.	ADEPT TOWER B MAY ATTACK HORDE 3 . IT CAN'T ATTACK ANY OTHER HORDE.
	IF THERE IS MORE THAN ONE DAMAGE TILE ASSOCIATED WITH ONE OF THESE 'MULTI-ARROW' RANGES, YOU MAY PLACE EACH DAMAGE TILE/SOLDIER ON THE SAME OR DIFFERENT HORDES.	BRUXA C MAY ATTACK EITHER HORDE 3 OR HORDE 4 WITH HER BASIC ATTACK. WIZARD TOWER D MAY ATTACK HORDES 1 AND 2 , PUTTING ALL DAMAGE TILES ON ONE OF THEM OR SPLITTING THEM.
	DAMAGE TILES/SOLDIERS ARE PLACED ON EACH ADJACENT POINTED-TO HORDE.	DWARVEN BOMBARD E MAY ATTACK HORDES 2 AND 3 , PUTTING ONE 1x1 TILE ON EACH OF THEM.
	DAMAGE TILE/SOLDIERS ARE PLACED AS DESIRED AMONG ANY ADJACENT SPACES.	KNIGHTS BARRACKS F MAY PUT TWO SOLDIERS EITHER ON HORDE 2 OR 3 OR 4 (OR PUT ONE SOLDIER EACH ON TWO DIFFERENT HORDES).
	PERFECT RANGE: DAMAGE TILES/SOLDIERS MAY BE PLACED ON ANY ONE HORDE, ANYWHERE ON THE BOARD.	SHARPSHOOTER TOWER G MAY ATTACK HORDE 2 WITH TWO 2x1 TILES OR IT MAY INSTEAD DEAL TWO 1x1 DAMAGE TILES TO ANY ONE VISIBLE HORDE: 1 , 2 , 3 OR 4 .
	TILES PLACED BY ARCHER TOWERS (WITH "+" BETWEEN TILES) HAVE TO BE PLACED ON ONE HORDE.	SHARPSHOOTER TOWER G CAN'T ATTACK TWO DIFFERENT HORDES.
	SPLASH DAMAGE: PLACE SOLDIERS AS NORMAL (ACCORDING TO THE TOWER'S RANGE); FOR EACH SOLDIER, ALSO PLACE 1 'SPEAR' DAMAGE TILE ON A DIFFERENT HORDE ADJACENT TO THE HORDE ON WHICH THE SOLDIER WAS JUST PLACED. SOLDIERS AND THEIR 'SPEAR' DAMAGE TILES SHARE THE SAME DAMAGE TYPE.	THE KNIGHTS BARRACKS F PLACES ONE SOLDIER ON HORDE 3 AND ONE SOLDIER ON HORDE 4 . THEN THE SOLDIER FROM HORDE 3 MAY ATTACK HORDE 1 , 2 OR 4 WITH A 1x1 DAMAGE TILE. THE SOLDIER FROM HORDE 4 MAY ATTACK HORDE 2 OR 3 WITH A 1x1 DAMAGE TILE.

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B. PASS A TOWER CARD

CHOOSE A TOWER FROM YOUR HAND TO PLACE INTO ANY OTHER PLAYER'S INCOMING TOWERS SLOT. OPTIONALLY, UPGRADE THE PASSED CARD BY RETURNING IT TO THE SUPPLY AND TAKING A TOWER FROM THE SUPPLY OF THE SAME TYPE, BUT 1 LEVEL HIGHER (IT STILL GOES INTO THEIR INCOMING TOWERS SLOT).



PASSING (AND UPGRADING) IS THE ONLY WAY TO GAIN LEVEL 3 AND 4 TOWERS. YOU DON'T HAVE TO UPGRADE A TOWER TO PASS IT, BUT GENERALLY YOU WANT TO WHEN YOU CAN.

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C. ACTIVATE YOUR HERO

WHEN YOU ACTIVATE YOUR HERO, PLACE YOUR HERO CARD ON HERO BOARD AND PERFORM THESE STEPS IN ORDER:

1. OPTIONAL: YOU MAY MOVE AND/OR ROTATE YOUR HERO MINIATURE
2. MANDATORY: PERFORM ONE OF THE FOLLOWING THREE ACTIONS:
 - BASIC ATTACK
 - SPECIAL ABILITY
 - REST

YOU CANNOT MOVE YOUR HERO MINIATURE AFTER PERFORMING AN ACTION. YOU CAN ONLY ACTIVATE YOUR HERO ONCE PER ROUND.

IMPORTANT

YOU MAY ONLY ACTIVATE YOUR HERO IF HE OR SHE ISN'T KNOCKED OUT. A KNOCKED-OUT HERO CANNOT ACTIVATE; INSTEAD, THE HERO REGENERATES ALL THEIR LIFE POINTS (BUT NOT SPECIAL ABILITIES) AND THEN WAITS FOR THE NEXT ROUND.

MOVEMENT

MOVE YOUR HERO A NUMBER OF ADJACENT SPACES UP TO THE NUMBER OF 'WINGED BOOTS' ON YOUR HERO BOARD. YOUR HERO MAY MOVE THROUGH ANY SPACES ON THE MAP, BUT YOU CAN'T FINISH MOVEMENT ON A SPACE WITH A TOWER.



EXAMPLE, BRUXA CAN MOVE UP TO 3 SPACES.

IF YOUR HERO MINIATURE IS ON YOUR HERO BOARD, IT IS CONSIDERED TO BE ADJACENT TO ANY EXIT.

PLACING AND MOVING HERO MINIATURES:

YOU CAN:

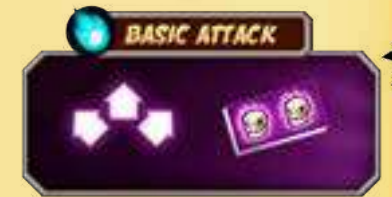
- ✓ MOVE THROUGH TOWERS AND HORDES.
- ✓ END MOVEMENT ON HORDES AND BUILDING SITES WITH NO TOWER PRESENT.
- ✓ COVER ENEMIES AND/OR EMPTY SMALL SQUARES. REMEMBER, HEROES DEAL TRUE DAMAGE SO CAN COVER BOTH PHYSICAL AND MAGICAL RESISTANT ENEMIES.
- ✓ ROTATE TO FACE ANOTHER DIRECTION ENSURING THAT THE MINIATURE IS FLAT ON ITS BASE. YOU DON'T HAVE TO MOVE TO A NEW SPACE TO ROTATE.

YOU CAN NEVER:

- ✗ END ITS MOVEMENT ON A TOWER.
- ✗ COVER DAMAGE TILES, MINIATURES, OR ANY COMPONENT THAT IS PHYSICALLY PLACED ON A HORDE.
- ✗ EXTEND ITS BASE OVER THE EDGE OF A HORDE.
- ✗ CHANGE DIRECTION DURING AN ATTACK. YOU CAN ONLY CHANGE DIRECTION AS PART OF A MOVE.

BASIC ATTACK

EACH HERO MAY PERFORM A BASIC ATTACK JUST LIKE TOWERS. EACH HERO'S BASIC ATTACK IS SPECIFIED IN THE UPPER LEFT CORNER OF THE HERO BOARD.



SPECIAL ABILITIES

EACH HERO MAY PERFORM A SPECIAL ABILITY INSTEAD OF A BASIC ATTACK. EACH HERO MAY HAVE UP TO 2 SPECIAL ABILITIES (DEPENDING ON THE NUMBER OF PLAYERS). AVAILABLE ABILITIES ARE LISTED IN THE SCENARIO DESCRIPTION.

WHEN A HERO USES A SPECIAL ABILITY, FLIP THIS ABILITY TILE TO THE OTHER SIDE. YOU CAN'T USE IT AGAIN UNTIL THE HERO RESTS.

SPECIAL ABILITIES MARKED WITH THIS ICON ARE "PASSIVE ABILITIES" THAT WORK CONSTANTLY. YOU CAN'T TRIGGER A PASSIVE ABILITY AS A HERO ACTION; IT IS ALWAYS ACTIVE.

REST

INSTEAD OF PERFORMING A BASIC ATTACK OR TRIGGERING A SPECIAL ABILITY, A HERO MAY REST TO REGAIN ALL LIFE POINTS AND REFRESH THEIR SPECIAL ABILITIES.

REMEMBER: WHENEVER YOUR HERO IS KNOCKED OUT, HE OR SHE SKIPS THEIR NEXT ACTIVATION AND REGAINS ALL LIFE POINTS. THIS IS NOT REST: SPECIAL ABILITIES ARE NOT REFRESHED.

TRIGGERING BLOSSOMS AND OTHER ENVIRONMENT FEATURES

WHEN A HERO MOVES ON OR THROUGH ANY BLOSSOM, AFTER YOU END THAT HERO'S MOVEMENT, YOU MAY ACTIVATE AND EXHAUST EACH OF THOSE BLOSSOMS (FLIPPING THE TOKEN TO ITS WITHERED SIDE). PERFORM THE EFFECT FOR THE BLOSSOM (AS DESCRIBED IN THE SCENARIO SETUP OR ON THE BLOSSOM REFERENCE CARD.)



IN THE LATER SCENARIOS THERE WILL ALSO APPEAR OTHER BLOSSOMS AND DIFFERENT ENVIRONMENT FEATURES. THEIR RULES ARE IN THE SCENARIO DESCRIPTION AND THE GLOSSARY.

- A** HERO BASIC ATTACK
- B** TWO SLOTS FOR HERO SPECIAL ABILITIES
- C** SLOT FOR HERO CARD
- D** HERO NAME
- E** HERO HEALTH POINTS
- F** HERO MOVE POINTS
- G** SLOT FOR INCOMING TOWERS
- H** TURN SEQUENCE
- I** SPECIAL ICONS AND HERO SKILLS

BRUXA

AT THE BEGINNING OF BRUXA'S ACTIVATION, FOR EACH SHE HAS PUT ON A HORDE THAT IS ADJACENT TO HER.

TURN SEQUENCE

1. SPAWN NEW HORDES
2. PLAY TOWER AND HERO CARDS
3. DESTROY HORDE TRAYS
4. ADVANCE HORDE TRAYS
5. PICK UP TOWER AND HERO
6. SPEND CRYSTALS & GOLD

DARK SECRETS

BRUXA CAN HAVE UP TO 3 ON HER BOARD.

HERO

SHE STARTS WITH ZERO. EACH TIME A HORDE THAT IS IN OR ADJACENT TO BRUXA'S SPACE IS DESTROYED, PUT ON HER BOARD.

3. DESTROY HORDE TRAYS

DESTROY EACH HORDE (IN ANY ORDER) THAT HAS ALL OF ITS ENEMIES COVERED (NON-ENEMY SQUARES DO NOT NEED TO BE COVERED).

TO DESTROY A HORDE, PERFORM THE FOLLOWING STEPS IN ORDER

(ONE DESTROYED HORDE AT A TIME):

- DEAL 1 DAMAGE TO EACH HERO AND SOLDIER ON IT.
- RETURN ALL DAMAGE TILES ON IT TO THEIR RESPECTIVE SUPPLIES.
- REMOVE AND DISCARD THE HORDE CARD AND TRAY FROM THE PATH, BUT LEAVE ANY REMAINING HERO MINIATURES ON THAT SAME PATH SPACE (FROM WHICH THE HORDE WAS REMOVED).
- GAIN THE REWARD SHOWN ON THE BACK OF THE DISCARDED HORDE CARD (IF ANY). A 'SLASH' MEANS OR.



EXAMPLE: WHEN THIS HORDE IS DESTROYED, GAIN 1 GOLD OR 1 CRYSTAL.

HERO AND SOLDIER HEALTH

SOLDIERS

SOLDIERS HAVE 1 HEALTH. WHEN THEY ARE DEALT 1 OR MORE DAMAGE, IMMEDIATELY RETURN THEM TO THE SUPPLY.

HEROES

WHEN A HERO RECEIVES DAMAGE, REDUCE THEIR HEALTH TRACKER ON THEIR HERO BOARD. IF A HERO IS REDUCED TO 0 HEALTH, THEY ARE KNOCKED OUT, AND THE HERO'S MINIATURE IS IMMEDIATELY PLACED ON THEIR HERO BOARD.



PROTECTION - A HERO WITH PROTECTION IGNORES DAMAGE UNTIL THE END OF THE ROUND (THEY DO NOT LOSE ANY HEALTH, SO A HERO WITH PROTECTION CANNOT BE KNOCKED OUT).

4. ADVANCE HORDE TRAYS

EACH HORDE ON THE PATH ATTEMPTS TO MOVE TOWARD THE EXIT ONCE, FOLLOWING THIS PROCEDURE IN ORDER.

1. EACH HORDE ALONG THE PATH CONNECTING THE 1ST SPAWN POINT AND EXIT ATTEMPTS TO MOVE. HORDES CLOSEST TO THE EXIT ATTEMPT TO MOVE FIRST.
2. EACH HORDE ALONG THE PATH CONNECTING THE 2ND SPAWN POINT AND EXIT ATTEMPTS TO MOVE. HORDES CLOSEST TO THE EXIT ATTEMPT TO MOVE FIRST, BUT DO NOT MOVE ANY HORDES THAT ALREADY MOVED THIS PHASE. (REPEAT FOR THE 3RD SPAWN POINT, ETC.)

EACH LARGE 'MULTI-SQUARED' ENEMY - WITH ANY NUMBER OF ITS SQUARES VISIBLE - REMOVES 4 HEARTS FROM THE KINGDOM (INSTEAD OF 1) IF IT ESCAPES.



WHEN A HORDE WITH ANY HEROES OR SOLDIERS ON IT TRIES TO MOVE, THE HORDE DOES NOT MOVE. INSTEAD, DEAL 1 DAMAGE TO EACH HERO AND SOLDIER ON THE HORDE.

A HORDE WITH NO HEROES OR SOLDIERS WILL MOVE TO THE NEXT PATH SPACE CLOSER TO THE EXIT THAT HAS NO HORDE. A MOVING HORDE CAN MOVE THROUGH ONE OR MORE HORDES TO REACH THIS NEXT EMPTY SPACE, SO BE CAREFUL!

IF A HORDE MOVES ONTO A PATH SPACE WITH ANY HERO MINIATURES, EACH OF THOSE HEROES MUST RETREAT TO AN ADJACENT SPACE WITHOUT A HORDE OR TOWER. RETREATING NEVER TRIGGERS BLOSSOM OR OTHER ENVIRONMENT FEATURES!

IF THERE ARE NO MORE EMPTY SPACES BETWEEN THE MOVING HORDE AND THE EXIT, IT ESCAPES. REMOVE ONE HEART FROM THE KINGDOM FOR EACH UNCOVERED ENEMY ON THE ESCAPING HORDE, THEN REMOVE THE ESCAPING HORDE FROM THE GAME. IF THE KINGDOM LOSES ALL HEARTS, ALL PLAYERS IMMEDIATELY LOSE THE GAME!



5. PICK UP TOWER AND HERO CARDS

EACH PLAYER TAKES THEIR HERO CARD AND ALL OF THEIR TOWER CARDS INTO THEIR HANDS (FROM THEIR INCOMING TOWERS AND BUILDING SITES).

6. BUY TOWERS AND MODS

ALL GOLD AND CRYSTALS ARE SHARED BY ALL PLAYERS. ANY PLAYER - IN ANY ORDER, AND AS AGREED TO BY THE TEAM - CAN SPEND GOLD AND CRYSTALS TO BUY NEW TOWERS AND TOWER MODS FROM THE SUPPLY. SPEND THE REQUIRED CRYSTALS AND GOLD, RETURNING IT TO THE SUPPLY; THEN GIVE EACH NEW TOWER TO ANY PLAYER, AND PUT EACH NEW MOD ONTO ANY ELIGIBLE TOWER OWNED BY ANY PLAYER. YOU CAN MAKE ANY NUMBER OF PURCHASES.

BUYING NEW TOWERS



SPEND 2 CRYSTALS TO BUY ANY LEVEL 1 TOWER; OR SPEND 3 CRYSTALS TO BUY ANY LEVEL 2 TOWER.

YOU CAN ONLY BUY LEVEL 1 AND 2 TOWERS (HIGHER LEVEL TOWERS CAN BE GAINED BY PASSING TOWERS DURING PHASE 2 (PAGE 13)). TOWERS ARE LIMITED; IF THEY RUN OUT, YOU CAN'T BUY THAT TYPE. A TOWER IN THE SUPPLY THAT ALREADY HAS MODS ATTACHED TO IT IS BOUGHT AS USUAL.

BUYING NEW MODS



SPEND 2 GOLD TO BUY A TOWER MOD AND APPLY IT TO ANY ELIGIBLE TOWER. KEEP IN MIND THAT:

- EACH MOD MAY BE APPLIED ONCE PER SCENARIO AND CAN'T BE MOVED TO ANOTHER TOWER.

- YOU MAY ALWAYS BUY ANY OF 6 BASIC TOWER MODS (DESCRIBED ON PAGE 19)..

ADVANCED MODS WILL BE AVAILABLE IN LATER SCENARIOS.

TOWER MODS



SOLDIER TOWERS MAY NOT HAVE MODS APPLIED TO THEM. THIS ICON ON THE TOWER REMINDS YOU OF THIS.



MAGE TOWERS (OF LEVELS 1, 2, AND 3 ONLY) CAN HAVE UP TO 2 MODS APPLIED TO THEM. THIS ICON ON THE TOWER REMINDS YOU OF THIS.

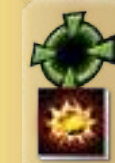


YOUR GAME COMES WITH 2 COPIES OF EACH MOD: THE 2ND COPY IS JUST A BACKUP IN CASE ONE COPY IS LOST OR DESTROYED. THE MODS AVAILABLE TO USE DURING A GAME (1 OF EACH) ARE STORED IN A STICKER HOLDER "BOOK" - ONLY MODS REMAINING THERE ARE AVAILABLE FOR USE DURING A GAME.



2X1 ARTILLERY DAMAGE TILE:

WHEN THIS TOWER ATTACKS, PLACE AN ADDITIONAL PHYSICAL 2X1 DAMAGE TILE ON THE ADJACENT POINTED-TO HORDE.



1X1 DAMAGE TILE:

WHEN THIS TOWER ATTACKS, PLACE AN ADDITIONAL 1X1 PHYSICAL DAMAGE TILE ON ANY HORDE.



TRUE DAMAGE:

ALL DAMAGE TILES PLACED BY THIS TOWER ARE CONSIDERED TO BE TRUE DAMAGE.



PERFECT RANGE:

ALL DAMAGE TILES SHOWN ON THIS TOWER HAVE PERFECT RANGE (INSTEAD OF THE SHOWN RANGE).



ADDITIONAL SOLDIER:

WHEN THIS TOWER ATTACKS, PLACE AN ADDITIONAL SOLDIER ON ANY ONE OF THE POINTED-TO ADJACENT HORDES.



ADDITIONAL BUILDING SITE:

AT THE BUILDING SITE WHERE THIS TOWER IS BUILT, YOU MAY BUILD ONE EXTRA NON-SOLDIER TOWER (SO 2 NON-SOLDIER TOWERS AND 1 SOLDIER TOWER CAN BE BUILT THERE).

SOLO MODE CHANGES

YOU USE ONE 'MAIN' HERO, TWO BENCH HEROES, AND THREE BUILDING SITE COLORS.

BENCH HEROES: DETERMINE WHICH ONES TO USE BEFORE THE SCENARIO BEGINS, AND HAVE THEIR MINIATURES AND HERO CARDS NEARBY (RETURN THEIR HERO BOARDS TO THE BOX).



ONCE PER ROUND, DURING THE 2) PLAY TOWER AND HERO CARDS PHASE; IN ADDITION TO PLAYING YOUR 'MAIN' HERO CARD (BEFORE OR AFTER), YOU MAY ACTIVATE 1 BENCH HERO, AS FOLLOWS:

- 1) PLACE THE BENCH HERO'S MINIATURE ON ANY HORDE OR SPACE (FOLLOWING PLACEMENT RULES).
- 2) ACTIVATE THE EFFECTS ON THE 'BENCH HERO' SIDE OF THEIR CARD (SHOWN LEFT).

3) REMOVE THE BENCH HERO'S MINIATURE AND CARD FROM THE GAME AT THE END OF THE ROUND IT WAS USED (UNLESS THE EFFECT SAYS TO DO OTHERWISE). EACH BENCH HERO MAY BE USED ONLY ONCE PER GAME.

WHEN YOU UPGRADE AND PASS A TOWER, DO EVERYTHING AS NORMAL; EXCEPT, PLACE THE TOWER IN YOUR 'INCOMING TOWERS' SLOT.

AT THE BEGINNING OF EACH ROUND, YOU MUST CHOOSE ONE BUILDING SITE COLOR TO BLOCK, MEANING THAT YOU CANNOT PLACE ANY TOWERS ON BUILDING SITES OF THIS COLOR THE ENTIRE ROUND (YOU CAN USE THE OTHER TWO BUILDING SITE COLORS AS USUAL).

YOU CANNOT CHOOSE THE SAME BUILDING SITE COLOR TO BLOCK TWO ROUNDS IN A ROW.



IF THERE IS A WHITE BUILDING SITE IN A SCENARIO, IT IS ALWAYS AVAILABLE IN SOLO MODE.

TO DECREASE THE DIFFICULTY...

YOU MAY USE 1 OR 2 ADDITIONAL BENCH HEROES (FOR A TOTAL OF 3 OR 4).

DIFFICULTY LEVELS

EASY



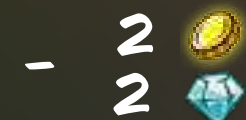
START WITH 2 GOLD AND 1 CRYSTAL MORE THAN SHOWN IN THE SCENARIO SETUP. ADDITIONALLY, UPGRADE UP TO 3 DIFFERENT STARTING TOWERS BY 1 LEVEL.

STANDARD



START WITH THE AMOUNT OF GOLD AND CRYSTALS SHOWN IN THE SCENARIO SETUP.

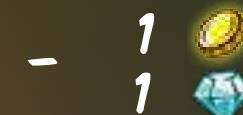
HARD



START WITH 2 GOLD AND 2 CRYSTALS FEWER THAN SHOWN IN THE SCENARIO SETUP.



IRON CHALLENGE



START WITH 1 GOLD AND 1 CRYSTAL FEWER THAN SHOWN IN THE SCENARIO SETUP. ADDITIONALLY, EACH SCENARIO HAS A UNIQUE IRON CHALLENGE RULE IN ITS SETUP.



START WITH 3 CRYSTALS FEWER THAN SHOWN IN THE SCENARIO SETUP. ADDITIONALLY, RETURN 1 STARTING TOWER TO THE TOWER DISPLAY. THE SCENARIO HAS AN ADDITIONAL LOSE CONDITION: IF ANY HERO LOSES ALL OF THEIR HEALTH, ALL PLAYERS IMMEDIATELY LOSE THE SCENARIO.

BEFORE YOU START THE GAME...

HOW TO PREPARE THE MAP FOR EACH PLAYER COUNT

KINGDOM RUSH: ELEMENTAL UPRISING IS A CAMPAIGN GAME. WE RECOMMEND PLAYING SCENARIOS IN THE RIGHT ORDER BECAUSE EACH SCENARIO INTRODUCES NEW GAMEPLAY ELEMENTS, AND TOGETHER THEY TELL A CONTINUING STORY.

TO LEARN THE GAME, WE STRONGLY SUGGEST PLAYING THE OPTIONAL PROLOGUE SCENARIO - "FOES ON THE HORIZON" (IN THE SEPARATE BOOKLET). IT WILL GUIDE YOU STEP BY STEP THROUGH ALL OF THE GAME PHASES. YOU MAY SKIP IT, THOUGH, AND START WITH SCENARIO 1 - "BLOSSOM THREATS".

EACH SCENARIO GIVES YOU THE FOLLOWING INFORMATION:

- WHICH **HERO** ABILITIES ARE AVAILABLE
- WHICH **TOWERS** AND MODS ARE AVAILABLE
- HOW MANY AND YOU SHOULD TAKE ON STANDARD DIFFICULTY LEVEL
- HOW MANY YOU SHOULD PLACE NEAR THE EXIT
- WHICH TOWERS YOU START WITH (DISTRIBUTE THEM AS YOU LIKE AMONG THE PLAYERS)
- HOW TO PREPARE THE **HORDES**

HORDES

GATHER TOGETHER THE FOLLOWING HORDE CARDS FROM THE INDICATED WAVE GROUPS:

WAVE 0	WAVE 1	WAVE 2
1x GREEN	2x GREEN	2x GREEN
2x YELLOW	2x YELLOW	1x YELLOW
1x RED		

SPAWN STACKS

PLACE THE GATHERED HORDE CARDS FACE DOWN INTO SPAWN STACKS AS SHOWN. IN THIS EXAMPLE, STACK 1 HAS A GREEN CARD ON THE BOTTOM AND A RED CARD ON TOP.

YOU'LL PLACE EACH SPAWN STACK NEXT TO THE MAP AS SHOWN BELOW.



THE FOLLOWING SYMBOLS APPEAR IN MAP SETUP ILLUSTRATIONS:



PLACE A BUILDING SITE OF THE INDICATED COLOR ON THIS SPACE.



PLACE THE NUMBERED SPAWN TOKEN ADJACENT TO THE INDICATED PATH SPACE.



PLACE A RANDOM FACE-UP HORDE CARD OF THE INDICATED LEVEL AND COLOR ON THIS SPACE (IN A HORDE TRAY, AND TAKEN FROM THOSE GATHERED).



PLACE THE EXIT TILE ADJACENT TO THE INDICATED PATH SPACE.

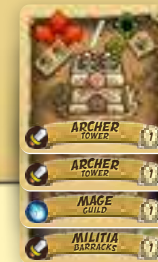


PLACE A FACE-UP MAGIC BLOSSOM ON THIS SPACE. IF THERE IS A BUILDING SITE ALREADY ON THIS SPACE, PLACE THE BLOSSOM ON TOP.



2 PLAYERS:

- 2x ARCHER TOWER.
- 1x MAGE GUILD.
- 1x MILITIA BARRACKS



BLOOMING THREATS

IRON CHALLENGE

YOU CANNOT BUY LEVEL 1 TOWERS (GAIN ANY LEVEL 1 TOWERS AT THE START OF THE GAME AS NORMAL). REMOVE ALL BLOSSOMS FROM THE BOARD.

PEOPLE, GATHER ROUND! THE ENEMY IS AT OUR GATES! THIS IS NO LONGER AN ORDINARY WAR. WE ARE FACING CREATURES FAR BEYOND OUR POWERS. REMEMBER WHEN OUR GRANDMOTHERS USED TO SING TO US OF MYSTICAL FLOWERS THAT BLOOM ON NEARBY HILLS? THOSE LEGENDS WERE TRUE. THEY MIGHT BE THE ONLY WAY TO STOP THESE MONSTROUS MAGMA ELEMENTALS. LET NATURE DEFEAT THE UNNATURAL!

VICTORY CONDITION

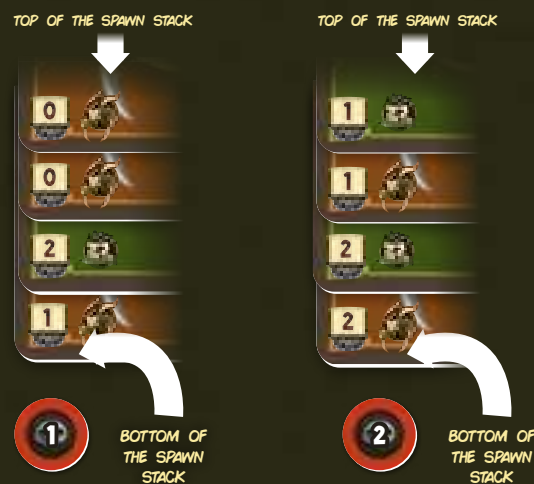


SPAWN STACKS

YOU WIN IF THERE ARE NO ENEMIES ON THE MAP AT THE END OF 5TH ROUND.

ALL PLAYERS IMMEDIATELY LOSE IF: ALL OF THE KINGDOM'S HEALTH IS REMOVED; OR ALL SPAWN STACKS RUN OUT OF CARDS (THE 5TH ROUND ENDS).

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN.



HEROES

ALL HEROES ARE AVAILABLE.

DO NOT USE HERO ABILITY TILES (LEAVE THEM ALL IN THE BOX).

TOWERS

DO NOT USE LEVEL 4 TOWERS (LEAVE THEM ALL IN THE BOX).

6 BASIC TOWER MODS ARE AVAILABLE.

1. SETTING UP HORDE STACKS

HORDES

GATHER TOGETHER THE FOLLOWING HORDE CARDS FROM THE INDICATED WAVE GROUPS:

WAVE 0	WAVE 1	WAVE 2
1x GREEN	2x GREEN	2x GREEN
2x YELLOW	2x YELLOW	1x YELLOW
1x RED		

2. SETTING UP THE MAP



3. NEW RULES

BLOSSOM



IF YOU MOVE A HERO THROUGH A SPACE CONTAINING A MAGIC BLOSSOM, OR YOU END A HERO'S MOVEMENT ON TOP OF A MAGIC BLOSSOM, YOU MAY IMMEDIATELY FLIP THE MAGIC BLOSSOM FACE DOWN TO ACTIVATE IT. YOU MAY ACTIVATE MULTIPLE BLOSSOMS DURING THE SAME TURN IF YOU MOVE THROUGH/ON THEM ALL. A FACE-DOWN MAGIC BLOSSOM CANNOT BE ACTIVATED. BLOSSOMS NEVER FLIP FACE UP AGAIN DURING THIS SCENARIO (EACH MAY ONLY BE USED ONCE).

PLACE 1 1x1 TRUE DAMAGE TILE ONTO EACH OF UP TO 2 DIFFERENT HORDES LOCATED ANYWHERE.

NEW ENEMIES



SPECIAL DAMAGE

ONLY TRUE DAMAGE, SOLDIERS, AND HERO MINIATURES CAN COVER ENEMIES WITH THIS ICON.



LARGE ENEMY

WHEN A HORDE ESCAPES, IF ANY SQUARES OF A LARGE 'MULTI-SQUARE' ENEMY ARE UNCOVERED, THAT LARGE ENEMY REMOVES 4 HEARTS FROM THE KINGDOM (NOT JUST 1 PER VISIBLE LARGE ENEMY SQUARE).



TOUGH ENEMY

TOUGH ENEMIES ARE ALWAYS LARGE, AND EACH OF A GIVEN TOUGH ENEMY'S SQUARES MUST BE COVERED BY A DIFFERENT HERO OR DAMAGE TILE. HOWEVER, A GIVEN HERO OR DAMAGE TILE MAY COVER SINGLE SQUARES OF MORE THAN ONE DIFFERENT TOUGH ENEMY.



FAST ENEMY

WHEN A HORDE ATTEMPTS TO MOVE, IF IT HAS 1 OR MORE VISIBLE FAST ICONS, THE HORDE WILL ATTEMPT TO MOVE TWICE. FAST ICONS REVEALED AFTER THE FIRST MOVE (DUE TO REMOVAL OF DAMAGED HEROES OR SOLDIERS) DO NOT THEN CAUSE A SECOND MOVE.

1 PLAYER:

- 2x ARCHER TOWER
- 1x MAGE GUILD
- 2x MILITIA BARRACKS



2 PLAYERS:

- 3x ARCHER TOWER
- 1x MAGE GUILD
- 2x MILITIA BARRACKS



3 PLAYERS:

- 2x ARCHER TOWER
- 1x MAGE GUILD
- 1x MILITIA BARRACKS



4 PLAYERS:

- 2x ARCHER TOWER
- 1x MILITIA BARRACKS



2

EVERYTHING CHANGED WHEN THE LAVA APPEARED

SLAY THE MONSTER'S HEAD, AND THE REST WILL FALL APART. THE HOBGOBLINS MARCHING IN THE FRONT MUST BE KILLED FIRST, AND THEN THE ENEMY'S MORALE WILL SURELY COLLAPSE. OUR SCOUTS REPORT STRANGE LAVA POOLS APPEARING NEARBY. FIND THEM, AS THEY MAY CONTAIN TREASURES, BUT STAY ALERT - DANGER IS EVERYWHERE.

IRON CHALLENGE

EACH TIME A CHAMPION DOES NOT PERFORM ITS SPECIAL ATTACK, REMOVE (UP TO) 1 DAMAGE TILE FROM IT. PLAYERS COLLECTIVELY DECIDE WHICH DAMAGE TILE TO REMOVE (OF ANY SIZE OR TYPE).

VICTORY CONDITION



ALL 3 CHAMPIONS (SEE BELOW) ARE DESTROYED AND YOU SURVIVE UNTIL THE END OF THAT ROUND.

ALL PLAYERS IMMEDIATELY LOSE IF: ALL OF THE KINGDOM'S HEALTH IS REMOVED; OR ANY CHAMPION ESCAPES TO THE KINGDOM.

SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN.

EACH SPAWN STACK WILL BE PLACED NEXT TO THE MAP AS SHOWN BELOW.

TOP OF THE SPAWN STACK



1 BOTTOM OF THE SPAWN STACK

2

3

HEROES

ALL HEROES ARE AVAILABLE.

YOU MAY USE ALL HERO ABILITIES WITH . IN A GAME WITH 1-2 PLAYERS, USE 2 ABILITIES PER HERO; IN A GAME WITH 3-4 PLAYERS, USE 1 ABILITY PER HERO.

TOWERS

DO NOT USE LEVEL 4 TOWERS (LEAVE THEM ALL IN THE BOX).

6 BASIC TOWER MODS ARE AVAILABLE.

1. SETTING UP HORDE STACKS

HORDES

GATHER THE FOLLOWING HORDE CARDS FROM THE INDICATED WAVE GROUPS. IF THERE ARE EXTRAS AVAILABLE OF A LEVEL/TYPE, CHOOSE WHICH ONES TO USE RANDOMLY.

WAVE 0	WAVE 1	WAVE 2
2x GREEN	3x GREEN	3x GREEN
2x YELLOW	3x YELLOW	1x YELLOW
3x RED	3x RED	

WAVE 3	WAVE 5
1x GREEN	2x BLANK
1x YELLOW	3x C1
1x RED	



2. SETTING UP THE MAP



3. NEW RULES



LAVA POOL

PLACE A LAVA POOL ON THE INDICATED SPACE AND ADD 2 CRYSTALS ON TOP.

IF YOU MOVE A HERO THROUGH A SPACE CONTAINING A LAVA POOL, OR YOU END A HERO'S MOVEMENT ON TOP OF A LAVA POOL, IF THERE ARE ANY CRYSTALS REMAINING ON IT, TAKE 1 OF THEM AND ADD IT TO THE PLAYERS' SUPPLY. EACH HERO CAN ONLY COLLECT UP TO 1 CRYSTAL PER LAVA POOL PER TURN.

AFTER HORDES ADVANCE, EACH HERO ADJACENT TO OR ON ANY LAVA POOL SUFFER 1 DAMAGE.



BLOSSOM REGENERATION

CHOOSE ANY 1 FACE-DOWN BLOSSOM - OF ANY TYPE - AND FLIP IT FACE UP. (IF THERE ARE NO FACE-DOWN BLOSSOMS, DO NOTHING.)

THE HOBGOBLIN DEPICTS 2 OF THESE ICONS ON THE BACK, SO YOU PERFORM BLOSSOM REGENERATION TWICE.

NEW ENEMIES



BLANK HORDES

SCENARIO 2+: BLANK HORDES WILL BE PLACED IN SPAWN STACKS. WHEN ONE 'WOULD BE PLACED' DURING "SPAWN NEW HORDES" - INSTEAD OF PLACING IT - REMOVE IT FROM THE GAME. DO NOT DRAW ANOTHER HORDE FROM ITS SPAWN STACK AS A REPLACEMENT.



MAGICAL SHIELDS

A HORDE SHOWING THIS ICON BLOCKS INCOMING DAMAGE OF THE INDICATED TYPE COMING FROM THE INDICATED DIRECTION. IN THIS EXAMPLE TO THE LEFT: IF DAMAGE ORIGINATES FROM A SPACE IN A COLUMN TO THE LEFT OR RIGHT OF THIS HORDE'S SPACE, IT IS BLOCKED.

A HORDE'S SHIELD PROTECTS ONLY THAT HORDE; IT DOES NOT PREVENT YOU FROM DAMAGING OTHER HORDES.

THIS DOES NOT BLOCK ANY DAMAGE FROM A HERO ON THE HORDE.

SPLASH DAMAGE MAY STILL DAMAGE A HORDE WITH A SHIELD, IF THE SPLASH DAMAGE ORIGINATES FROM THE OTHER SIDE OF THE SHIELD.

CHAMPION

CHAMPIONS ARE CONSIDERED TO BE A HORDE - THEY "ATTEMPT TO MOVE" IN ORDER AS NORMAL.

1. WHEN A CHAMPION ATTEMPTS TO MOVE; BEFORE IT ATTEMPTS TO MOVE, REVEAL THE TOP CARD OF THE CHAMPION DECK:

IF THIS CHAMPION'S HORDE TRAY SHOWS AT LEAST THIS MANY ICONS (THOSE UNCOVERED), PERFORM THIS CHAMPION'S SPECIAL ATTACK. DISCARD THE DRAWN CARD FACE UP NEXT TO THE CHAMPIONS DECK AFTERWARD, REGARDLESS WHETHER THE CHAMPION MADE A SPECIAL ATTACK.



2. THEN, THE CHAMPION ATTEMPTS TO MOVE (AS A NORMAL HORDE).

THE CHAMPION ATTEMPTS TO MOVE REGARDLESS WHETHER IT MADE A SPECIAL ATTACK.

IF MULTIPLE CHAMPIONS ARE IN PLAY, EACH ONE WILL DRAW A SEPARATE ACTIVATION CARD, ATTEMPT TO ACTIVATE THEIR SPECIAL ATTACK AND THEN ATTEMPT TO MOVE AFTER (TRIGGERED IN ORDER LIKE NORMAL HORDES BASED ON DISTANCE TO THE EXIT).

THESE CHAMPION RULES APPLY TO ALL FUTURE CHAMPIONS AS WELL.

HOBGOBLIN WARCHIEF SPECIAL ATTACK: CLEAVE

REMOVE ALL SOLDIERS FROM THIS HORDE AND EACH ADJACENT HORDE. THEN, ALL HEROES ON AND ADJACENT TO THIS HORDE SUFFER 1 DAMAGE.



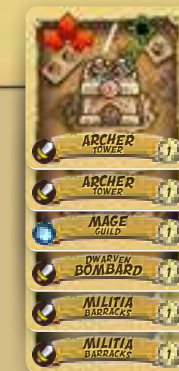
1 PLAYER:

- 1x ARCHER TOWER
- 1x MAGE GUILD
- 1x DWARVEN BOMBARD
- 2x MILITIA BARRACKS



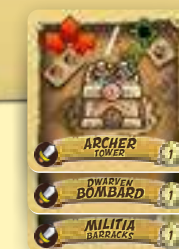
2 PLAYERS:

- 2x ARCHER TOWER
- 1x MAGE GUILD
- 1x DWARVEN BOMBARD
- 2x MILITIA BARRACKS



3 PLAYERS:

- 1x ARCHER TOWER
- 1x DWARVEN BOMBARD
- 1x MILITIA BARRACKS



4 PLAYERS:

- 1x ARCHER TOWER
- 1x MILITIA BARRACKS



RUMBLE IN THE JUNGLE

OUR LIFE-GIVING JUNGLE IS ON FIRE! BUT IT IS NOT ARSONISTS WHO SET IT AFLAME. A GREATER EVIL HAS SETTLED IN, DEFILING THE LUNGS OF OUR KINGDOM. SPECIAL FORCES LED BY ALRIC AND HIS SAND WARRIORS ARE LEAVING AT DAWN TO DEFEAT FIRE CLAW, WHO IS THOUGHT TO BE THE LEADER OF THE MAGMA ELEMENTALS. DAREDEVILS EAGER TO JOIN THEM WILL BE REMEMBERED FOREVER!

VICTORY CONDITION



DEFEAT ALL 3 OF FIRE CLAW'S CARDS AND SURVIVE UNTIL THE END OF THAT ROUND WITHOUT LOSING.

ALL PLAYERS IMMEDIATELY LOSE IF: ALL OF THE KINGDOM'S HEALTH IS REMOVED, OR ALL SPAWN STACKS RUN OUT OF CARDS.

HEROES

ALL HEROES EXCEPT ALRIC ARE AVAILABLE.

YOU MAY USE ALL HERO ABILITIES WITH . IN A GAME WITH 1-2 PLAYERS, USE 2 ABILITIES PER HERO; IN A GAME WITH 3-4 PLAYERS, USE 1 ABILITY PER HERO.

TOWERS

CROSSBOW FORT, ASSASSIN'S GUILD, ARCHMAGE AND DWAARP TOWERS ARE AVAILABLE. LEAVE THE REMAINING LEVEL 4 TOWERS IN THE BOX.

FULL TOWER EXPLANATIONS ARE IN THE GLOSSARY.

6 BASIC TOWER MODS ARE AVAILABLE.

1. SETTING UP HORDE STACKS

HORDES

GATHER TOGETHER THE FOLLOWING HORDE CARDS FROM THE INDICATED WAVE GROUPS:

WAVE 0	WAVE 1	WAVE 2	WAVE 3	WAVE 4	WAVE 5
3x GREEN	3x GREEN	3x GREEN	1x GREEN	1x GREEN	EVENT A-B
3x YELLOW	2x YELLOW	3x YELLOW	1x YELLOW	2x YELLOW	3x BLANK
3x RED	1x RED	3x RED			3x FIRE CLAW

IRON CHALLENGE

AT THE END OF ALRIC'S MOVE PHASE: IF THE TOP VISIBLE FIRE CLAW CARD HAS 0 DAMAGE TILES ON IT, EACH HERO - ANYWHERE ON THE BOARD - SUFFERS 1 DAMAGE. ALRIC IGNORES ALL DAMAGE.

AND

MINIATURES (INCLUDING SAND WARRIORS) CAN NOT END THEIR MOVEMENT ON THE TOP VISIBLE FIRE CLAW CARD.

SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN.



2. SETTING UP THE MAP



PLAYERS' SUPPLY:

3x
3x

YES, THERE ARE TWO EXITS!

PLACE A 'GOLD' LAVA POOL HERE, THEN PLACE 2 GOLD ON IT.

PLACE ALRIC'S MINIATURE AND BOTH SAND WARRIORS ON THIS SPACE.

LEAVE ALRIC'S HERO BOARD IN THE BOX.

STACK FIRE CLAW'S THREE CARDS HERE FACE UP IN ORDER (#1 ON TOP, #3 ON THE BOTTOM).

PLACE 2 OBJECTIVE TOKENS ON THE MAP, 1 ON EACH FLAG ICON.

3. NEW RULES

EVENT CARDS

WHEN AN EVENT CARD IS DRAWN, IT TRIGGERS AN EFFECT AND IS DISCARDED THEN.

YOU WILL FIND ALL EVENTS IN PARAGRAPHS AT THE END OF THE RULEBOOK (PAGES 60-61).

WHITE BUILDING SITE

A WHITE BUILDING SITE FUNCTIONS AS EVERY PLAYER'S BUILDING SITE COLOR SIMULTANEOUSLY. MORE THAN ONE PLAYER CAN BUILD AT THE SAME WHITE BUILDING SITE (RESPECTING THE USUAL BUILDING SITE LIMITS). IN PHASE 5 (PICK UP TOWER AND HERO CARDS), EACH TOWER ON A WHITE BUILDING SITE CAN BE REMOVED BY ANY PLAYER, REGARDLESS WHO BUILT IT. IN A SOLO GAME, THE WHITE BUILDING SITE IS NEVER BLOCKED (RULEBOOK, PAGE 20).

NEW ENEMIES



MAGICAL ENEMY

ENEMIES WITH THE  AND A BLUE BORDER MUST BE COVERED WITH MAGICAL DAMAGE (OR TRUE DAMAGE) TILES.



PHYSICAL ENEMY

ENEMIES WITH THE  AND A YELLOW BORDER MUST BE COVERED WITH PHYSICAL DAMAGE (OR TRUE DAMAGE) TILES.



HERO CHALLENGE: ALRIC



ALRIC AND SAND WARRIORS

YOUR GOAL IN THIS SCENARIO IS TO DESTROY FIRE CLAW. TO DO THAT, YOU NEED THE HELP OF ALRIC.

AT THE BEGINNING OF PHASE 2 (PLAY HERO AND TOWER CARDS) YOU MAY MOVE ALRIC AND BOTH SAND WARRIORS UP TO 2 SPACES EACH. THEY ALL HAVE PROTECTION, BUT DON'T DEAL DAMAGE ON THEIR OWN.

FIRE CLAW

YOU CAN'T DEAL DAMAGE TO FIRE CLAW'S CARDS UNLESS ALRIC OCCUPIES A SPACE WITH AN OBJECTIVE TOKEN.

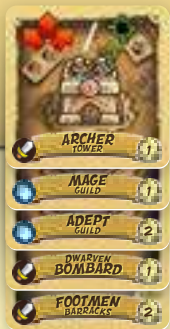
YOU MAY ATTACK ONLY THE VISIBLE TOP CARD OF THE FIRE CLAW STACK. AFTER COVERING ALL COLORED SPACES, DESTROY IT DURING PHASE 3 (DESTROY HORDES). REMOVE THE TOP FIRE CLAW CARD FROM THE STACK, READ THE OTHER SIDE OF THE CARD, THEN REMOVE IT FROM PLAY.

FIRE CLAW NEVER MOVES. HE STILL DEALS DAMAGE TO MINIATURES STANDING ON HIM LIKE ANY OTHER HORDE.



1 PLAYER:

- 1x ARCHER TOWER
- 1x MAGE GUILD
- 1x ADEPT GUILD
- 1x DWARVEN BOMBARD
- 1x FOOTMEN BARRACKS



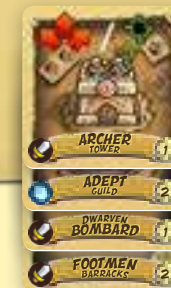
2 PLAYERS:

- 1x ARCHER TOWER
- 1x MAGE GUILD
- 1x ADEPT GUILD
- 1x DWARVEN BOMBARD
- 1x MILITIA BARRACKS
- 1x FOOTMEN BARRACKS



3 PLAYERS:

- 1x ARCHER TOWER
- 1x ADEPT GUILD
- 1x DWARVEN BOMBARD
- 1x FOOTMEN BARRACKS



4 PLAYERS:

- 1x ARCHER TOWER
- 1x ADEPT GUILD
- 1x MILITIA BARRACKS



IRON CHALLENGE

KINGDOM HAS ONLY 1 HEART TOKEN. IF ANY ENEMY ESCAPES THE BOARD, YOU LOSE THE GAME.

RUMORS OF JACK O' LANTERN EMERGING ONCE AGAIN FROM THE MIST ARE SPREADING AMONG THE PEASANTS. VILLAGERS HAVE CEASED THEIR WORK, AND FISHERMEN HAVE BEEN SCARED OFF BY ROILING MURKY PONDS. OUR SUPPLIES ARE DWINDLING. IT IS HIGH TIME WE USED OUR SECRET WEAPON. IT IS TIME TO UNLEASH THE MAGIC OF FIRE.

VICTORY CONDITION



SPAWN STACKS

DESTROY ALL 4 CHAMPIONS (SEE BELOW) AND SURVIVE UNTIL THE END OF THAT ROUND WITHOUT LOSING.

ALL PLAYERS IMMEDIATELY LOSE IF: ALL OF THE KINGDOM'S HEALTH IS REMOVED, OR 2 OR MORE SPAWN STACKS RUN OUT OF CARDS.

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN.

HEROES

ALL HEROES ARE AVAILABLE.

YOU MAY USE ALL HERO ABILITIES WITH 5 OR 5. IN A GAME WITH 1-2 PLAYERS, USE 2 ABILITIES PER HERO; IN A GAME WITH 3-4 PLAYERS, USE 1 ABILITY PER HERO.

TOWERS

CROSSBOW FORT, ASSASSIN'S GUILD, ARCHMAGE AND DWAARP TOWERS ARE AVAILABLE. LEAVE THE REMAINING LEVEL 4 TOWERS IN THE BOX.

FULL TOWER EXPLANATIONS ARE IN THE GLOSSARY.

6 BASIC TOWER MODS ARE AVAILABLE.

TOP OF THE SPAWN STACK

BOTTOM OF THE SPAWN STACK

1. SETTING UP HORDE STACKS

HORDES

GATHER TOGETHER THE FOLLOWING HORDE CARDS FROM THE INDICATED WAVE GROUPS:

WAVE 0	WAVE 1	WAVE 2	WAVE 3	WAVE 5	WAVE 6
3x GREEN	3x YELLOW	2x YELLOW	1x RED	2x GREEN	BLANK x2
1x YELLOW	3x RED			1x YELLOW	EVENT A, B
2x RED				1x RED	PUMPKIN x3
					1x C1
					3x C2

2. SETTING UP THE MAP

PLAYERS' SUPPLY:

3x 3x

3. NEW RULES

FIRE BLOSSOM

WHEN YOU ACTIVATE A FIRE BLOSSOM, PLACE 1 1x1 TRUE DAMAGE TILE ON EACH HORDE ADJACENT TO THE ACTIVATED FIRE BLOSSOM.

MURKY POND

HEROES CANNOT MOVE ONTO OR THROUGH A MURKY POND. UNLESS OTHERWISE STATED, IN ALL SCENARIOS TENTACLES EMERGE FROM MURKY PONDS.

TENTACLES

TENTACLES EMERGING FROM THE MURKY PONDS BLOCK THE BUILDING SITES. YOU CAN'T PLACE ANY TOWER ON A BUILDING SITE CONTAINING TENTACLE. IF A TENTACLE IS PLACED ON TOP OF TOWER, YOU CAN'T PICK IT UP DURING PHASE 5 - PICK UP TOWER AND HERO CARDS.

WHEN A HERO (BUT NOT A SAND WARRIOR) MOVES ONTO OR THROUGH A SPACE WITH A TENTACLE, REMOVE THE TENTACLE FROM THE GAME.

TENTACLE PLACEMENT

IN EACH ROUND, AFTER HORDES ADVANCE, PLACE NEW TENTACLES IN PLAY. IN A 1- OR 2-PLAYER GAME, PLACE 1 TENTACLE FROM THE SUPPLY ONTO A BUILDING SITE THAT IS ADJACENT TO A MURKY POND AND HAS 0 TENTACLES.

IN A 3- OR 4-PLAYER GAME, PLACE 2 TENTACLES FROM THE SUPPLY, 1 ON EACH OF 2 BUILDING SITES, EACH OF WHICH IS ADJACENT TO A MURKY POND AND HAS 0 TENTACLES.

TENTACLES CAN BE PLACED ON BUILDING SITES THAT HAVE ANY NUMBER OF TOWERS ALREADY BUILT THERE (INCLUDING 0). EVEN IF YOU PLACED TENTACLES ALREADY THIS ROUND FROM EVENT B, YOU STILL PLACE THESE TENTACLES.

ONLY 4 TENTACLES CAN BE PLACED - IF THERE ARE NO TENTACLES LEFT IN THE SUPPLY, IGNORE PLACING ANY NEW ONES, AND DO NOT MOVE ALREADY-PLACED TENTACLES.

NEW ENEMIES

PHYSICAL SHIELDS

YOU'VE ALREADY SEEN MAGICAL SHIELDS IN SCENARIO 2, AND THESE PHYSICAL SHIELDS WORK THE SAME, BUT BLOCK PHYSICAL DAMAGE INSTEAD!

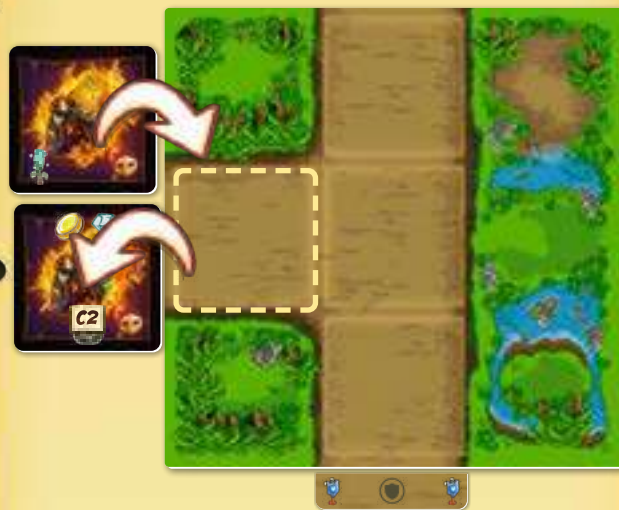
CHAMPION: JACK O' LANTERN

JACK O' LANTERN IS THE NEW CHAMPION (SEE PAGE 28).



JACK O' LANTERN SPECIAL ATTACK: THRILLER

1. WHEN THE HORDE WITH JACK O' LANTERN IS ACTIVATED, REMOVE ALL DAMAGE TILES AND SOLDIERS FROM THAT TRAY.
2. ALL HERO MINIATURES AND SAND WARRIORS ON THE JACK O' LANTERN TRAY RECEIVE 1 DAMAGE EACH AND MUST RETREAT TO AN ADJACENT SPACE.
3. PLACE THE JACK O' LANTERN TRAY'S CARD ON TOP OF THE SPAWN STACK THAT IS NEXT TO THE EVENT TOKEN. (YOU MAY LEAVE IT IN THE TRAY IF YOU LIKE.)
4. PLACE A PUMPKIN HORDE (FACE UP AND IN A TRAY, SEE IMAGE BELOW) IN THE SAME SPACE THAT WAS PREVIOUSLY OCCUPIED BY THE JACK O' LANTERN TRAY - BUT THEN IMMEDIATELY ADVANCE IT (ALL PUMPKIN HORDES HAVE SPEED ICONS, SO THEY MOVE TWICE IMMEDIATELY).



5. MOVE THE EVENT TOKEN TO THE NEXT SPAWN STACK IN DESCENDING NUMERICAL ORDER (2→1, 1→4, 4→3, 3→2).



PUMPKIN HORDES

THERE ARE 3 PUMPKIN HORDES IN THE GAME. THEY SPAWN ONLY AFTER JACK O' LANTERN ATTACKS. WHEN YOU HAVE TO PLACE A PUMPKIN HORDE, DRAW ONE RANDOMLY. WHEN A PUMPKIN HORDE IS DEFEATED, TAKE A REWARD AND SHUFFLE IT TOGETHER WITH REMAINING PUMPKIN HORDES. IF THERE ARE NO PUMPKIN HORDES IN THE SUPPLY AND JACK O' LANTERN ATTACKS, JUST MOVE HIM TO ANOTHER SPAWN POINT AND DON'T PLACE NEW PUMPKIN HORDES.



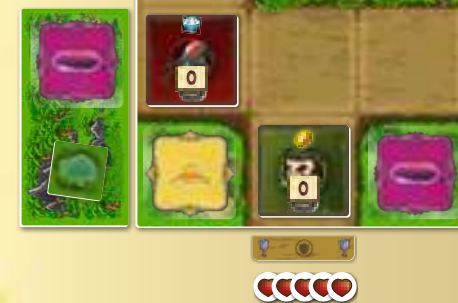
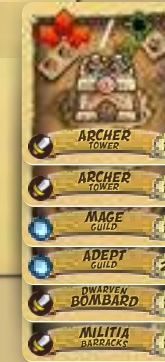
1 PLAYER:

- 1x ARCHER TOWER
- 1x MAGE GUILD
- 1x ADEPT GUILD
- 1x DWARVEN ARTILLERY
- 1x MILITIA BARRACKS



2 PLAYERS:

- 2x ARCHER TOWER
- 1x MAGE GUILD
- 1x ADEPT GUILD
- 1x DWARVEN BOMBARD
- 1x MILITIA BARRACKS



3 PLAYERS:

- 1x ARCHER TOWER
- 1x MAGE GUILD
- 1x DWARVEN ARTILLERY



4 PLAYERS:

- 1x ARCHER TOWER
- 1x DWARVEN BOMBARD



5

SASHIMI, ANYONE?



IRON CHALLENGE

THE MIDDLE MURKY POND MUST BE FROZEN BY ELORA FIRST.

LEVIATHAN IS BREAKING FREE! OUR MEN DIE IN THE SLIMY GRASP OF ITS TENTACLES. ELORA WINTERSONG AND HER ICE MAGIC ARE OUR ONLY HOPE. PROTECT THE REALM AS SHE FREEZES THE PONDS WITH HER MAGIC. WE STAND TOGETHER!

VICTORY CONDITION



REMOVE ALL 3 MURKY PONDS AND SURVIVE UNTIL THE END OF THAT ROUND (BEFORE PLAYERS LOSE).

ALL PLAYERS IMMEDIATELY LOSE IF: ALL OF THE KINGDOM'S HEALTH IS REMOVED, OR ALL SPAWN STACKS RUN OUT OF CARDS.

TOWERS

ALL TOWERS ARE AVAILABLE.

6 BASIC TOWER MODS ARE AVAILABLE.

1. SETTING UP HORDE STACKS

HORDES

GATHER TOGETHER THE FOLLOWING HORDE CARDS FROM THE INDICATED WAVE GROUPS:

WAVE 1	WAVE 2	WAVE 3	WAVE 4
2x GREEN	1x GREEN	1x GREEN	
2x YELLOW	2x YELLOW		2x YELLOW
3x RED	3x RED		
WAVE 5	WAVE 6	WAVE 7	
2x YELLOW	1x GREEN	EVENT A	
2x RED	2x RED	PUMPKIN x3	
		1x C2	

2. SETTING UP THE MAP



PLAYERS' SUPPLY:



HEROES

ALL HEROES BESIDES ELORA ARE AVAILABLE. PLACE ELORA TOGETHER WITH YOUR CHOSEN HEROES NEXT TO THE EXIT AT THE BEGINNING OF THE GAME.

YOU MAY USE ALL HERO ABILITIES WITH 1 OR 2. IN A GAME WITH 1-2 PLAYERS, USE 2 ABILITIES PER HERO; IN A GAME WITH 3-4 PLAYERS, USE 1 ABILITY PER HERO.

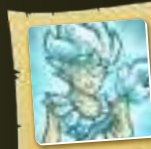
SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN.



3. NEW RULES

HERO CHALLENGE: ELORA



YOUR GOAL IN THIS SCENARIO IS TO HELP ELORA FREEZE THE MURKY PONDS. ELORA STARTS NEXT TO EITHER EXIT AND MOVES AT THE BEGINNING OF PHASE 2 (PLAY TOWER AND HERO CARDS). SHE MOVES UP TO 3 SPACES AND MAY COVER ENEMIES JUST LIKE ANY OTHER HERO. SHE MAY ALSO REMOVE TENTACLES AND TRIGGER BLOSSOMS.

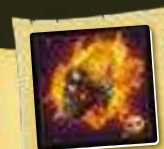
UNLIKE OTHER HEROES, IN THIS SCENARIO ELORA MAY FINISH HER MOVE ON A MURKY POND. IF ELORA IS ON A MURKY POND DURING PHASE 3 (DESTROY HORDE TRAYS), AND NO TENTACLES ARE ADJACENT TO THIS MURKY POND, SHE FREEZES THE POND: REMOVE IT FROM PLAY. ELORA MUST REMOVE ALL 3 MURKY PONDS TO WIN THIS SCENARIO.

NEW ENEMIES



HEAL ALL

IF ONE OR MORE HEAL ALL ICONS ARE VISIBLE ON A HORDE, REMOVE ALL DAMAGE TILES FROM IT AND EACH HORDE ADJACENT TO IT.



JACK O' LANTERN

JACK O' LANTERN WORKS IN THE SAME WAY AS IN THE PREVIOUS SCENARIO. HE STAYS ON THE LEFT PATH, JUMPING ONLY BETWEEN THE 1ST AND 2ND SPAWN POINTS.

2 PLAYERS:

- 1x ARCHER TOWER
- 2x MAGE GUILD
- 1x DWARVEN BOMBARD
- 2x MILITIA BARRACKS



3 PLAYERS:

- 1x ARCHER TOWER
- 1x MAGE GUILD
- 1x DWARVEN BOMBARD
- 1x MILITIA BARRACKS



4 PLAYERS:

- 1x MAGE GUILD
- 1x DWARVEN BOMBARD
- 1x MILITIA BARRACKS



1 PLAYER:

- 1x ARCHER TOWER
- 2x MAGE GUILD
- 1x DWARVEN BOMBARD
- 1x MILITIA BARRACKS



IT CAME FROM THE DEEP

IRON CHALLENGE

WHEN YOU SHUFFLE THE BOSS DECK, FIRST REMOVE ALL CARDS WITH THE IRON CHALLENGE ICON ON THEM.

THE MYTH OF LEVIATHAN IS BEING REWRITTEN AS THE MONSTER BREAKS FREE. OUR KINGDOM IS BEING DEVoured BEFORE OUR EYES. BRAVE SOLDIERS! GATHER YOUR STRENGTH AND FACE THE THREAT. SONGS ABOUT THIS BATTLE WILL RING IN THE CHAMBERS OF ALL CASTLES OF LINIREA.

VICTORY CONDITION



DEFEAT LEVIATHAN!

ALL PLAYERS IMMEDIATELY LOSE IF: ALL OF THE KINGDOM'S HEALTH IS REMOVED, OR ALL SPAWN STACKS RUN OUT OF CARDS, OR LEVIATHAN ESCAPES.

HEROES

ALL HEROES ARE AVAILABLE.

YOU MAY USE ALL HERO ABILITIES WITH OR . IN A GAME WITH 1-2 PLAYERS, USE 2 ABILITIES PER HERO; IN A GAME WITH 3-4 PLAYERS, USE 1 ABILITY PER HERO.

TOWERS

ALL TOWERS ARE AVAILABLE.

ALL TOWER MODS ARE AVAILABLE.

1. SETTING UP HORDE STACKS

HORDES

GATHER TOGETHER THE FOLLOWING HORDE CARDS FROM THE INDICATED WAVE GROUPS:

WAVE 0	WAVE 1	WAVE 2	WAVE 3	WAVE 4	WAVE 5	WAVE 6	WAVE 5
2x GREEN	2x YELLOW	1x GREEN	2x YELLOW	1x GREEN	1x YELLOW	1x GREEN	4x LEVIATHAN LIFE CARDS
1x RED	2x RED	2x YELLOW	2x RED	1x YELLOW		1x RED	5x LEVIATHAN ACTION CARDS
		3x RED		3x RED			3x BLANK

SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN.



2. SETTING UP THE MAP



3. NEW RULES

FROST BLOSSOM

WHEN YOU ACTIVATE A FROST BLOSSOM, PLACE ONE 1x1 TRUE DAMAGE TILE AND TOTEM TOKEN ON ANY ONE HORDE. A TOTEM TOKEN DISABLES SHIELDS AND HEAL ALL ABILITIES FOR ONE ROUND (REMOVE IT AFTER ADVANCING HORDES).

WATER SPACES

ANY HERO MAY MOVE THROUGH WATER, BUT CAN'T END THEIR MOVEMENT ON THE WATER SPACES.

TENTACLES

IN THIS SCENARIO, THERE ARE NO MURKY PONDS, SO TENTACLES AREN'T ATTACKING FROM THEM. INSTEAD YOU WILL ADD MORE TENTACLES DURING LEVIATHAN ATTACKS (SEE BELOW). AFTER BEING PLACED, A TENTACLE WORKS JUST LIKE IN PREVIOUS SCENARIOS (IT PREVENTS PLACING AND PICKING TOWERS; HEROES MAY MOVE ONTO OR THROUGH A TENTACLE'S SPACE TO REMOVE THE TENTACLE).

NEW TOWER MODS

WHEN THIS TOWER IS PASSED AND UPGRADED, THE HERO RECEIVING IT MAY REST FOR FREE. YOU CAN'T GAIN FREE REST WITHOUT UPGRADING THIS TOWER.

WHEN THIS TOWER IS PASSED AND UPGRADED, GAIN 2 CRYSTALS AND 1 GOLD. YOU CAN'T GAIN RESOURCES WITHOUT UPGRADING THIS TOWER.

WHEN THIS TOWER IS PLAYED, PAY 1 CRYSTAL TO TAKE IT BACK AFTER PERFORMING AN ATTACK. YOU MAY PLAY THIS TOWER AGAIN THIS ROUND.

WHEN THIS TOWER IS PLAYED IN A SPACE WITH A BLOSSOM, REFRESH THAT BLOSSOM.


NEW ENEMIES

LEVIATHAN

IN THIS SCENARIO, YOU'LL FACE A BOSS - LEVIATHAN. HE IS REPRESENTED BY A MINIATURE ON THE MAP. LEVIATHAN MOVES AND PERFORMS ATTACKS DIFFERENTLY FROM NORMAL ENEMIES.

SETUP

BEFORE THE GAME, PREPARE LEVIATHAN'S LIFE STACK, CONSISTING OF 4 LEVIATHAN LIFE CARDS (WITH SMALL NUMBERS IN THE LOWER LEFT CORNER). PUT THEM NEAR THE MAP IN ORDER - CARD WITH NUMBER 4 ON THE BOTTOM, NUMBER 1 ON TOP.

THE OTHER 5 LEVIATHAN CARDS (WITHOUT NUMBERS AND SQUARES) ARE LEVIATHAN ACTION CARDS. PUT CARDS WITH  IN LEVIATHAN'S DISCARD PILE, THEN SHUFFLE THE REMAINING LEVIATHAN ACTION CARDS AND PUT THEM NEARBY. THESE CARDS ARE THE LEVIATHAN'S ACTION DECK.

ATTACKING LEVIATHAN

WHEN ATTACKING LEVIATHAN, YOU SHOULD AIM AT HIS MINIATURE, BUT PLACE THE DAMAGE TILES ON THE TOP CARD IN LEVIATHAN'S LIFE STACK. YOU HAVE TO COVER ALL SQUARES DEPICTING LEVIATHAN TO DEFEAT LEVIATHAN'S LIFE CARD. WHEN ALL MARKED SQUARES ON LEVIATHAN'S LIFE CARD ARE COVERED DURING PHASE 3 (DESTROY HORDE TRAYS), REMOVE ALL DAMAGE TILES FROM LEVIATHAN, FLIP HIS TOP LIFE CARD, READ IT ALOUD AND FOLLOW THE INSTRUCTIONS.

AS LEVIATHAN IS ALWAYS IN WATER, NO FIGURES (HEROES/SOLDIERS/SAND WARRIORS ETC.) MAY BE PLACED ON LEVIATHAN CARDS.

TRIGGERING LEVIATHAN

DURING PHASE 4 (ADVANCE HORDE TRAYS), BEFORE YOU ADVANCE ANY OTHER HORDES, LEVIATHAN ACTS. DRAW THE FIRST CARD FROM LEVIATHAN'S ACTION DECK AND PERFORM BOTH ACTIONS IN ORDER: FIRST THE UPPER LEFT ACTION, THEN THE LOWER RIGHT ACTION. THEN MOVE LEVIATHAN ONE SPACE DOWN THROUGH THE WATER. DISCARD LEVIATHAN'S ACTION CARD AFTERSWARDS.

IF LEVIATHAN'S ACTION DECK IS EMPTY, SHUFFLE ALL DISCARDED CARDS TO FORM A NEW DECK.

IN ORDER TO WIN THIS SCENARIO, YOU HAVE TO DEFEAT LEVIATHAN 4 TIMES. IF HE MANAGES TO MOVE OFF THE BOTTOM EDGE, YOU LOSE!



EACH TENTACLE DESTROYS A TOWER UNDERNEATH OR ADJACENT TO IT. PUT THE DESTROYED TOWERS IN THE SUPPLY. IF THERE ARE SEVERAL POSSIBLE TARGETS, CHOOSE A TOWER IN THE TENTACLE'S SPACE (IF ANY) INSTEAD OF A TOWER IN AN ADJACENT SPACE. EACH TENTACLE MAY DESTROY ONLY 1 TOWER, BUT IN CASE MULTIPLE TENTACLES CAN ATTACK THE SAME TOWERS, YOU MUST CHOOSE DIFFERENT TOWERS SO THAT AS MANY TOWERS AS POSSIBLE ARE DESTROYED.



DISTRIBUTE THE INDICATED NUMBER OF TENTACLES (E.G. 2) AMONG BUILDING SITES ADJACENT TO LEVIATHAN.



DEAL 1 DAMAGE TO EACH HERO THAT IS ADJACENT TO ANY TENTACLE.



1 PLAYER:

- 1x ARCHER TOWER
- 2x MAGE GUILD
- 1x DWARYEN ARTILLERY
- 1x MILITIA BARRACKS



2 PLAYERS:

- 1x ARCHER TOWER
- 2x MAGE GUILD
- 1x DWARYEN BOMBARD
- 1x DWARYEN ARTILLERY
- 1x MILITIA BARRACKS



3 PLAYERS:

- 1x ARCHER TOWER
- 1x MAGE GUILD
- 1x DWARYEN ARTILLERY
- 1x MILITIA BARRACKS



4 PLAYERS:

- 1x ARCHER TOWER
- 1x MAGE GUILD
- 1x DWARYEN BOMBARD



ADD A14 TILE HERE.



THEY CAME FROM BELOW

IRON CHALLENGE
DO NOT PLACE THE STARTING FAULT LINE IN PLAY. FAULT LINES CANNOT BE REMOVED FROM THE BOARD.

THE BATTLE MIGHT BE OVER, BUT THE WAR IS STILL ON. AS THE WATER CALMS DOWN, THE GROUND STARTS TO TREMBLE. SHADOW CHAMPIONS AND THEIR LOYAL WYVERNS HAVE COME TO BEAR AGAINST OUR TROOPS. WE MUST STAND OUR GROUND, FOR IT IS THE LAND OF OUR FATHERS.

VICTORY CONDITION



DEFEAT ALL SHADOW CHAMPIONS!

ALL PLAYERS IMMEDIATELY LOSE IF: ALL OF THE KINGDOM'S HEALTH IS REMOVED, OR ALL SPAWN STACKS RUN OUT OF CARDS, OR ANY SHADOW CHAMPION ESCAPES.

HEROES

ALL HEROES ARE AVAILABLE.

YOU MAY USE ALL HERO ABILITIES WITH OR . IN A GAME WITH 1-2 PLAYERS, USE 2 ABILITIES PER HERO; IN A GAME WITH 3-4 PLAYERS, USE 1 ABILITY PER HERO.

TOWERS

ALL TOWERS ARE AVAILABLE.

ALL TOWER MODS ARE AVAILABLE.

SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN.



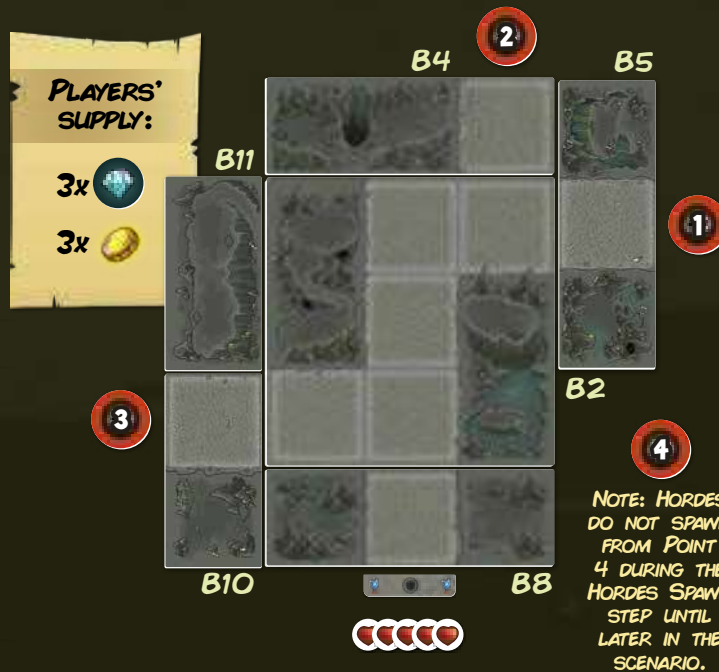
1. SETTING UP HORDE STACKS

HORDES

GATHER TOGETHER THE FOLLOWING HORDE CARDS FROM THE INDICATED WAVE GROUPS:

WAVE 0	WAVE 1	WAVE 2	WAVE 3
1x GREEN	2x GREEN	1x GREEN	2x RED
1x YELLOW	1x RED	3x RED	
WAVE 6	WAVE 7	WAVE 8	
1x YELLOW	3x YELLOW	3x C3	
2x RED	3x RED	1x BLANK	
		EVENT A	

2. SETTING UP THE MAP



NOTE: HORDES DO NOT SPAWN FROM POINT 4 DURING THE HORDES SPAWN STEP UNTIL LATER IN THE SCENARIO.

3. NEW RULES

FAULT LINE

FAULT LINES ARE A NEW TYPE OF ENVIRONMENT FEATURE. THEY ARE PLACED ON THE PATH. ALL HORDES MOVING ALONG THE PATH JUMP OVER FAULT LINES.



LARGE SIDE

WHEN A HERO ENTERS A SPACE WITH A LARGE FAULT LINE, FLIP IT TO ITS OTHER (SMALL) SIDE.

WHEN A HERO ENTERS A SPACE WITH A SMALL FAULT LINE, REMOVE IT FROM PLAY.

A HERO MAY NOT RETREAT ONTO A FAULT LINE.



SMALL SIDE

NEW ENEMIES

FLYING HORDES



WHEN A FLYING HORDE MOVES (EITHER SPAWNS OR ADVANCES), FIRST REMOVE ALL SOLDIERS AND RETREAT ALL HEROES FROM IT (WITHOUT DEALING DAMAGE). THEN IT MOVES AHEAD TOWARD THE EXIT AS USUAL, JUMPING PAST ANY OTHER FLYING HORDES, BUT IT CAN STOP IN THE SAME SPACE WITH A NON-FLYING HORDE (HEROES ARE FORCED TO RETREAT). DON'T REMOVE ANY DAMAGE TILES. WHEN A FLYING HORDE MOVES AND UNCOVERS A NON-FLYING HORDE THAT WAS BELOW IT, THE LATTER MOVES NORMALLY IN THE SAME TURN (POTENTIALLY JUMPING THROUGH THE FLYING HORDE).

IF A FLYING HORDE IS DESTROYED WITH HEROES ON IT, AND THERE IS ANOTHER HORDE BELOW, THE HEROES MUST RETREAT.

SOME SQUARES ON A FLYING HORDE HAVE THIS ICON. YOU CANNOT COVER THESE SQUARES WITH DAMAGE OR HEROES.



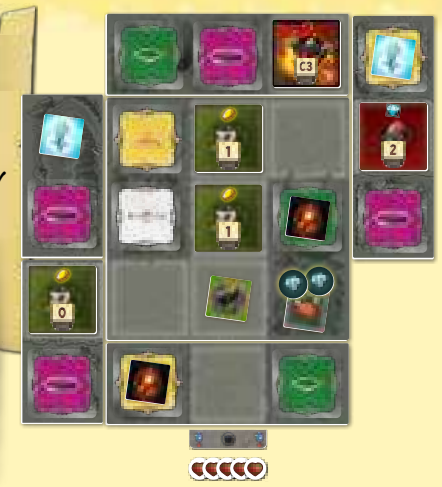
SHADOW CHAMPION SPECIAL ATTACK: DEVOURER

REMOVE ALL SOLDIERS AND HEROES FROM THE SHADOW CHAMPION CARD (HEROES MUST RETREAT BUT TAKE NO DAMAGE).

AFTER THE SHADOW CHAMPION ADVANCES, PLACE A FAULT LINE (LARGE SIDE UP) IN THE SPACE IT LEFT. IF THERE ARE NO FAULT LINES LEFT TO PLACE, THE KINGDOM LOSES 1 HEART.

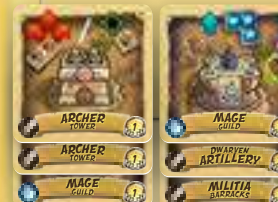
1 PLAYER:

- 1x ARCHER TOWER
- 1x MAGE GUILD
- 1x DWARVEN ARTILLERY
- 1x MILITIA BARRACKS



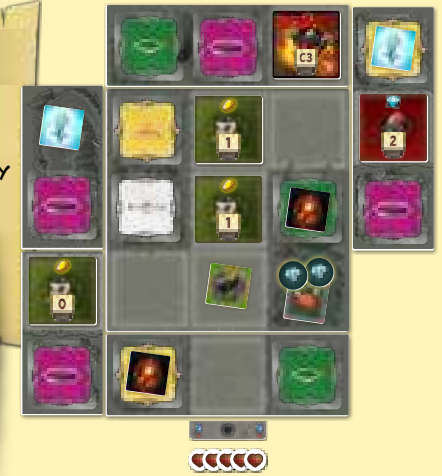
2 PLAYERS:

- 2x ARCHER TOWER
- 2x MAGE GUILD
- 1x DWARVEN ARTILLERY
- 1x MILITIA BARRACKS



3 PLAYERS:

- 1x ARCHER TOWER
- 1x MAGE GUILD
- 1x DWARVEN ARTILLERY
- 1x MILITIA BARRACKS



4 PLAYERS:

- 1x ARCHER TOWER
- 1x MAGE GUILD
- 1x DWARVEN ARTILLERY



WAR ISN'T ONLY ABOUT FIGHTING. IT IS ABOUT REMAINING HUMAN; WOE TO THOSE WHO FORGET IT. EVERY MAN'S RIGHT IS TO BE FREE AFTER DEATH. OUR FALLEN COMRADES WERE DEPRIVED OF THAT RIGHT! SHACKLED BETWEEN THE WORLDS, THEY AWAIT OUR HELP. WE NEED TO INTERVENE. HELP DIERDRE WITH HER RESCUE OF THE LOST SOULS.

VICTORY CONDITION



SURVIVE 6 ROUNDS AND REMOVE ALL EVENT TOKENS.

ALL PLAYERS IMMEDIATELY LOSE IF: ALL OF THE KINGDOM'S HEALTH IS REMOVED, OR ALL SPAWN STACKS RUN OUT OF CARDS.

YOU ARE PLAYING 6 TURNS - UNTIL ALL OF THE SPAWN STACKS ARE DEPLETED. WHEN THERE ARE NO HORDE CARDS LEFT TO DRAW AFTER PHASE 1, YOU WIN AT THE END OF THAT ROUND, IF THERE ARE NO TOKENS LEFT IN PLAY. IF THE KINGDOM IS OVERRUN BY HORDES, OR YOU HAVE NOT REMOVED ALL TOKENS BY THE END OF TURN 6, YOU LOSE.

HEROES

AT THE START OF THE GAME, EACH PLAYER CAN SELECT ANY HERO (EXCEPT DIERDRE). PLACE DIERDRE AND THE PLAYERS' SELECTED HEROES NEXT TO THE EXIT.

YOU MAY USE ALL HERO ABILITIES WITH OR . IN A GAME WITH 1-2 PLAYERS, USE 2 ABILITIES PER HERO; IN A GAME WITH 3-4 PLAYERS, USE 1 ABILITY PER HERO.

TOWERS

ALL TOWERS ARE AVAILABLE.

ALL TOWER MODS ARE AVAILABLE.

1. SETTING UP HORDE STACKS

HORDES

GATHER TOGETHER THE FOLLOWING HORDE CARDS FROM THE INDICATED WAVE GROUPS:

WAVE 1	WAVE 2	WAVE 4	WAVE 5
2x YELLOW	1x YELLOW	1x GREEN	1x GREEN
2x RED		1x YELLOW	2x RED
WAVE 6	WAVE 7	WAVE 8	WAVE 9
1x GREEN	3x YELLOW	2x GREEN	1x C1
1x YELLOW	1x RED	2x YELLOW	
		2x RED	

SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN.



2. SETTING UP THE MAP



3. NEW RULES

PLAYING ON SEPARATE MAPS:

- THE SURFACE MAP AND THE UNDERGROUND MAP ARE SEPARATE.
- HEROES THAT ARE NOT IN PLAY MAY MOVE ONTO EITHER MAP WITH THEIR FIRST MOVEMENT POINT.
- PLAYERS CAN BUILD TOWERS ON EITHER MAP.
- BLOSSOMS CAN AFFECT LEGAL TARGETS ON EITHER MAP.
- HEROES MAY MOVE FROM ONE MAP TO THE OTHER BY LEAVING THEIR CURRENT MAP AS THEIR ACTION (INSTEAD OF ATTACK OR REST) - THEY ENTER ONE OF THE THREE SPOTS ADJACENT TO THE EXIT OF THE OTHER MAP.

HERO CHALLENGE: DIERDRE



DIERDRE STARTS NEXT TO A CHOSEN EXIT, AND MOVES AT THE BEGINNING OF PHASE 2 (PLAY TOWER AND HERO CARDS). IN THE FIRST ROUND, TELEPORT DIERDRE TO ANY SPACE ON THAT MAP. IN LATER ROUNDS, EACH TURN TELEPORT HER TO ANY AVAILABLE SPACE ON THE OTHER MAP. ANY HERO IN THE SAME LOCATION AS DIERDRE WHEN SHE TELEPORTS GOES WITH HER TO THE OTHER MAP. SHE MAY COVER ENEMIES AND TRIGGER BLOSSOMS JUST LIKE ANY OTHER HERO.



THERE ARE THREE SETS OF EVENT TOKENS () ON THE TWO MAPS.

AT THE END OF PHASE 2, IF DIERDRE IS ON AN EVENT TOKEN, REMOVE IT. WHEN DIERDRE REMOVES A TOKEN, IF THERE IS A HERO IN THE CORRESPONDING SPACE ON THE OTHER MAP, YOU MAY ALSO REMOVE THE TOKEN UNDER THAT HERO.

WHENEVER YOU REMOVE AN EVENT TOKEN, PLACE A , , OR BLOSSOM IN ITS SPACE.

NEW ENEMIES



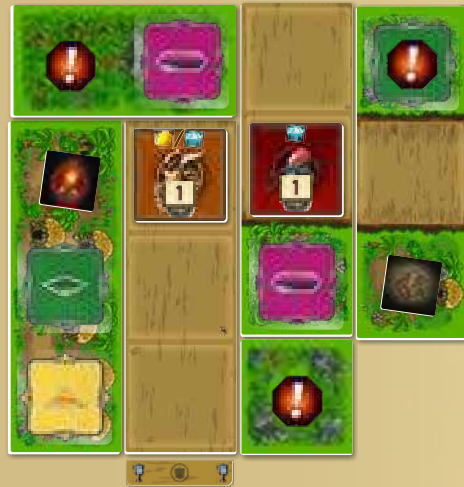
EVASIVE HORDES

DAMAGE TILES CAN'T BE PLACED ON AN EVASIVE HORDE UNLESS THERE IS A SOLDIER OR HERO ON IT.

THE BLACK EVASIVE SQUARES CANNOT BE COVERED BY DAMAGE TILES OR HEROES.

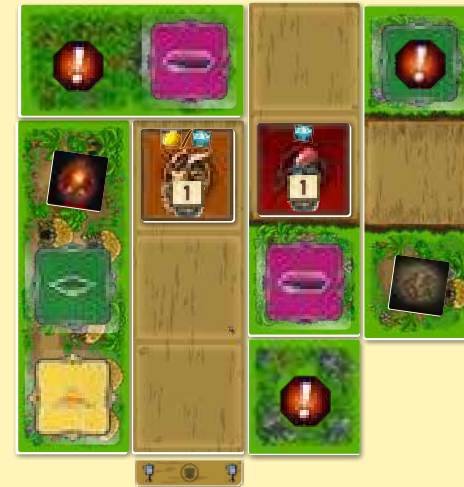
EARTH BLOSSOM

WHEN THIS BLOSSOM IS ACTIVATED, GIVE ONE HERO PROTECTION FOR THE REMAINDER OF THE ROUND.



1 PLAYER:

- 1x ARCHER TOWER
- 1x MAGE GUILD
- 1x DWARVEN BOMBARD
- 2x MILITIA BARRACKS



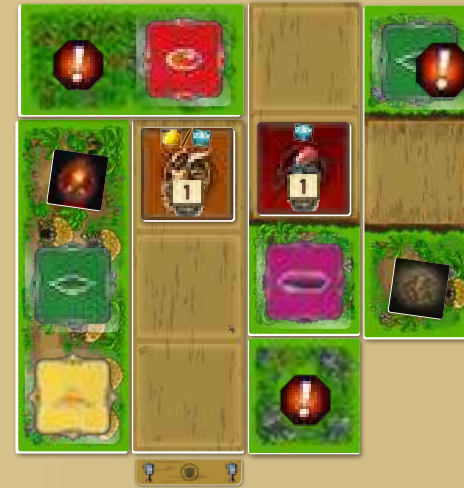
3 PLAYERS:

- 1x ARCHER TOWER
- 1x MAGE GUILD
- 1x DWARVEN BOMBARD
- 1x MILITIA BARRACKS



2 PLAYERS:

- 2x ARCHER TOWER
- 1x MAGE GUILD
- 1x DWARVEN BOMBARD
- 2x MILITIA BARRACKS



4 PLAYERS:

- 1x ARCHER TOWER
- 1x DWARVEN BOMBARD
- 1x MILITIA BARRACKS



STORM CHASER



IRON CHALLENGE

ONLY SAITAM MAY INTERACT WITH BLOSSOMS AND FAULT LINES.

WE HAVE FACED THE FLAMES, CONQUERED THE WATER, AND CALMED THE EARTH. TODAY, THE WIND IS OUR FOE. A GREAT CYCLONE HAS APPEARED ON THE HORIZON, AND NEW LEGIONS OF ELEMENTALS WITHIN IT. BUT THE ALLIANCE OF MEN AND APES IS STRONG! SAITAM, THE APE GOD, HAS ENSNARED THE WIND BEFORE. FOLLOW OUR BROTHERS! FOR GLORY!

VICTORY CONDITION



SURVIVE UNTIL SAITAM'S QUEST IS DONE.

ALL PLAYERS IMMEDIATELY LOSE IF: ALL OF THE KINGDOM'S HEALTH IS REMOVED, OR ALL SPAWN STACKS RUN OUT OF CARDS.

HEROES

AT THE START OF THE GAME, EACH PLAYER CAN SELECT ANY HERO (EXCEPT SAITAM).

YOU MAY USE ALL HERO ABILITIES WITH 1 or 2 coins. IN A GAME WITH 1-2 PLAYERS, USE 2 ABILITIES PER HERO; IN A GAME WITH 3-4 PLAYERS, USE 1 ABILITY PER HERO.

TOWERS

ALL TOWERS ARE AVAILABLE.

ALL TOWER MODS ARE AVAILABLE.

1. SETTING UP HORDE STACKS

HORDES

GATHER TOGETHER THE FOLLOWING HORDE CARDS FROM THE INDICATED WAVE GROUPS:

WAVE 0	WAVE 1	WAVE 2	WAVE 3
2x RED	3x GREEN	3x GREEN	1x RED
	1x RED	2x YELLOW	
		2x RED	
WAVE 6	WAVE 7	WAVE 8	WAVE 9
1x RED	3x YELLOW	1x YELLOW	2x C3
	2x RED	1x RED	2x BLANK
			EVENT A, B, C

SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN.



2. SETTING UP THE MAP



3. NEW RULES

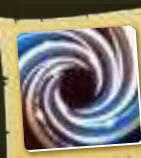
BLOCKED PATH



NEITHER HEROES NOR HORDES CAN ENTER THE MURKY POND IN THIS SCENARIO. HORDES ALWAYS CHOOSE THE SHORTEST CURRENTLY AVAILABLE PATH TO THE EXIT. AS USUAL, A FLYING HORDE CAN MOVE ONTO A NON-FLYING HORDE (BUT NOT ONTO THE MURKY POND).

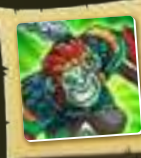
TENTACLES AREN'T USED IN THIS SCENARIO.

CYCLONE



AFTER HORDES ADVANCE, DRAW AND SPAWN THE TOP CARD OF THE SPAWN STACK NEXT TO THE CYCLONE. THEN MOVE THE CYCLONE TO THE NEXT SPAWN POINT (FROM 1 TO 2; FROM 2 TO 3; FROM 3 TO 1).

HERO CHALLENGE: SAITAM



YOUR GOAL IN THIS SCENARIO IS TO HELP SAITAM END THE STORM. SAITAM STARTS ON THE PATH SPACE NEXT TO THE EXIT AND MOVES AT THE BEGINNING OF PHASE 2 (PLAY TOWER AND HERO CARDS). HE MOVES UP TO 3 SPACES AND MAY COVER ENEMIES JUST LIKE ANY OTHER HERO. HE MAY TRIGGER BLOSSOMS AND CLOSE FAULT LINES.

WHENEVER SAITAM WOULD BE DEALT DAMAGE, INSTEAD REMOVE 1 HEART FROM THE KINGDOM FOR EACH DAMAGE THAT HE WOULD RECEIVE. SAITAM IS NEVER REMOVED FROM THE BOARD IN THIS SCENARIO. WHENEVER SAITAM ENTERS A SPACE WITH A FLAG, MOVE IT TO THE TOP OF THE EVENT STACK. YOU WIN THE SCENARIO IF YOU SURVIVE THE ROUND DURING WHICH EVENT B IS UNCOVERED (SEE BELOW).

EVENT STACK



AFTER HORDES SPAWN, IF THERE ARE 3 FLAG TOKENS ON THIS STACK, REMOVE THEM AND DRAW THE TOP CARD. OTHERWISE, DO NOT DRAW AN EVENT THIS ROUND.

1 PLAYER:

- 1x ARCHER TOWER
- 2x MAGE GUILD
- 2x MILITIA BARRACKS



2 PLAYERS:

- 2x ARCHER TOWER
- 2x MAGE GUILD
- 2x MILITIA BARRACKS



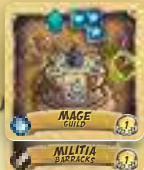
3 PLAYERS:

- 1x ARCHER TOWER
- 1x MAGE GUILD
- 1x MILITIA BARRACKS



4 PLAYERS:

- 1x MAGE GUILD
- 1x MILITIA BARRACKS



10 DEATH IS NOT THE END

IRON CHALLENGE
BRUXA CAN'T STAND ON HORDES.

A RAIN OF ARROWS FILLS THE SKY. SHARPSHOOTER HORDES DECIMATE OUR MEN. THE DEAD ARISE FROM THE BATTLEFIELD, SOWING PANIC IN OUR TROOPS. IT IS FINALLY TIME TO LITTER THE TERRIBLE WORDS OF A DARK RITUAL, TO COUNTER ANOOBIS HIMSELF, WHO HAS APPEARED AGAINST US. IN TIMES LIKE THESE, WE CANNOT BE NARROW-MINDED. ONLY BRUXA'S RITUALS MIGHT STOP THE EVEN WORSE ACTS.

VICTORY CONDITION x 5

PERFORM 3 RITUALS WITH BRUXA.
ALL PLAYERS IMMEDIATELY LOSE IF: ALL OF THE KINGDOM'S HEALTH IS REMOVED, OR ALL SPAWN STACKS RUN OUT OF CARDS.

HEROES

AT THE START OF THE GAME, EACH PLAYER CAN SELECT ANY HERO (EXCEPT BRUXA).
YOU MAY USE ALL HERO ABILITIES WITH OR . IN A GAME WITH 1-2 PLAYERS, USE 2 ABILITIES PER HERO; IN A GAME WITH 3-4 PLAYERS, USE 1 ABILITY PER HERO.

TOWERS

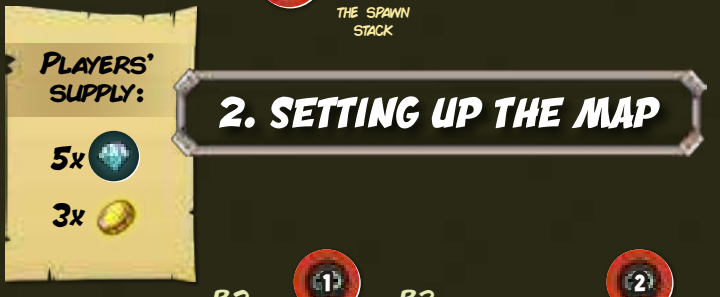
ALL TOWERS ARE AVAILABLE.
ALL TOWER MODS ARE AVAILABLE.

1. SETTING UP HORDE STACKS

HORDES

GATHER TOGETHER THE FOLLOWING HORDE CARDS FROM THE INDICATED WAVE GROUPS:

WAVE 0	WAVE 1	WAVE 2	WAVE 3
1x GREEN	1x RED	1x GREEN	1x YELLOW
1x YELLOW		2x RED	
2x RED			
WAVE 4	WAVE 6	WAVE 7	WAVE 8
1x GREEN	1x GREEN	3x YELLOW	1x GREEN
1x RED	2x YELLOW	3x RED	2x RED
	2x RED		
WAVE 9	WAVE 5		
2x GREEN	BLANK x1		
2x YELLOW	EVENT A		
2x RED	3x C3		
	3x C4		



3. NEW RULES

HERO CHALLENGE: BRUXA

BRUXA STARTS NEXT TO A CHOSEN EXIT AND MOVES AT THE BEGINNING OF PHASE 2 (PLAY TOWER AND HERO CARDS). SHE MOVES UP TO 3 SPACES AND MAY COVER ENEMIES JUST LIKE ANY OTHER HERO. SHE MAY TRIGGER BLOSSOMS AND CLOSE FAULT LINES.

WHENEVER BRUXA WOULD BE DEALT DAMAGE, REMOVE 1 HEART FROM THE KINGDOM FOR EACH DAMAGE THAT SHE WOULD RECEIVE. BRUXA IS NEVER REMOVED FROM THE BOARD IN THIS SCENARIO.

PERFORM A RITUAL
BRUXA GAINS SKULLS WHEN SHE IS ON OR ADJACENT TO A HORDE THAT IS DESTROYED AS IF SHE WAS CONTROLLED BY A PLAYER. SHE DOESN'T ATTACK AND DEAL ANY DAMAGE, THOUGH. PUT COLLECTED SKULL TOKENS ON BRUXA'S ACTIVATION CARD.

BRUXA HAS AN ADDITIONAL ABILITY: SHE CAN PERFORM A RITUAL IF SHE ENDS HER TURN IN A SPACE AND HAS 3 SKULLS ON HER ACTIVATION CARD. REMOVE 3 SKULL TOKENS FROM HER ACTIVATION CARD AND THE FLAG MARKER FROM THE MAP TO INDICATE THAT BRUXA HAS SUCCESSFULLY PERFORMED A RITUAL THERE.

AFTER ALL 3 RITUALS HAVE BEEN PERFORMED, THE REMAINING HORDES ARE DESTROYED AND THE HEROES PREVAIL!

STORM BLOSSOM
WHEN YOU ACTIVATE A STORM BLOSSOM, PLACE ONE 2x1 TRUE DAMAGE TILE ON ANY ONE HORDE. REMOVE ALL SOLDIERS AND RETREAT ALL HEROES FROM THAT HORDE. THEN MOVE IT TO ANY EMPTY SPACE ON THE PATH.

NEW ENEMIES

SHARPSHOOTER
WHILE THIS ICON IS VISIBLE ON A HORDE, THE HORDE WILL NOT MOVE. INSTEAD OF MOVING, IT DEALS 1 DAMAGE TO A CHOSEN HERO. ONCE ALL ICONS ARE COVERED, THE HORDE WILL MOVE ALONG THE PATH AS USUAL. EVEN IF A HORDE HAS SPEED ICONS, WHILE IT HAS SHARPSHOOTERS, TRIGGER IT ONLY ONCE.

SHARPSHOOTER HORDES MAY ONLY TARGET HEROES CURRENTLY ON THE BOARD.

ANOOBIS' GRAVEYARD
ANOOBIS' PASSIVE ABILITY: WHENEVER A HORDE IS DESTROYED, MOVE IT TO ANOOBIS' GRAVEYARD AND SHUFFLE THE GRAVEYARD.

ANOOBIS SPECIAL ACTION - ARMY OF THE DEAD
WHEN ANOOBIS IS ACTIVATED, PLACE THE TOP HORDE CARD FROM ANOOBIS' GRAVEYARD IN THE SPACE HE JUST MOVED OUT OF. THE HORDE PLACED IN THIS MANNER DOES NOT ACTIVATE THIS ROUND.
IF ANOOBIS WAS ACTIVATED, BUT HE DIDN'T MOVE (E.G. WHILE SOLDIER OR HERO PREVENTED THE MOVEMENT) THE HORDE IS SPAWNED IN FRONT OF HIM.



ALL ELEMENTS BREAK LOOSE

IRON CHALLENGE

DURING SET UP, EACH PLAYER MUST PLACE A FAULT LINE ONTO THE MAP ON ANY PATH SPACE. WITH 4 PLAYERS, ALSO REMOVE 1 CRYSTAL FROM THE LAVA POOL.

WE MAY BE OUTNUMBERED. WE MAY BE ILL EQUIPPED. BUT THE WILL TO PERSIST IS STRONGER THAN EVER! LET THIS BE A PROPHECY ECHOING IN THE ENEMY'S RANKS: NO ELEMENT SHALL EVER BEND LINIREA! WHOEVER IS BEHIND ALL THIS, SHOW YOURSELF! ONLY COWARDS HIDE BEHIND THEIR TROOPS.

VICTORY CONDITION



SPAWN STACKS

AT THE END OF THE ROUND, IF THERE ARE NO HORDES IN PLAY YOU WIN. ALL PLAYERS IMMEDIATELY LOSE IF: ALL OF THE KINGDOM'S HEALTH IS REMOVED, OR ALL SPAWN STACKS RUN OUT OF CARDS, OR THERE ARE NOT ENOUGH TRAYS TO PLACE ALL HORDES ON THE BOARD.

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN.

HEROES

ALL HEROES ARE AVAILABLE.

YOU MAY USE ALL HERO ABILITIES WITH 1 OR 2 . IN A GAME WITH 1-2 PLAYERS, USE 2 ABILITIES PER HERO; IN A GAME WITH 3-4 PLAYERS, USE 1 ABILITY PER HERO.

TOWERS

ALL TOWERS ARE AVAILABLE.

ALL TOWER MODS ARE AVAILABLE.

1. SETTING UP HORDE STACKS

HORDES

GATHER TOGETHER THE FOLLOWING HORDE CARDS FROM THE INDICATED WAVE GROUPS:

WAVE 0	WAVE 1	WAVE 2	WAVE 3	WAVE 4	WAVE 5
3x GREEN	1x GREEN	1x GREEN	1x GREEN	1x YELLOW	1x RED
1x YELLOW	1x RED	1x YELLOW			
		1x RED			
WAVE 6	WAVE 7	WAVE 8	WAVE 9	WAVE S	WAVE S
2x GREEN	2x YELLOW	1x GREEN	2x GREEN	1x C1	EVENT A,B,C
1x YELLOW		1x YELLOW	2x YELLOW	1x C2	3x BLANK
1x RED		2x RED		1x C3	3x PUMPKIN
				1x C4	



2. SETTING UP THE MAP



1 PLAYER:

2x ARCHER TOWER
2x MAGE GUILD
1x DWARVEN ARTILLERY

2 PLAYERS:

2x ARCHER TOWER
2x MAGE GUILD
1x DWARVEN ARTILLERY
1x MILITIA BARRACKS

3 PLAYERS:

1x ARCHER TOWER
2x MAGE GUILD
1x DWARVEN ARTILLERY

4 PLAYERS:

1x ARCHER TOWER
1x MAGE GUILD
1x DWARVEN ARTILLERY

12 WATER. EARTH. AIR. FIRE.



IRON CHALLENGE

USE THE IRON EFFECTS ON ELEMENACE'S ACTION CARDS.

WARRIORS! THEY ARE WEAKENING. THEY NEED THEIR LEADER. AND THIS LEADER WILL TASTE OUR STEEL. THE ELEMENTAL UPRISING IS COMING TO AN END! WE WILL PREVAIL! ELEMENACE - WE ARE COMING FOR YOU!

VICTORY CONDITION



DEFEAT ELEMENACE!

ALL PLAYERS IMMEDIATELY LOSE IF: ALL OF THE KINGDOM'S HEALTH IS REMOVED, OR ALL SPAWN STACKS RUN OUT OF CARDS, OR ELEMENACE ESCAPES.

HEROES

ALL HEROES ARE AVAILABLE.

YOU MAY USE ALL HERO ABILITIES WITH OR . IN A GAME WITH 1-2 PLAYERS, USE 2 ABILITIES PER HERO; IN A GAME WITH 3-4 PLAYERS, USE 1 ABILITY PER HERO.

TOWERS

ALL TOWERS ARE AVAILABLE.

ALL TOWER MODS ARE AVAILABLE.

1. SETTING UP HORDE STACKS

HORDES

GATHER THE FOLLOWING HORDE CARDS FROM THE INDICATED WAVES:

WAVE 0	WAVE 1	WAVE 2	WAVE 3	WAVE 4
1x GREEN	2x GREEN	1x YELLOW	1x GREEN	2x GREEN
1x YELLOW	1x YELLOW	2x RED	2x RED	1x YELLOW
1x RED				1x RED
WAVE 5	WAVE 6	WAVE 7	WAVE 8	WAVE 9
2x YELLOW	2x YELLOW	1x YELLOW	1x YELLOW	1x GREEN
	2x RED	3x RED	2x RED	2x YELLOW

WAVE S

WAVE E

EVENT A

5x ELEMENACE ACTION CARDS

4x ELEMENACE LIFE CARDS

SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN.



2. SETTING UP THE MAP



3. NEW RULES

NEW ENEMIES

ELEMENACE

IN THIS SCENARIO, YOU'LL FACE A BOSS - ELEMENACE. HE IS REPRESENTED BY A MINIATURE ON THE MAP. ELEMENACE MOVES AND PERFORMS ATTACKS DIFFERENTLY FROM NORMAL ENEMIES.

SETUP

BEFORE THE GAME, PREPARE ELEMENACE'S LIFE STACK, CONSISTING OF 4 ELEMENACE LIFE CARDS (WITH SMALL NUMBERS IN THE LOWER RIGHT CORNER). PUT THEM NEAR THE MAP IN ORDER - CARD WITH NUMBER 4 ON THE BOTTOM, NUMBER 1 ON TOP. THE OTHER 5 ELEMENACE CARDS (WITHOUT NUMBERS AND SQUARES) ARE ELEMENACE ACTION CARDS. PUT THE CARD WITH "MAGIC" ACTION IN ELEMENACE'S DISCARD PILE, THEN SHUFFLE THE REMAINING ELEMENACE ACTION CARDS AND PUT THEM NEARBY. THESE CARDS ARE ELEMENACE'S ACTION DECK.

ATTACKING ELEMENACE

WHEN ATTACKING ELEMENACE, YOU SHOULD AIM AT HIS MINIATURE, BUT PLACE THE DAMAGE TILES ON THE TOP CARD OF ELEMENACE'S LIFE STACK. YOU HAVE TO COVER ALL SQUARES DEPICTING ELEMENACE TO DEFEAT ELEMENACE'S LIFE CARD. WHEN ALL MARKED SQUARES ON ELEMENACE'S LIFE CARD ARE COVERED DURING PHASE 3 (DESTROY HORDE TRAYS), REMOVE ALL DAMAGE TILES FROM ELEMENACE, FLIP HIS TOP LIFE CARD, READ IT ALOUD AND FOLLOW THE INSTRUCTIONS. ELEMENACE MUST BE DESTROYED WITH TOWERS AND BLOSSOMS. HEROES CANNOT DAMAGE ELEMENACE: THEY CAN NEITHER ATTACK NOR MOVE ONTO HIM. SOLDIERS MAY ATTACK ELEMENACE ONLY WITH SPLASH DAMAGE (SPEARS) AS NO MINIATURES CAN BE PLACED ON ELEMENACE.

TRIGGERING ELEMENACE

DURING PHASE 4 (ADVANCE HORDE TRAYS), BEFORE YOU ADVANCE ANY OTHER HORDES, ELEMENACE ACTS. DRAW THE FIRST CARD FROM ELEMENACE'S ACTION DECK AND READ IT ALOUD, TRIGGERING ALL EFFECTS. THEN MOVE ELEMENACE ONE SPACE. DISCARD ELEMENACE'S ACTION CARD AFTERWARDS.

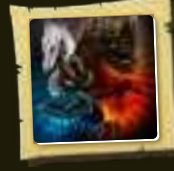
IF ELEMENACE'S ACTION DECK IS EMPTY, SHUFFLE ALL DISCARDED CARDS TO FORM A NEW DECK.

IN ORDER TO WIN THIS SCENARIO, YOU HAVE TO DEFEAT ELEMENACE 4 TIMES. IF HE MANAGES TO ESCAPE EARLIER, YOU LOSE!



ELEMENACE LIFE CARD (WITH SQUARES AND NUMBER IN THE LOWER RIGHT CORNER).

SETUP: PUT THE "MAGIC" ACTION CARD IN THE DISCARD.



ELEMENACE ACTION CARD. PUT ELEMENACE'S ACTION DECK BESIDE HIS LIFE DECK.

4 PLAYERS:

- 1x MAGE GUILD
- 1x DWARVEN BOMBARD
- 1x MILITIA BARRACKS



1 PLAYER:

- 1x ARCHER TOWER
- 2x MAGE GUILD
- 1x DWARVEN BOMBARD
- 1x MILITIA BARRACKS



2 PLAYERS:

- 1x ARCHER TOWER
- 3x MAGE GUILD
- 1x DWARVEN BOMBARD
- 1x MILITIA BARRACKS



3 PLAYERS:

- 2x MAGE GUILD
- 1x DWARVEN BOMBARD
- 1x MILITIA BARRACKS



THE ELEMENTAL RIFT

SOME THINGS NEVER CHANGE. KINGDOMS WILL ALWAYS BE UNDER PRESSURE, AND HOtheads LIKE YOU WILL ALWAYS SEEK FIGHTS TO PROVE THEMSELVES. SO... READY TO BREAK SOME BONES AGAIN?

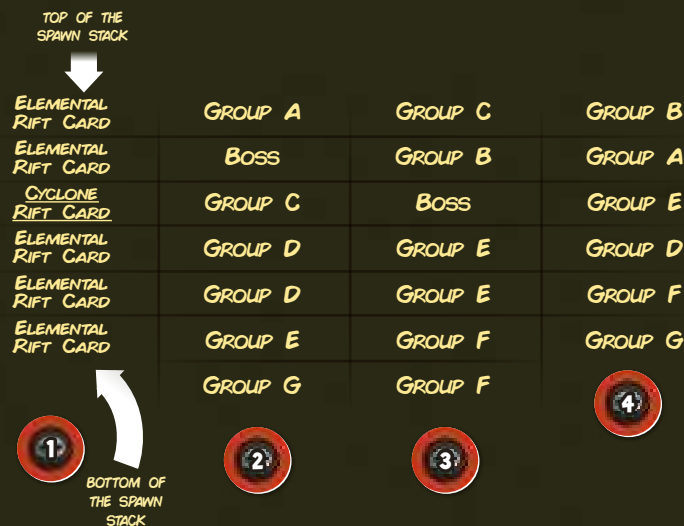
VICTORY CONDITION



SPAWN STACKS

AT THE END OF THE ROUND, IF YOU HAVE DEFEATED 2 BOSSES, YOU WIN. ALL PLAYERS IMMEDIATELY LOSE IF: ALL OF THE KINGDOM'S HEALTH IS REMOVED, OR ALL SPAWN STACKS RUN OUT OF CARDS.

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN.



HEROES

YOU MAY USE ALL HERO ABILITIES WITH OR . IN A GAME WITH 1-2 PLAYERS, USE 2 ABILITIES PER HERO; IN A GAME WITH 3-4 PLAYERS, USE 1 ABILITY PER HERO.

TOWERS

ALL TOWERS ARE AVAILABLE.
ALL TOWER MODS ARE AVAILABLE.

1. SETTING UP HORDE STACKS

HORDES

TO PREPARE THE HORDES YOU FIRST NEED TO GROUP THEM. THE GROUPS FOR THE HORDES IN THE GAME ARE:

GROUP A	GROUP B	GROUP C	GROUP D
WAVE 0 GREEN	WAVE 0 YELLOW	WAVE 0 RED	WAVE 4 YELLOW
WAVE 1 GREEN	WAVE 2 YELLOW	WAVE 2 RED	WAVE 6 YELLOW
WAVE 2 GREEN	WAVE 1 RED	WAVE 1 YELLOW	WAVE 3 RED
			WAVE 4 RED
			WAVE 5 RED
			WAVE 6 RED
			ELEMENTAL RIFT
			CYCLONE
			2 SETS OF BOSS CARDS
			10 ELEMENTAL RIFT CARDS
GROUP E	GROUP F	GROUP G	
WAVE 3 YELLOW	WAVE 8 GREEN	WAVE 9 YELLOW	
WAVE 5 YELLOW	WAVE 9 GREEN	WAVE 7 RED	
WAVE 3 GREEN	WAVE 7 YELLOW	WAVE 8 RED	
WAVE 4 GREEN	WAVE 8 YELLOW	WAVE 9 RED	
WAVE 5 GREEN			
WAVE 6 GREEN			

2. SETTING UP THE MAP

PLAYERS' SUPPLY:



3. SETUP

MIXING AND MATCHING WITH KINGDOM RUSH: RIFT IN TIME YOU CAN USE THE BOSS LIFE AND REFERENCE CARDS FROM PORTAL STORM IN ELEMENTAL RIFT. YOU CANNOT USE BOSSES FROM ELEMENTAL RIFT IN PORTAL STORM.

1. SET UP THE MAP AS SHOWN.
2. PREPARE A BLOSSOM POOL BY TAKING 2 OF EACH OF THE ELEMENTAL BLOSSOMS TOKENS (FIRE, FROST, EARTH AND STORM) AND PUTTING THEM IN A PILE BESIDE THE TOWER MARKET. DON'T PUT REGULAR MAGIC BLOSSOMS IN THIS POOL.
3. SET ASIDE THE CHAMPION HORDE CARDS (C1, C2, C3, AND C4) AS WELL AS THE EXTRA CARDS NEEDED FOR CHAMPIONS (REFERENCE CARDS, PUMPKIN HORDES AND CHAMPIONS ACTION DECK). CHAMPIONS MAY BE SUMMONED BY EVENTS IN THE ELEMENTAL RIFT SCENARIO. SET THESE ALL ASIDE WITH THE RIFT BOSS REFERENCE CARDS (RIFT LEVIATHAN REFERENCE AND RIFT ELEMENACE REFERENCE).

4. PREPARE THE RIFT DECK:
 - A. SET ASIDE THE RIFT CYCLONE CARD (WITH "C").
 - B. SET ASIDE THE RIFT BOSS LIFE CARDS, AND THE RIFT BOSS REFERENCE CARDS (NOTE FOR PLAYERS WHO HAVE RIFT IN TIME: RIFT BOSS LIFE CARDS AND REFERENCE CARDS CAN HAVE PORTAL STORM BACKS, AS YOU CAN USE BOSSES FROM PORTAL STORM).
 - C. SHUFFLE THE REST OF RIFT CARDS.
 - D. PREPARE THE RIFT DECK AS SHOWN, PUTTING THE CYCLONE AS CARD 3.
 - E. RIFT BOSS LIFE CARDS WILL BE USED TO MAKE HORDE STACKS.
 - F. RIFT BOSS REFERENCE CARDS WILL BE USED ONLY IF THAT BOSS APPEARS FROM THE HORDE STACKS. KEEP THEM WITH THE CHAMPION CARDS IN CASE THEY ARE NEEDED!

5. PREPARE HORDE GROUPS. THE ELEMENTAL RIFT SCENARIO USES RANDOMLY SET UP HORDE STACKS. THESE STACKS ARE DRAWN FROM HORDE GROUPS. TAKE ALL OF THE HORDE CARDS YOU HAVE AND ORGANIZE THEM INTO THE FOLLOWING GROUPS. THEN, SHUFFLE THE HORDE CARDS WITHIN EACH GROUP. THEN PREPARE THE HORDE STACKS AS SHOWN ABOVE, E.G. PUTTING RANDOM CARDS FROM GROUP A AT EACH A IN A HORDE STACK.

6. TAKE THE RIFT BOSS LIFE CARDS (THESE MAY HAVE THE PORTAL STORM CARD BACK). THESE ARE SHUFFLED TOGETHER AND ARE USED TO FILL THE TWO "BOSS" SLOT OF THE HORDE STACKS.

7. SET UP THE HORDE STACKS USING THE GROUPS.

4. NEW RULES

BLOSSOM REGROW

AFTER HORDES ADVANCE, REMOVE EACH USED BLOSSOM THAT IS IN PLAY AND REPLACE IT WITH 1 CHOSEN BLOSSOM FROM THE BLOSSOM POOL (IF THERE ARE ANY LEFT).

1 PLAYER: 1x ARCHER TOWER 1x DWARVEN ARTILLERY
1x MAGE GUILD 1x MILITIA BARRACKS
+ ANY LEVEL 2 TOWER



2 PLAYERS: 1x ARCHER TOWER 1x DWARVEN ARTILLERY
1x MAGE GUILD 1x MILITIA BARRACKS
+ 2x LEVEL 2 TOWERS OF THE TEAM'S CHOICE



3 PLAYERS: 1x ARCHER TOWER
1x MAGE GUILD
1x DWARVEN ARTILLERY
1x MILITIA BARRACKS



4 PLAYERS: + 3x LEVEL 1 TOWERS OF THE TEAM'S CHOICE



EVENTS

SCENARIO 3

A/B

OUR ALLIES ARE SEEMINGLY OVERWHELMED BY HORDES. WE SHOULD GIVE THEM A CHANCE TO CATCH A BREATH!

SAND WARRIORS LOSE PROTECTION UNTIL THE END OF THIS ROUND.

SCENARIO 4

A

OUR SOLDIERS ARE PETRIFIED WITH FEAR. THE ENEMY GENERALS STRIKE BACK!

THIS ROUND, CHAMPIONS DO NOT DRAW A CARD FROM THEIR ATTACK STACK; THEY SIMPLY ATTACK.

B

THERE IS SOMETHING VERY STRANGE IN THIS WATER...

PUT AN ADDITIONAL TENTACLE ON THE BOARD, FOLLOWING THE USUAL RULES. IN A 3- OR 4- PLAYER GAME, PUT 2 ADDITIONAL TENTACLES.

SCENARIO 5

A

THE GRASPING TENTACLES WRITHE ON THE GROUND. WHATEVER THEY GRAB STRUGGLES TO ESCAPE. THE SMALL QUAKE CAUSE THE FOUNDATIONS OF WEAKER TOWERS TO COLLAPSE.

UNTIL THE END OF THE GAME, FOR EACH TENTACLE YOU CANNOT PLACE, CHOOSE AND RETURN ONE LEVEL 1 TOWER TO THE SUPPLY (IF YOU CAN). YOU CAN'T CHOOSE A TOWER BLOCKED BY THE TENTACLE.

SCENARIO 7

A

THE CAVE RUMBLES, THEN SUDDENLY THE VOLCANO EXPLODES. FROM THE VOLCANO'S SMOKE, MORE HORDES EMERGE!

PLACE SPAWN TOKEN 4 ON TOP OF THE LAVA POOL. HORDES FROM SPAWN STACK 4 SPAWN INTO THE 4-WAY INTERSECTION. SPAWN ANOTHER HORDE FROM THIS STACK AND ONE FROM STACK 4.



SCENARIO 9

A

"I'VE GOT IT! THEY WON'T CROSS WATER, SO WE CAN USE IT TO BLOCK THE PATH, LIKE A WALL!" SAITAM SHOUTS AS HE LEAPS INTO THE WATER AND BEGINS TO SPIN FASTER AND FASTER, SPLASHING WATER EVERYWHERE. WITHIN MOMENTS THE POND HAS RELOCATED, AND THE HORDES WILL HAVE TO TAKE THE LONGER PATH NOW.

PLACE SAITAM ON THE MURKY POND, HE DOES NOT ACTIVATE THIS ROUND. AFTER HORDE TRAYS ARE DESTROYED, MOVE THE MURKY POND TO THE SPACE SHOWN. IF THERE IS ALREADY A HORDE THERE, MOVE IT FORWARD ONE SPACE (ALONG WITH ALL TILES AND MINIATURES ON IT), THEN PLACE THE POND.

HERE'S AN EXAMPLE IN A 2-PLAYER GAME. REGARDLESS OF PLAYER COUNT, MOVE THE MURKY POND ALONG WITH SAITAM AND EVERYTHING ELSE IN THE SPACE AS SHOWN.



B

SAITAM BOUNCES AROUND THE BATTLEFIELD. "THIS WILL BE GREAT! WATCH ME!" HE SHOUTS, SPINNING AGAIN, JUST LIKE HE DID IN THE WATER POOL. THIS TIME, THE CYCLONE IS DRAWN TO HIM AND STARTS SPINNING AROUND HIM. "HOLD THEM OFF FOR A MINUTE! THIS IS HARDER THAN I THOUGHT!"

PLACE SAITAM AND THE CYCLONE IN THE SPACE SHOWN. SAITAM DOES NOT MOVE THIS ROUND. YOU CANNOT USE THE WHITE BUILDING SITE. AT THE END OF THIS ROUND, IF THE KINGDOM SURVIVES, THE DEADLY CYCLONE SUCKS IN ALL THE HORDES, AND YOU WIN!



C

WHERE DID THEY COME FROM? THEY APPEARED OUT OF NOWHERE!

PLACE A WAVE O GREEN HORDE IN THE SPACE SHOWN. WHEN HORDES ADVANCE, IT ADVANCES LAST.



SCENARIO 10

A

"DO YOU FEEL THAT WIND? WHERE IS IT COMING FROM?!"

PLACE THE CYCLONE AT SPAWN POINT 1. THE CYCLONE DOES NOT MOVE THIS TURN.



DISPELLING THE CYCLONE:

IMMEDIATELY AFTER BRUXA PERFORMS HER SECOND RITUAL, REMOVE THE CYCLONE FROM PLAY.

SCENARIO 11

A

A STORM IS GATHERING OVER OUR HEADS...

PLACE THE CYCLONE AT SPAWN POINT 1.

B

HEROES, BRACE YOURSELVES! THE HARDEST MOMENT IS YET TO COME!

AT THE END OF THIS ROUND: DEAL 1 DAMAGE TO EACH HERO ADJACENT TO THE LAVA POOL OR THE MURKY POND. THEN, REMOVE THE POOL AND THE POND FROM PLAY. TENTACLES IN PLAY REMAIN, BUT THEY ARE NO LONGER PLACED AFTER HORDES ADVANCE.

C

THE STORM FINALLY DISSIPATES. FORWARD, DEFENDERS OF LINIREA!

REMOVE THE CYCLONE FROM PLAY. SPAWN ANOTHER CARD FROM THIS SPAWN POINT.

SCENARIO 12

A

"THE BLOSSOMS SEEP UP THE ELEMENTAL ENERGY RADIATING FROM ELEMENACE AND REGROW."

REGROW ALL BLOSSOMS.



CREDITS:

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