

RULE BOOK



TIME RIFT™

# TIME RIFT™

## Collectible Card Game RULES v1.1

Time Rift™ is a hybrid board, collectible card, and tactics game featuring heroes and villains from throughout world history. Recruit history's greatest champions, arm them with the highest skills and best equipment from throughout the ages, and battle in the Arena to determine once and for all:

### ***Who is the greatest of all time?***

**To win:** 1) be the last, undefeated Champion during four rounds of combat, or 2) have the highest Life total at the end of the fourth round.

## Components and Play Area

The Time Rift Starter Game includes:

1 Arena mat

2 dice (2d6) and

20 cards

Of those 20 cards, players are guaranteed 3 complete 5-card battle decks consisting of:

1 Champion card

1 Inspiration card

1 Weapon card

1 Armor or Adornment card and

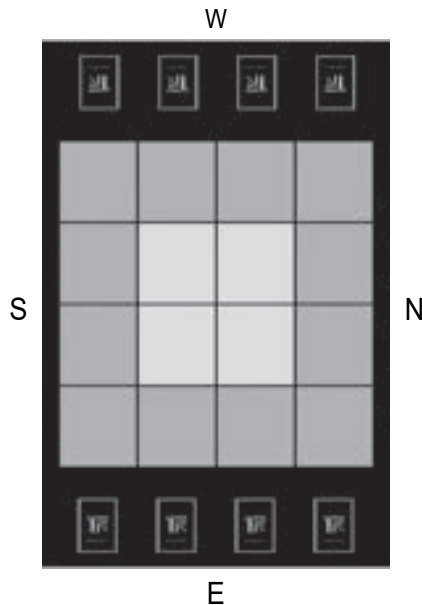
1 Special Item or Ability card. You also get

5 random cards (one of which is a Champion, and the other four are a combination of the five card types mentioned above).

Players will also need a way to track Life up to a value of 12 (suggestions: a d12, twelve tokens, a clicker, calculator, pen and paper, or the Time Rift Companion App). You may also wish to track running totals of other stats such as your Defense, Attack Bonuses, Damage, Action count, turns taken, cards activated, etc.

## Arena

The Arena represents a field of battle including boundaries, terrain, and sometimes obstacles such as pits, spiked walls, and even nonplayer characters. It is a 4 x 4 grid accommodating up to 4 players each at one of the four cardinal directions (N, S, E, W). In a game, players strategically move Champions about the Arena attempting to gain a tactical advantage and reduce all enemy Life totals to “0.”



*Arena Grid - the 4x4 Arena play area (grey and light grey spaces).*

*Grid Space - A single space in the Arena.*

*Center Spaces - The four (4) spaces consisting of zero Arena boundaries (light grey spaces).*

*Wall Spaces - The twelve (12) spaces consisting of at least one Arena boundary (grey spaces).*

*Corner Spaces - The four (4) spaces consisting of two Arena boundaries (grey spaces).*

*Remember: Corner spaces are also Wall spaces.*

Even though the Arena is symmetrical, players often have a particular direction they like to represent. In a 2-player game, when orienting around the Arena typically someone will play East and their opponent will choose West with the crease of the board, or border of the half mat, running north-south. Once established, players should place a token on the edge of the Arena to represent North.

In this way, players and spectators may use algebraic notation to record movement, facing, and how actions are spent during a game.

## CHAMPION Card



Players choose Champions to represent them in Arena combat. Each Champion has unique statistics and abilities that give them certain advantages and disadvantages against their enemies.

# 6

the **INITIATIVE** Number: The value on a Champion card used to determine initial placement in the Arena and to break ties.



the **LIFE** Heart: The value inside the heart represents a Champion's Life total. When reduced to zero, the Champion is defeated.



the **AGILITY** Bolt: The value inside the lighting bolt represents a Champion's Agility. The Champion's agility lets the player know how many actions a player may spend each round. Agility recharges at the start of each new round.



the **DAMAGE** Ball: The value inside the spiked ball or "Damage Ball" represents the damage a Champion deals when making a successful "Base Attack." This refers to a punch, kick, headbutt, elbow, knee, or any other bodily attack the Champion makes by spending an action.



the **DEFENSE** - "**DEF**" Shield: The value inside the Shield represents a Champion's Defense roll bonus value or "**DEF**" for short. Whenever a player rolls dice for a defense roll, add the value inside of the shield to the defense total.

*For example, if you roll a /4/ and a /3/, it makes a /7/. However, if the Champion has "+1 DEF" the result is now a defense total of /8/.*

|  |    |  |
|--|----|--|
|  |    |  |
|  | +1 |  |
|  | ▲  |  |
|  |    |  |

**ATTACK GRID:** The “Base” attack grid represents a Champion’s facing and position relative to other combatants in the Arena. Champions may only make attacks to spaces with “+” or “-” values.

### Element Icons

Each card aligns with an Element that defines and synergizes with a particular fighting style. Interactions may occur between cards based on their elemental alignments. Cards of the same Element may enhance each other or even require one another to function.



Aether: Inspiration and Life Masters



Fire: Attack and Damage Masters



Metal: Balance and Weapon Masters



Wood: Initiative and Grid Masters



Earth: Defense and Arena Masters



Water: Movement and Loadout Masters



Void: Dice and Crit Masters

## Loadout Cards

Players choose loadout cards representing equipment and/or items a Champion brings into the Arena. A legal loadout consists of:

- 1 Weapon Card
- 1 Armor or Adornment Card
- 1 Inspiration Card
- 1 Special Item or Ability Card

\* Unless otherwise allowed by card text



## WEAPON Card



Weapons represent the traditional tools of combat.

1. Initiative - Determines turn order
2. Element - Style of play
3. Cost - Actions required to make an attack with the weapon



4. Weapon Damage - Damage dealt from a successful hit
5. Weapon Attack Grid - Spaces where weapon attacks may be made
6. Hand Requirement - Number of hands needed to wield a weapon, activate an ability, or to make an attack with the weapon



7. Keyword Attributes - Card characteristics
8. Game Text - Various effects and abilities unique to a particular card
9. Flavor Text - Historical information in context helping place the card in space and time

## ARMOR and Adornments Card



Armor and Adornments provide protection and defensive bonuses for your Champion.

1. Initiative
2. Element
3. Body Part/Hand Requirement - Where on the body something is worn



4. Keyword Attributes
5. Game Text
6. Flavor Text

## INSPIRATION Card



An Inspiration represents a Champion's guiding purpose or why they fight.

1. Initiative
2. Element
3. Keyword Attributes
4. Game Text
5. Flavor Text

## SPECIAL Item or Ability Card



Special cards represent a unique ability, item, tactic, or knowledge that affects Champions in the Arena.

1. Initiative
2. Element
3. Body Part/Hand Requirement\*
4. Special Attack Grid\*\*
5. Cost\*\*
6. Special Damage\*\*
7. Keyword Attributes

8. Game Text
9. Flavor Text

\*Some cards have special or multiple attributes. If a Special card has an attack grid, it will also have a cost and damage icon with a damage value.

Body part and hand requirements must be obeyed at all times.

## Prepare to Fight - Round Zero

### Normal Setup

1. VICTORY CONDITION. Defeat all enemy Champions in the Arena. Defeating Champions means reducing their Life totals to zero or having the highest Life total of all combatants at the end of round 4.
2. CARD SELECTION. Choose a Champion card and assemble the Champion's 4 Loadout cards. Together they form your Battle Deck. Keep your card selections secret as you select your cards:
  - A Loadout consists of exactly one Inspiration card, one Weapon card, one Armor card, and one Special card – unless otherwise indicated by a Card Effect
  - If a Card Effect allows extra Armor, each of your Armor cards must cover different Body Parts: torso, head, legs, etc.
3. MAT. Lay the Arena mat at the center of the play space, where it can easily be accessed by all players. Each player will then orient to occupy one side of the Arena.
4. BITS. Have your 2d6 and Life tracker(s) nearby.
5. CARD PLACEMENT. After each player selects their Battle Deck for this game, reveal the Champions.

Starting with the player with the lowest Champion Initiative, players place their Champions in the Arena in any space in their "Starting Row". The player with the highest Initiative in Round Zero places their Champion in any unoccupied space on their side of the Arena. This is called "Tactical Advantage". Champions must be placed in order and facing the center of the Arena.

6. The player with the lowest Champion Initiative in Round Zero places first in the Arena and designates North. The players in a 2-player game should sit facing East and West. In a 3-player game, North would be the unoccupied side. In a 4-player game, North is the last side to be occupied.
7. Once all Champions have been placed in the Arena, Players place a Loadout card from their Battle Deck into each of the Loadout card slots. These cards are placed face down and will be revealed each Round.

Time Rift allows and encourages players to use a combination of cards from other Cultures, regions, and times when selecting Loadout cards. For example, a Player may choose a Norse Champion wielding a Japanese Weapon, wearing Egyptian Armor, using a Roman Special card, with a Greek god as an Inspiration. Why? Because you can.

## Quick Start Setup

Champions from the starter game and all boosters are legal to fight right out of the pack. Each Champion arrives with four loadout cards and those 5-card combinations make up a complete Battle Deck. These decks are well-balanced for immediate play and powerful enough to be competitive through the lifecycle of the game.

### Even Quicker Setup: Fist Fight!

In this Time Rift variation, Champions enter the Arena without any Loadout cards for a good ol' fashioned fist fight. Starting with a Fist Fight is a great way to familiarize yourself with the Time Rift concepts of movement and turn sequence before adding the complexity of building decks and managing loadout cards.

To set up, simply skip the parts of Normal Setup that reference the Loadout cards and knuckle up!

## Rules of Engagement (ROE)

A Time Rift game consists of four Rounds. If at any point a Champion's Life is reduced to zero, or below, then that Champion has been defeated. After Round Zero, use the following 3-phase sequence (R-R-R) to battle toward the Victory Condition:

### Phase I. RECHARGE

After Round Zero (the Setup Phase) players return any depleted cards to their upright, (re)charged positions. Agility values then get reset and all players have full access to their Actions.

### Phase II. REVEAL

Players simultaneously reveal (flip face-up) their Loadout cards in the position corresponding to the current Round.

Note: Sometimes players accidentally try to use card combinations that are not allowed due to Loadout restrictions or other considerations. Check the legality of all newly revealed cards. Discard any illegal cards from the Arena ignoring that card's effects, and in competitive games, do not allow players to replace them in the current game or match.



The Initiative for each Round is located in the upper left corner of the card in that Round's card slot. If there is no card in the slot then the Initiative for that round is zero. If any players are tied for the same Initiative, the player with the higher Champion Initiative goes first. If still tied, then each player rolls a d6 and the tie breaks in favor of the highest role. Continue to reroll if necessary.

Then, resolve multiple Reveal and Deploy Card Effects on newly revealed cards and take actions according to Initiative Order from highest to lowest.

### Phase III. ROUND (starts)

In the order of all Champion Initiatives, resolve any "At the Start of Each Round" Card Effects. If any players are tied for the same Initiative, then they each roll a d6 and the tie breaks in favor of the highest roll. Reroll if necessary. Resolve these effects from highest to lowest Initiative.

Turn order for each round proceeds with players taking turns from highest Initiative to lowest with ties being broken in the same way as above.

On their turn, each player will spend Actions to move, attack, activate effects, and/or perform power abilities.

The number of Actions a player has for each round is represented by the value on the Champion's Agility Bolt plus or minus any revealed Card Effects that increase or decrease the Action count. Players must spend at least one Action but then may pass to the next player without spending all the Actions. Any unspent Actions do not carry over to the next round.

Players may perform actions in any order, and may do the same action as many times as they can afford. Players may spend Actions to:

## MOVE

### *ROTATE and MANEUVER*

Spend 1 Action. A Player may:

- 1. Maneuver the Champion card orthogonally (along a column or row) to 1 adjacent space in the Arena. The card may then rotate up to 270° at no cost.
- 2. Rotate the Champion in its current grid space at least 90° and up to 270° to any of the four cardinal points (north, south, east, or west).

Champions may not move through occupied Spaces in the Arena, and only one card may occupy a given Space at a time.

Champions may not move diagonally (along adjacent corners) and may not move outside the Arena Grid.

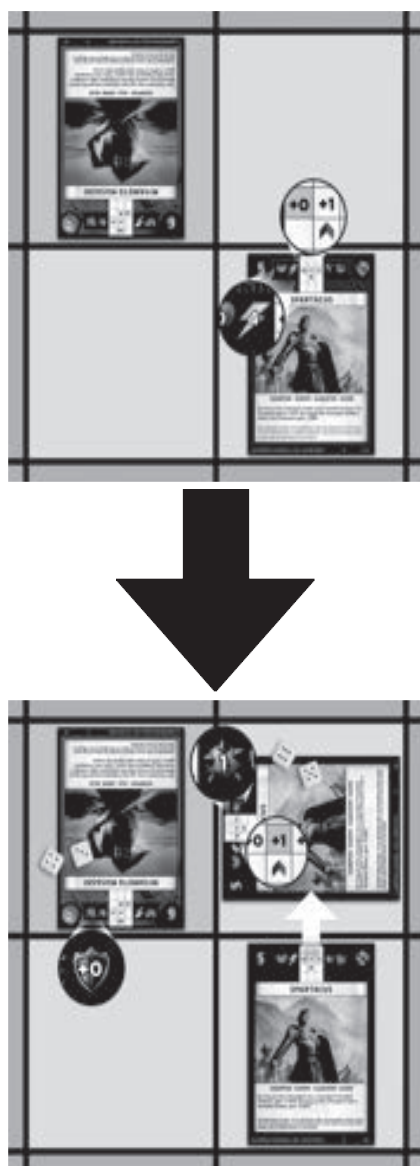
All movement bonuses granted in game text must follow these rules unless the card states otherwise.

Note: "From", "Into", and "Out of" are very specific in what types of movement they describe:

From - Looks only for the original space where the movement was initiated.

Into - Looks only for the destination space where the movement ends.

Out of - Looks at both the original space where the movement was initiated AND the destination space where the movement ends.



## COMBAT

### ***The Situation***

Spartacus begins his turn. He has an Agility of 4, meaning he can take 4 actions this turn. From his current position, he can make up to 4 Base Attacks on Musashi; however, his Attack rolls will carry no advantage at “+0”. Odds are roughly 50% for success on each attack.

### ***The Decision***

Should Spartacus spend one action to maneuver (move to a new Arena space and change facing). and gain a “+1” advantage to his attack roll and increase his chances for success to roughly 55.63%? Is this the best move?

***Note:*** *Even though the Champion may only move orthogonally, Arena spaces are considered “adjacent” for card effects and other rules if they are touching one another along edges (orthogonally adjacent) or at corners (diagonally adjacent).*

## ATTACK!!!

Announce which enemy you are attacking and whether you are making a Base Attack, a Weapon Attack, or a Special attack. Then palm your dice and get ready to throw.

### ***MAKE A BASE ATTACK***

Spend 1 Action to Attack any enemy within your Base Attack Grid. You may make as many Base Attacks on your turn as you can afford using your available Actions.

### *MAKE A WEAPON ATTACK*

You may use each face-up Weapon card once per turn; regardless of the number of Actions you have available. Once you attack with the weapon, deplete it (turn it sideways) To use the Weapon, make sure your enemy occupies a space within the Weapon's Attack Grid; and that you can pay the Cost indicated on the Weapon card for its use. For a complete explanation of how to resolve a Weapon Attack, see "Attack Grids and Resolving Combat,".

### *MAKE A SPECIAL ATTACK*

You may use each, face-up Special card with an attack grid once per turn; regardless of the number of Actions you have available. To use the Special Attack, make sure your enemy occupies a space within the Special Card's Attack Grid; and that you can pay any Cost indicated on the Special card. Once spent, deplete it and wait to recharge it for the next round. For a complete explanation of how to resolve a Special Attack, see "Attack Grids."

## **ACTIVATE CARD EFFECTS**

If any of a player's face-up cards have Card Effects that cost Actions, Cards, Life, or Tokens, activate them during a turn. Read the card, pay its cost, and do what it says. Card Effects that do not cost Actions can be activated at any time when appropriate, depending what the Card Effect states – not necessarily only during that player's turn. Pay attention as some cards may reference certain limiters based on characteristics of cards, usually an elemental designation or a specific Keyword.

Power abilities are typically used during a player's turn, and are always depleted after they have been activated. Once depleted, the ability cannot be activated again unless allowed in game text or until Recharged at the beginning of the next Round.

### \*\*\* ALL POWER ABILITIES DEplete THE LOADOUT CARD WHEN ACTIVATED \*\*\*.

This includes Reveal and Deploy effects. Keep this in mind when revealing Loadout cards for the round. Champions can use each Power Ability only one time per Round.

When a card instructs to, “move one space”, or “make a free weapon or special attack” these actions can be performed even if a player doesn’t have any available actions, or the card is already depleted. Follow the card effect to the letter as Time Rift uses “may” and “up to” to denote special considerations related to game text and rules.

### Card Effects

All Time Rift cards have Card Effects that help a Champion create opportunities in the Arena. Pay careful attention to these Card Effects and use them wisely, as they empower Champions with unique abilities and enhancements.

Remember to check attack Costs as denoted by the Cost icon and **bolded** Power Abilities in the Card Effect text box and that depleting a card is part of the cost attached to every Power Ability and Cost icon.

Card effects and game text will always take precedent over standard game rules. Should card effect and texts interfere with one another, resolve them in Champion initiative order.

*A reminder about Initiative: Always resolve Card Effects in Initiative Order. This means that when there are multiple cards that activate at the same time, such as two cards that must be resolved “At the start of the round...” compare the current Round’s Initiative and resolve their effects from highest Initiative to lowest. If their Initiatives are tied, then the tie breaks in favor of the player with the highest Champion Initiative. If still tied, then the players roll a d6 and the tie breaks in favor of the highest roll. If still tied, roll again.*

To resolve a Card Effect, read the Card Effect text and do what it says. The Card Effect text will explain when the Effect activates, how many times you can use it, how much it costs, and what it does:

- **Timing:** Some Effects activate upon reveal, at the beginning of a round or a turn. Others activate in reaction to enemy Actions, or when dice are rolled, and still others activate "At the end of the round." Players must announce they wish to activate a card when its timing trigger occurs.
- If players forget to activate a card at the appropriate time, they have missed their opportunity to use its Effect and must wait until its timing trigger occurs again. If the card does not define a timing trigger, then a player may activate it whenever appropriate and whenever they can afford to pay for it; if it has a Cost.
- **Frequency:** Some Effects can be used only once per round, others can only be used once per game, etc.
- Unless the card states a frequency limit, it may activate its effect as often as a player can afford to pay its Cost; if it has a Cost.
- **Cost:** Some cards require a Cost such as Life, cards, or Actions. A player must pay the cost before activating the Effect. If a Card Effect costs Actions, then a player may only activate it during their turn and only if they have enough unspent Actions to spend.
- **Power Abilities** are **bolded words** may be found in the Card Effect sections of cards. Remember, depleting a card is part of the cost attached to every Power Ability. Power Abilities on Champion cards can only be used once per Round, and Champion cards do not deplete themselves after the Power Ability has been activated.

- **Result:** Card Effects give a Champion powerful advantages in battle. Many Effects result in modifying, bending, or even breaking the normal rules of engagement. Card Effect text always takes precedence over the rulebook. Only face-up cards have an Effect on the game.
- **Keyword Attributes and Power Abilities:** Some cards will reference other cards as a requirement for use. These cards will either reference Keyword Attributes or Power Abilities labeled and described earlier in this rulebook. If a card references other cards of a certain type, look for the Keyword Attributes and/or Power Abilities on other cards to determine if the Card Effect is legal

When all players have completed their turns by either spending all their Actions or passing play, the End of Round Phase begins.

## Phase IV. END OF ROUND

In Initiative Order, resolve any “At the end of each round” Card Effects.

At the end of rounds 1 - 3, start the next round by returning to Phase I of the Recharge, Reveal, and Round (R-R-R) sequence. At the end of Round 4, proceed to the next section titled “End of Game”.

## Attack Grids and Resolving Combat

Attack Grids show the spaces on the Arena Grid where the Champion may attack an enemy and any modifications for attacking those spaces. The spaces the Champion may attack with their Base Attack or a Weapon Attack or Special Attack are relative to the position and facing of the attacking player's Champion card and the integers on the attack grid. The following concepts apply to all attack grids:



- The red triangle on the Attack Grid represents the position and Facing of the attacking player's Champion card on the Arena grid.
- For Base Attacks, use the Attack Grid on the Champion's card; for Weapon Attacks, use the Attack Grid on the Weapon's card.
- Both Attack Grids use the attacking player's Champion card to determine the enemy's relative position, as described above.
- A player may only make an attack if an enemy card occupies a numbered space in the Attack Grid (such as -1, 0, +1, etc.).
- That number will modify the Attack roll. An enemy is only considered to be "within" the Attack Grid if they occupy a numbered space. No number means not attackable.
- Unless otherwise indicated by a Card Effect, Attack Grids of different cards may not be combined, stacked, or interchanged.

Once determined that a player can make an Attack, they may announce which enemy they intend to target and state whether making a Base or Weapon Attack. Then they may pay the Attack Cost and proceed to resolving the battle.

- **First**, the defending player rolls 2d6 to set their Defense roll result. They then decide if they wish to adjust dice via a Card Effect  
(For example, Reroll, choose 2 of 3, etc.)
- This is the time to use a Card Effect if applicable.
- **Second**, the defender adds their Champion's DEF value, plus any bonuses from Card Effects, to the Defense Roll Result to produce their final Defense Total.
- **Third**, the attacking player rolls 2d6 to set their Attack. If the attacker wishes to adjust dice via a Card Effect (ex: reroll, set to /4/ etc.), they must use the Card Effect now.

- **Fourth**, the attacker adds the Attack Grid value, plus any other bonuses or reductions from Card Effects, to the roll total to produce their final Attack Total.
- If the Attack Total is higher than the Defense Total, then the Attack hits.
- If the Attack Total is equal to the Defense Total, compare Champion Initiatives, with the higher Initiative winning. If still tied, roll one d6 to determine the outcome.
- If the Attack hits, decrease the defender's Life by the Damage indicated on the Ball on the Champion or Weapon card plus any damage modifiers from Card Effects.
- If the Attacker rolls doubles (matching numerical values) after dice have been rerolled or adjusted, and the attack hits, it is considered a Critical Hit. Double the Damage indicated on the Champion or Weapon card that dealt the Attack; then apply any other damage modifiers.
- If the Attack Total is lower than the Defense Total, the attack misses.

## End of Game

If at any point a Champion's Life decreases to zero or below, the Champion has been defeated. Remove that Champion and Loadout cards from the Arena and place all revealed cards face-up in the discard pile. Then return any unrevealed cards to the player's War Chest in preparation for the next battle. Because all Champions in the Arena are already deceased, there will be no injury, blood, gore, decapitation, or burial, only the knowledge that one or more Champions fell short and that you will strategize and fight another day.

If a player's Champion is ever the only Champion with any Life remaining, then the game is immediately over no matter where the game is in the Round Order.

If more than one Champion is still alive at the end of Round 4, then the Champion with the most Life is the victor. If multiple Champions are tied with the same Life total at the end of Round 4, prepare for a single "Tie Breaker" round.

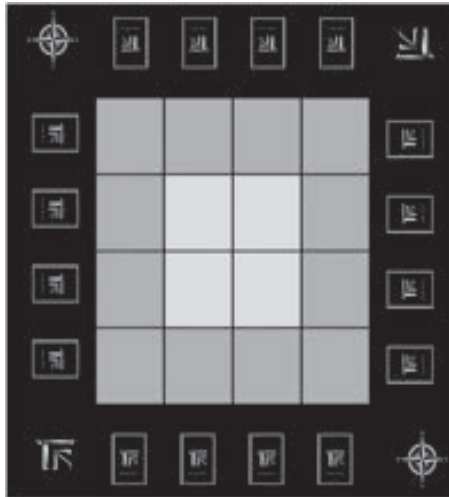
**Tie Breaker:** Any Champions tied after 4 Rounds continue to battle through an additional round with a dice roll to determine initiative. Each remaining player gets one additional turn unless one Champion is reduced to zero life thus ending the game.

**Tire Fight:** Should there still be a Life tie after the "Tie Breaker" round, move all remaining Champions to the center spaces of the Arena (placed in order of Champion Initiative). Players roll a d6 to determine turn order, and must battle within the four (4) center spaces. Once a Champion moves out of a center space, or is reduced to zero Life, that Champion is defeated.

## GAME VARIATIONS

Now that you are familiar with movement, strategy, and Time Rift tactics, you may wish to explore these other game modes:

|        |                |                    |
|--------|----------------|--------------------|
| 1 vs.2 | 3-Free For All | 1 vs.3 Boss Battle |
| 2 vs.2 | 4-Free For All | Fist Fight         |
| 3 vs.3 | Culture Shock  | Tire Fight         |



...and 20+ other ways to play (coming soon :-)

## GLOSSARY

*Arena - 4x4 or 5x5 grid where Champions fight battles.*

*Armor - 1 of 5 card types and the card representing the armor and adornments a Champion wears into battle. Armor cards have a body icon representing the head, torso, legs and feet, arms and hands. Limit one armor per body location.*

*Attack (ATK) - Attempting to deal damage to an enemy. Base attacks may be made to the numbered spaces on a Champion's attack grid. Weapon attacks may be made to numbered spaces on a weapon attack grid. Special attacks may be made to numbered spaces on a special attack grid.*

*Attack Grid - 3x4 grid on the top of Champion and weapon cards indicating which spaces are available to attack and the modifying values to the attack roll for those spaces.*

*Attack Roll - Dice rolled by the attacker with the total to be compared to the defense roll total to determine the success (hit) or failure (miss) of the attack.*

*Attack Total - equals the attack roll result plus (or minus) modifiers.*

*Attacker - Player who identifies the defender, announces the intent to deal damage, and rolls to determine the success of the attack.*

*Battle Deck - Group of five cards including one of each card type (Champion, armor, weapon, inspiration, and special).*

*Body - Set of icons (head, torso, legs and feet, arms and hands), limiting the number of each a Champion may wear into battle. Hands will always have an accompanying number between 0 and 2.*

*Card Types - Five distinct frames representing the Champion, Armor, Weapon, Inspiration, and Special cards. Players may load out one of each when constructing a battle deck.*

*Chain - Series of cards that may replace any loadout card type and cause a unique effect when all cards in the chain are revealed. Players may load out cards from multiple chains in a battle deck.*

*Champion - 1 of 5 card types and the card chosen to represent the player in the Arena. Champions have: initiative, life, actions, DEF value, and damage stats, and an element representing the Champion's playstyle.*

**Combo** - *power ability indicating the ability to defy normal movement and attack patterns in the Arena.*

*Cost - Amount of a resource to be paid in order to perform a specific action in a game.*

*Critical Hit - Attacks that result in a successful hit where both d6 share the same value deal double damage.*

*Damage - Card stat associated with the damage ball icon and representing the number of life points reduced following a successful attack or another source.*

*Defense (DEF) Value - Card stat associated with the shield icon on a Champion card with the number representing a modification to all defense rolls.*

*Defense Roll - Dice rolled by the defender with the sum (result) to be compared to the attack roll to determine the success (hit) or failure (miss) of the attack.*

*Defense Total - Equals the defense roll result plus (or minus) modifiers.*

*Defender - Player who rolls to determine success or failure when attacked.*

*Deplete - To run out of a specific resource or when an ability has run out of its possible uses in a turn (represented by turning a loadout card sideways in its loadout slot)*

**Deploy** - *Power ability indicating the ability to move minion and terrain special cards into the Arena.*

**Disarm** - *Power ability indicating the ability to affect enemy weapon attacks in the Arena.*

*Discard Pile - Stack of cards revealed and/or spent during a game.*

**Dodge** - *Power ability indicating the ability to move during an enemy's turn.*

*Element - One of seven icons representing a card's playstyle.*

**Fear** - *Power ability indicating the ability to affect enemy attacks, defenses, or maneuvering in the Arena.*

*Flavor Text - Text describing the relevance and historical context of a card.*

*Game - Two or more Champions battling it out in the Arena until one is ultimately defeated. A game is made up of at least one round.*

*Game Text - Text describing how cards function during a game and the associated costs.*

*Hand - Icon and number representing how many hands of equipment a Champion may wield in the Arena.*

**Heal** - *Power ability indicating the ability to gain life or give life points.*

**Jump** - Power ability indicating the ability to break normal movement patterns in the Arena.

**Initiative** - Number in the upper left corner of all cards used to determine turn order and break ties.

**Key Word** - Nouns and adjectives located at the top of the text box that help classify each card.

**Key Word Line** - first line of words in the text box where players look to find: Type, Region, Culture, and Designation

**Life** - Card stat associated with the heart icon on a Champion card with the number representing how much damage a Champion can take before defeat.

**Loadout** - Four cards that, when combined with a Champion, make a five-card battle deck. Also, the card spaces and associated cards arrayed along the edge of the Arena in the round slots are considered a Champion's loadout.

**Match** - Series of games fought to determine the winner of the best: 2 of 3, 3 of 5, or 4 of 7 games.

**Poison** - Power ability indicating something that causes the slow loss of life, actions, or other resources in the Arena.

**Power Ability** - Bolded noun or verb indicating a card's ability to bend the rules of the game.

**Pull** - Power ability indicating something that moves an enemy Champion in the Arena.

**Push** - Power ability indicating something that moves an enemy Champion in the Arena.

**Rage** - Power ability indicating something that changes a Champion's stats during a game.



**React** - *Power ability indicating something that allows a Champion to take actions during an enemy's turn.*

**Recharge** - *Phase that resets agility and depleted loadout cards at the start of a round (recharge, reveal, and the round begins...)*

**Reroll** - *Power ability indicating something that allows a player to roll one or more d6 again for an attack or defense roll.*

**Resource** - *Actions, life points, revealed and unrevealed cards, and tokens may all be spent during a turn as defined by game text.*

**Rift Color**- *Keyword used to group Champions by designation.*

**Round** - *Four (4) of these comprise a game. Begin each round by revealing cards in the associated loadout card slot. Completed when each player has taken a turn. There is an additional "Round Zero", the setup phase of the game; and a fifth "Tie Breaker" round which happens if life totals are tied at the end of the fourth round.*

**Save** - *Power ability indicating a Champion that may carry a resource over to another round.*

**Stat Line** - *The entire line of statistics associated with a Champion, weapon, or special card.*

**Statistics (stats)** - *Combination of numbers presented at the top of Champion, weapon, and some special cards that make those cards unique.*

**Support** - *Power ability indicating a Champion that may share resources or card effects with Champions and allies in the Arena.*

**Tactical Advantage** - *The Champion card with the highest initiative value in Round Zero enters the*

*Arena last and may place on any open space on their side of the Arena.*

*Tie Breaker - At the end of round 4, if two or more Champions show equal life values, an extra round, the "Tie Breaker" is played rolling 1d6 to determine who takes the first and successive turns. At the end of the Tie Breaker round, the Champion with the highest life value is declared the winner. If still tied, place remaining Champions in the center 4 spaces of the Arena for a Tie Fight. Leaving the center spaces or being reduced to 0 life results in defeat.*

*Text Box - Location on a card where a player will find: key words, the game text, and the flavor text.*

*Turn - Order in which each player takes action in a round. The highest initiative takes the first sequence, followed by all other players in descending initiative order. In the event of a tie in initiative, the Champion with the highest initiative breaks the tie. Roll 1d6 to break further ties.*

*Victory - When all enemies are reduced to 0 life, or the Champion with the highest life total makes it to the end of round 4, that Champion has met the victory condition and is declared the winner.*

*War Chest - Set of battle decks and reserve cards a player brings to a multi-game Match: 2 of 3 (20 cards) 3 of 5 (30 cards) and 4 of 7 (40 cards). Unrevealed cards from a game return to a player's war chest and may be used in future games in the same Match. If a card instructs to obtain a card from outside the game, it refers to your War Chest.*

*Wield - All the cards in a player's loadout that have a body requirement and/or the number of hands on depleted cards in a player's loadout. Only two hands worth of loadout cards can be depleted in a single round, and no more than one card in a player's loadout can occupy that same body requirement.*