



Please Note: All art and card names are not finalized and may be changed before the final product is shipped. This document is to learn how to play the game. Thank you.

Objectives:

In a game of Sciterra, you control a hero and a supporter. Through attacking enemy heroes and crafting 10 sigils, you win the game.

Each hero has a faction identity, hero power to help craft sigils, knockout power, and health.



Each support has a faction identity, a level up condition, and most have a level 6 passive power. Supports are how you gain action points to play cards from your hand and activate abilities.



Sigils are powerful cards that help you play the cards in your deck and win the game. Each sigil has a faction identity (which can add blessings of that faction to your action reserve), and some have extra keywords or abilities.



Set Up:

Each player will have two decks, the sigil deck filled with 10 sigils and the main deck with 40 cards matching the factions of the hero and/or the supporter.

The hero and the supporter start on the battlefield. You will need some way to track your level and action points as well. (Paper and pen, dice, level tracker, ect.)

The sigil deck will have exactly 10 sigils that align with the chosen hero and support. You may have any number of basic sigils, in any combination, in your sigil deck as long as the factions match your hero and support. You may only have a total of five non-basic sigils, and no more than two of the same titled sigil.

Starting the Game:

To start a game of Sciterra, a player is chosen randomly to take the first turn. Then each player draws six cards from the main deck. They can discard any number of cards from the hand, then draw back up to six cards once to create your starting hand. The maximum number of cards you can have in your hand at the end of the turn is 8.

Players start their turn by drawing a card, except the first player on the first turn. Then they will gain action points based on their supporter's level. They are then ready to take the rest of the turn.

Card Types

Hero- The hero is the backbone of the deck. They will help craft sigils. There are four main parts to the Hero Card. 1. Faction 2. Name 3. Text box 4. Health



Supporter- The supporter levels up and creates action points. Supporter cards are similar to hero cards, except on the side there are six level markers. These markers are there to help players remember what level the supporter is at. (Usually by placing a die or other marker over the current level)



Monster- Monsters are played onto the battlefield and can attack the enemy hero. They have many of the same features as other cards, with a few differences shown here. 1. Play Cost 2. Card Type 3. Attack 4. Health



Magic- Magic cards are played from the hand, have an effect, then go into the discard pile.

Relic- Relic cards are played onto the battlefield and have abilities that can be activated, either passively or actively.

Charm- Charm cards are played onto monsters and stay in play until the monster is destroyed.

Location- Location cards are played onto the battlefield and have a set number of resources. You can activate one of the abilities per turn by spending the required resources. Each player can only have one location out on the battlefield at a time, if a second location is played, the first one is destroyed.

Quest- Quests are played onto the battlefield and have objectives for the player to complete. You can have any number quests; however, you can't have two of the same quest out at a time.

Game Actions:

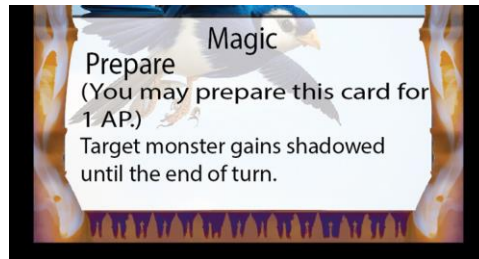
Playing a card- To play a card from your hand you must have the action points available to play the card. Some cards will have a faction symbol in addition to the action point cost, this can be paid either by exhausting a sigil of the matching faction, or by paying two action points per symbol.

Gaining Action Points – Action points go into your “Action Reserve” at the start of each turn and are generated by your supporter card. You gain action points based on the supporter's level and can only hold a maximum of SIX action points at a time, unless a card tells you otherwise. Action points do not reset at the start of your turn, if you saved an action point from your previous turn, then you start your turn with one extra action point.

Example: Your supporter level is level 2 and you currently have no action points in your reserve. You would like to play “Stones of Wealth” with your action points, but this costs 3 total action points. At the start of your turn you gain 2 action points. You spend one to prepare a spell, leaving you with one action point left. At the start of your next turn you gain 2 more action points adding that to your reserve. This turn you now have three action points and can spend them to cast “Stones of Wealth”.



Prepare- Some cards have the ability “Prepare”. This allows the card to be played onto the battlefield face down. The player who controls the prepared card can look at the card at any time. Prepared cards can be played at any time, even on an opponent’s turn or in response to another card.



Exhaust- Exhausting a card is done by turning the card sideways on the battlefield. This shows that the card has been used and any other actions that require the card to be exhausted can no longer be done, until it becomes Refreshed.

Ready- Readying a card is moving it from the exhausting position back to vertical. When a card first enters the battlefield, it starts in the ready position. This allows the card to be used again. Readying cards happens at the start of every turn.

Attacking and Blocking- When a monster attacks, you will exhaust that monster to declare the attack. A monster can attack at any point during a player's turn, as long it is not the first turn the monster has entered the battlefield. If a player has multiple monsters, they can attack in any order and cards can be played in between attacks.

If no enemy monsters block, then the damage is done to the enemy hero.

If a monster does block, both monsters deal damage to each other at the same time.

Example: You have a 3 attack 2 health monster, and your opponent has a 2 attack 2 health monster. You attack with the monster and the opponent blocks with their monster. The opponent's monster stops all 3 damage and deals 2 damage to your monster, both monsters are destroyed and go to the discard pile.

In most cases, a monster can only block once per turn.

The Play Chain- When a card is played it starts a chain. If a prepared spell is played in response to a card or ability, it continues the chain. Each card played after continues the chain, then when all players are done playing cards on the chain, it ends. The cards then resolve from the most recent chain link, back to the original card.

Turn Order:

Start of turn.

1. Ready exhausted cards
2. Check any start of turn cards and resolve abilities

3. Draw a card (except for first player on turn one)
4. Gain supporter action points

Play Phase

- Players may attack and play cards in any order.
- Combat is done monster by monster and you can play cards between attacks.
- Play any remaining cards before moving into the end phase.

End Phase

- Resolve any card abilities and discard back to max hand size (8) if needed.
- Lastly, if a player has 10 sigils crafted, end the game and the player that has the 10 sigils crafted wins.

Ending the Game:

Once a player plays all 10 of the sigils in their sigil deck the game enters the final turn. Players have until the current turns end phase to play any cards they can to prevent the other player from winning the game. If they cannot, then the game is over. This check is always the last part of the end phase. If a card crafted a sigil and it destroys the sigil at the end of the turn, that ability would resolve before the win condition is met.