



ALDER QUEST

RULEBOOK

Draft (Nov 2019)



GAME OVERVIEW

Several months have passed since the Aleron's first glimpse of a parasitic contagion from another world. The realm's high councils have convened as the land has started to stir, disquieted by the breach. Now, by the order of the ancients, a cohort of guilds local to the site of Aiyana, the Great Tree, convene for the first in a series of contests, in their quest to be named Preservers – wardens of the realm.

AlderQuest is an area-control/tile placement game with match 3-based resource collection and scoring, in which guilds of animal combatants compete to collect Acorns from their opponents. Throughout the game, players will manipulate the matching Board, lay tiles hidden to their opponents, activate Hero abilities, play Schemes and Traps, and move minions about the Tournament field in search of rival Acorns.

OBJECTIVE

The objective of AlderQuest is to collect more Acorns than the opposing team before the coming winter. Collecting Acorns is a multi step process:

1. Hero Actions are spent to match guild runes on the Board to collect resources;
2. Hero Actions and resources are spent to summon minions onto the Tournament Field (the "Field");
3. Minions move about the Field in search of rival Acorns;
4. Minions deliver Acorns to the Great Tree, adding them to the matching Board;
5. Players collect (score) rival Acorns that are matched on the Board.

The player with the most Acorn points collected when the fourth Snowflake is matched is the winner.

CREDITS

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GUILDS



BAND OF BARDS

The proclivities of the conniving Rogues have already begun to influence their Artiste buddies who liltily lull their prey into the most dire of circumstances. This amphibious and avian clan possesses the ingenuity of natural Preservers. Whether or not it will prove sufficient to win the title remains to be seen.



THE GUARDIANS ORDER

Formed over centuries with the very mission of defending the realm, the Guardians Order played a large role in repelling the first invasion. Battle-proven Clerics and Monks cannot be blamed for believing themselves worthy Preservers, but as members of a humble and honest guild, they are here to compete without complaint.

GUILDS



CLAN HUNTERS

To most, the Fighters and Rangers of Clan Hunters are a ruthless horde devoid of conscience, whose predation is guided by corrupt preoccupations with superiority and dominance. Members of the guild prefer not to be regarded as a "horde."



THIEVES BLOC

One part utility, two parts convenience, the partnership of Pirates and Ninjas under the unified Thieves Guild has surprised and concerned honest critters throughout the realm. Their interest in the contest is tangential, feeding an ever-present lust for loot and adventure.

Box CONTENTS



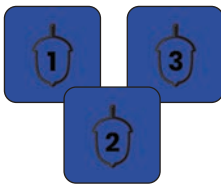
40 Minion Cards
(10 per guild)



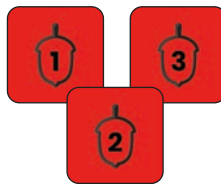
40 Quarrel Cards
(10 per guild)



8 Hero Cards
(2 per guild)



18 Blue Acorn Tiles
(3 three-point, 6 two-point, 9 one-point)



18 Red Acorn Tiles
(3 three-point, 6 two-point, 9 one-point)



1 Blue Team Tile Pouch



1 Red Team Tile Pouch



40 Rune Tiles
(10 per guild)



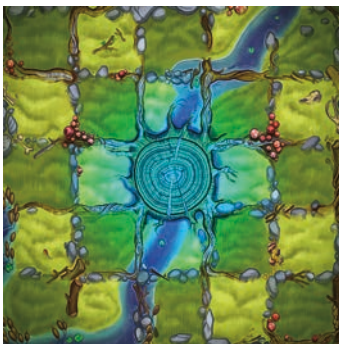
12 Snowflake Tiles
(6 red, 6 blue)



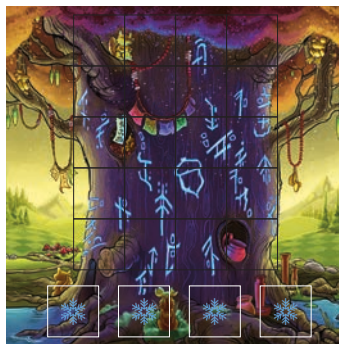
16 Trap Tiles
(8 red, 8 blue)



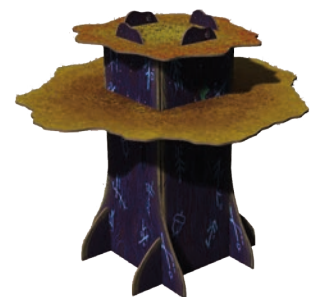
1 Black Rune Pouch



1 Tournament Field



1 Matching Board



1 Great Tree



TWO PLAYER SETUP

AlderQuest can be played with one, two, three, or four players out of this box. First we will cover the rules for a standard head-to-head two-player game (pages 5-19), then explain formats for three or more players (pages XX-XX) and other solo variants (XX).

GAME SETUP

1. Set up the Board, Field and Tree

Place the Tournament field in the center of the table within easy reach of all players. Place the Great Tree on the stump at the center of the Field. Place the Matching Board ("Board") on one side of the Field, with the top of the Board (the canopy of the Tree) furthest from the Field, and the bottom of the Board (the roots of the Tree) flush with the Field.

2. Organize Guild Cards

Separate all cards by type (Minion, Quarrel, and Hero) and guild (Bards, Guardians, Hunters, and Thieves) and keep them nearby.

3. Organize Tiles and Setup Player Pouches

Separate all Red and Blue player tiles by color, then type. For each color, set aside a group of "starting tiles" as follows: one 3-point Acorn, one 2-point Acorn, two 1-point Acorns, and two Snowflakes. For each color, set aside six Trap tiles in a short stack. Add all remaining Red and Blue tiles to their respective pouches.

4. Choose Teams

The player who last ventured outside plays as Red, and goes first. Players take the pouches, “starting tiles”, and Trap tile stacks of their color to their side.

5. Choose Guilds

Starting with the Blue Player, players take turns choosing one Guild at a time. When a player chooses a guild, take all Hero, Minion and Quarrel cards associated with that guild to their side.

6. Setup the Matching Board and Rune Pouch

Take 2 of each chosen Guild’s tiles and set them up in the bottom two rows of the Matching Board so that each player’s guilds are next to one another, but no guild is adjacent to itself (orthogonally nor diagonally). Give each player 2 runes of each of their guilds as starting resources. Add the 24 remaining Rune Tiles to the Rune Pouch bag and set it near the Matching Board.

7. Draft Heroes

Starting with the Red player, players take turns placing one Hero at a time in front of either the left-most, right-most, or center Field lanes.

Players must use at least 1 Hero from each of their Guilds, and can place Heroes in the eligible positions in any order.

8. Setup Minion Decks

Ensure all Minion cards are “basic” (leaf-bordered) side-up. Shuffle the Minions of each guild, creating separate Minion decks. Place these decks between the Heroes.

9. Hide your Acorns

Each player places the “starting tiles” of their color, facedown, in the pattern designated for their color. The Red player must place their tiles in a ‘W’ pattern and the Blue player must place these in a ‘M’ pattern as shown.

10. Setup Quarrel Deck

Each player shuffles the Quarrel cards from both of their guilds together to form their Quarrel deck, leaving room for a discard pile beside it. To start the game, the Red player draws one Quarrel, and the Blue player draws two Quarrels.

If this is your first game, we suggest setting up your heroes and guilds exactly as shown in the diagram on the next page. Skip Step 10 and remove Quarrels from the game.

GAME SETUP



BASIC CONCEPTS

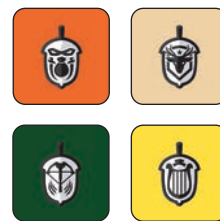
HEROES

Heroes start the game in play and represent the specific heroes that make up a player's team. A player's heroes also define their guild and represent the number of actions they can take on a turn (in a 2-player game, each player has 3 actions per turn). Players will exhaust their Heroes to interact with the matching board to collect resources to then spend on summoning minions, using their hero abilities or playing their Quarrel cards.



RUNES

During the game both players will need to manage their resources which are represented by Runes. Runes are used to play Quarrel cards, summon minions, and activate hero abilities. Runes are collected by matching them on the Matching Board.



Rune Matches

Matching Runes

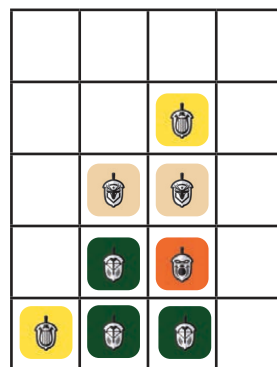
When 3 or more like runes are aligned either vertically or horizontally, a match occurs and the following steps are taken in order, immediately:

1. Remove the matched runes from the Board.
2. Move all remaining runes in each column downward as space allows (i.e. apply "gravity").
3. Process the matched runes:
 - a. Ally Match: If the runes match one of your guilds, collect them as resources.
 - b. Rival Match: If the runes are from your opponent's guild, discard them and drop a new line.
 - c. Acorn and Snowflake matches are detailed later (see page 17).

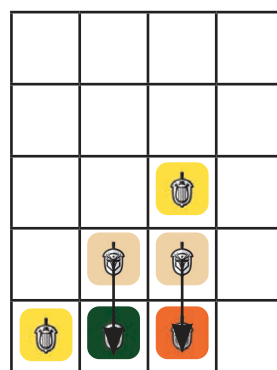
MATCHING



Ally Match: When a player matches runes of one of their guilds, they collect the Thief runes to their supply as an Ally match.



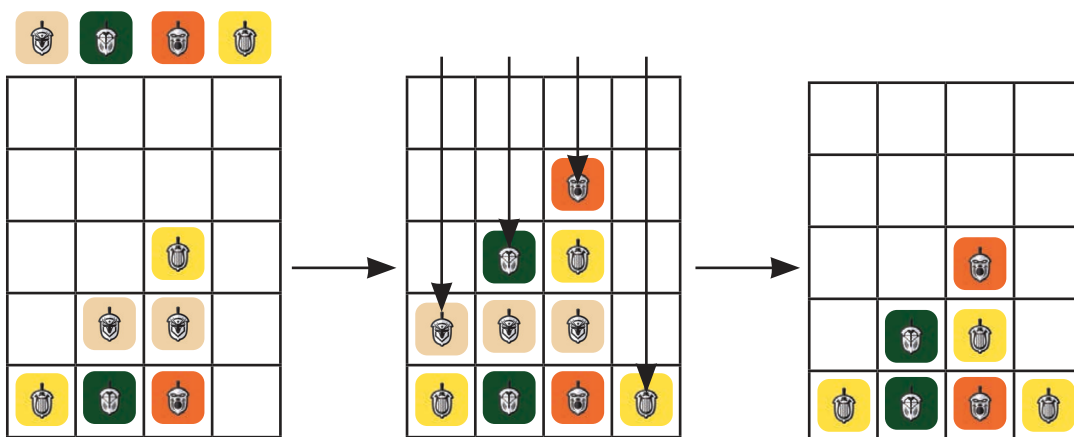
Rival Match: When a player matches runes of one of their opponent's guilds, they discard the Hunter runes, apply gravity and drop a new line.



Dropping a New Line

1. Draw a rune from the Rune Pouch and place it over the left-most column that is not full. Do this for each non-full column from left-to-right.
2. Drop the revealed runes into the columns simultaneously.

New Lines can create cascading combo effects and new matches!



Over the course of the game you will be working to find, tribute, and then match Rival Acorns to collect them as points. Acorns can be matched with other Acorns of their same color or with Snowflakes which act as either a blue or red Acorn. When Acorns and Snowflakes leave the Field, they are considered Runes.

Rival Acorns Match: The matched Acorn(s) are claimed by you and added to your collection for scoring.

Ally Acorns: Your matched Acorn(s) are claimed and added to your opponents collection for scoring.

Snowflakes: The matched Snowflake(s) are placed at the bottom of the Board, into the designated snowflake spaces.



Each of these Rows is a valid way of matching Acorns and/or Snowflakes.

QUARRELS

Quarrels are powerful schemes and traps that you can spend Runes to play without spending a hero action.



1. Quarrel Name

2. Guild / Rune Cost

Discard one rune of the displayed guild to play this card.

3. Type

Either a Scheme (👁️) or Trap (🛡️).

4. Effect

Follow these actions and effects when a Scheme is played, or a Trap is triggered.



Schemes

Schemes are effects that occur immediately when the card is played. After executing the effect, the Scheme is discarded.



Traps

Traps are cards with delayed effects that are “armed” face up beside the player’s Tile Pouch when played. When a player arms a Trap, they take a trap tile to their hand (to be placed at the start of their next turn). When a Trap is triggered it is discarded.

MINIONS

Minions move about the Tournament field in search of rival Acorns, which they deliver to the Great Tree. As Acorns are delivered and tributed, minions are upgraded and the Acorns are dropped into the tree for potential matches and scoring.



BASIC MINIONS

1. Artwork

A minion's class is discernible from its artwork (i.e. this is a Cleric, as opposed to a Monk). Class helps determine ability of the upgraded minion.

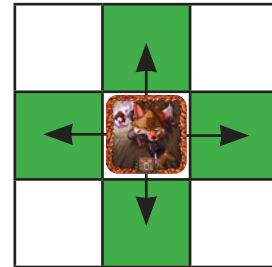
2. Guild

The Guild this card belongs to i.e Guardians.

Normal movement

Moving from one space to an adjacent space is a normal move. Minions without special movement are limited to two consecutive normal moves and are then exhausted.

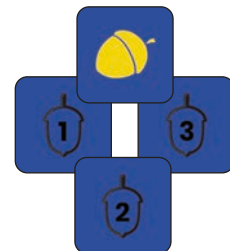
The Field is made up of twenty-four (24) ground spaces surrounding the Great Tree and four (4) canopy spaces in it. Unless specifically stated, rules and effects that refer to "spaces" refer only to the ground spaces.



This diagram shows a minion's normal-move options. Remember that each minion may move twice per turn before exhausting.

RIVAL TILES

Tiles are placed facedown on the Field at the start of the game and will continue to be added every turn. Players will need to use minions to investigate their opponent's facedown tiles in search of Acorns, which represent points.



MINION MOVEMENT

Encountering Rival Tiles

When you move a minion into a space with an unrevealed rival tile, you can choose to reveal or dismiss the tile.

Dismissing Tiles

If you suspect your minion has encountered a trap, you may discard it to your opponent's pouch without revealing it!

If you don't dismiss, you must reveal:



If it's an Acorn, your minion may carry it from space to space, or pass it to adjacent ally minions (see Passing).



If it's a Trap, your opponent chooses to either eject your minion, or trigger one of their armed trap cards.



If it's a Snowflake, add it to the Rune Discard. If you revealed it with a basic minion, upgrade and exhaust the minion.

Passing Acorns between Minions

Orthogonally-adjacent ally minions can freely pass rival Acorns to one another. This can occur any time during your Action Phase; passing Acorns has no cost and does not need to be followed or preceded by either minion moving; each minion involved is still entitled to move.

Entering/Exiting the Great Tree

Minions can move into a canopy space of the Tree *ONLY* by using a normal move from the space directly beneath it. When a minion exits the Tree, it *MUST* use a normal movement to move to the ground space directly beneath.

Tributing Acorns

If a minion is ever holding an rival Acorn and occupying a canopy space (after resolving any events related to moving into the canopy), the Acorn is "Tributed".

When your minion tributes, the minion is exhausted and you drop the Acorn into any column of the Matching Board. If your minion is basic, flip it over to its upgraded side.

Remember: Minions Tribute Acorns so Players can Score!

Remember that Minions are essential to have minions on the board to score acorns. You will need to command your team of minions to uncover acorns and return them to the tree if you hope to match acorns in the tree.

UPGRADED MINIONS



1. Minion Name

Animal type followed by class

2. Ability

Trigger followed by the ability effect.

3. Special Movement

Some minions have special movement denoted by a symbol in their center gem.

Special Movement:

If a minion has special movement, one of the minion's two consecutive movements can be replaced by one of the following moves:



Charge – moving as many spaces as possible in one direction, not interacting with rival tiles in the intervening spaces – usable only if the movement will result in a squabble with a rival minion;



Flight – moving two spaces in one direction, skipping over the intervening space;



Sneak – moving from one space to a diagonally adjacent space;

Other types of special movement denoted are as follows:



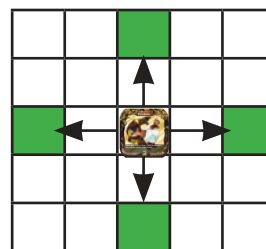
Judo – the first time that this minion is attacked each turn, its controller may move it to an adjacent space, evading the would-be squabble.



Speed – the minion may make one additional normal movement per turn;



Example of a Charge



Example of Flight



Example of a Sneak

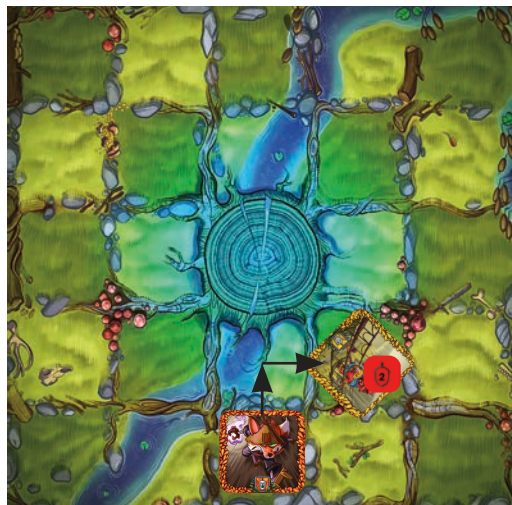
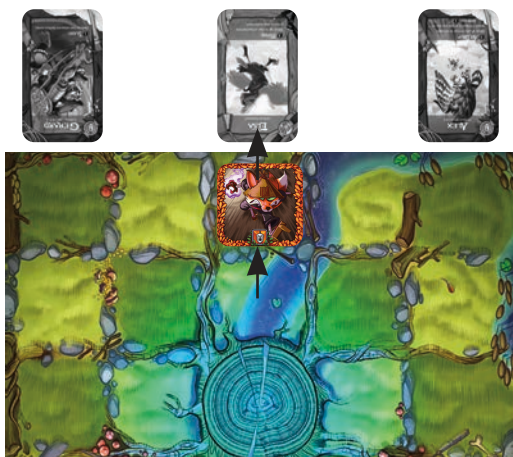
CONTROLLING THE FIELD

Moving into an Rival Minion

When a minion moves into a space occupied by a rival minion, a “Squabble” occurs and both minions are destroyed. Any Acorns held by these minions are dropped in the space where the Squabble occurs. *If there are any unrevealed tiles on the space where a Squabble took place, they remain unrevealed.*

Elbow Drop!

If your minion is exiting the Great Tree and jumping down on top of a rival minion in the ground space directly below them, your minion destroys the rival minion unharmed and remains in play.



On my turn, I move my Thief minion to squabble with my opponent's Bard minion that has grabbed one of my Acorns. Both minions are discarded and placed at the bottom of their respective minion decks. The Acorn tile stays revealed face-up in the space.

Confronting an Rival Hero

When you move a minion beyond an outer Tournament field space in the direction of a rival Hero, a “Hero Squabble” occurs. Your opponent draws two tiles and discards a Quarrel if able, and you draw a Quarrel. Then, if your minion has a “Confront” trigger, it activates. Finally, your minion is destroyed.

On my turn, I first move my Thief minion to the space in front of my opponent's center Hero. Then with my minion's second move, I confront the rival Hero. My minion is destroyed, but the sacrifice is worth it because my opponent will be forced to set more tiles (and potential acorns) next turn.



GAMEPLAY

AlderQuest is played over a series of turns. The player with the 'W' tile configuration always takes the first turn of the game. Play proceeds back and forth between players until the game ends. When winter has arrived, the team who has collected the most Acorn points and therefore has the highest score wins.

TURN SEQUENCE

1. Ready

Ready each of your exhausted Heroes by turning them face-up. Ready each of your exhausted minions.



**Ready
Minion**



**Exhausted
Minion**

2. Set Tiles

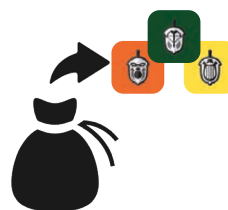
If you have any tiles in your hand, set each of them into a space on the Tournament field where there are no minions and no other tiles, excluding canopy spaces. If all spaces are occupied by either a minion and/or a tile, a tile can be set in one of the spaces with the fewest number of tiles.

Note: You can always peek at your own facedown tiles.

Exhausted minions should be turned 45° so that you can easily track which minions have yet to act.

3. Reveal Runes

Draw 3 runes from the Rune Pouch, placing them above the Board.



TURN SEQUENCE: ACTION PHASE

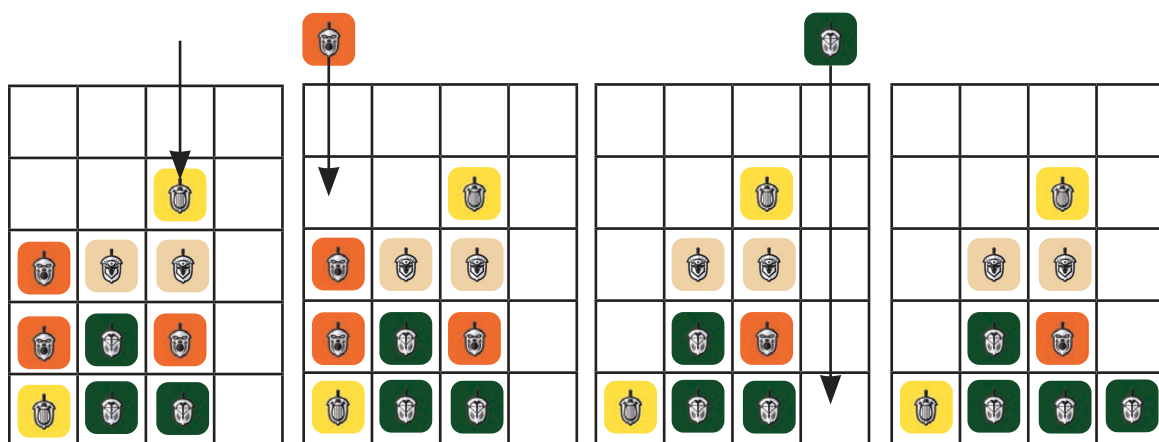
4. Action Phase

During this phase, you are free to drop the runes you revealed, take Hero actions, move Minions and play Quarrel cards in any order you wish. *This is where the bulk of your turn takes place.* This phase is complete when you have dropped all of the revealed runes into the Matching Board and have either spent all of your potential actions or simply opted to end your turn by proceeding to the next phase.

DROPPING RUNES

Runes must be dropped one-at-a-time. If dropping a rune causes a match to occur, the match is processed immediately (see Matching pg 9). You must drop all three of the revealed runes into the Matching Board before you are allowed to end your turn.

Note: If at any time, a rune needs to be added to the Board but cannot be because all columns are full, the bottom row of runes is destroyed and discarded.



Your second Drop creates an Ally Match, so you collect the 3 Thief runes.



Your final Drop creates an Rival Match, so you discard the runes and drop a new line (see Matching pg 9).

TURN SEQUENCE: ACTION PHASE

HERO ACTIONS

On your turn, you may take one action with each of your Heroes, in any order. When a Hero takes an action, its card is flipped over to show that it is exhausted and cannot be used again in the same turn. Taking some Hero actions costs runes (🏴‍☠️). Heroes can spend runes of any guild.

🏴‍☠️ Swap

Switch the positions of two horizontally or vertically adjacent runes.

🏴‍☠️ Slide

Move a rune into a horizontally adjacent space that is empty. *If there is not a rune under the new space, the moved rune drops due to gravity.*

🏴‍☠️ Drop a Line

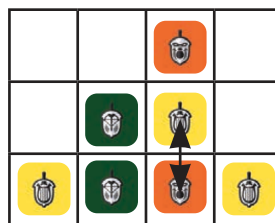
Draw a rune from the Rune Pouch and place it over the left-most column that is not full. Do this for each non-full column. Then drop the revealed runes into the columns simultaneously (see page 10 example).

1 Summon a Minion

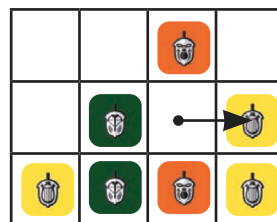
Summon a minion of the guild whose rune was spent, into the space on the Tournament field in front of the Hero you used. The minion enters play exhausted.

X Use Hero Ability

Spend a number of runes of any guild(s), equal to the ability's printed cost to activate it. Each Hero ability is unique and states its effect.



Example of a Swap



Example of a Slide



You could exhaust Sebastian and discard any two of your runes to activate "Cannonball."

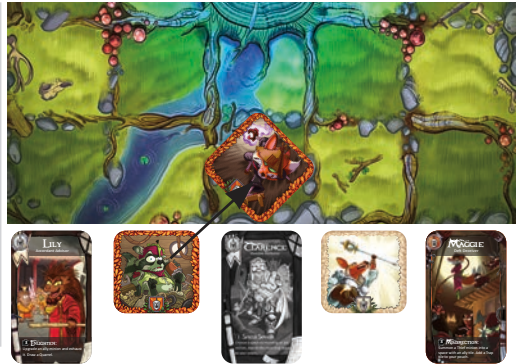
TURN SEQUENCE: ACTION PHASE

MOVING MINIONS

Each ready minion (i.e. not exhausted) can activate once per turn. Each activation allows you to move a minion twice. Moving a minion does not cost runes or Hero actions.

Summon a Minion Example:

You spend a Thief rune (placing it in the rune discard pile) and flip over your Hero to Summon a Thief minion in the space in front of the Guardian Hero. Minions enter play exhausted and will not be ready to move until your team's next turn.



One Minion per Space!

No more than one minion can ever occupy the same space. A minion cannot be summoned nor move into a space with an ally minion. If a player wishes to summon or move a minion into a space where there is an ally minion, they need to first move the minion in order to make the space available.

If a minion would be summoned into or move into a space with an rival minion, the two minions squabble (see Controlling the Field pg 14).

Card effects that cause minions to move do not override this rule. If a card effect would cause a minion to move into a space with an ally minion, that part of the effect does not happen.

PLAYING QUARRELS

Quarrels do not require a Hero Action to use. These cards represent powerful ways that you can turn the game in your favor. The cost to play a Quarrel is always one (1) rune of the Quarrel's guild in the upper right hand corner of the card.

5. Draw

When you have dropped all of your revealed runes and completed your Action Phase, the last phase of your turn occurs. Before drawing, you may discard any number of Quarrel cards then draw one Quarrel card if you are holding fewer than three (3) in your hand, and draw a tile from your Tile Pouch. Drawing ends your turn.

ENDING THE GAME

When four snowflakes have been matched, winter has arrived and the game ends. The player whose Collection has the highest Acorn point total is the winner. If players are tied when the fourth Snowflake is matched, tiebreakers are considered in the following order:

1. Controller of the currently Exalted guild;
2. Player who has collected the most Acorn tiles;
3. Player with the fewest Acorn points on the Board;
4. Player with the most minions on the Tournament field;

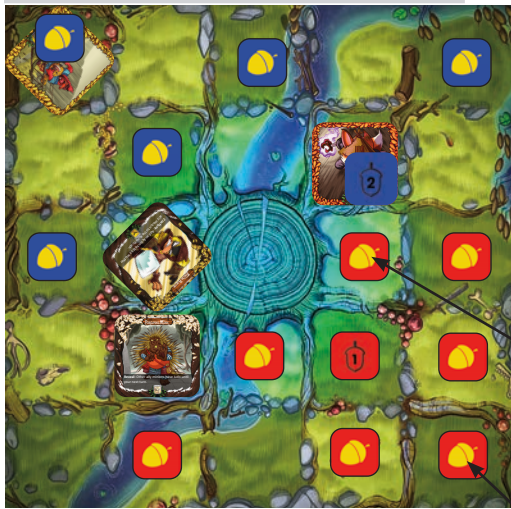
OFTEN OVERLOOKED RULES

1. When you reveal a Snowflake with your Minion, immediately upgrade it and discard the snowflake tile to the rune discard pile.
2. When you match rival runes, discard the runes and drop a line.
3. You have one action per hero. You can use a hero action to manipulate the board to get more resources or spend resources by summoning a minion or using their hero ability.
4. Playing Quarrels does not cost a hero action.
- 5.

EXAMPLE TURN

This section walks you through a detailed turn as the Red player. For the sake of this example, “you” refers to the Blue player and “I” to the Red player. In order to show off minion movement and other concepts of the game, this is not a first turn example.

Current Tournament field State



1. Ready: I start my turn by readying all 3 of my Heroes and my 2 minions (the basic Thief minion and the porcupine monk).

2. Set Tiles: I have 3 tiles in my hand from a Confrontation last turn. 1 is a trap tile and the other is three-point acorn. I want to protect my revealed Acorn so I decide to set my trap facedown on the space to the north of that acorn.



The other tile is a high point acorn so I want to place it as far away from the rival minions as possible.



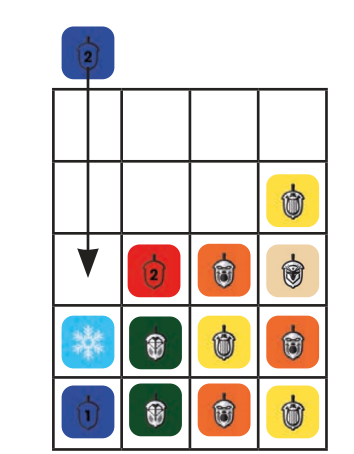
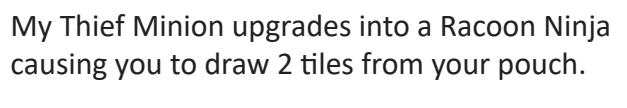
3. Reveal Runes: Next I reveal my runes and get a Hunter, Thief and Guardian Rune.



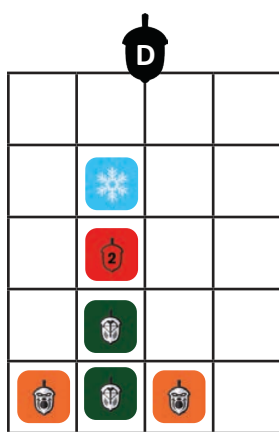
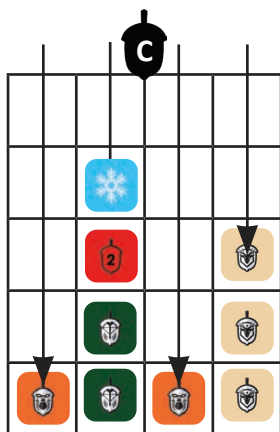
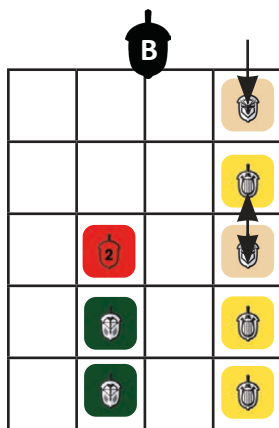
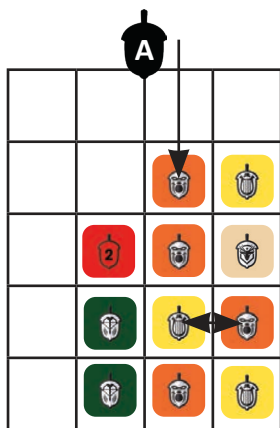
4. Action Phase: Before dropping any runes, I want to score. I move my Thief minion one space toward my side of the Field (onto the facedown trap I just placed), then up into the canopy above to tribute the Acorn.

I drop the Acorn into the left-most column so that I will collect 3 acorn points. This also matches a Snowflake which moves the game towards its end.

My Thief Minion upgrades into a Raccoon Ninja causing you to draw 2 tiles from your pouch.



Current Board State



I started this turn with no runes, so I decide to drop my Thief Rune [A] and exhaust Lily to perform a swap.

My Thief guild becomes exalted as a result of the match-4. I collect all 4 runes.

I decide to drop my Guardian rune next [B] and use Clarence's Action to swap the lower Guardian rune to make an Rival Match (Bards) and trigger a new line drop.

The new line that drops [C] causes an Ally match, so I collect 3 Guardian runes [D].

I want to defend my revealed Acorn, so I move my porcupine monk minion two spaces to the east.

Now that I have 6 runes, I decide to discard 1 Guardian rune and 2 Thief runes and flip Maggie to activate her ability: Misdirection (cost 3).

Misdirection allows me to add a Trap tile to my pouch and summon a Thief minion onto any ally tile. I choose the one furthest from my side.

I am out of Hero actions, but I still have 3 runes left. I take a look at my hand of Quarrel cards.



I decide to spend my last Thief rune to play and arm my "Swift Heist" trap.

To end my turn, I draw 1 tile from my pouch and 1 Quarrel card because I have fewer than 3 in hand.

SPECIAL BOARD STATES

Empty Board

When the Board is completely empty and all matches that just occurred have been fully processed, drop a new line.

Full Board

When the Board is completely full and one or more new runes would be added by a player, first destroy the bottom row.

Guild Match 4+

The first time per game that a player creates an ally match-4 (or match-5), the matched guild becomes exalted. The exalted guild's banner is displayed atop the Great Tree, the guild's exalted effect card is displayed beside the rune grid on the

Board, and exalted status will be retained by that guild until it is changed due to a new match-4 or match-5.

Opponents can remove exalted status by creating a match-4 or match-5 of the exalted guild or can steal Exalted status by creating a match-4 or more of their own guild runes. Only one guild at a time can be Exalted.

Guild Match 5

In addition to affecting exalted status identically to a match-4, when a player creates a match-5, they draw a Relic card. Relics have very powerful effects and can be played by spending a rune of any guild.

EXALTED TILE EFFECTS



Guardians: Your opponent's swap actions cannot include Guardian runes.



Thieves: Ally minions without a special movement icon have Sneak.



Bards: When your opponent reveals runes to start their turn, you immediately drop 2 of them. Any resulting matches are processed normally, as if made by the turn player.



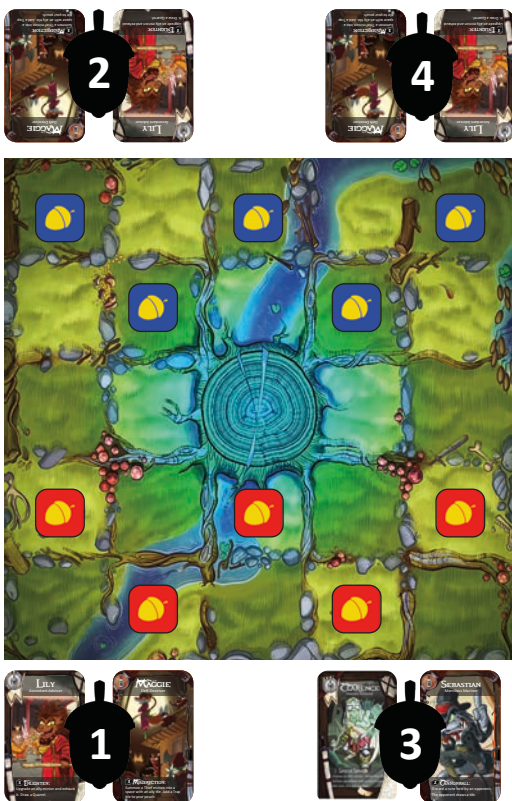
Hunters: When you swap a Hunter rune with a rival guild rune, if the swap does not result in the rival rune being matched, it is destroyed.

TEAM VARIANT

If you are playing with 4 players, the game is played as a 2v2 team battle. If you have 3 players, the game is played as 2v2, but with one player controlling both player turns for their team.

- Each player uses two Heroes (one of each ally guild) setup as shown below;
- Effects that refer to “opponent” are referring to teams, therefore the effect occurs once in 2v2, not once per opposing player;
- Players take individual turns, alternating between teams after each player turn (see player order outlined below);
- Players have their own action budget on their turn, controlling only their two Heroes, but share their team’s runes, minions, Quarrels, tiles, and Acorns scored.

Teammates can play more individualistically, or can discuss and collaboratively strategize on everything from where to place tiles, to where to drop revealed runes, to where to move minions.



Hero setup differs slightly for a 2v2 game, with the center column empty and each teammate’s Heroes left or right-of-center.

Teams must alternate between turns. Red team still goes first. The red team player on the left (1) starts the game, followed by a blue team player (2), then back to red team’s other player (3), and finishing with the other blue team player (4).

Team’s share the same tile pouch, hand of quarrels, runes, minions etc.

SOLITAIRE

OBJECTIVE

Collect the specified number of acorn points or more before the final fourth snowflake falls through the bottom of the Board.

DIFFICULTY LEVELS:

Very Easy: 6 Points;

Easy: 8 Points;

Normal: 10 Points;

Hard: 12 Points; +2 traps, +1 Snowflake;

Very Hard: 15 Points; +3 traps, +2 Snowflakes;

Brutal: 15 Points; +4 traps, +3 Snowflake, -2 three-point acorns.

SETUP

- The Player chooses one Guild and sets up three Heroes on their side of the Field. They are always the Red Player and will go first.
- The Opposing Guilds act as the Blue Player. Take all the blue tiles and remove all traps and snowflakes. Take the remaining tiles (adding in trap/snowflake tiles based on difficulty) and shuffle them together and place them in a stack facedown near the Field as the Rival Stack.
- Minions of the other three guilds are shuffled together into one pile, and placed beside the Field as the Automa Deck.
- The player chooses one Hero from each of the remaining Guilds, and places them in the center lane of the left, top and right side of the Board. Make sure the Hero on the left side does not match the Guild of the top card of the Automa Deck.

GAMEPLAY

The game plays as it does in a normal head-to-head game with the following exceptions:

- The Player does not have a tile pouch and will not place tiles.
- When Snowflakes are matched (whether by themselves or with Acorns) during the Player's turn, they are discarded. If they are matched during a Rival's turn, they progress towards the end game as normal.
- Any Snowflakes in the bottom row "fall through" and move to the designated Snowflake spaces on the Board. When these 4 spots are filled, the game ends.
- Minions will never upgrade, Hero abilities and Quarrels are not used.

At the end of each player's turn:

1. Move each Snowflake on the Board down by one row (starting with the bottom row and going up).
2. Draw and place a new tile from the Rival Stack in front of each rival Hero, starting with the space in front of them and spreading out from there in a clockwise fashion, starting with to the top or 12 o'clock (from your perspective).
3. Each time the rune pouch is refilled, add a Snowflake tile to it, plus one for each Snowflake already scored.
4. Move each rival minion to the closest player minion. If there is ever a conflict, the rival moves towards the minion holding the most acorns. If there is a tie, the player may choose which minion the rival moves towards.
5. Draw the top card of the Automa deck for each Rival Hero (starting to your left and going clockwise) and trigger that Minion's draw effect. If it matches the class (or Guild for Normal difficulty and up) of the Rival Hero, you will summon that minion in front of the Hero in addition to activating its draw effect.

DRAW EFFECTS



Ninja: Remove an Acorn from the Board that is in the lowest row.



Pirate: Discard one of the player's held runes.



Cleric: For each tile with a surrounding player minion, move the tile one space toward the Hero that placed it.



Monk: Add a Snowflake from the Discard to the Rune Pouch..



Artiste: Drop a Line



Rogue: Move all Rival Minions one additional space.



Scraper: Eject the player minion that is closest to a player's Hero.



Ranger: Remove a rune of the player's guild that is adjacent to a Hunter rune.

VARIANTS

GLOSSARY OF TERMS

Acorn: Refers to an Acorn anywhere in play – in a player’s Collection, on the Board, or revealed on the Tournament field. *While most tiles are Acorns, facedown tiles should not be referred to as “Acorns.”* (see **Tile**)

Adjacent: Always means orthogonally adjacent. Diagonal exceptions are always specifically mentioned in the rules and in card text.

Ally: Refers to you and your team and is usually followed by an identifier (i.e. Ally minion).

An Ally Acorn refers to Acorns of your team color.

(The) Board: Refers to the Matching Board.

Collection: Refers to the set of Rival Acorns that a player or team has acquired as points, usually by matching them on the Board.

Eject: Remove a minion from the Field and shuffle them back into their respective deck.

Field: Refers to the Tournament Field

Open: A space on the Tournament field is ‘open’ if it does not contain a minion.

Rival: Refers to your opponent(s) and is usually followed by an identifier (i.e. Rival minion) to specify the effect.

An Rival Match is when you match your opponent’s guild runes.

Rune: Refers to a tile that is either on the Board, in the rune discard, or held by a player as a resource. The Board and discard are known as the rune “cycle”, wherein matched runes that are neither collected as resources nor points, and those collected as resources and then spent back to the discard, will cycle

indefinitely.

Adjacent Runes: (and other directional references pertaining to runes) Refers to runes on the Board that are adjacent to one another.

Board Rune: Refers to a rune that is on the Board, as opposed to one that is held as a resource or in the rune discard.

Guild Rune: Refers to a guild rune anywhere in play – on the Board, held by a player as a resource, or in the discard.

Held Rune: Refers to a guild rune held by a player as a resource.

Sacrifice: Refers to destroying an ally asset (e.g. an ally minion) as part of the cost for an effect.

Surrounding: Means both orthogonally and diagonally adjacent. When referring to the Tournament field (e.g. minions, spaces, tiles), only pertains to the “level” of the original reference point (i.e. ground v. canopy).

Tile: Refers to a tile in a player’s Tile Pouch, a tile in a player’s hand (awaiting placement), or a tile on the Field.

Note: When a “tile” enters the discard or Rune Pouch, it becomes a rune. When an Acorn rune is collected from the Board, it ceases to be a rune and is referred to only as an Acorn. When a Snowflake rune is matched on the Board and scored, it ceases to be a rune, is no longer in play, and can never be affected.

Revealed Tile: Refers to a face-up tile on the Tournament field.

Unrevealed Tile: Refers to a facedown tile on the Tournament field.

Vacant: A space on the Tournament Field is 'vacant' if it contains neither a minion nor a tile.

MINION TRIGGERS

All upgraded minions have abilities that trigger under one or more circumstances. Activating a minion's triggered ability is always optional for the minion's controller.

- Reveal – occurs when the minion reveals a rival tile;
- Tribute – occurs whenever the minion tributes an rival Acorn;
- Squabble – occurs whenever the minion squabbles (with a minion);
- Confront – occurs whenever the minion confronts a Hero;

