

cards on your side of the table that all have the same number, or that all have the same symbol, as the discarded card.

Each activated card uses the ability described on the corresponding Summoner card. You must resolve all steps as much as possible. Complete one card's activation before starting the next.

The "first enemy" is the enemy at the front of the selected location. When a card changes position it goes to the back of the stack in its new location.

If the damage on a card equals or exceeds its number, it is destroyed (to its discard pile), and you gain 1 Riftforce point.

- **Check & Draw:** only if you have fewer than 7 cards in hand. Each location in which you have at least 1 card and the enemy has no cards scores you 1 Riftforce point. Draw cards to make up your hand to 7, shuffling discard if needed. [team] only "your" 3 locations are considered.

## End of game

The game is won when at the end of a round a player/team has 12 Riftforce points and more than any other player/team. If this is not the case, play another round.

# Riftforce & Beyond

Roger's Rules: Firedrake/BGG

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2-4 players

## Setup

- If ③ or ④ you may play [team] mode or standard.
- Shuffle all Summoners.
- Deal a random Summoner to each player.

- **Activate:** discard 1 card from your hand, and activate any 3 "back".

If cards are already present, overlap them vertically leaving numbers and symbols visible. The bottom of the stack is at the "front" (closest to the enemy), and cards are added at the "back".

You may play these cards to the same or different locations. If different, only one card to each location, and locations must be adjacent.

- **Play:** play up to 3 cards from your hand to any locations on your side of the table. All cards

Take one action: Play, Activate, or Check & Draw.

## Your turn

- Alternate turns until victory. - [team] when the start marker matches your seating position, you take one action, then move it to the next higher number.

- ③ solitary player draws 2, places one face up in middle green spot, the other face up in middle grey spot.

- lay out your Summoners such that you and opponent can see them.

- shuffle together the 9 cards for each of your guilds to make a deck.

- draw 7 cards to make your starting hand.

- ②④ [standard/team] Each player except first draws 1 card from deck and places it in their middle location.

- Lay out remaining 6+ ② Summoners face-up.
- Determine a random first player. ③+[team]: team is first player.
- From first player, alternate choosing 1 Summoner until each player has 4 [standard] or 3 [team] summoners.
- [standard] Set up centre of table with 5 locations in a row. A is adjacent to B, B to A and C, etc.; A and E are not adjacent.
- [team] set up 3 green and 3 grey locations in a single row. Place player order card for ② at end of row, start marker of

appropriate colour on spot 1. (Teams split between green and grey.)

- Each player:

- lay out your Summoners such that you and opponent can see them.

- shuffle together the 9 cards for each of your guilds to make a deck.

- draw 7 cards to make your starting hand.

- ②④ [standard/team] Each player except first draws 1 card from deck and places it in their middle location.