



SHARDSTM OF INFINITY

SAGA COLLECTION

RULEBOOK

STONEBLADE
ENTERTAINMENT

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SHARDS OF INFINITY

SAGA COLLECTION

Engineered with the ability to warp reality, the Infinity Engine was humanity's greatest achievement. Corrupted by this immense power, the Engine's creators subjugated the nations of the world.

After a millennium of slavery, a resistance rose up and destroyed the device. The veil of reality was torn open as shards of the Engine rained down upon the cities of mankind, grinding civilization to dust.

In time, the destruction of the Engine and the devastation of the old world would come to be known as Shardfall, the end of an age, and the beginning of something new.

WELCOME, SHARD MASTERS!

The Shards of Infinity Saga Collection brings the award-winning Shards of Infinity deck building game together with all its expansions in one collection, along with exclusive content, improved components, and the all-new Saga mode, which provides a streamlined and immersive way to experience everything the game has to offer.

Choose your Shard Master, wield powerful Relics, and meet your Destiny as you and your fellow Shard Masters compete for control of the Infinity Shards. Only one of you can reforge the all-powerful Infinity Engine and reshape the world.

The rules provided here will familiarize players with everything they need to enjoy Shards of Infinity in any of the game's many play modes.

HOW TO USE THIS RULEBOOK

The Shards of Infinity Saga Collection rulebook is organized around the all-new Saga mode. Saga mode offers players the chance to explore the world of Shards of Infinity through a series of unique Chapters, each offering new challenges. The rulebook will introduce new rules and components with each new Chapter, allowing players to become familiar with the game's intricacies as they progress. The Table of Contents is arranged to remind players which Chapter to reference for specific information regarding setup and gameplay in any game mode.

Each Chapter will introduce a set of Saga Objectives - goals to achieve before moving to the next Chapter. These objectives can be completed in a single game or over a series of games. Each time you complete a Saga Objective, you will mark your achievement on the included Saga Tracker. Once a Saga Objective has been completed, it does not need to be completed again - even in additional games.

While the Saga mode was carefully crafted to gently introduce players to new mechanics, new cards, new Shard Masters, and new Factions while achieving the Saga Objectives, players may also explore the content Chapter by Chapter without playing through the Saga Objectives, or open all of the various Chapters to become fully immersed in the Shards of Infinity world! The choice is yours!

UNPACKING THE GAME

The Shards of Infinity Saga Collection has been specially packaged to allow players to progress through the game's Saga mode. When playing Saga mode, it's important that you only open the clear cello-wrapped decks provided in the box when first beginning. Do not open the Saga mode expansion Chapter Packs, as they will be opened at a specific time and in a specific order, as described in each new Chapter.

GETTING STARTED WITH SAGA MODE

You are a Shard Master. You must master the power of your Infinity Shard, if you can, and leverage it to destroy your fellow Shard Masters as you vie for control of the other shards. Only one of you can reunite the shards and wield the godlike power of the Infinity Engine.

During each game, players will take on the role of a Shard Master and begin with a starting deck of ten cards. Using your starting deck, you'll compete to bring Allies and Champions to your cause as you wrestle for control of the Infinity Shards. With each card added to your deck you'll grow more powerful. Use that power to destroy your enemies before they can destroy you. The last Shard Master standing wins!

CHAPTER 1

The Shard Masters

Shardfall reduced civilization to ashes and took the lives of billions, but humanity survived. From the hidden places of the world, Homo Sapiens' successors have emerged, fractured into distinct factions, each led by a champion wielding the power of an Infinity Shard - a fragment of the once-mighty Infinity Engine.

The shards are drawn to one another, their might and influence growing as the distance between them shrinks. In the end, only the one who reunites the shards will wield the godlike power of the Infinity Engine.

War between the factions of humanity is inevitable.

Which side will you choose?

To begin Chapter 1, open the Chapter 1 Chapter Pack and place the contents in the play space along with the other components listed below. Chapter 1 is designed to introduce players to the game's core mechanics and cards and to the Shard Masters who will represent you in battle. By the end of this Chapter, you will have mastered the skills necessary to compete against other Shard Masters for control of the Infinity Shards.

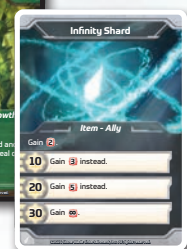
Chapter 1 Contents

164 cards.

- 104 black-bordered Center Deck cards.
- 60 white-bordered Starter Deck cards – 6 decks of 10 cards each.



Center Deck



Starter Deck

SETUP

To set up the game for Chapter 1, you will need:

the game board with Competitive side up.



game board Co-operative side to be used later.

a number of Shard Master Battlemats (Kickstarter exclusive) and/or Hero Cards equal to the number of players.



a number of Health and Mastery Trackers equal to the number of players.



a number of white-bordered Starter Decks equal to the number of players.



all black-bordered Center Deck cards contained in the Chapter 1 Chapter Pack.



the Saga Tracker and accompanying Achievement Markers.



All other components should remain in the box until later Chapters.

Place the premium double-sided game board in the play space with the Competitive side of the board face-up.

Randomly determine which player will go first. From there, play proceeds in a clockwise direction.

Each player begins the game with a Shard Master Battlemat or Hero Card depicting the Shard Master representing them during gameplay. Shard Masters may be chosen in turn order or assigned randomly. Return any unused Battlemats or Hero Cards to the box.

Each player also begins the game with a unique tracker used to record their **Health** (🟢) and **Mastery** (🟡). Each player begins the game with **50 Health** (🟢) levels can never exceed **50**. Players begin the game with different amounts of **Mastery** (🟡)—the player going first starts with **0**, while each other player gets **1** more than the previous player. **Mastery** (🟡) levels never go above **30**.

Example: If there are 4 players, the player going first starts with **0**, second gets **1**, third gets **2**, and the last player gets **3**.





Player Hand



Each player has a personal starting deck consisting of ten white-bordered cards: seven **Crystals**, one **Shard Reactor**, one **Blaster**, and one **Infinity Shard**. Players shuffle their own starting deck and then draw five cards (leaving five cards remaining in their deck).

Shuffle all black-bordered cards face down to form the Center Deck. From the Center Deck, flip six cards face-up and place them in the designated spaces on the game board. This forms the Center Row. Place the Center Deck in the appropriate space in the middle of the game board.

MAIN OBJECTIVE

Your main objective in Shards of Infinity is to defeat all other Shard Masters in battle. To do so, you'll gather resources by playing cards, acquire improved cards from the Center Deck, battle enemy Champions, and ultimately strike down the enemy Shard Masters with the powerful cards you've added to your deck.

SAGA OBJECTIVES

To complete Chapter 1, you will need to achieve four of the following eight Saga Objectives. Each time you complete an objective, add the corresponding AchievementMarker to the Saga Tracker to commemorate your achievement and track your progress toward the next Chapter.

1. Draw four or more extra cards in a single turn.
2. Gain **10** in a single turn.
3. Banish four cards from your deck in a single game.
4. Win a game with **30**.
5. Fast-Play three Mercenaries in a single turn.
6. Prevent lethal damage using a .
7. Have three or more Champions in play at one time.
8. Win a game while you have **9** or less.

GAMEPLAY

During Chapter 1, you will play a series of games of Shards of Infinity, refining your skills while accomplishing the Saga Objectives necessary to unlock Chapter 2 and progress the story. During each of these games, you will employ the core rules outlined below:

Resources

Each turn, you will play cards to gain resources, acquire new cards from the Center Deck, and battle your enemies. For each of these actions there are unique resources described below:

Gems (💎) allow you to acquire Allies and Champions from the Center Deck.

Power (⚔️) is used to attack enemy Champions and players.

Mastery (🌟) lets you unlock new abilities from your cards, leading to ultimate control of your Infinity Shard. Players' Mastery cannot exceed 30.

Health (🩹) denotes a Shard Master or Champion's Health. If this reaches 0, the Shard Master or Champion is defeated. Defeated Champions are placed in their owner's discard pile. Defeated Shard Masters are removed from the game. Players' Health cannot exceed 50.

Shields (🛡️) can be revealed from your hand during combat to prevent incoming damage. Shields can only be used to protect you, not your Champions.

Turn Breakdown

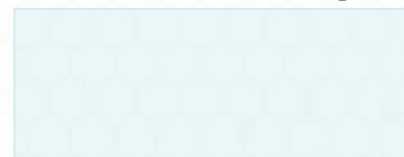
Each turn is broken down into three phases.

1. Play Phase

During the Play Phase, you may take the following actions in any order:

- Play cards from your hand to gain 💎, ⚔️, 🩹, 🌟, as well as other effects.
 - To play a card from your hand, place it face-up in front of you in your Play Zone. Cards in the Play Zone don't go to your discard pile until the end of your turn.
- You may Exhaust Champions to gain their effects.
- Recruit, or acquire, any number of Allies or Champions from the Center Row by paying their 💎 cost. Once recruited, place them into your discard pile.
 - Whenever a card leaves the Center Row, replace it immediately from the Center Deck. This happens before anything else occurs.
- Recruit or Fast-Play any number of Mercenaries by paying their 💎 cost. If recruited, they are placed into your discard pile. If they are Fast-Played, place them into your Play Zone and gain their effect immediately.
- Once per turn, you may use your Shard Master's Focus ability by spending 1 💎 to gain 1 🌟.
- You may use ⚔️ to destroy enemy Champions.

Play Zone



Starting Hand
(5 Cards)



2. Attack Phase

Once the Play Phase has been completed, players will move into the Attack Phase and complete the following steps:

- › Assign any remaining  to attack your opponents. Damage does not have to be assigned evenly between opponents.
- › After all damage is assigned, players who are attacked may reveal any number of cards with  from their hand to prevent damage equal to the number in the  icon of the revealed cards. Revealed cards are then returned to their owner's hand.
- › Reduce each player's  by the total  assigned to them, minus any  reduction they used.
- › Any players reduced to 0 or less  are out of the game.



3. End Phase

During the End Phase, the following actions are performed in order:

- › Place each Fast-Played Mercenary in the Banish pile.
- › Place each Ally from your Play Zone into your discard pile. Reset exhausted Champions. Champions remain in play.
- › Place all unplayed cards in your hand into your discard pile.
- › Draw 5 cards from your personal deck.
- › End the turn.

Managing your Deck

At any time, if your personal deck is empty and you need to draw a card or reveal a card from the top of your deck, shuffle all cards in your discard pile to replenish your deck. If you need to draw multiple cards and your deck runs out in the middle of the draw, shuffle the discard pile to replenish the deck and draw any additional required cards. Cards you recruit during your turn are placed immediately into your discard pile.



CARD TYPES

Ally Cards

You can recruit Allies when they are in the Center Row by paying their cost and putting them into your discard pile. As you play through the game, these cards will move into your personal hand where they can be played.

You can play any number of Ally cards from your hand each turn. You do not need to pay any costs to play an Ally from your hand. When you play an Ally from your hand, gain the effect listed on the card. If an Ally has multiple effects, perform them in the order listed. Allies stay in front of you in your Play Zone until the end of your turn, and then go to your discard pile.

Original Set Icons indicate in which set each card was originally introduced. These icons do not affect gameplay.



Core Set



Relics of the Future



Shadow of Salvation



Into the Horizon



Saga Collection

Name

Shardwood Guardian

Gem Cost

Number of Gems you must spend to recruit this card.

Effect

What the card does when played or in play.

Faction & Card Type

Undergrowth Ally

Rarity

Each mark indicates a copy of the card in the Center Deck.

Original Set Icon



Gain 2 and draw a card.

Unify - Gain 6 if you have played another Undergrowth Ally this turn or reveal one from your hand.

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Mercenary Allies

Standard Allies you recruit from the Center Row become part of your deck for the rest of the game, but cannot be played until you draw them. In some instances, you may want an effect immediately. This is where Mercenaries come in.

Mercenaries may be recruited like other Allies (as mentioned above), or you may Fast-Play a Mercenary instead. To Fast-Play a Mercenary while it is in the Center Row, pay its cost and gain its effect immediately by moving it directly to the Play Zone (in lieu of recruiting to your discard pile).

At the end of each turn, all Fast-Played Mercenaries are placed in the Banish pile (not your personal deck). You may only Fast-Play each Mercenary once during a given turn, and you may not recruit a Mercenary after it has been Fast-Played that turn.

Mercenary Allies that are Fast-Played count as an Ally played that turn. This means that Fast-Played Mercenaries can help you fulfill requirements for Unify and Dominion effects. For Example, Fast-Playing *The Grand Architect* will count as having played an Order Ally.

Name

The Grand Architect

Gem Cost

Number of
Gems you
must spend
to recruit or
Fast-Play
this card.

Effect

What the card
does when
played or
in play.

**Mercenary
Indicator**

MERCENARY

**Faction &
Card Type**

Order Ally

Rarity

Each mark
indicates a
copy of the
card in the
Center Deck.

**Original
Set Icon**

Gain 5.



The card features a central illustration of a man with a beard and a white robe, surrounded by a complex network of black wires and mechanical components. The card has a red border and a blue background. The text 'The Grand Architect' is at the top, followed by a gem cost of 7. The effect 'Gain 5.' is in the middle, and the faction 'Order Ally' is at the bottom. A rarity icon (a small circle with a dot) is in the bottom right corner. The card is labeled 'MERCENARY' in a red box.

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Champion Cards

Champions are recruited just like Allies and go to your discard pile once recruited. Unlike Allies, once a Champion has been played, it stays in your Play Zone until it's dealt damage equal to its  or is destroyed by a card's effect. This means that Champions are not removed from your Play Zone at the end of each turn.

You can play any number of Champion cards from your hand each turn. Once a Champion is in your Play Zone, you may Exhaust it to use its effect any time during your turn. To Exhaust a Champion, turn it sideways to indicate it has been used, then follow the instructions after the word Exhaust. Exhausted Champions cannot be used again until they've been reset. At the end of your turn, reset all Champions you control so they are ready to be used again on your next turn.

To attack a Champion, spend  equal to its . For a Champion to be destroyed, you must deal damage equal to the Champion's  in a single turn (Champions do not track damage from turn to turn). When a Champion is destroyed, it is put into its controller's discard pile. It may be drawn and played again on a future turn.

Name

Evokatus

Gem Cost

Number of
Gems you
must spend
to recruit
this card.

**Faction &
Card Type**

Homodeus Champion

Effect

When you play this, draw a card.
Exhaust: Gain  for each Homodeus
Champion you have in play.

**Original
Set Icon**

Even the resource-gathering mechs can pose a
threat to a rich place like the Shardwood.

**Champion
Health**

2

Rarity

Each mark
indicates a
copy of the
card in the
Center Deck.



The card features a detailed illustration of a mechanical creature with a green and gold color scheme, set against a dark, rocky background. The card's design includes a yellow border and a small icon in the top right corner.

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GAME ACTIONS

Playing Cards

Playing a card means to take it from your hand and put it in front of you in your Play Zone.

When playing an Ally card, announce its effect and follow the card's instructions from top to bottom. Any choices required by the card must be made in that order and any conditionals must already be met for additional effects to be gained.  or  generated can be used until the end of your turn. Once you've acquired an Ally from the Center Row, you do not have to pay any costs to play that Ally from your hand.

Example: **Reactor Drone** says, "Gain . When you play **Reactor Drone**, you gain the  immediately, but you can wait until later in the turn to decide how to spend your .

Champions are played just like Allies, except Champions remain in the Play Zone and can be Exhausted on each of your turns. Every effect on the card written after Exhaust will occur when a Champion is Exhausted.

Gaining Mastery ()

Gaining **Mastery** () is a way to make your cards more powerful.

Once during your turn, your Shard Master may use their Focus ability. This ability allows you to spend  to gain .

Your  total is tracked on the right-hand side of your Health and Mastery Tracker. Card effects may grant additional  during a turn. Each Shard Master can achieve a maximum of .

Unlike many of the resources in Shards of Infinity,  is not spent but is a measure of achievement, unlocking greater power on certain cards for the rest of the game. When you gain , it is gained for the remainder of the game.

Mastery Threshold Bonus

Some cards have a Mastery Threshold Bonus.

When playing a card with a Mastery Threshold Bonus, you are granted the bonus ability each time you play the card if you have at least the amount of  listed on the card. Note: You do not spend  when you gain a Mastery Threshold Bonus.

Example: If you play **Infinity Shard** while you have  **10**, you gain  **3** instead of  **2**. If you have  **20**, you will gain  **5**, and if you have  **30**, then you will gain Infinite .

Cards only check for a Mastery Threshold Bonus at the time they are played or Exhausted.  gained after this will not impact them.

If a card played gains  and has a Mastery Threshold Bonus, the gained  counts towards the Mastery Threshold Bonus.

Example: if you have  **9** and play **Fungal Hermit**, you would gain  **1**, making your total  **10**. This would achieve the Mastery Threshold Bonus from **Fungal Hermit**, and you would gain  **5**.



Attacking Champions and Players

During your turn, cards you play may produce **Power** (🔥). 🔥 is used to attack Champions and players.

To defeat a Champion, a single player must use enough 🔥 to equal the Champion's total 🟢. When a Champion is destroyed, it is placed into its controller's discard pile. You may attack Champions at any time during your turn. Be sure to remember that damage dealt to Champions does not carry over from turn to turn, so only attack a Champion if you have enough 🔥 to destroy it that turn.

To attack a player, use your remaining 🔥 at the end of the turn. Though Champions can be attacked at any time, all damage to enemy players must be done at once at the end of your turn. You may divide your 🔥 among your opponents any way you choose. You may attack a player during the end of the turn regardless of whether or not they have Champions in play. In some instances, ignoring a player's Champions to attack them directly can be a powerful move.

Using Shield Cards (🛡️)

Cards with **Shields** (🛡️) are used to prevent damage to you. These cards will have a 🛡️ on the left side of the card.

To use a card's 🛡️, reveal it from your hand when you would be dealt damage to reduce the amount of damage taken. You may reveal any number of cards with 🛡️ from your hand to prevent damage.

Example: You attack an opposing player for 7 Damage. Your opponent has **Command Seer** in her hand. Since **Command Seer** has 5, they reveal it and only take 2 damage, reducing their 🟢 from 50 to 48.

Cards with 🛡️ are not discarded when used to prevent damage during an opponent's turn but remain in your hand and can thus be used as a 🛡️ in a future turn and/or played as normal during your turn. A 🛡️ may NOT be used to prevent damage to your Champions.



Gaining Health (🟢)

Some cards allow you to gain **Health** (🟢). Once 🟢 is gained, increase the 🟢 number shown on your Health and Mastery Tracker by the amount stated. Players' 🟢 cannot go above 50.

Banishing Cards

When an effect allows you to Banish a card from your hand and/or discard pile, you may remove a card and place it into your Banish pile. Cards in your Banish pile are no longer in your deck and are removed from the game for this playthrough. Note: When an effect allows you to Banish a card from your hand, you may not Banish a card that you've already played that turn, as that card is no longer in your hand. Banishing your weaker cards, especially some of your starting cards, allows you to draw powerful cards more often.

Ending Your Turn

After you are done playing cards from your hand, recruiting/Fast-Playing Allies and recruiting Champions, place any remaining cards from your hand and any Allies in your Play Zone into your discard pile. Any unspent 💧 and 🔥 disappear and do not carry over to your next turn.

Game End

A player is eliminated when their 🟢 is reduced to 0. When only one player remains, that player is declared the winner!

CHAPTER 2

Visions of the Future

As the world descends into chaos and the Shard Masters grow increasingly desperate, the power of the shards intensifies. The masters are overwhelmed with maddening visions that stoke their fears—about the safety of their people, the well-being of their families, and the stability of their power. The visions vary dramatically, showing the shard as either a weapon of mass destruction or a tool for profound healing and rebuilding. These premonitions push the Shard Masters toward drastic measures.

In this chapter, you will have the choice to forge an item of great power from these visions. One will shape the world, and the other will become a relic of a future that could have been.

The creation of these relics will bestow even greater power upon you while further aligning you with the shards' mysterious desires. "What will be the cost of your victory, Shard Master?"

To begin Chapter 2, open the Chapter 2 Chapter Pack and place the contents in the play space along with the other components listed below. Chapter 2 introduces players to the Relics of the Future, powerful artifacts – unique to each of the Shard Masters – that represent strange visions of the future and herald a mysterious doom. By the end of this Chapter, you will have mastered the game-changing Relics wielded by each of the Shard Masters.

Chapter 2 Contents

25 cards. (30 cards for the Kickstarter Edition.)

- 13 black-bordered Center Deck cards. (18 cards for the Kickstarter Edition.)
- 12 gray-bordered Relic cards.



SETUP

To set up the game for Chapter 2, you will need:

the game board with Competitive side up.



a number of Shard Master Battlemats (Kickstarter exclusive) and/or Hero Cards equal to the number of players.



a number of Health and Mastery Trackers equal to the number of players.



a number of white-bordered Starter Decks equal to the number of players.



all 11 black-bordered Center Deck cards contained in the Chapters 1 and 2 Chapter Packs.



the Saga Tracker and accompanying Achievement Markers.

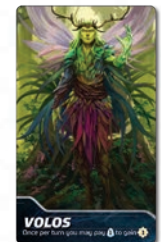


all gray-bordered Relic cards contained in the Chapter 2 Chapter Pack.



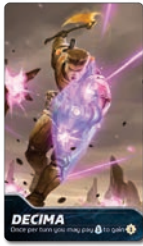
Begin by setting up the game as described in Chapter 1. (See page 5 for more details.)

For this Chapter, after each player has determined their Shard Master and taken the corresponding Shard Master Battlemat or Hero Card, each player should take the two gray-bordered Relic cards belonging to their Shard Master, as indicated on the back of their Battlemat or Hero Card.

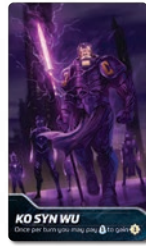


SAGA OBJECTIVES

To complete Chapter 2, you and/or your fellow Shard Masters must play a Relic belonging to each of the six Shard Masters:



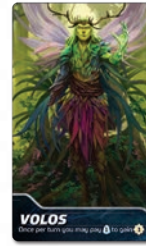
Decima



Ko Syn Wu



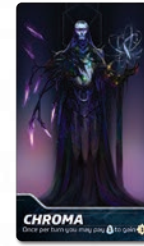
Tetra



Volos



Rez



Chroma

This may be accomplished in a single game (if playing with six players) or over a series of games.

The first time each Shard Master plays a Relic, record the Relic played by adding the corresponding Achievement Marker to the Saga Tracker to commemorate the achievement and track your progress toward the next Chapter.

GAMEPLAY

During Chapter 2, you will play a series of games of Shards of Infinity while trying to accomplish the Saga Objectives necessary to unlock Chapter 3 and progress the story. During each of these games, you will employ the rules outlined in Chapter 1 with the following additions:

CARD TYPES

Relic Cards

Relics are a powerful type of card specific to each of the Shard Masters. Unlike Allies and Champions, Relics are not shuffled into the Center Deck. Instead, each player will have the two Relics specific to their Shard Master set aside at the start of the game.

Once players have earned **10**, they may recruit one of their two Relics for free at any time. When a player recruits a Relic, it is placed into their discard pile, similar to recruiting a card from the Center Row. It does not expend any **Gems** (💧) or **Mastery** (🌟) to recruit a Relic.

Note: Players may only recruit one Relic per game! After the Relic is chosen, the unused Relic is placed in the Banish pile.

Shard Master Referencing Cards

Several of the black-bordered Center Deck cards introduced in Chapter 2 will specifically reference one of the Shard Masters included in the game. While any player may recruit and play these cards as normal, these cards offer additional effects when played by the player whose Shard Master is referenced.



CHAPTER 3

A Warping Faction

Rez, a Shard Master, leads the Aion faction—a nomadic collective of clans known for their unique culture. The Aion meticulously embed shards into tools and armor to harness their energies, carefully avoiding direct skin contact with the shards to mitigate their corrupting influence.

Amid escalating global tensions, Rez is caught in a relentless cycle of death and rebirth, empowered by an Infinity Shard that forcibly sends him back through time with each world-ending event he experiences. Fully aware of the shard's inherent dangers, Rez is determined to break this cycle. He is actively seeking allies to help free humanity from the shards' manipulations and end the catastrophic loop once and for all.

Rez's quest forms the central narrative in the campaign for Shards of Infinity. Join the adventure, uniting with other Shard Masters to confront the monstrous threats that lurk within this strange world.

To begin Chapter 3, open the Chapter 3 Chapter Pack and place the contents in the play space along with the other components listed below. Chapter 3 introduces players to the Aion faction, a powerful people led by the Shard Master Rez. Chapter 3 also offers players the opportunity to explore the game's Campaign mode, a co-operative gameplay experience that sees the Shard Masters banding together to prevent a catastrophic end to their world. By the end of this Chapter, you will have mastered the Aion faction and their reality-warping power.

Chapter 3 Contents

93 cards. (110 cards for the Kickstarter Edition.)

- 7 black-bordered Center Deck cards. (24 black-bordered Center Deck cards for the Kickstarter Edition).
- 86 co-operative Campaign cards.



SETUP

To set up the game for Chapter 3, you will need:

the game board with Competitive side up.

a number of Shard Master Battlemats (Kickstarter exclusive) and/or Hero Cards equal to the number of players.



a number of white-bordered Starter Decks equal to the number of players.



all black-bordered Center Deck cards contained in the Chapters 1, 2, and 3 Chapter Packs.



all gray-bordered Relic cards contained in the Chapter 2 Chapter Pack.



a number of Health and Mastery Trackers equal to the number of players.



the Saga Tracker and accompanying Achievement Markers.



Begin by setting up the game as described in Chapters 1 and 2. (See pages 5 and 15 for more details.)

SAGA OBJECTIVES

To complete Chapter 3, you will need to achieve the following objectives:

- Warp an Ally with a cost of 5 or more.
- Warp two Allies within a single turn.

The Saga Objectives necessary to complete Chapter 3 may be accomplished during the campaign side quest or in a normal Saga game.

If you choose not to play the campaign side quest or did not complete the objectives listed above during the campaign, simply continue playing games until the objectives are completed. Record the completion of each objective with the corresponding Achievement Marker to commemorate your achievement and track your progress toward the next Chapter.

GAMEPLAY

During Chapter 3, you will play a series of games of Shards of Infinity while trying to accomplish the objectives necessary to unlock Chapter 4 and progress the story. During each of these games, you will employ the rules outlined in the previous Chapters along with the following:

Warp

Warp is a powerful new keyword appearing on some of the black-bordered Center Deck cards included in Chapter 3. Warp allows players to Fast-Play Allies from the Center Deck without paying their cost, including the ability to Fast-Play non-Mercenary Allies that could not normally be Fast-Played. As with the usual rules for Fast-Playing a card, once a card has been Fast-Played using Warp, place it in the Banish pile at the end of the turn.

CAMPAIGN MODE SIDE QUEST

Shadow of Salvation

For players interested in a Shards of Infinity co-operative experience, at this point you can choose to branch into the Shadow of Salvation Campaign. This quest allows players the experience of uniting the Shard Masters against a number of deadly enemies from the future. Completing this side quest also unlocks the *Shadow Champion* gameplay variant described in the *Variants* section of this rulebook (see page 30 for more details).

To begin this optional side quest, see the Campaign Mode rules contained in the Battle Book.



CHAPTER 4

Enter the Ingeminex

Rez, trained to resist the shards' corruption, watched as the other masters grew more paranoid and violent, watched as their armies swelled, and tensions rose. The twisted voices of the shards whispered into the minds of the other Shard Masters, stoking the flames of war with every word.

In a desperate bid to end the corruption wrought by the shards, Rez attempted to destroy them. Overcoming the will of his own shard, he unleashed its full potential. The sword's energy rolled across the planet toward the other master shards.

Alas, though the shards cracked and splintered, they endured. From the fissures emerged grotesque shadows of the Shard Masters themselves—now twisted into the abominable creatures known as the Ingeminex—who sow chaos among all factions.

You are a Shard Master, and time is running short. The Ingeminex slaughter your people, the other masters plot against you, armies gather at your borders, and every night you can hear your shard whispering in your dreams. "War has come," it says. "I offer you the power to vanquish your foes, to unite all shards under your command, and to dominate the world. Will you seize this might, or will you fall to ruin?"

To begin Chapter 4, open the Chapter 4 Chapter Pack and place the contents in the play space along with the components listed below. Chapter 4 introduces players to a dangerous new adversary, the Ingeminex. Terrible shadows born from the Shards, the Ingeminex will bring war and destruction to the land if left unchecked. By the end of Chapter 4, you must put a stop to the Ingeminex threat.

Chapter 4 Contents

29 cards.

- 29 black-bordered Center Deck cards.



SETUP

To set up the game for Chapter 4, you will need:

the game board with Competitive side up.



a number of Shard Master Battlemats (Kickstarter exclusive) and/or Hero Cards equal to the number of players.



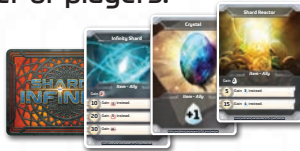
a number of Health and Mastery Trackers equal to the number of players.



the Saga Tracker and accompanying Achievement Markers.



a number of white-bordered Starter Decks equal to the number of players.



all black-bordered Center Deck cards contained in the Chapters 1, 2, 3, and 4 Chapter Packs.



all gray-bordered Relic cards contained in Chapter 2.



Begin by setting up the game as described in Chapters 1 and 2. (See pages 5 and 15 for more details.)

SAGA OBJECTIVES

To complete Chapter 4, you will need to defeat one of the four Ingeminex included in this Chapter. When an Ingeminex is defeated, record their demise by adding the corresponding Achievement Marker to the Saga Tracker to commemorate your achievement and track your progress toward the next Chapter.

GAMEPLAY

During Chapter 4, you will play a series of games of Shards of Infinity while trying to accomplish the objectives necessary to unlock Chapter 5 and progress the story. During each of these games, you will employ the rules outlined in the previous Chapters along with the following:

CARD TYPES

Ingeminex Cards

The Ingeminex are vicious shadow creatures that lurk within the Center Deck, waiting for a moment to emerge and attack!

When an Ingeminex card is revealed from the Center Deck, do not place it in the Center Row. Instead, place it face-up in the designated section on the game board. (Add another card from the Center Deck to fill the still empty space in the Center Row.) There is no limit to the number of Ingeminex that can be active at a time.

Each of the Ingeminex has a unique “Attack” effect that triggers only at the end of the player’s turn who revealed it. These effects impact all players, not just the person ending their turn.

During your turn, you can spend  equal to the number indicated in the upper-right corner of the Ingeminex card to defeat it. (This is similar to using  to defeat an opponent’s Champion. As with Champions, damage to Ingeminex does not carry over between rounds and you must deal damage equal to its power rating in a single turn to defeat it.) Place the defeated Ingeminex in the Banish pile and gain the listed reward. Do not replace the Ingeminex with a new card from the Center Deck. If you defeat an Ingeminex on the same turn it is revealed, do not trigger its Attack effect.

Only the person defeating an Ingeminex can claim its reward. Gain the reward effect immediately when you defeat an Ingeminex.

Name

Torment

Power Cost

Amount of Power you must spend to defeat this card.

Effect

What the card does at the end of the turn, when revealed from the Center Deck.

Card Type

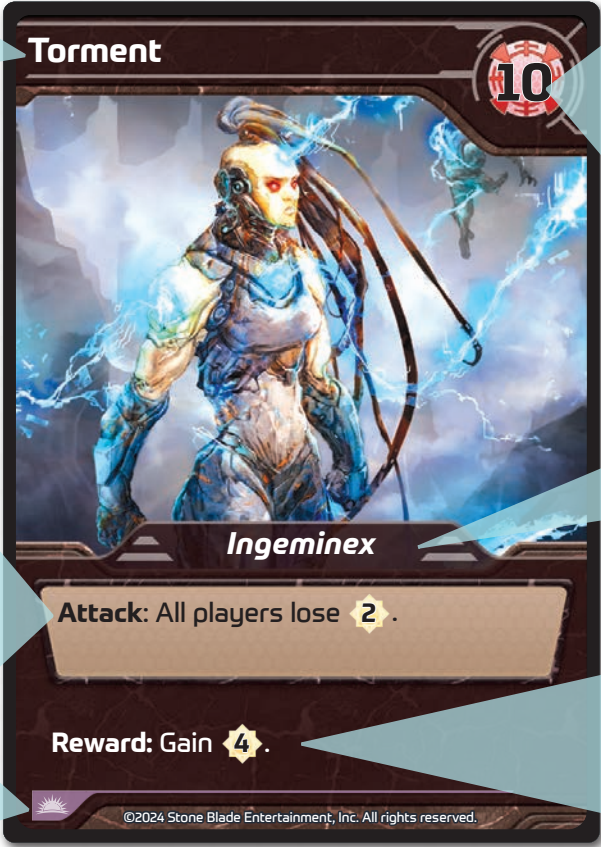
Ingeminex

Reward

What you gain when defeating the Ingeminex.

Original Set Icon





The card features a blue and white armored figure with a glowing blue gem on its forehead, holding a long, thin staff. The background is a dark, stormy sky with lightning. The card has a red gem icon with the number 10 in the top right corner. The text on the card includes the name 'Torment', the card type 'Ingeminex', the attack effect 'Attack: All players lose 2', and the reward 'Reward: Gain 4'. The bottom of the card has a small icon and the copyright notice '©2024 Stone Blade Entertainment, Inc. All rights reserved.'

CHAPTER 5

Destiny

The War rages on.

As the world teeters on the brink of collapse under the threat of the Ingeminex, a mysterious new Shard Master named Chroma emerges. Unlike other masters, Chroma has crudely embedded numerous shards into his body. His emergence comes at a time when factions are deeply divided, struggling against both corruption and the Ingeminex threat. This final chapter challenges you to rise above the chaos—mastering the Infinity Shards to shape the future they will unleash.

To begin Chapter 5, open the Chapter 5 Chapter Pack and place the contents in the play space along with the components listed below. Chapter 5 challenges players to discover and follow their Destiny. Are you destined to lead your faction to victory over the other Shard Masters, or will you wither and die like the rest? By the end of Chapter 5, you will have mastered all aspects of Shards of Infinity and become a true Shard Master!

Chapter 5 Contents

37 cards.

- 7 black-bordered Center Deck cards.
- 30 black-bordered Destiny cards.



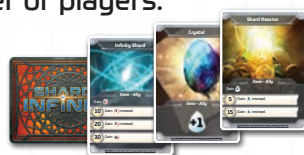
SETUP

To set up the game for Chapter 5, you will need:

a number of Shard Master Battlemats (Kickstarter exclusive) and/or Hero Cards equal to the number of players.



a number of white-bordered Starter Decks equal to the number of players.



all gray-bordered Relic cards contained in Chapter 2.



the game board with Competitive side up.



a number of Health and Mastery trackers equal to the number of players.



all black-bordered Center Deck cards contained in the Chapters 1, 2, 3, 4, and 5 Chapter Packs.



the Saga mode Saga Tracker and accompanying Achievement Markers.



all black-bordered Destiny cards contained in the Chapter 5 Chapter Pack, in a separate Destiny Deck.



Begin by completing the steps used to set up the game in Chapters 1 and 2. (See pages 5 and 15 for more details.)

Chapter 5 introduces players to Destiny cards. If this is your first game during Chapter 5, complete the following:

- Shuffle the 30 black-bordered Destiny cards together to create the Destiny Deck.
- From the Destiny Deck, deal three face-down Destiny cards to each player. Each player will review their Destiny cards and choose one to keep.
- Place your chosen Destiny card face-up beside your Shard Master Battlemat or Hero Card.
- Return any unselected Destiny cards to the box, but keep the Destiny Deck nearby. Some Center Deck cards will allow you to acquire additional Destiny cards.
- For subsequent games, refer to the Destiny Mode rules outlined on page 24.

SAGA OBJECTIVES

To complete Chapter 5, you will need to complete at least one Shard Master's Destiny Tracker by winning three games with that Shard Master, recording those victories - and any Destiny cards belonging to the victor - on the Saga Tracker under the appropriate Shard Master. The first Shard Master to complete their Destiny Tracker is considered the Saga mode winner and becomes the one to rebuild the Infinity Engine! Once this objective has been completed, place an Achievement Marker of the winning Shard Master on the Saga Tracker and list both the final Destiny used to achieve victory and the name of the player who completed this objective. Congratulations on rebuilding the Infinity Engine!

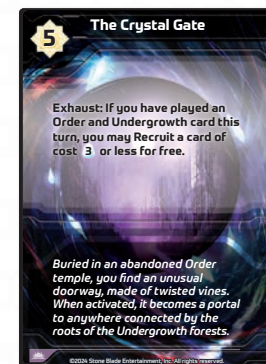
GAMEPLAY

During Chapter 5, you will play a series of games of Shards of Infinity while trying to accomplish the objectives necessary to complete the Saga mode. During each of these games, you will employ the rules outlined in the previous Chapters along with the following:

CARD TYPES

Destiny Cards

Destinies grant you powerful new abilities. Each player will begin the game with a Destiny card face-up beside their Shard Master Battlemat or Hero Card. This Destiny is inactive until you reach **5** or more. At any time on your turn, after you reach **5** or more, you may activate your Destiny card and use its abilities for the rest of the game. Activating a Destiny card does not cost any resources.



DESTINY MODE

During Chapter 5, whenever a player wins a game with a specific Destiny card, that card becomes attached to that player's Shard Master. Record the Destiny card on the corresponding Shard Master's Destiny Tracker section of the Saga Tracker. For the remainder of the Chapter, that Shard Master will begin the game with the recorded Destiny card. Up to three Destiny cards can be recorded for any given Shard Master.

When you begin a game in which one or more players has a recorded Destiny, follow these steps:

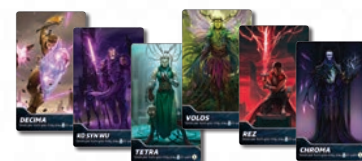
- For each Shard Master included in the game, review that Shard Master's Destiny Tracker and deal to that player any recorded Destiny cards.
 - > Recorded Destiny cards are still inactive until a player reaches **5** or more.
- Shuffle the remaining Destiny cards together to form the Destiny Deck.
- From the Destiny Deck, deal three face-down Destiny cards to each player. Each player will review their Destiny cards and choose one to keep.
- Place your chosen Destiny card face-up beside your Shard Master Battlemat or Hero Card and any other Destiny cards you control.
- Compare the total number of Destiny cards belonging to each player to determine which player controls the most.
- Each player with fewer Destiny cards than the player with the most Destinies begins the game with an additional **3** for each missing Destiny card. If two or more players are tied for the most Destinies, those players get no additional **3**. Only players with fewer Destiny cards receive a bonus.
- Return any unselected Destiny cards to the box, but keep the Destiny Deck nearby. Some Center Deck cards will allow you to acquire additional Destiny cards.

*Example: You begin the game with three Destiny cards, Player 1 begins with two Destiny cards, and Player 2 begins with just one Destiny card. You have the majority, with three Destiny cards. Therefore, Player 1 would begin the game with an additional **3**, while Player 2 would begin the game with an additional **6**.*

Congratulations on completing the Shards of Infinity Saga mode. You've now unlocked all of the contents in the Saga Collection!

COMPLETE CONTENTS

- 1 premium double-sided game board.
- 6 premium Shard Master Battlemats (Kickstarter exclusive).
- 6 Hero Cards.
- 7 Boss Cards.
- 6 player Health and Mastery Trackers.
- 1 Boss Health and Mastery Tracker.
- 12 Hack tokens.
- 10 box dividers.
- 1 Saga Tracker.
- 1 set of Saga Achievement Markers.
- 1 Campaign Battle Book.
- 348 cards (370 for the Kickstarter Edition):
 - > 154 black-bordered Center Deck cards. (176 for the Kickstarter Edition.)
 - > 12 gray-bordered Relic cards (from Chapter 2 - page 14).
 - > 6 black-bordered Ingeminex cards (from Chapters 4 and 5 - pages 19 and 22).
 - > 30 black-bordered Destiny cards (from Chapter 5 - page 22).
 - > 86 co-operative Campaign cards (from Chapter 3 - page 17).
 - > 60 Starter Deck cards - 6 decks of 10 cards each.



BEYOND SAGA MODE

Now that you've conquered the Shards of Infinity Saga mode, you may be wondering how best to set up for your next game. Players can freely replay any of the Saga mode Chapters as often as they wish, but if you're looking to set up a standard game using your preferred combination of components from the Saga Collection, we've compiled a handy reference for just that purpose.

SETUP

- Place the premium double-sided game board in the play space with either the competitive or co-operative side of the board face-up, depending on the type of game you're playing.
- Randomly determine who will go first. After that, play proceeds clockwise.
- Each player receives a Shard Master Battlemat or Hero Card.
 - > Shard Masters may be chosen in turn order, assigned randomly, or you may use the *Health Auction* variant described in the *Variants* section of this rulebook.
- Each player receives a starting deck and a Health and Mastery Tracker.
 - > Shuffle your starting deck and draw 5 cards to form your opening hand.
 - > Set your starting Health and Mastery as described in Chapter 1.
- Shuffle together all black-bordered cards to create the Center Deck. From the Center Deck, reveal six cards and place them face-up on the game board to create the Center Row.



To add Relics

See page 16 for more details.

- Each player receives the two gray-bordered Relic cards associated with their Shard Master, as indicated on the back of their Shard Master Battlemat or Hero Card.
- If you're not playing with Relics, we recommend you remove one of the Igeminex from the Center Deck: **Corruption**. This card references the Relic cards and won't function as intended otherwise.

To add Ingemenix

See page 21 for more details.

- Shuffle the six black-bordered Ingemenix cards into the Center Deck.

To add Destinies

See page 24 for more details.

- Shuffle the 30 black-bordered Destiny cards to form the Destiny Deck.
- Deal 3 Destiny cards face-down to each player.
- Each player will review their Destiny cards and choose one to keep, placing it face-up beside their Shard Master Battlemat or Hero Card.
- Return any unselected Destiny cards to the box, but keep the Destiny Deck nearby. Some Center Deck cards will allow you to acquire additional Destiny cards.

If you're not playing with Destinies, we recommend removing two of the Ingeminex from the Center Deck: **Malice** and **Agony**. These cards reference the Destiny cards and won't function as intended otherwise.



VARIANT GAMEPLAY RULES

Shards of Infinity offers a wide variety of optional rules and additional game modes to enrich your experiences as you continue to explore the game. We encourage you to incorporate as many of these rules as you like during gameplay.

2V2 TEAM ATTACK

In this variant, four players will split into teams to face-off against one another. Teammates should sit next to each other on one side of the play space and across from one player of the opposing team. All the normal rules of the game apply, with the following exceptions:

Players will only be able to use  to damage the player sitting across from them. However, players are free to use their  to attack the Champions under any of their opponents' control.

If you eliminate the player sitting across from you in a 2v2 game, any excess  that turn may be assigned as damage to the remaining opponent. Likewise, if your teammate has been eliminated, both players are considered to be across from you, and you may assign your  to either player.

When deciding who will go first, instead of choosing a specific player, randomly decide which team will go first. The player on the left of that team will begin the game, then play proceeds clockwise as normal. (This means that the first team will have one player take a turn, then each player on the opposing team will take a turn before the first team goes again.) In this variant, all players begin the game with .

3V3 TEAM ATTACK

Similar to 2v2 Team Attack, this variant allows six players to split into teams and face-off against each other. Players will need to alternate teams when deciding where to sit, so that each player is seated next to a player from the opposing team. All the normal rules of the game apply, with the following exceptions:

Players will only be able to use  to damage the closest player sitting to the left of them. However, players are free to use their  to attack the Champions under any of their opponents' control.

If you eliminate the player sitting to the left of you, any excess  that turn may be assigned to the next-closest opponent to your left. Continue attacking the closest opponent to your left until all opponents have been eliminated.

In this variant, all players begin the game with .

3 PLAYER BLOODBATH

This variant ratchets up the tension as three players brawl for supremacy. Follow the normal game rules, but when assigning  to enemy players, any  you assign to an opponent is dealt equally to both opponents instead. For

example,  will deal 5 damage to both opposing players, though each may block for themselves individually. The last player standing is the winner. This mode works with normal starting rules, but we recommend combining it with the *Health Auction* rules described later in this section.

DESTINY ROW

This variant replaces the three Destiny cards dealt to each player at the outset of the game with a row of six Destiny cards for players to choose from. Instead of dealing three Destiny cards to each player during setup, shuffle the 30 black-bordered Destiny cards to form the Destiny Deck and then reveal six Destiny cards and place them face-up in the play area to create the Destiny Row.

Any player on their turn, after reaching **5** or more, may take a Destiny card from the Destiny Row and place it face-up in their play space, gaining its abilities for the remainder of the game. Cards taken from the Destiny Row are not replaced as they would be from the Center Row. Instead, there are simply fewer choices for the next player taking a Destiny card.

FIVE PLAYER ALLIANCE MODE

In this variant, each player will be allied with each other player sitting on their right and left. The remaining two players are your enemies. Players win the game by defeating both of their enemies, regardless of whether their Allies have been defeated or not. It is possible in this mode that two players will meet this condition on the same turn. In this case, both players share an Allied Victory!

HEALTH AUCTION

In this variant, instead of players randomly deciding who the first player is, players will bid **+** to both go first and get the first pick of a Shard Master to play.

After the Center Row has been placed out, randomly determine a player to begin the bidding. Starting with that player and moving clockwise, each player may bid any amount of **+**. To bid, a player must bid at least **1** and must bid higher than the current bid. If a player chooses not to bid or can't bid, that player is out. Players continue making bids until one person is left in the running. Whoever wins the auction must lose **+** equal to their bid. The winning player selects which Shard Master they want to play and will be the first player.

Then, the player to the left of that player begins the bidding process again. That player may bid any amount they wish. Continue these auctions until all but one player has bid and chosen their Shard Master. The final player may choose the Shard Master of their choice from the remaining options and begins the game at **50**.

MYSTERY RELICS

In this variant, instead of gaining the Relics assigned to your Shard Master, shuffle the Relic cards and randomly deal two face-down to each player. Players should keep these Relics secret until they hit **10** and recruit one of them.

RELIC DRAFT

This variant allows players to mix and match which Relics they have available to them throughout the game. While normally your Relics will be based on the Shard Master you're playing, this variant allows players to choose which Relics they have access to. Players may still only recruit one Relic per game.

At the start of the game, after the Center Row has been dealt out, randomly deal out two face-up Relics per player in the center of the play space. Randomly determine which player will begin the Relic Draft. That player begins by taking one of

the available Relics and putting it in front of them. Then, going clockwise, the next player will pick a Relic from the center of the play space. Continue this until everyone has one card.

Once each player has one Relic, the last player to pick their first Relic gets to pick a second Relic. Then, proceeding counterclockwise, each player picks a second Relic. Finally, once everyone has two cards, the player who drafted last in the first round will take the first turn of the game.

SHADOW CHAMPION MODE

This variant allows you to use Shadow Champions in the classic Shards of Infinity player versus player game.

At the start of the game, shuffle all Shadow Champion cards and deal four face-down to each player. Each player will choose three of those four Shadow Champions and set them aside face-down, discarding the remaining card.

At any time on their turn, a player may pay 3 to summon one of the three Shadow Champions they've drafted. When you summon a Shadow Champion, complete any Ambush effects. During your turn, you may Exhaust Shadow Champions to gain their . Unlike in Campaign Mode, Shadow Champions in front of you are under your control and will fulfill the requirement for any Inspire cards. When a Shadow Champion is destroyed, place it in the Banish pile.

As with a normal game of Shards of Infinity, players choose who will go first randomly, then each player after the first gains 1, 2, 3, 4, and 5 accordingly.



SINGLE PLAYER NEMESIS CHALLENGE

This variant allows the classic Shards of Infinity game to be played solo by pitting the player against another Shard Master that will take on the role of the Nemesis. After each of your turns, the Nemesis will take a turn, though they do not begin with a deck or gain cards as normal. You win by reducing the Nemesis' + to 0.

Start off by choosing a Shard Master for both you and the Nemesis and taking the corresponding premium Shard Master Battlemats or Hero Cards and Health and Mastery Trackers. At the start of the game, depending on which Shard Master you are, you'll be allowed to add an additional 11th card to your starting deck as follows:

Shard Master	11th Starting Card
Decima	Limiter Drones
Ko Syn Wu	Pall Shades
Tetra	Cloud Oracles
Volos	Arach Devotees
Rez	Lucky
Chroma	Shard Cultist

You'll play your turns following the normal rules by using **Gems** () to obtain new cards, **Power** () to damage the Nemesis and gaining **Mastery** () as normal. After your turn, the Nemesis gets their turn.

Nemesis Turn

The first thing to do on the Nemesis' turn is to reveal the top card of the Center Deck. If that card is from the same faction as the Nemesis, the Nemesis gains .

Next, the Nemesis will play the card revealed from the Center Deck, gaining any , , and  provided by Allies and putting any Champions directly into play. The Nemesis will then play each card in the Center Row that matches the faction of the card revealed from the top of the Center Deck. Any decisions that would need to be made by the Nemesis are made by you.

Some cards and resources work a little differently:

If the Nemesis would gain , instead it Banishes that many cards from the top of the Center Deck.

If the Nemesis would draw a card(s), instead it gains  1 for each card it would have drawn.

Champions are put directly into play under the Nemesis' control. If you destroy a Nemesis' Champion, it is Banished instead of discarded.

The Nemesis cannot gain cards, therefore it also cannot Banish its own cards or interact with a discard pile, so ignore any text that it cannot perform.

After each of the chosen faction's Allies have been played from the Center Row, activate each of the Nemesis' Champion's Exhaust powers, one at a time, in the order of your choice.

When the Nemesis needs to assign , it will prioritize damaging the player first if it means reducing the player to 0. Otherwise, it will prioritize destroying your Champions starting with the highest cost down to the lowest cost, destroying any that it has enough power to destroy. If there is a tie, you make the decision. Finally, any remaining  will be used to deal damage to you.

While the Nemesis has less than  15, the Nemesis ignores all Dominion, Echo, Inspire, and Unify effects on cards they play from the Center Deck and row. However, while the Nemesis has  15 or more, treat these texts as active.

At the end of the Nemesis' turn, Banish all Allies played by the Nemesis this turn from the Center Row, then refill the row and start your next turn.

The Nemesis wins in one of three ways:

- Your  is reduced to 0.
- The Nemesis'  reaches 30.
- You need to refill the Center Row, but there are not enough cards to do so.

F. A. Q.

Q: If I play **Cache Warden** and it gains me my 10th , do I draw a card from its bonus?

A: Yes. You will first gain  from the top half of the card effect, bringing you to  or more. This will then allow you to draw a card.

Q: When I Exhaust **Systema AI**, do I gain the Mastery Threshold Bonus listed beneath the Exhaust text?

A: Yes. Once you Exhaust a Champion, everything after and below the Exhaust text occurs.

Q: Can I use  to defend Champions?

A: No.  are only used to prevent damage to players.

Q: If I Fast-Play a **Spore Cleric**, does it count as an Undergrowth Ally played for purposes of Unify and Dominion?

A: Yes. When you Fast-Play a card, it is as though you played it from your hand. **Spore Cleric** will count towards Unify / Dominion bonuses.

Q: Can **Thorn Zealot's** Unify ability be used to destroy **Li Hin, The Shattered**?

A: Yes.

Q: Do I discard  cards from my hand when I use them to prevent damage?

A: No. To use a , you reveal the card from your hand. The card will stay in your hand for you to play as normal on your next turn. In multiplayer games, you may use the same  card to prevent damage from different opponents.

Q: Can I use multiple  cards to prevent damage?

A: Yes. You may reveal any number of cards with  to prevent damage.

Q: If I Banish a card from my hand, may I still use it to gain its effect?

A: No. You get a card's effect when you play that card. Once you play it, it's no longer in your hand.

Q: Can I use a **Crystal** to gain  and then Banish it with **Shade**?

A: No, cards you play remain face-up in front of you until the end of your turn and only then go to your discard pile. If you want to Banish a card from your hand, you won't be able to get the effect from it first.

Q: Where do cards go when they're Banished?

A: Cards that are Banished go to the Banish pile. This pile is essentially a "removed from game" zone.

Q: If I am at maximum  while **Entropic Talons** is active, do I still gain .

A: Yes. Regardless of whether or not you gain  on your turn, **Entropic Talons** will still give you  for each point of  you would have gained.

Q: Does Exhausting a Champion fulfill **Praetorian - 01**'s play requirement to return it to my hand?

A: No. Champions are only played when you play them from your hand into the Play Zone.

Q: Can I return **Praetorian - 01** from the Play Zone to my hand the turn I play it if I play a Champion afterwards on the same turn?

A: No. Cards stay in the Play Zone when you play them until the end of your turn. **Praetorian - 01**'s ability only triggers while it is in your discard pile and is only returned to your hand from your discard pile.

Q: Can I use **Praetorian - 02** while it is in my hand to defend myself from incoming attacks?

A: No. The  provided by **Praetorian - 02** only applies while it is a Champion in play.

Q: Do I draw a card from **Limiter Drones** or **Pall Shades** even if I don't fulfill the Echo or Inspire requirements?

A: Yes. Because the "Draw a card." text is on a separate line than the Inspire / Echo text.

Q: What happens if I use an effect to recruit the top card of the Center Deck, like with the Destiny card **The Shard Defiant**, and the revealed card is an Ingeminex?

A: When an Ingeminex is revealed, it must immediately go into its own unique location in play. It cannot be put into a player's discard pile, hand, or deck for any reason. After putting the Ingeminex into its space, reveal the next card from the Center Deck to resolve the recruit effect.

Q: Should I play with **Corruption** in the Center Deck if I am not playing with the Relic cards introduced in Chapter 2?

A: No. You will not be able to gain the reward unless you are playing with Relics. Either remove **Corruption** from the Center Deck before playing or ignore the card when it's revealed and flip the next card from the Center Deck.

Q: What happens if a card like **Duplication Fabricator**, **Legion Carrier**, or **Oblivion Gatekeeper** says to reveal the top card of my deck, but I have no cards in my deck?

A: At any time, if your personal deck is empty and you need to draw a card or reveal a card from the top of your deck, shuffle all the cards in your discard pile to replenish your deck. If you need to draw or reveal multiple cards and your deck runs out in the middle of the draw, shuffle the discard pile to replenish the deck and draw any required cards.

Q: If I defeat the **Malice** or **Agony** Ingeminex, can I gain a Destiny if I don't have ? Does gaining a Destiny this way count as my only Destiny for the game?

A: These rewards allow you to gain additional Destiny cards beyond the typical 'one per game' limit. In addition, you do not need to have  to gain the Destiny card from the reward. When gaining this reward, draw the top card from the Destiny

Deck and place it face-up beside your Shard Master Battlemat or Hero Card.

If you have not already done so, you can still activate the Destiny card you selected at the start of the game when you reach **5** after gaining either of these rewards.

Q: If the effect of *Cinder Scars* is copied, does the copy get the **3** bonus?

A: Copying an effect does not count as playing the card. In this case, the copied effect would grant **3**, but the original card would not get the **3** bonus.

Q: How do Destinies and Ingeminex cards work in the co-operative Campaign Mode side quest found in Chapter 3?

A: These cards behave just as they do in other modes. The Ingeminex present an additional threat to your Campaign Mode team, but you can add the Destiny cards as a way to further boost your power!

Q: If I cause a player to lose with an effect, like with *Oblivion Gatekeeper* or the Destiny card *The Chains that Bind*, does it count as dealing unblocked damage for cards like *Blood for Blood*?

A: No. Causing a player to lose does not count as dealing damage. These effects are not considered damage and they also cannot be prevented by .

Q: What happens if the game would end from multiple players going below **1** at the same time? For example, from *The Chains that Bind* Destiny card?

A: The game ends in a tie.

Q: If I play a card that has no cost, such as a *Crystal, Blaster*, or a Relic, does it count as having played an even or odd cost card?

A: No, cards with no cost are neither even nor odd.

GLOSSARY

Allies: Allies are the forces you can recruit to aid you. When you play an Ally from your hand, you gain the effect listed on the card. It goes to your discard pile at the end of your turn. *Page 9.*

Ambush: Shadow Champion abilities that trigger when they are played. *Page 30.*

Attack: An effect on an Ingeminex card, which will trigger at the end of the turn the Ingeminex is revealed. *Page 21.*

Banish: When a card is Banished, it is placed in the Banish pile and is effectively removed from the game. *Page 13.*

Champions: After you play a Champion from your hand, you can gain benefits from it every turn. Champions remain in play until destroyed by an opponent. *Page 11.*

Destroy: Destroy means to put into the discard pile from play and generally refers to Champions. *Page 11.*

Exhaust: An Exhaust ability may be used once during your turn at any point of your choosing. We recommend turning your card from vertical to horizontal to help track when you use a card's Exhaust ability. You may use any number of different Exhaust abilities in a single turn. *Page 11.*

Faction: Ally and Champion cards are all from one of the six major Factions, which are: Homodeus, Order, Undergrowth, Wraethe, Aion, and Prism.

Fast-Play: You have the option to Fast-Play Mercenary Allies in the Center Row. This means that when you pay their cost, you have the option to gain their effect immediately. If you Fast-Play a Mercenary, it goes to the Banish pile at the end of the turn. *Page 10.*

Gems (💎): 💎 are the resource used to recruit cards. *Page 7.*

Health (🛡️): If your 🛡️ becomes 0, you are out of the game. You can't go above 50. *Page 7.*

Mastery (🌟): 🌟 makes your cards more powerful. You cannot spend 🌟 and you do not lose 🌟 at the end of the turn, rather it builds up from turn to turn. *Page 7.*

Mercenary: When you pay the cost of a Mercenary, you may recruit it to your discard pile or Fast-Play it. If you Fast-Play a Mercenary, play the card and gain its effect immediately. It goes to the Banish pile at the end of your turn. *Page 10.*

Power (⚔️): ⚔️ is used to attack enemy players, Champions, and Ingeminex. *Page 7.*

Relic: These are powerful cards unique to each Shard Master, introduced during Chapter 2. You may recruit one of your two potential Relics when you have earned 10. *Page 16.*

Reset: The opposite of Exhaust. Your Exhausted Champions will normally reset at the end of your turn. Using an effect to reset a Champion during your turn allows you to Exhaust it an additional time. *Page 11.*

Reward: When you defeat an Ingeminex by spending ⚔️, you immediately gain the rewards listed on the card. *Page 21.*

Shield (🛡️): Cards with 🛡️ can be revealed from your hand whenever you would take damage from an opponent to prevent an amount of damage equal to the value printed on the card. Cards revealed to prevent damage are not discarded but remain in your hand and may be played as normal on your next turn. In a multiplayer game, you may reveal cards with 🛡️ to prevent damage from each player that attacks you. *Page 7.*

Warp: Warp allows players to Fast-Play Allies from the Center Row without paying 💎. Warp allows you to Fast-Play Allies that normally cannot be Fast-Played. After you Fast-Play a card with Warp, it goes to the Banish pile at the end of the turn. *Page 18.*

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