



Number of players: 2
 Recommended age: 10+
 Duration: 30min

In the depths of Yarlungde there exists a unique collection of souls.
 This forbidden world attracts all manner of powerful beings.
 Upon wading through the current of Yarlungde, the depth of its vitality
 can be instantly felt.
 The souls of those who are defeated are absorbed by the victors.
 Will you claim the power?

Components



First floor x24



Second floor x23



Third floor x22



Devil card x6



Soul Level tile,HP tilex1



Reference Cardx2



Tilex8



Player tokenx4

Soul level
 requirement



Magic Power cardx6

Ability:Can't use until you learn the
 Hero Class card.



Hero Class cardx14

Game Setup

1. Divide the Floor cards into 3 piles, one pile per floor. The back side of the cards have different colors according to the floor. Prepare each pile as follows: First floor 24 cards, Second floor 23 cards and Third floor 22 cards.

2. Shuffle Devil cards (purple back) into every floor pile until each pile has 25 cards. Proceed as follows: Shuffle 1 Devil card in the first floor pile, 2 devil cards in the second floor pile and 3 devil cards in the third floor pile.

3. Randomly select the starting player. The starting player receives 8 HP, the opponent receives 10 HP. Then, both players set their soul level to 0.

4. Shuffle all Hero Class cards then draw 7 and place them face up on the table. Then proceed as below.

5. Take the First floor pile and place its 25 cards as showed in the graphic below.
*Note that the gray cards are facing up while black cards are facing down.



Goal

- A player's soul level exceeds the opponent's soul level by 4 or more.
- A player accumulates 6 different elements.
- The opponent's HP is reduced to 0.

If any of these conditions are met by one of the players, the game will immediately finish and the player will be declared the winner.

If none of the players meet any of the aforementioned victory conditions before the last card on the third floor is resolved, the game will enter into the final scoring phase. In the final scoring phase, the player with the highest soul level wins the game. In the event of a tied soul level, the player with the highest HP wins the game. If both players have same amount of HP, the game ends in a tie.

Playing the game

Beginning with the starting player and taking alternate turns, the current player chooses 1 card from the available options. Note that at the beginning of the game, the only available cards are the bottom five marked with a yellow star in the graphic left.

Once a card is chosen, the player must perform one of the five actions listed below:

1. **Use:** Apply the effect described on the card, such as: recruit followers, get new weapons, fight monsters, etc... (Find a summary of all the cards at the end of this rulebook).

2. **Rest:** **Action not available for Devil cards.** Remove the card from the game and increase your HP by 3. Some hero classes, magic powers and treatment cards may affect the efficacy of Rest.

3. **Learn:** **Action not available for Devil cards.** Place the chosen card under the corresponding Hero Class card with the skill you want to learn. The card under the Hero Class card simply marks that the skill of that class is already learned. In order to learn a skill players must have the same Soul level, or higher, than the requirement specified on the Hero Class card. However, this action does not consume Soul levels.

4. **Sacrifice:** **Action not available for Devil cards, nor for any other card if it is the last card on a floor.** Remove the card from the game and reduce your HP by 2 and immediately gain an extra turn. Note that you cannot apply the effect of the sacrificed card. You may continue performing sacrifices and gaining extra turns. However, every consecutive sacrifice will increase its HP cost by 2 points.

5. Remove: Remove the card from the game. This action is mainly used to eliminate Devil cards from the table.

After one of the previous actions is performed on the chosen card, the next card in that column becomes available for the following turns. If this card is face down, flip it face up.

When all the cards of one floor have been taken from the table (added, defeated or removed), cards of the next floor pile are immediately placed on the table following the same rules explained in the Game set up section of this rulebook.

When a player picks the last card of a floor, opponent player will act as starting player on the new floor.

Once all cards on the third floor have been taken, the game will enter into the final scoring phase. The winner will be determined by following the rules explained in the Object of the game section of this rulebook.

Card overview

A. Monster card:

Upon use, the player has to fight against the monster (check Combat section for a detailed explanation of the combat system). There are three different types of monster cards:

A-1 Regular monster: When a player defeats a regular monster. The player receives the specified Soul level boost on the top left corner of the card.

A-2 Elemental monster: When a player defeats an Elemental monster, the monster card is placed in front of the player. Now the player owns the corresponding element specified on top left corner of the card. If a player owns two identical elements, they immediately learn the magic power associated with that element. Note that learning a magic power does not consume any of your owned elements. If a player accumulates 6 different elements, the player immediately wins the game.

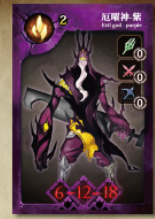
A-3 Devil: Devils are powerful and unique monsters. A devil has a different amount of HP depending on which floor the players encounter it. When a player defeats a Devil, the player receives the specified Soul level boost on the top left corner of the card. **Note that when a player chooses a Devil card, the actions rest, learn and sacrifice are not available.**



Regular monster



Elemental monster



Devil

Ex. [Evilgod - purple] has 6 HP if he appears in the first floor, 12 HP if he appears in the second floor and 18 HP if appears in the third floor.

B. Follower card:

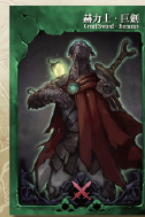
Upon use, followers may join a player party, providing fighting skills to the group. Players must pay a fixed amount of HP to add followers to their party, 1 HP for the first follower, 2 HP for the second follower and so on. Note that all followers in a player party may be used in each battle.

C. Weapon card:

Upon use, weapon cards are immediately added to the player's weapon collection, allowing the player to use them in upcoming battles. However, players can only apply the effect of 1 weapon card in each battle.

D. Treatment card:

Upon use, treatment cards increase HP immediately, and improve the efficiency of Rest by 1 in future uses of this action (stackable).



Follower



Weapon



Treatment

E.Trap card:

Upon use, apply the effect of the trap. There are three different types of trap cards:

E-1 Direct Damage: Immediately reduce the opponent HP. Note that if the opponent HP is reduced to 0, you automatically win.

E-2 Damage trap: Place 2 damage trap tokens of your color on two of the remaining cards of the current floor. If the opponent player chooses a card with one of your damage trap tokens on it, he must resolve the effect of the damage trap (losing HP) before being able to choose that card.

***You can't place more than one trap tile on the same card, different player can place the trap tile on the same card.**

***You can place trap on the face-down card.**

***Next card will be faced up after you place the trap.**



Ex. Red player use a damage trap card and place 2 tiles on different cards. If his opponent chooses the cards, he must loses hp(3).

E-3 Death trap: Place 3 death trap tokens (1 of each type: sword man, archer and spear man) on three of the remaining cards of the current floor. These traps work in the same way damage traps do, but instead of losing HP, the opponent must remove the corresponding follower from the party before being able to choose that card. Note that if the opponent party does not include a follower of the corresponding type the trap has no effect.



Direct Damage



Damage trap



Death trap

Combat

Every monster card displays the monster's HP and its weakness.

The sword, bow and spear icons, followed by a number, represent the weaknesses of the monster. This number is the damage dealt to the monster when a player uses a card of that type during the battle. When a player fights a monster, proceed as follows.

1.Prepare the cards for the attack:

- All Hero Class cards already learned with applicable effects for combat.
- One available Weapon.
- All the Followers in the party.
- All Magic Power cards already owned with applicable effects for combat.

2.Determine the power of the attack by comparing the used cards and the monster's weaknesses:

•If the attack power is equal or higher than the monster HP, the monster will be immediately defeated.

•If the attack power is lower than the monster HP, the player must spend as much player's HP as the difference between the attack power and the monster's HP in order to defeat the monster.



1 spear deal 1 damage
1 sword deal 2 damage
bow deal 0 damage



The player fight the Tombstone turtle.
The followers deal 2(sword) + 1(spare) =3
The hero deal 2(sword)+1(spare)=3
The weapon deal 2(sword). *Only one available weapon.
The player need spend 2(10-3-3-2) HP to fight the monster, and Soul level add 1.

Card effects



When you fight, you can choose sword, bow or spear.



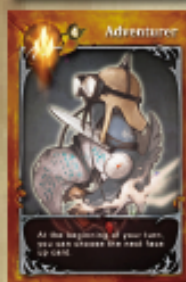
Reduce monster's hp by 2.



Place the tile on the follower. The follower get 2 extra damage and immune to Death Traps



"Gain one extra turn" can't work on last card of the floor.



When you choose a card at the beginning of your turn, you can choose second face up card.

Ex. Yellow star as below.
*Next card will be faced up.



When you fight, increase the dealt damage of one weapon by 2.

- * Choose again when fighting.
- * If you use Hammer's Axe, select a certain ability and increase it.
- * If used Wraith Wand, extra reduce the monster's HP by 2.

Contact us

Tutorial



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