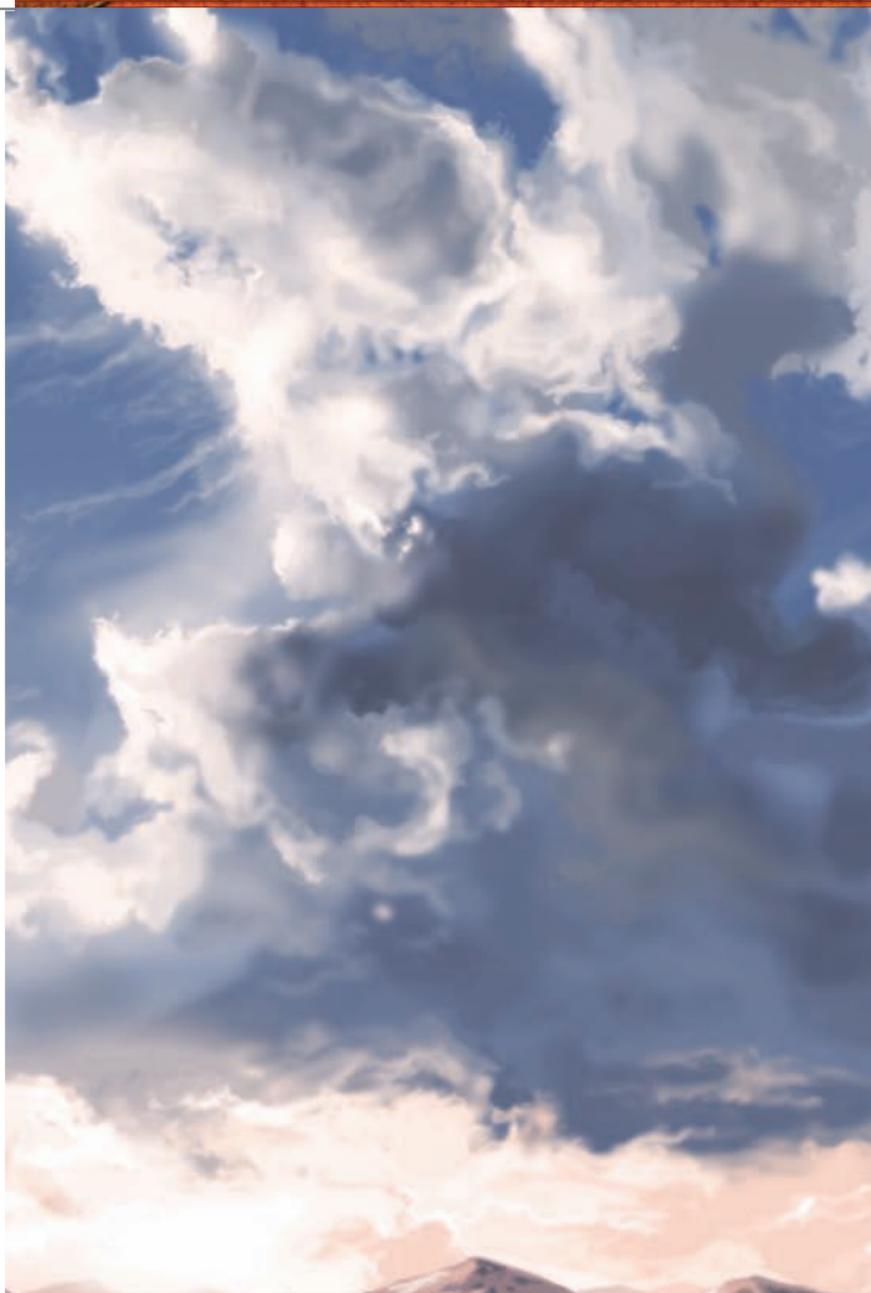


— ビヨンド グッド アンド イーブル —

# ANIMA

BEYOND GOOD AND EVIL





**ANIMA: BEYOND GOOD AND EVIL ©**

is a game designed by **CARLOS B. GARCIA**

**Box art:** Wen Yu Li

**Card illustrations:** Salvador Espin • Raul Rossell

• Luis NCT • S. Melero • Wen Yu Li

**Graphic design:** Sergio Almagro • Carlos B. García

**Editor:** José M. Rey

**Translators:** Brant McFarland and James Torr

**ANIMA: BEYOND GOOD AND EVIL®** is a game edited by

Edge Entertainment and Fantasy Flight Games

[www.edgeent.com](http://www.edgeent.com) / [www.animarpg.com](http://www.animarpg.com) / [www.fantasyflightgames.com](http://www.fantasyflightgames.com)

**English edition and distribution:** Fantasy Flight Games

**English Producer:** Sally Karkula **English Editing:** Sam Stewart

“Thanks to John Grams and Chris Petersen for their support”



— ビヨンド グッド アンド イーブル —

# ANIMA

BEYOND GOOD AND EVIL

## THE AFTERMATH OF OMEGA

---

Everything ended.

Omega, the ancient entity that threatened to disrupt all life in Gaia, had finally been sealed. Its unlimited source of power, the Infinity Orb, was shattered, and the splinters scattered so they could never be rejoined. Then, humanity continued forward, confident that gravest danger had past.

At least, that's what everybody thought.

However, the Orb was merely a key, and its destruction was the master stroke of the plan devised by a force unknown until now. At this moment, something alien is slowly creeping into the world through the fragments of the Orb, waiting to manifest itself completely. This malign influence corrupts all that comes in contact with these fragments, as the very pillars of reality are altered. Whatever it is, if it is successful, Gaia will sweep into a fate much worse than any mankind could imagine.

Aware of its coming, ethnically and morally different forces are making secret preparations to stand against this unknown power. It's up to you to play them, control their abilities, and stop the approaching final horror.

It is time to go... beyond good and evil.

## OVERVIEW

---

*Anima: Beyond Good and Evil* is a stand-alone expansion to *Anima: Shadow of Omega*. Played on its own, this game is designed for 2 to 4 players. However, if played as an expansion to *Shadow of Omega*, five can play. All necessary components are included with the game: 110 cards, two six-sided dice, one ten-sided die, and four different colored counters.

### *Game Objective*

The objective of the game to complete a Basic Mission, and by doing so, gain access to the Final Mission. Each player draws two Basic Mission cards at the beginning of the game, and must complete at least one of them to attempt the Final Mission, which is the same for all players (see "Missions" on page 6). The Final Mission remains a secret to all players until a player completes at least one Basic Mission and chooses to reveal the Final Mission. All Parties must try to complete the Final Mission within the number of turns indicated in the Crisis! section of the card. If the adversary is not defeated within the specified number of turns, it will be unleashed. At this time, Parties who have not completed at least one Basic Mission are immediately destroyed and all remaining players will have just one chance to vanquish this adversary or be destroyed.

If a player completes the Final Mission or defeats the ultimate adversary, he wins the game.



## The Legacy of The Shadow

Although *Beyond Good and Evil* is an independent game, it has also been designed to be combined with the core Anima card game: *Shadow of Omega*. By combining both decks of cards, players can exponentially increase the variety and gameplay possibilities in Anima.

To combine the sets, separate and group the cards from the two decks by category (Character, Advantage, Encounter, and Area). The only exceptions are the Mission cards from *Shadow of Omega*, because they are not compatible with the Area and Event cards from *Beyond Good and Evil*. Players should remove the 13 *Shadow of Omega* Mission cards, leaving only the Mission cards from this expansion. If players wish to play with the old Mission cards from *Shadow of Omega*, the Mission, Area, and Event cards from *Beyond Good and Evil* must be removed instead.

## Types of cards

In *Anima: Beyond Good and Evil* there are five different types of cards: Characters, Areas, Encounters, Missions, and Advantages. The following is a breakdown of each card type.

### Characters and Parties



Each player controls a Party of Characters who move through the world and attempts to fulfill Missions. At the beginning of the game, each player controls one Character. However, there are several Areas where more Characters can be recruited (see “Areas” on page 5). A group of one or more Characters controlled by a single player is known as a Party. Certain Event cards (like “The Gate”) may also add Characters to a Party. A Party can be composed of a maximum of four Characters; three normal Characters and one Arcane Character (see page 5).

In certain situations, due to Combat, Events, or the actions of another player, a Character from a Party may die. When this happens, the Character card is placed in the Character discard pile. If a player loses all his Characters, he draws one card from the Character deck and puts it in play, thereby creating a new Party.

Each Character has a specific gender, as well as values for Combat Ability and Speed, which are used to determine the outcome of confrontations and the order of play. The Combat and Speed values of a Party are calculated by adding the attributes of all Characters in the Party. For example, if a Party is has the Witch (Combat 2 and Speed 3) and the Executor (Combat 4 and Speed 2), the Party’s values are Combat 6 and Speed 5.

Finally, each Character’s Abilities are listed at the bottom left of each card. There are three icons: Magic, Ki, and Trickery. These icons determine which Advantage cards each Character may use. For example, a Character who is skilled only in Trickery may not be used to play a Magic card (see “Advantage” on page 6).

- 1- Combat Ability Value
- 2- Speed Value
- 3- Character Gender
- 4- Skills
- 5- Special Abilities



Combat



Male  
Character



Speed



Female  
Character

1

2

3

4

5





• **Spinning:** Spinning a Character means turning that card 90 degrees horizontally. Some Characters have special Abilities that require the player to spin their card, and Characters are spun when an Ability Card is used.

Spinning a Character indicates that the Character has already acted in a turn, and cannot use another power or Ability card until he is unspun. For example, if you spin the Witch at the beginning of the turn to cast a curse on another Character, the card remains spun until the next turn and cannot be used to play a Magic card. Whether a Character is spun or not does not affect whether that character participates in confrontations, so the Character's Combat and Speed are still added to the Party's total.



## Arcane Characters

Besides normal Characters, *Beyond Good and Evil* introduces a new category of Character: Arcane Characters.

These are powerful individuals that may join a Party under special circumstances to reinforce it even more. These cards are easily recognized because their back is red instead of blue, and because the Character's name is surrounded by a golden frame.

To obtain an Arcane Character, a player must have three normal Characters in his party, then move to an Area that allows recruitment as a reward (see "Recruit" on page 11). Once there, instead of recruiting a normal Character, the player can recruit an Arcane Character by discarding an Advantage card as payment.

As a special rule, Arcane Characters cannot be expelled during the Reset phase, although they can be killed normally.



## Areas

Area cards represent places in the world Characters can visit to obtain Advantages, recruit companions, or fulfill Mission objectives. Each Area card consists of two parts: the Exploration table, which is used when players explore the Area, and the Reward

box, which indicates the reward for successfully exploring the Area. Certain Areas also have special rules, explained on the card. If the Area card bears the Trade symbol, it means players can trade while their Party is in that Area (see "Trading" on page 10).

Areas also have a level, indicating how dangerous they are. Levels are explained in greater detail in the Encounters section (page 7).



- 1- Trade
- 2- Exploration Table
- 3- Area Level
- 4- Rewards
- 5- Special Rules

1

2



Trade Icon



## Missions

There are two different types of missions: Basic and Final. Each Basic Mission has one objective. When a player completes the objective, he receives a reward, indicated on the card. In addition, the player has an opportunity to attempt the Final Mission and win the game. However, a player does not have to attempt to accomplish the Final Mission after finishing a Basic Mission. He may choose to complete his second Basic Mission (thereby gaining the advantages from this second mission) before moving on to the Final Mission.

An uncompleted mission should be placed to the left of a player's playing area faceup or facedown (depending on whether the mission is known to the other players.) Once it is completed, a mission is placed faceup on the right of the player's play area to show that it has been completed.

- **Resistance Missions:** Certain Missions require the Party to stay in a specific Area for several turns. In this situation, Characters do not need to Explore multiple times to remain in the Area (see Exploration Phase on page 10); they stay there automatically. The Mission takes place in the Exploration Phase, so other Parties can attack the Party during the Interaction Phase. If the Party is defeated, whether by enemies from the Mission or a rival player, the Party is expelled from the Area and must restart the Mission from the beginning.



## Advantage

Advantage cards represent the capabilities a player has to achieve his objectives. There are two different types: Plot cards, used directly by the players to influence the game, and Ability cards, used in conjunction with a Character to effect aspects of the game. A player can have a maximum of five Advantage cards in his hand.

- 1- Card Type
- 2- Special Rules
- 3- Phase



Trickery



Magic



Ki



Plot



- **Ability cards:** Abilities represent a Character's skills and talents. Each Character card grants the use of certain "powers" indicated on the card. There are three different types: Ki, Magic, and Trickery. A Character must be spun after using an Ability card and the icon on the Ability card must match an icon on that Character card.

- **Plot cards:** Plot cards are used without spinning a Character. Each one has different effects and duration. Unless specified otherwise, a Plot card's effects are instantaneous, and do not remain in play.

Besides the normal Plot cards, there are three special Plot card subtypes:

- Incidents:** Incidents are Plot cards used during the Reset phase to cause effects that last for the entire turn.

- Trap Cards:** Trap Cards enable players to leave Events in an Area that will benefit them or harm rivals. Trap Cards are played during the Reset phase by placing them facedown over an Area, so that only the player who placed them knows what the Trap is. The Trap is inactive until a Party is present in the Area at the end of the Movement phase. At this time, the Trap is turned faceup, its effects are resolved against all Characters in the area, then it is discarded.

Trap Cards have priority over Incidents.

**-Factions:** Factions are plot cards that represent the Party allying with a specific group, that in turn provides the Party with certain Abilities. A Party can only belong to one Faction at a time - if a player wishes his party to switch Factions, he must discard his current Faction. Additionally, certain Factions are fundamentally opposed. If two parties belonging to opposing Factions move into the same Area, they must declare Combat in the Interaction Phase (See page 10).

If this expansion is combined with Shadow of Omega, a Party can belong to both a Faction and an Organization. For example, a player could belong to Abel (Faction) and the Black Sun (Organization), gaining the benefits of each.



## Encounters

When a Party visits an Area, they often encounter situations and problems - ranging from fighting creatures to suffering unfortunate accidents. These situations are referred to as Encounters. However, not all Encounter cards are negative - some even provide unexpected benefits. Encounters, like Areas, have a level indicating the difficulty of the Encounter. There are three different Levels, 1, 2, and 3. For an Encounter to take place, the Encounter's level must be equal to or less than the Area where it occurs. This means, for example, that in the city of Tsukikage (Level 1), a player cannot run into Tiamat (Level 3), but a party can run up against a Thornhound (Level 1).

If the Encounter card is a higher level than the Area the Party occupies, the Encounter has no effect and goes directly to the Encounter discard pile.

- 1- Encounter Type
- 2- Combat Ability
- 3- Encounter Level
- 4- Special Rules



Event



Creature



• **Creatures:** Creature Encounters are fought using Combat rules (see page 12). Each creature has its own Combat Ability and special capabilities. There are two types of creatures - natural creatures, and supernatural (or mystical) beings.

• **Events:** These are problems and situations that effect a Party in a variety of ways.

• **Preliminary Encounter:** A Preliminary Encounter can be a Creature or an Event. Whenever a new Area is played, or one is pulled from the Discard Deck, an Encounter card is placed in front of the Area card. This Encounter is referred to as a Preliminary Encounter. If the encounter is an Event, the Party entering the Area suffers its effects, then it is discarded. If the Encounter is a Creature, the Encounter remains in the Area until it has been defeated. Combats with Preliminary Encounters are resolved in the Movement phase.

## GAME TURN AND PHASES

Each game turn consists of four different phases. The order of play amongst the players is determined by their Parties' speeds. The Party with the highest speed goes first, then the Party with the next highest speed, and so forth. If two Parties have the same speed, both roll a die. The Party with the higher result goes before the Party with the lower result.

Each player has an opportunity to take actions during phase. Once all players have performed their actions in a particular phase, the next phase starts. Once all players have acted in the Exploration phase, the turn ends and a new turn begins.

The following is a summary of the phases:

### 1. - Reset Phase

- Straighten all spun cards and activate all incapacitated Characters.
- Discard unwanted Characters from the Party.
- Use any special ability or Advantage cards that must be used in this phase.

### 2. - Movement Phase

- Declare the Party's movement:
  - Move to an Area already in play.
  - Seek new horizons (only one player per turn).
  - Rest.
- Resolve any Preliminary Encounters.
- After all movement is finished, reveal any Trap cards.

### 3. - Interaction Phase

- Trade with any other Character in any Area with a trade icon.
- Declare Combat against any other Party in the same Area.

### 4. - Exploration Phase

- Explore the Area the Party is occupying.
- If the Exploration is successful, request the reward.

### *When are Advantage cards and special abilities used?*

Ability and Plot cards, as well as a Character's special abilities, are normally used during a specific phase listed on the card. A player must wait until the correct phase to use them, unless they are an Interruption or Combat cards.

• **Interruption:** These cards may be used at any time to interrupt or modify the effects of an Advantage or Encounter card, Creature, Special Ability, or even a die roll, as indicated on the card. For example, the card Absorb Power allows a player to take the Advantage cards another player just used in a Combat. Naturally, Interruption cards can be used to react to other Interruption or Combat cards, even if the player is not part of the Combat.

• **Combat:** These cards can be used by players when a confrontation begins. They must be used before either of the parties in the combat have rolled dice, unless the card expressly states otherwise.

## SETUP AND PHASES

The following section details how to prepare the play area and provides an overview of all of the actions a player can take during his turn.

### *Preparations*

First, the different types of cards are separated into piles and shuffled. Then, each pile is placed on the table according to the diagram on page 9. Lastly, each player chooses a counter to represent his Party.



## Start of Play

Each player draws two Mission cards, keeping them secret. These Mission cards are the objectives a player must meet to win the game. The rest of the Mission cards are placed aside without any player seeing what they are. Then, each player draws two Character and four Advantage cards. Of these, each player keeps one Character and three Advantages, discarding the rest. The discarded cards are shuffled with their respective piles.

Then, a number of Area cards equal to the number of players are put into play, and a Preliminary Encounter is placed in front of each card facedown (see page 10).

## Reset phase

At the beginning of the Reset phase, all players unspin their spun characters and turn incapacitated Characters faceup. Then, beginning with the Party with the highest Speed, each player can perform any number of the following actions.

- **Discard and Expel:** During this Phase, a player can discard any number Advantage cards, or expel any Characters from his Party (except Arcane Characters). This is the only way a player can voluntarily discard cards or Characters.

The player with the least amount of Characters may automatically recruit any expelled Character, and the player with the least Advantage cards may pick up any one Advantage card discarded by the other Parties. If two or more players are tied for the fewest Character or Advantage cards, neither of them may pick up the expelled cards.

If a player is holding the maximum number of Advantage cards (typically five), he can not draw additional cards. A player with four characters cannot recruit new characters for his Party. Also, if a Party intends to leave an Area, the Player must declare it during this phase.



## Movement phase

In this Phase players declare where their Party is going, choosing one of the following options:

- **Move to an Area in play:** The Party moves to any Area on the table.

If there is a Preliminary Encounter in front of the Area, the Party must overcome it to enter the Area. If the Party loses the Combat against the Creature or an Event causes a player to lose his turn, the player (and his party) cannot act for the rest of the turn and do not count as having entered the area. Otherwise, the player places his counter on the Area card to show his Party is in the Area.

The maximum number of Areas on the table at any one time is equal to twice the number of players in the game (with 3 players, 6 Areas; 4 players, up to 8, etc).

- **Seek new horizons (only one player per turn):** If a player chooses this option, he may perform one of two actions: draw a new card from the Areas deck and place it on the table, or select one Area from the discard pile and place it on the table. In either case, the player must draw an Encounter card and place it on top of the Area as a Preliminary Encounter. The player then moves his Party to this area, following the rules above. From this moment on, the Area is in play and any player can choose to visit it.

Only one player per turn can seek new horizons, so it is only possible to play one new Area per turn.

When a new Area is introduced into play, if the total number of Area cards is greater than the allowed maximum (as explained in the last section), an Area is removed from play and placed in the Area discard pile. The player that put the new Area in play decides which Area is removed. Areas where there is a Party, Areas with an undefeated Primary Encounter and Areas where there is an unactivated Trap cannot be discarded. Another player may prevent a specific Area from being discarded by discarding one of his Advantage cards. If this happens, the player selecting an Area must choose a different Area to discard. If it is impossible to select an Area without violating one of the above conditions, the new Area is added without any other Areas being discarded.

- **Rest:** A Party may choose to rest rather than visit an Area or seek new horizons. To rest, the Party does nothing during the Movement Phase. If the Party is in an Area, it is expelled from that Area. Then, during the next turn, the Party receives +2 Combat and +2 Speed.

## Interaction Phase

During the Interaction Phase, each Party may (but does not have to) select one of the following actions:

- **Declare Combat:** A Party can initiate Combat against any other Party located in the same Area, provided neither Party outnumber the other Party by more than one Character. When Parties belonging to opposing Factions are in the same Area, they must fight (unless one Party outnumbers the other by more than one Character). The loser of a Combat must allow the winner to take a random Advantage card from his hand and is expelled from the Area, meaning his Party can't take any actions in the rest of the turn.

- **Trade:** If two parties are in Areas with the Trade icon, they can freely trade Advantage or Character cards. There are no limits as to how many cards can be traded, except that both players must agree on the trade before enacting it.

## Exploration Phase

During this Phase, Parties who have successfully reached an Area and have not been expelled may explore the Area:

- **Explore:** When a player declares he's going to Explore the Area, he rolls

a die and checks the result on the Exploration Table (found on the left side of the card). The results may be different depending on the number rolled:

**-Nothing:** There is no Encounter, and the Player may claim the reward for exploring.

**-Encounter:** The player draws the indicated number of cards from the Encounters deck. The player's Party must then encounter each card in the order in which they are drawn. If the Party is defeated by a Creature, or an Event makes the player lose his turn or kills one of his Characters, he is expelled from the Area and cannot claim the Reward. Any Creatures drawn during the Exploration Phase are discarded after the Phase is over, whether or not they are defeated.

Remember that an Encounter can not be a higher level than the Area it is in. For example, if a Party visits Deimos (Level 1) and draws the Dark Judgement (Level 3) Encounter card, it is discarded. If an encounter is discarded because it is too high a level, the Party counts as successfully exploring the Area.

**-Special:** Many different special effects can occur when exploring an Area. Unless these effects expel the Party from an Area, or force the player to lose a turn, the Party may continue exploring the Area.

**• Rewards:** Once a Party has successfully Explored an Area, the Party's player can claim one reward. A Party can successfully explore an area multiple times, claiming a reward each time. The rewards are listed on the Area card, and will be from among the following:

**-Advantage:** Draw a number of Advantage cards equal to the Level of the Area. A player may not draw Advantage cards that would exceed his hand limit - so if he had four Advantage cards in hand, he could only draw one card regardless of the Area Level.

**-Recruit:** The player draws a Character from the pile and adds it to his Party. If the Party already has four Characters, the player may not draw more. If a Party has three normal Characters and recruits one more, the player has the option of choosing an Arcane Character by discarding an Advantage card. A player cannot recruit in the same Area on consecutive turns.

**-Mission Objectives:** Often, the reward for successfully exploring an Area is completing a mission objective. For example, the "Temple of the Sun" mission objective is located in Tsukikage. A player must chose between completing a mission objective or selecting another reward. The word "Mission" always appears next to this option.

**-Special:** Some Areas like Karh or the Sea of Sand have special rewards that provide different unique benefits. The effects are described on the card. The word (EX) always appears next to them. For example, "Azrael's Blessing" is found in Paradise. Should a Party choose this reward, that Party receives +4 in all Combat rolls during the next turn.



## *End of Game*

The Final Mission remains secret to all players until at least one player has completed one of his Basic Missions. At the beginning of a Round, any player who has completed at least one Basic Mission can choose to reveal the Final Mission by drawing one Final Mission card from the Final Mission deck and turning it faceup. If two players decide to reveal the Final Mission simultaneously, the player with the higher speed does so first. There may be only one Final Mission in play. However, any player who has completed at least one Basic Mission may attempt the Final Mission.

The Final Mission has a time limit, indicated by the Crisis! section on the card. The number in the heading of the Crisis! section shows how many turns the players have to complete the Quest section of the card. When the Final Mission is revealed, place the 10-sided die on the card. The number on the die face should match the time limit. At the end of each Exploration Phase, lower the die number by one. If a player completes the Final Mission's objectives before the die reaches zero, he wins the game. If no player completes the objectives within the time limit, the Crisis is unleashed.

When a Crisis is unleashed, normal gameplay ends. All players who have not finished at least one Basic Mission lose the game automatically. If this leaves one player, he wins the game. If this leaves more than one player, they must immediately confront the menace described in the Crisis! section of the Final Mission card, no matter the status of their Party or what Area they are in.

Each player has one chance to overcome the challenge listed in the Crisis! section. The players take their chance in turn, starting with the player whose Party has the highest Speed. The first Party to overcome the challenge wins the game. If all the Parties fail to overcome the challenge, no one wins the game: Omega has broken free, destroying the world in the process. Players may not use Advantage cards to interrupt other players during a Crisis.

## COMBAT AND OTHER RULES

This section further explores Combat, Speed, discards, and incapacitated Characters.

### *Combat*

Parties often find themselves fighting against Creatures or other Parties. When fighting a Combat, each side calculates its Combat Ability and rolls a six-sided die, adding the die result to Combat Ability. The side with the higher total wins.

If the results are a tie in Combat against a Creature, the Party wins. If there is a tie between two Parties, it remains a tie and neither side receives benefits or suffers drawbacks (they cannot face each other again in the same turn). If a Party ever loses a Combat by 5 or more points, one Character from the Party (chosen by the player) dies, and must be discarded. If a mission requires a Party to fight an opponent, the Party fights as if they were fighting a creature. The opponent's Combat Ability is equal to the mission's level, unless the mission provides a specific value.

### *Speed Checks*

Some Missions and Events require a Speed Check. Calculate the Party's total Speed and roll a die: if the combined total is equal or greater to the difficulty listed on the Mission card, the check is successful.

### *Incapacitated Characters*

Some cards incapacitate a Character during a turn. When this happens, the Character card is turned facedown. An incapacitated Character cannot act during the turn, and its Combat Ability is not added to the Party total. However, the Character counts toward the total number of Party members. During the Reset phase, incapacitated characters are put in action again and turned faceup.

### *Losing your turn*

When a player loses his turn (whether from being defeated in Combat or because of an event) he may not take any actions for the remainder of the turn. If his Party is in an Area, it is expelled from the Area.

## Changes to the Speed

If a Party's Speed is modified during the Reset phase the order of play remains the same until the following turn.

## Discards

Whenever a card is discarded from play for any reason, it is placed in its respective discard pile. When one of the piles is used up, take the discard pile, shuffle it well, and put it into play as the draw pile.

The only exception to this rule is the Area deck. If all cards have been played, the discard pile is not shuffled: players who seek new horizons can choose an Area from this pile.

## OPTIONAL RULES

The following are optional rules players can add to their games to make them more interesting or challenging:

- **Tree Structure for Areas:** Place all of the Area cards in a tree or pyramid shape on the table, ordered by level (Level 1 Areas at the bottom and Level 3 Areas at the top). A Party outside the tree may only enter Level 1 Areas. Once a Party is in an Area, it may move to any other Area of the same level, or an Area that has a value of one greater or lesser than the Area it currently occupies. Each time a player moves up or down a level, they must draw a Preliminary Encounter card. If the Party is defeated, it is expelled from the Area tree. At the beginning of the next turn, the Party must begin at a Level 1 Area. When the tree structure rule is in play, the card "Zeppelin Voyage" from *Shadow of Omega* allows a Party to move to any Area, regardless of its level.

- **Open rolls:** Every time a 6 is rolled during a Combat, the die is rolled again and the new amount is added to the roll. This means that the outcome of even the most uneven combats is up in the air.



## EXAMPLE OF PLAY

The following is an example of a three player game:

- Player 1's Party is made up of the Samurai and the Priestess (combined Combat 7 and Speed 6).
- Player 2's Party consists only of the Seer (Combat 2 and Speed 3).
- Player 3's Party consists of the Agent and the Executioner (combined Combat 7 and Speed 5).

Based on their Parties' Speeds, Player 1 will go first, followed by Player 3. Player 2 goes last.

**Reset phase:** First, all three players unspin their spun Characters. Then, Player 1 acts. He decides to put his Abel Faction Advantage card into play, and do nothing else. Player 3 decides to use his Agent's special ability to exchange one of his Advantage cards with one of Player 1's cards. He does do, then spins his Agent. He then declares that he has finished. Lastly, Player 2 has a chance to act. Unfortunately, he has nothing he wants to do, so he immediately ends his turn. Then the Reset Phase ends.

**Movement phase:** Player 1 begins the Movement phase by declaring that his party will go to Maisen, one of the Areas in play. There is no Preliminary Encounter, so he arrives easily, but there is an inactivated Trap card there. Next Player 3 moves. He decides to seek new horizons. He draws an Area card, Albidion, from the deck (Level 2). He draws a Preliminary Encounter, which turns out to be Dark Judgement (Level 3). He discards it since it's a higher level than the Area (Albidion) his Party just entered. Then, he puts his counter on Albidion and has finished. Lastly, it's Player 2's turn, who declares he's following Player 3 to Albidion. Since everyone's moved, the Phase is ended by revealing the Trap card in Maisen, which turns out to be Unleashed Danger.

**Interaction Phase:** Like in the other Phases, Player 1 acts first, but since he can't Trade and no other Party is in his Area for him to attack, he does nothing. Now it's Player 3's turn, he chooses not to attack Player 2's Party or Trade with him. Player 2 does the same, and the Phase ends.

**Exploration Phase:** Player 1 declares he wants to explore Maisen, so he rolls a die, getting a 3. He checks the Area card and finds he must draw an Encounter. He takes the first card from the corresponding pile, which turns out to be a dangerous Creature named Amenhotep. Usually the Encounter would be discarded, since Amenhotep is Level 3 and Maisen only Level 2, but because of the Trap Unleashed Danger (that raises the Area's Level by one until the end of the turn), Player 1's Party must face Amenhotep. He follows the Combat rules and his roll is lower than Amenhotep's. Player 1 is defeated and his Party is expelled from Maisen. Because of this, he can't claim any Reward and his turn ends.

Now Player 3, who is in Albidion, takes his actions. He also declares he's going to explore, so he rolls a die and gets a 6: he must draw two Encounter cards. The first is Shadow of Azrael, but since it is a Level 3 Creature it goes straight to the discard pile (Albidion is a Level 2 Area). The second card is Ascension, allowing him to exchange one of his normal Characters for an Arcane Character. Finally he can claim his Reward. He chooses Advantage, so he takes two cards from the Deck. Then, Player 2 explores in Albidion and rolls a 1, resulting in no Encounters. He chooses Discredit as his reward, and discards an Advantage card to force Player 1 to discard the Faction Abel.

Now that all players have finished their actions, the Turn is over and the next one starts.

## GAME PHASES

### 1. - Reset Phase

- Unpin all spun cards and activate all incapacitated Characters.
- Discard any unwanted Characters from the Party.
- Use any special ability or Advantage card that must be used in this Phase.

### 2. - Movement Phase

- Declare the Party's movement.
  - Move to an Area in play.
  - Seek new horizons (only one player per turn).
  - Rest.
- Resolve any Preliminary Encounters.
- After all movement is finished, reveal any Trap cards.

### 3. - Interaction Phase

- Trade with any other Character in any Area with a trade icon.
- Declare Combat against any other Party that is in the same Area.

### 4. - Exploration Phase

- Explore any Area the Party is occupying.
- If the Exploration is successful, request the reward.

## ICONS



Combat



Male  
Character



Speed



Female  
Character



Trickery



Ki



Magic



Plot



Creature



Event



Trade



Spin



edge®

[WWW.EDGEENT.COM](http://WWW.EDGEENT.COM)

