

## Deckbuilding

### Deckbuilding rules:

Your deck must include exactly one Hero card and a minimum of 39 other cards of the same faction. You must also follow these rules:

- No more than 3 copies of a card with the same name, regardless of rarity.
- No more than 15 rare cards .
- No more than 3 unique cards.

### Additional team deckbuilding rule:

- Both players have to play a different Faction.
- No more than 3 copies of a card with the same name, regardless of rarity, combined in both decks.

### Examples of last rule;

Example A:

*Henk and Olivia play Ordis and Lyra respectively.*

*Henk has 3 Ordis Robin Hoods in his deck.*

*Olivia therefore can not have any Lyra Robin Hoods in her deck.*

Example B:

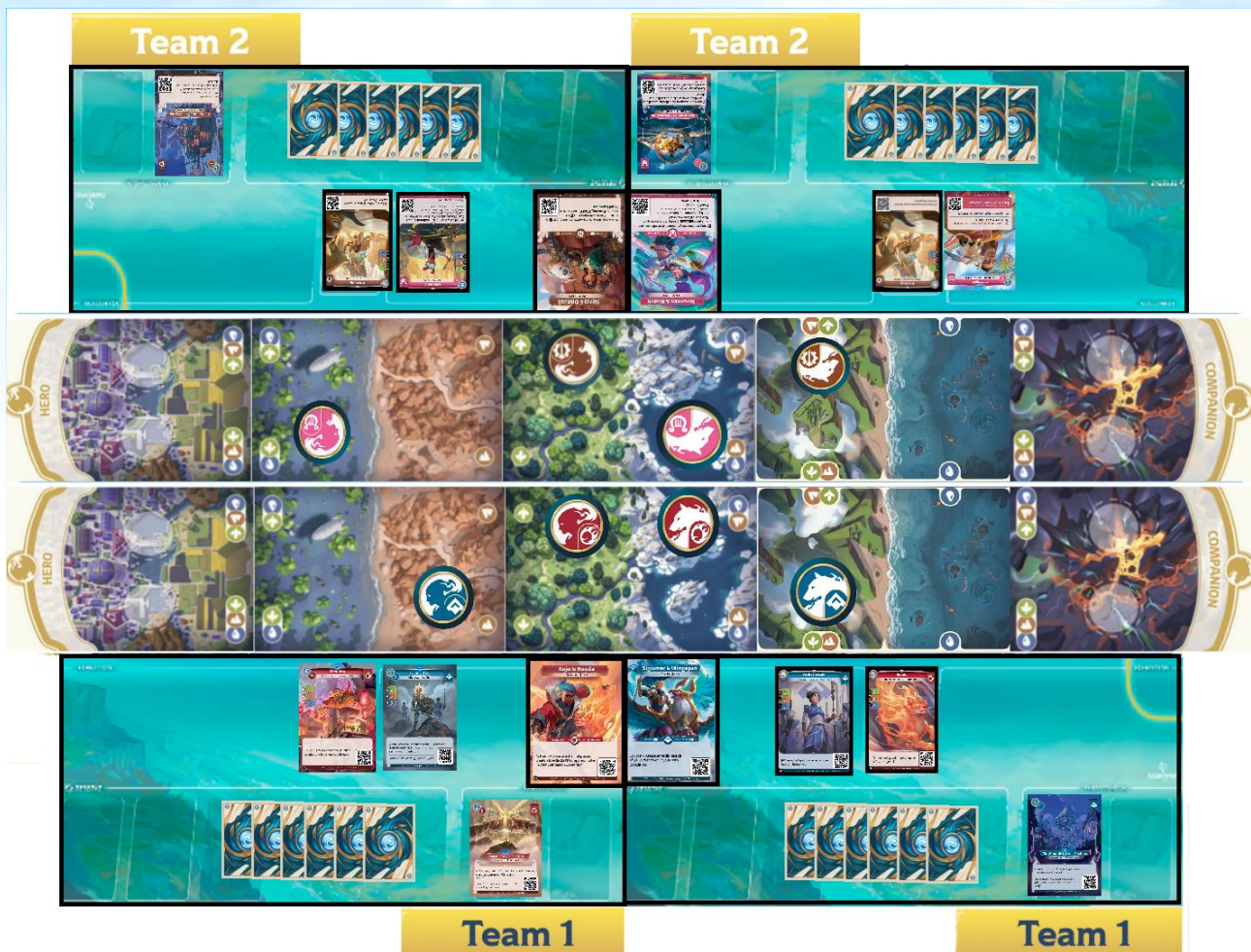
*Henk and Olivia play Ordis and Lyra respectively.*

*Henk has 2 Ordis Robin Hoods in his deck.*

*Olivia is allowed to have 1 Lyra Robin Hood in her deck.*

## Game Set up

- Form two teams, with players on the same team sitting next to each other.
- Then randomly determine the first player.
- Place two Hero Region cards opposite each other. Do the same with the Companion Region cards.
- Take two sets of Tumult cards. Form three piles, each containing two identical Tumult cards. Then randomize your 3 piles.
- Take the first pile: place one of the cards next to a Hero tumult card, and the other next to the other Hero tumult card. Take the second pile and do the same by placing them next to the Companion tumult cards. Place the last two cards in the center, side by side.
- Place your Heroes next to each other.
- You can now start the first day. Players take turns in criss cross order.
- All the players advance individually. So you don't add up your teammate adventure stats with your own. ( Exception for this will be the Tiebreaker Arena rounds)
- The first player to have their Hero and Companion Expedition meet up in the same Region claims victory for their team!



*Example of how the battlefield should be set up.*

*In the case of team 1: both players play characters on the left side of the combined heroes to advance in the hero expedition. Both players play characters on the right side of their combined heroes to advance their companion expeditions.*



## Format Rules

### Victory Conditions:

- The first player to have their Hero and Companion Expedition meet up in the same Region wins the game for their team.
- If two players on different teams meet the victory condition at the same time: first check if only one player moved further than necessary. If they did, their team wins the game; otherwise, play a tiebreaker Day in the Arena.
- If three players meet the victory condition, the two allied players win the game.
- If all four players meet victory condition and one team has at least one additional advance compared to the other, that team wins the game; otherwise, play a tiebreaker Day in the Arena.

### Tiebreaker

- Play an additional Day with the following rule modification: during Dusk, each team totals their Characters' stats for each type of Arena Region (Forest, Mountain, and Water). The team that overcomes its opponents in the most types wins the game.
- In case of a further tie, play an additional tiebreaker Day until a team is declared winner.

### First player effects

- Effects that activate if you are the first player (Akesha & Taru, Kojo & Booda, Lindiwe & Maw) are activated if either member of the team has the first player token.

### Interactions with your teammate

- It is not allowed to show your hand of cards to your teammate.
- It is allowed to tell your teammate which card you are planning on playing in your next turn. However, when doing so, it has to be said loud and clear so your opponents can also hear it.
- You are encouraged to come up with codenames for cards or strategies. For example; If you are planning on playing Anubis you could say “it's chimichanga time”. This way you don't give away key information to your opponents and you allow your teammate to setup.

### Clarifications

- When a card mentions “target Expedition” or “target Character”, it can refer to any ally or enemy Expedition or Character.
- When a card mentions “in your Expedition” or a Character “you control,” this only applies to cards that you control and not your teammates.
- When a card mentions “target opponent”: choose one of your opponents.
- When a card mentions “your opponent”: it refers to each of your opponents.
- You can only sacrifice cards that you control and not cards controlled by your teammate.