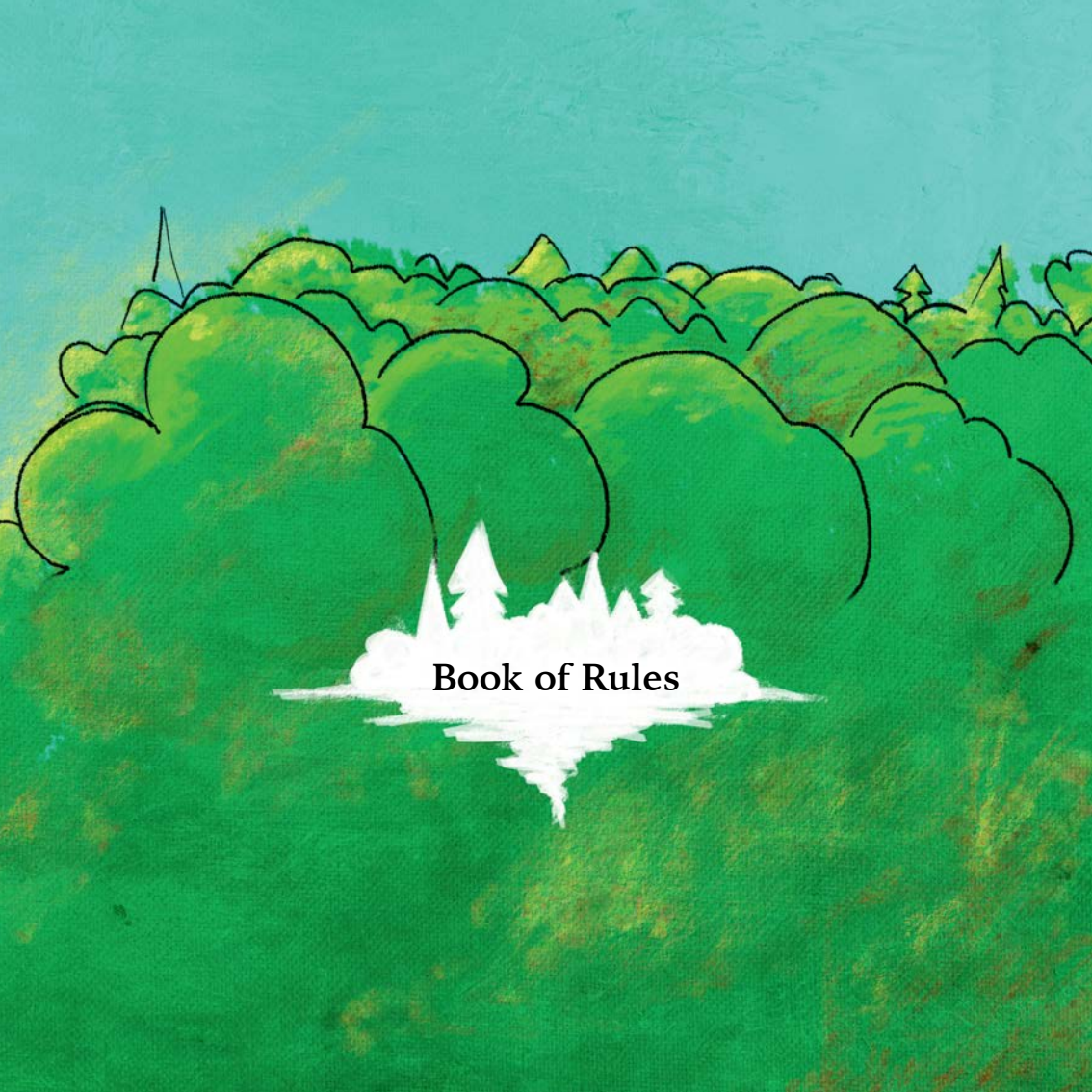

Book of Rules



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THE GRAND FOREST OF THE ONIVERSE IS IN DANGER!

The Ravage, a terrifying fire entity, has raised an unstoppable army of fire Elementals. Scorching everything in its path, the ash trail it leaves behind clearly points toward its destination: the heart of Sylvion. As the sole guardian of the forest, you must stop this incendiary power!
Choose the best defenders, deploy them at the most opportune time to douse the ghastly flames, and save the forest of the Oniverse. . .

GAME OBJECTIVE

Sylvion is a solo/cooperative game for one or two players in which you must first prevent the Ravage cards from inflicting too much damage, for if the forest's vitality falls below 0, you immediately lose the game.

Then, once all Ravage cards have been played (at the end of the Final Assault), you must ensure that the vitality of the forest must be at its maximum.

To succeed, you will need to efficiently use your Sylvan cards, unravel the Ravage's scheme and counter its fiery rampage.

THIS RULE BOOK PRESENTS THE GAME IN THREE STEPS

1. Introductory Game: "Planting a Seed"
This first step will allow you to start playing the game quickly, without having to read the rule book in its entirety. Playing this mode will introduce you to Sylvion's core concepts.

2. Advanced game: "The Siege"
Here, you will be presented with the remaining concepts and rules (Recruitment and Mobilization) as well as new cards.

3. Expansions
Two expansions are included in this box: "Feats and Betrayal" and "The Elements." They both offer new ways to play and win the game, while also increasing the challenge presented by Sylvion. Both expansions can be played independently or together. The game also includes a small appendix pawn to make the game more difficult.

COMPONENTS



64 SYLVAN CARDS



16 FOUNTAIN CARDS
4x strength-1
4x strength-2
4x strength-3
4x strength-4



16 TREE CARDS
4x vitality-1
4x vitality-2
4x vitality-3
4x vitality-4



32 ANIMAL CARDS
4x 8 different animals



64 RAVAGE CARDS



32 ELEMENTAL CARDS
8x strength-0
8x strength-1
8x strength-2
8x strength-3



32 SUPPORT CARDS
8x Blaze cards
8x Simoon cards
8x Desiccation cards
8x Demobilization cards



(Back)

16 BLAZING ELEMENTAL CARDS
6x strength-2
10x strength-3
and on the back of all cards:
16x strength-4



(Back)

12 EDGE CARDS (BLOOM SIDE AND DESOLATED SIDE)



32 EXPANSION CARDS (SEE PAGE 24 AND 28 FOR MORE INFORMATION)

INTRODUCTORY GAME: PLANTING A SEED

OVERVIEW AND SETUP

The Sylvan cards: the living aspects of the forest, united to stand against the Ravage's army. Play them wisely to win the game!



Sylvan cards

Before starting the introductory game, return to the box any Sylvan card featuring one of these two icons in its lower right corner: (A) (for the advanced game) and (for expansion 1). These cards will be explained later.



Lower-right corner

Shuffle the remaining 24 Sylvan cards to assemble your Defender deck.



The Ravage cards: the army and logistics deployed by the Ravage to raze the forest.

Before starting the introductory game, return to the box any Ravage card featuring one of these two icons in its lower right corner: (A) (for the advanced game) and (for expansion 2). These cards will be explained later.



Ravage cards

The Battlefield

1) Shuffled the remaining 48 Ravage cards, divide them into 4 stacks of 12 cards each, and place them to the right of the battlefield (see page 7).

2) Take the 12 Edge cards, and complete the sides of the battlefield, as shown (page 7). Make sure that 6 of these 12 Edge cards are placed **Bloom** side up, and the remaining 6 **Desolated** side up.

3) The game area created with the Edge cards and the Ravage stacks is called **the battlefield**.



Edge cards – Bloom side



Desolated side

The Edge cards not only frame the battlefield, they also represent the forest's vitality.

Throughout the game, for each point of damage you suffer, you must flip an Edge card from its Bloom side to its Desolated side. If you suffer more damage than you have Bloom cards left, you immediately lose the game! Furthermore, at the end of the game, ALL Edge cards must be Bloom side up, otherwise the game is lost.

Desolated cards show a number from 1 to 4. This number is not used in the introductory game. Its purpose will be explained in the advanced game rules.

4) Place the Blazing Elemental cards nearby; they will be used later during the battle.



Front Back

Draw the first 8 cards from your Defender deck; this is your starting hand.

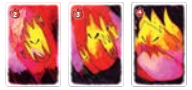
The battle may begin!

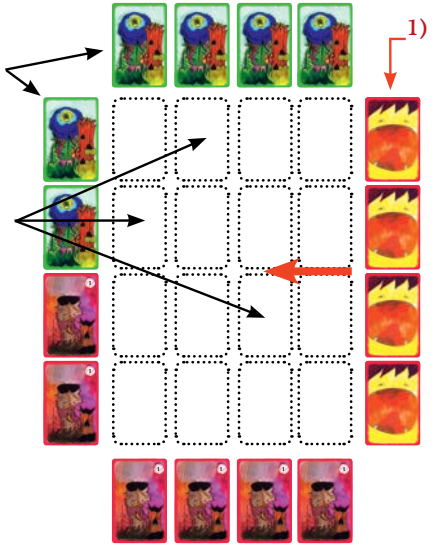
THE BATTLEFIELD

2) The Edge cards (6 Bloom side up 6 Desolated side up)

3) The Edge cards and the Ravage stacks frame the 4x4 play area called the battlefield. It is on these 16 spaces that Elemental cards will move, and also where you will place Fountain and Tree cards.

4) The Blazing Elemental cards





1) The 4 Ravage stacks

BATTLE

The Battle phase is divided into turns, each of which follows these 4 steps:

1. **Reveal Ravage cards**
2. **Move Elementals**
3. **Reinforcements**
4. **Defense**

1. REVEAL RAVAGE CARDS

Reveal the first Ravage card from each Ravage stack (leave it on its stack).

There are two types of Ravage cards: **Elemental** cards and **Support** cards.

Elemental cards



These cards represent the Blazing entities the Ravage has sent to raze the forest. Each turn, these cards continue their relentless march towards the forest (the fifth space of a row on the battlefield).

When an Elemental card reaches the forest, it inflicts an amount of damage equal to its strength.

Support cards

These cards represent the schemes and spells used by the Ravage to strengthen its Elemental army and weaken the forest defenders. These cards are resolved at the beginning of the turn and then discarded. The letter in the top right corner helps determine the order in which these cards must be resolved when revealed during the same turn. The introductory game shows the Blazing and Simoon cards.



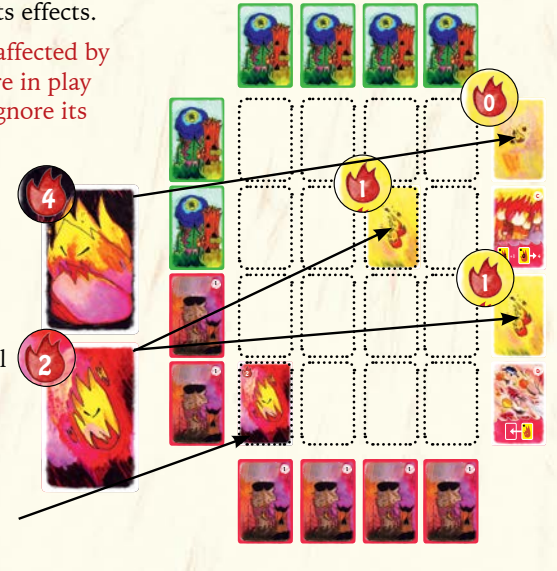
Blaze cards (C)

Replace each "standard" Elemental card on the battlefield (including those revealed this turn) by a Blazing Elemental card.

Elemental cards of strength 3, 2, and 1 are replaced by a 1-point stronger Blazing Elemental (so 4, 3, 2 respectively). The 0-strength Elemental card is replaced by a strength-4 Blazing Elemental card!

Discard the Blaze card after resolving its effects.

Note: Blazing Elemental cards are not affected by the Blaze card. If no Elemental cards are in play when a Blaze card is revealed, simply ignore its effects and discard it.



Important note: with the exception of the Blaze card, Blazing Elemental cards are affected by all other cards and rules that affect "normal" Elemental cards; whenever this rule book refers to Elemental cards, Blazing Elemental cards are also included.

Simoon cards (D)



Each Elemental card on the battlefield (including those revealed this turn) immediately moves one space to the left.

Discard the Simoon card after resolving its effect.

Note: if you reveal numerous Simoon cards during the same turn, each Simoon card will make every Elemental card move one space to the left. Blazing Elemental cards are also affected by Simoon cards. If there are no Elemental/Blazing Elemental cards in play when a Simoon card is revealed, simply ignore its effects and discard it.

2. Move Elementals

Move each Elemental (those revealed this turn as well as those already on the battlefield) one space to the left, towards the forest.

When an Elemental reaches the fifth space of its row (the forest), it inflicts an amount of damage equal to its strength: for each damage suffered, flip an Edge card to its Desolated side. The Elemental is then discarded. If you must flip an Edge card but are unable to do so (they are all on their Desolated side), **you immediately lose the game**.

In the example on page 11, a strength-3 Elemental reaches the 5th space (forest). The player must then flip 3 Edge cards to their Desolated side and then discard the Elemental.

If an Elemental card reaches a space occupied by a Tree or Fountain card, combat occurs, as explained on page 11.

3. Reinforcements

Draw the first three cards of your Defender deck. If need be, shuffle your discard pile into a new Defender deck, as was done at the beginning of the game.

There are three types of cards you can have in your hand: Animal, Tree, and Fountain cards.

Animal cards

These cards represent the timely intervention of one or more animals. They are immediately discarded, and their effects are applied as soon as they are played.

The introductory game Animal cards are described on page 22.

Tree cards

These cards represent the fantastical flora that grows in the forest of the Oniverse, and allow the forest to renew itself at the end of the game. A Tree card must be placed on an empty space of the battlefield.
At the end of the game, after the Final Assault (presented on page 12), count the vitality points at the bottom of each Tree card present on the battlefield. For each such vitality point, flip an Edge card to its Bloom side.
Reminder: to win the game, all Edge cards must be Bloom side up.

Fountain cards

These cards represent the aquatic ramparts the forest raises to neutralize the fearsome fire Elementals. A Fountain card must be played on an empty space of the battlefield. Place them wisely so as to protect the forest and your Tree cards.

Combat

As previously mentioned, when an Elemental reaches a space occupied by a Tree or Fountain card, combat occurs.
Combat is resolved in this manner: compare both cards' strength. The weaker card (lowest strength) is destroyed (i.e. discarded; there will be a Sylvan card discard pile and a Ravage card discard pile). If the weaker card is a Fountain or Tree card, the Elemental card takes its place (the Elemental is relentless). If the Elemental card is the weaker card, the other card (Fountain or Tree) stays in place. In case of a tie, both cards are destroyed.

In the example to the right, a strength-4 Elemental moves onto a strength-2 Fountain; combat occurs. Since the Elemental is stronger than the Fountain, the Fountain is destroyed, and the Elemental takes its place.

Note that when a Fountain card is destroyed, you get to draw one card – more information on the Sylvan cards can be found on page 20.



4. Defense

You may play as many cards from your hand as you wish, as long as you pay their cost.

The cost of a card is shown on its top left corner. This cost is paid by discarding a number of cards equal to the cost of the card you wish to play.

Some cards show a cost of 0; you do not need to discard any other card to play these cards.



At the end of this step, you may not have more than 10 cards (your hand limit) in your hand: discard the excess cards.

GAME END

When the last card of each Ravage stack has been revealed, the final turn begins. Play through the four steps (Reveal Ravage cards, Move Elementals, Reinforcements, and Defense), followed by one last additional step: **the Final Assault**.

Final Assault

If there are any Elemental cards left on the battlefield, each of these will move to the left until it is destroyed, or until it reaches the fifth space of its row (the forest), in which case it inflicts damage as normal.

If you survive the Final Assault, count how many vitality points you have on the battlefield's surviving Tree cards (shown at the bottom of the Tree cards). If this total is higher than or equal to the number of Edge cards that are Desolated side up, you win the game (i.e. each vitality point allows you to flip a Desolated side up card to its Bloom side)! Otherwise, the forest has been reduced to ash and you lose the game...

RULES FOR TWO PLAYERS

The rules for 2 players are the same as the solo rules, with the following exceptions:

Each player draws a starting hand of **6 cards**.

Each turn, one player is the **active player**, and she may play as many cards from her hand as she wishes. Her **partner** must **pay the cost for those cards** by discarding card(s) from his hand. He **may not** refuse to pay.

The role each player has will alternate this way:

Turn 1: Player A is the active player.
Reveal Ravage cards / Elementals movement / Reinforcements (Player A draws 2 cards) / Defense (Player A plays cards from her hand, those cards are paid for by player B)

Turn 2: Player B becomes the active player.
Reveal Ravage cards / Elementals movement / Reinforcements (Player B draws 2 cards) / Defense (Player B plays cards from his hand, those cards are paid for by player A)

Turn 3: Player A becomes the active player once again.
...

Players choose before starting how much cooperation they wish to play with: Pure Logistics (they can show each other their hands and discuss which strategy they wish to adopt) or Total Silence (players may not communicate any information regarding the cards in their hand and must guess their partner's objectives by observing their actions).

ADVANCED GAME

1. Two new Ravage cards (Demobilization and Desiccation) are added to the stacks. These cards are presented on page 19. Since this adds 16 cards to the stacks, the battle will last 4 more turns (16 instead of 12).
2. Four new Sylvan cards are also added to your options (Stag, Squirrels, Doves, and Fish).
3. Before the Battle phase, there is a Mobilization phase. It is during this phase that you will need to assemble, as best you can, your Defender deck from the 64 Sylvan cards. This is the Defender deck you will use during the Battle phase, and as such, the deck you assemble each game will be different.
4. During the Battle phase, when you run out of cards in your Defender deck, a Demobilization occurs during which one or two cards will be removed from the game.

PHASE 1: MOBILIZATION

During this phase, you will have multiple turns to choose Sylvan cards in order to assemble the best Defender deck.

The Sylvan cards are revealed one after the other, each in one of the 4 "recruitment columns."

Each turn, you will need to choose a column, take all the cards from that column (one to four), and add them to your Defender deck. You must choose wisely, for not all cards will remain at your disposal: each turn, a desertion will occur where all cards from one column will be permanently removed from the game. The column that is lost is randomly determined with a Desolated card.

SETUP

Shuffle the 64 Sylvan cards from the base game (the 24 cards from the introductory game and the 40 cards with (A)).

Shuffle the 12 Edge cards to create the Desertion deck. Only the Bloom side must be visible; this means that the numbers on the Desolated side will be hidden.

MOBILIZATION

The Mobilization phase is played over many turns, each divided into the following 4 steps:

1. **Summoning**
2. **Recruitment**
3. **Summoning**
4. **Desertion**

1. Summoning

Reveal the first cards (one to four) from the Sylvan deck, and place them next to each other to create four vertical columns. This is how you create/complete the four recruitment columns.

Important: if there already are four Sylvan cards in a column, do not add cards to that column until it has been emptied (either during Recruitment or Desertion, both described below).

2. Recruitment

Choose a column: take every Sylvan card in that column, and add them to your Defender deck.

3. Summoning

Identical to step 1.

4. Desertion

Reveal the top card from the Desertion deck: the number on its Desolated side tells you which column is deserted. Remove all the Sylvan cards in the matching numbered column from the game.



MOBILIZATION PHASE END

The end of the Mobilization phase can be triggered in one of two ways:

- You reveal the twelfth and last card from the Desertion deck. The Mobilization phase ends immediately (any Sylvan cards left in the Sylvan deck and on the table are removed from the game).
- You reveal the last card from the Sylvan deck. Mobilization continues (even if you did not complete every recruitment column) until you reveal an Edge card whose number matches an empty column. The Mobilization phase then ends immediately (any Sylvan cards left on the table are removed from the game).

RULES FOR TWO PLAYERS

The modifications for two players for the Battle phase are unchanged from those presented on page 13. What follows are the modifications to the Mobilization phase.

The players assemble a single Defender deck, and they choose one after the other. The Mobilization phase is thus resolved in this order:

Summoning/Recruitment (player A chooses)/Summoning/Desertion
Summoning/Recruitment (player B chooses)/Summoning/Desertion
Summoning/Recruitment (player A chooses)/Summoning/Desertion
…

PHASE 2: BATTLE

SETUP

Shuffle your Defender deck (the Sylvan cards you chose during phase 1) and draw 8 cards to form your starting hand.

Shuffle the 64 Ravage cards and divide them into four equal stacks of 16 cards.

Create the battlefield by placing these four Ravage stacks next to one another, and the 12 Edge cards along the other three sides of the battlefield (Bloom side up). The battlefield will thus be identical to the one shown on page 7, with the exception that all 12 Edge cards are Bloom side up, instead of 6.

BATTLE

The Battle phase is resolved as in the introductory game, with the following exception: if you must draw a card from your Defender deck when it is depleted, a Demobilization occurs immediately.

DEMOBILIZATION

Choose one of the following two options:

a) Remove from the game two cards of your choice from the discard pile. Then, shuffle the discard pile to form a new Defender deck.

b) Shuffle the discard pile to form a new Defender deck, and then remove the top card of your deck from the deck (you may look at it).

GAME END

Identical to the base game.

ADJUSTING THE DIFFICULTY

For a more difficult game, adjust the difficulty as you see fit:

Setup: Start the game with 3, 6 (as in the introductory game), or 9 Edge cards Desolated side up.

Battle: Draw two cards instead of three during the “Reinforcements” step.

RAVAGE CARDS

There are two types of Ravage cards: **Elemental** cards and **Support** cards.

ELEMENTAL CARDS



These cards represent the Blazing entities the Ravage has sent to raze the forest.
The Elementals stay on the battlefield until they reach the forest, or until they are destroyed. Each turn, they move one space to the left during step 2.

If an Elemental card must move onto a space occupied by another card (Fountain or Tree), combat occurs.

If an Elemental card reaches the fifth space of its row (the forest), it inflicts a number of damage equal to its strength (flip that number of Edge cards to their Desolated side), after which it is discarded.

There are 8 Elemental cards for each of the four strengths (0, 1, 2, and 3).

Note: One Elemental card of each strength (0, 1, 2, and 3) features this icon .
This icon is important only if you play with the Ravage pawn (explained on page 30). Otherwise, ignore it.

SUPPORT CARDS

Introductory Game



Blaze cards (C)
Replace each "standard" Elemental card on the battlefield (including those revealed this turn) with an appropriate Blazing Elemental card.

Elemental cards of strength 3, 2, and 1 are replaced by a card that is one point stronger (i.e. a strength-3 Elemental is replaced by a strength-4 Blazing Elemental, a strength-2 by a strength-3, and a strength-1 by a strength-2).

Exception: the strength-0 Elemental is replaced by a strength-4 Blazing Elemental!

All rules that apply to Elemental cards also apply to Blazing Elemental cards, except for the Blaze cards that only affect "standard" Elemental cards.

Discard the Blaze card after resolving its effect.



Simoon cards (D)
Each Elemental card on the battlefield (including those revealed this turn) immediately moves one space to the left.

Discard the Simoon card after resolving its effect.

Advanced Game



Desiccation (A)
Discard a random card from your hand, OR
choose two cards from your hand and discard them.

Discard the Desiccation card after resolving its effect.



Demobilization cards (B)
Remove a random card from your discard pile from the game, OR
choose two cards in your discard pile, and remove them from the game.

Discard the Demobilization card after resolving its effect.

General rule:
- When there are many Elemental cards on the battlefield, always move them starting with the top row and the leftmost Elemental card.
- If more than one Support card with the same letter are revealed at the same time, apply their effects starting from top row and moving along to the bottom one.
- If, for any reasons, the effect of a Support card cannot by resolved, simply discard it without effect.

SYLVAN CARDS

There are three types of Sylvan cards: **Animals**, **Fountains**, and **Trees**.

At the top left of each Sylvan card is a cost show in a water drop.

FOUNTAIN CARDS



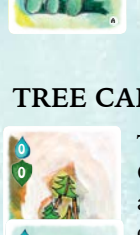
These cards represent the aquatic ramparts the forest raises to neutralize the fearsome fire Elementals. A Fountain card must be played on an empty space of the battlefield and stays there until the end of the game, or until destroyed.

Each Fountain has two characteristics: its cost to place it on the battlefield, and its strength (depicted on the leaf), which is used when an Elemental moves onto the space occupied by the Fountain card.

Fountain of strength 1 - cost: 0
Fountain of strength 2 - cost: 1
Fountain of strength 3 - cost: 2
Fountain of strength 4 - cost: 3

Important: when a Fountain card is destroyed, immediately draw a card.

TREE CARDS



These cards represent the fantastical flora that grows in the forest of the Oniverse. These cards are fragile - they all have a strength of 0. As such, they are destroyed by any Elemental card, and only the strength-0 Elemental is destroyed in combat (equal strength).

However, the trees that stand at the end of the game renew the forest (and can also improve the Stag card during the game): at the end of the game, after the Final Assault, count the number of vitality points on each Tree card present on the battlefield. For each such vitality point, flip an Edge card to its Bloom side. If all Edge cards are on their Bloom side, you win the game.



Tree of vitality 1 - cost: 0
Tree of vitality 2 - cost: 1
Tree of vitality 3 - cost: 2
Tree of vitality 4 - cost: 3

ANIMAL CARDS

These cards represent the timely intervention of one or more animals. They are immediately discarded, and their effects are applied as soon as they are played.

Introductory Game



Whale cards (cost: 0)
Move an Elemental up to 3 spaces in the direction of your choice. You may not move an Elemental diagonally. You may move an Elemental from one row to another. An Elemental may not move onto a space occupied by another Elemental. You may move an Elemental onto the last space (in which case it inflicts its damage as usual).



Elephant cards (cost: 1)
Destroy an Elemental by removing it from the battlefield.



Hedgehogs cards (cost: 0)
This is the only Sylvan card that may be played during step 1 "Reveal Ravage cards." It allows you to immediately discard a Ravage card that was revealed this turn (Elemental or Support) without applying its effects.
Note: a Hedgehogs card must be played at beginning of step 1, before the first Ravage card is resolved this turn.



Owl cards (cost: 1)
Draw 3 cards (or have your partner draw 3 cards in a 2-player game).
Note: if your Defender deck runs out when drawing the 3 cards, a Demobilization occurs, after which you draw the missing cards. In such cases, since the Owl is discarded before applying its effects, it is shuffled back into the deck (and may be drawn during the same action).

Advanced Game



Stag cards (cost: 0)
Choose one of the following two effects:
flip up to two Edge cards to their Bloom side OR
for each Tree card you have on the battlefield, flip one Edge card to its Bloom side.



Doves cards (cost: 1)
Discard the top card from each Ravage stack, without applying its effects.



Squirrels cards (cost: 1)
Reveal the top 2 cards of each Ravage stack. Return them to their original stacks in the order of your choice.



Fish cards (cost: 1)
This card gives you 3 points to pay for other Sylvan card(s). In other words, when you play this card (i.e. after paying its cost), it counts as if you had discarded three cards from your hand. You may pay for one or more cards with these points. Any unspent points are lost at the end of the turn; therefore, it is not possible to save them for a following turn.

You may, of course, discard a Fish card without paying its cost to get 1 point, as with any other Sylvan card.

EXPANSION I: EXTRAORDINARY FEATS AND BETRAYAL

COMPONENTS

8 Betrayal cards, 8 Extraordinary Feat cards



SET UP

When setting up for the Mobilization phase, shuffle the 16 cards from this expansion along with the 64 Sylvan cards from the base game.



Note: although Betrayal cards are shuffled with the Sylvan cards, they are not considered Sylvan cards.

GAMEPLAY

As in the base game, with the following exceptions:

MOBILIZATION

During a Summoning (step 1 or 3), if you reveal a Betrayal card, place it in the recruitment column as you normally would, and then immediately reveal another card that you place in the same column, on the Betrayal card (slightly offset so that the Betrayal card remains visible).

Therefore, a recruitment column may now hold more than 4 cards: a maximum of 4 Sylvan/Extraordinary Feat cards, and one or more Betrayal cards.

Note: if you reveal several Betrayal cards one after the other, place them one on top of the other (slightly offset so that all Betrayal cards remain visible), and continue revealing cards for that column until you reveal a Sylvan card.

During a Summoning (step 1 or 3), if you reveal an Extraordinary Feat card, place it as you would any normal Sylvan card, and then continue with the next column.

During Recruitment (step 2), if you choose a column with one or more Betrayal cards, add them to your Defender deck.

During Recruitment (step 2), if you choose a column with one or more Extraordinary Feat cards, do not add them to your Defender deck, but instead set them aside next to your Defender deck.

BATTLE

BETRAYAL CARDS

When you draw a Betrayal card (in your starting hand, during step 3 "Reinforcements," or after any game effect), you must immediately choose one of the following:

- Discard that Betrayal card, OR
- Discard another card of your choice from the game, and remove that Betrayal card from the game.

Very important: this is the only way to remove a Betrayal card from the game. As a matter of fact, Betrayal cards are never removed from the game due to the Demobilization effect (either with the Support card or when your deck runs out of cards). During a Demobilization, you may never choose to remove a Betrayal card from the game; and if a Betrayal card is randomly revealed, you must set it aside, and draw another random card to remove from the game. Then, the Betrayal card is returned to the discard pile (or, depending on the situation, reshuffled into the deck).

EXTRAORDINARY FEAT CARDS

All Extraordinary Feat cards acquired during the Mobilization phase can be used at any time during the Battle phase. During step 4 "Defense," you may play any number of Extraordinary Feat cards. They are free to play and are removed from the game after being played. Extraordinary Feat cards cost nothing to play; they also may not be discarded in order to pay for any type of cost.

Important: Extraordinary Feat cards never trigger automatically, and they may only be played during step 4 "Defense."



Owl's Wisdom
Look through your Defender deck for two cards of your choice, and add them to your hand. Reshuffle your Defender deck.



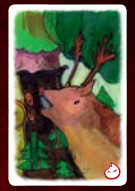
Deluge of the Elephants
Discard all cards from the battlefield (Fountains, Trees, and Elementals; if playing with Expansion 2, also discard Geysers and Acid Lakes).



Hedgehog Fence
Skip the next step 1 "Reveal Ravage cards."



Squirrel Disinformation
Reveal the top two cards of each Ravage stack. Of these eight cards, return two to each stack in the order of your choice. These cards are not required to return to the same stack from which they were revealed.



The Stag King Returns
If there are 8 Tree cards on the battlefield (including at least one of each of the four Tree types), you immediately win the game.



Fish Flood
If there are 10 Fountain cards on the battlefield (including at least one of each of the four Fountain types), you immediately win the game.



Doves' Armistice
If you have 16 cards in hand, you immediately win the game.



Charging Whales
If the 12 Edge cards are flipped to their Desolated side, and there are 12 Elemental cards on the battlefield, you immediately win the game.

EXPANSION 2: THE ELEMENTS

COMPONENTS

16 Element cards : 4 Geyser, 4 Stone Rain, 4 Acid Lake, 4 Temporal Tornado

SET UP

During setup for phase 2 “Battle,” shuffle the 16 cards from this expansion along with the 64 Ravage cards. Then, divide these 80 cards into 4 stacks of 20 cards



ELEMENT CARDS

These are additional Ravage cards that affect the row in which they are revealed.



Stone Rain (C)

Starting from the Ravage stack and moving to the left, destroy the first Fountain or Tree in this row. If no such card can be found, flip one Edge card to its Desolated side. If all Edge cards are already on their Desolated side, you immediately lose the game.

Discard Stone Rain after applying its effects.



Temporal Tornado (B)

Return all Fountain and Tree cards in this row to your hand. If no Fountain or Tree cards exist in this row, return two cards of your choice from your hand to the top of your Defender deck, in any order. If you have no cards in hand, ignore this card.

Discard Temporal Tornado after applying its effects.



Acid Lake (B)

Put this card on the empty space (without a Tree, Fountain, Elemental, Acid Lake, or Geyser card) that is furthest away from this Ravage stack.

An Acid Lake remains on that space until the end of the game, and it no longer counts as a movement space for Elementals cards. In other words, an Elemental card that should move onto a space occupied by an Acid Lake must immediately move to the next space (if that is the fifth space, it inflicts its damage).

If there are no empty spaces in this row, discard the Acid Lake.



Geyser (A)

Put this card on the empty space (without a Tree, Fountain, Elemental, Acid Lake, or Geyser card) that is furthest away from this Ravage stack.

A Geyser remains on that space until the end of the game, until an Elemental card moves onto that space, or until you decide to initiate a Geyser Eruption (see below).

If there are no empty spaces in this row, discard the Geyser.

If an Elemental card reaches a space occupied by a Geyser, both cards are immediately destroyed.

During step 4 “Defense,” if one or more Geyser cards are on the battlefield, you may decide to have one or more of them erupt.

Geyser Eruption

Discard all Elemental cards on the battlefield that are **in a straight line** above, below, to the left, OR to the right of the Geyser card (you choose only one of these four directions). Then, discard the Geyser card.

APPENDIX: THE RAVAGE!



SET UP

Put the Ravage pawn near the battlefield.

GAMEPLAY

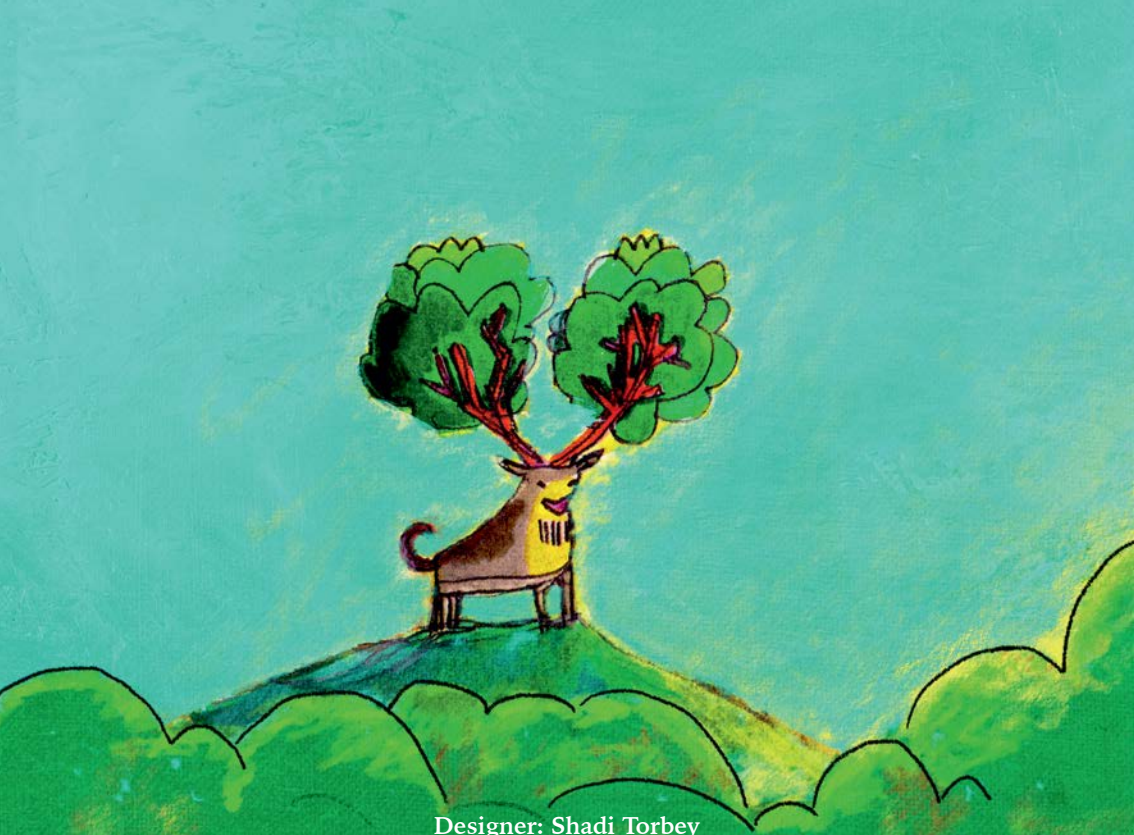
Phase 2 - Battle: During step 1 “Reveal Ravage cards,” if you reveal an Elemental card with the icon, put the Ravage pawn onto that card.

From this point on :

- If that Elemental should move onto a Fountain card of higher or equal strength, destroy the Fountain card, remove the Ravage pawn from the card, and move the Elemental card onto the space previously occupied by the just-destroyed Fountain card.
- If an effect should discard this card, remove the Ravage pawn, and leave this card on the battlefield.
- If this card should reach the fifth space in its row (the forest) with the Ravage pawn on it, you immediately lose the game.

NOTES:

- If during step 1 “Reveal Ravage cards” another Elemental card with an icon is revealed, move the Ravage pawn onto that card if it is stronger than the card the pawn currently occupies. Otherwise, leave the Ravage pawn on its current Elemental card.
- The card which the Ravage pawn is on remains affected by all effects:
  - § Blazing: replace the Elemental card with a Blazing Elemental card, making sure that the Ravage pawn follows.
  - § Simoon, Whale, Acid Lake: the pawn moves with the Elemental card.
  - § Doves, Hedgehogs: the Elemental card is not yet in play, it is therefore not yet protected by the Ravage pawn and is discarded.
  - § Elephant, Deluge of the Elephants, Geyser: the Ravage pawn is removed instead of the card. Of course, if another effect should later (same or future turns) cause this card to be destroyed, it will be destroyed since it is no longer protected by the pawn.



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