



ASCENSIONTM

CHRONICLE OF THE GODSLAYER

GAME RULES





ASCENSION™

CHRONICLE OF THE GODSLAYER

OVERVIEW

For millennia, the world of **Vigil** has been isolated and protected from other realms. Now, the barrier between dimensions is failing, and **Samael, the Fallen God**, has returned with his army of Monsters from the beyond! You are one of the few warriors capable of facing this threat and defending your world, but you cannot do it alone! You must summon powerful Heroes and Constructs to aid you in your battles. The player who gains the most **Honor Points** will lead his army to defeat the **Fallen One** and earn the title of **Godslayer**.

Each turn, you will play cards from your hand to gain **Runes** , **Power** , or other effects (like drawing cards). You can spend Runes to acquire new cards for your deck. Power is used to defeat Monsters, which earns you Honor and other rewards. The cards you have available and Monsters you can fight are constantly changing, so you always have different decisions to make!



CONTENTS

- 1 **Game Board**
- 50 **Beads:**
 - 25 Small 1 Honor clear tokens
 - 25 Large 5 Honor red tokens
- 200 **Cards:**
 - 4 Personal starting decks, each containing 8 **Apprentice** and 2 **Militia** cards
 - 60 “Always available” cards:
 - 1 **Cultist**
 - 30 **Mystics**
 - 29 **Heavy Infantry**
 - 100 Center Deck cards



SETUP



Each player has a personal deck consisting of eight **Apprentice** and two **Militia** cards.

There are enough cards to create four personal decks. If there are fewer than four players, set aside any additional copies of **Apprentice** and **Militia** and do not use them during the game.

Each player shuffles his deck and draws five cards (leaving five cards in his deck).

Take the **Heavy Infantry**, **Mystic**, and **Cultist** cards and set them to the side in reach of all players. These cards represent characters in your kingdom and are always available to be acquired or defeated on your turn.

Shuffle all of the other cards face down to form the **Center Deck**.

From the Center Deck, flip six cards face up in a row between all players. This forms the **Center Row**.

Place the Center Deck on one side of the Center Row.

Reserve space on the other side of the center row for the **Void**. When a Monster in the Center Row is defeated or any other card is banished, it goes to the **Void**.

Place **Honor** tokens on the table, based on the number of players. Large red Honor tokens are worth 5 points. Small clear Honor tokens are worth one point.

Two Players = 60 Honor Total
Three Players = 75 Honor Total
Four Players = 90 Honor Total

Randomly determine which player goes first.



LAYOUT



Honor Tokens

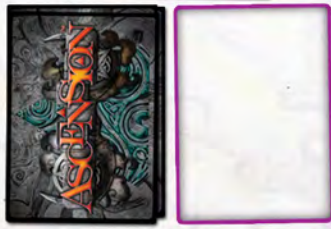
Mystic, Heavy Infantry, and Cultist



Personal Deck
(remaining 5 cards)



Center Deck



Void (reserved)

Center Row



Starting Hand (5 cards)



Personal Deck
(10 cards:
8 Apprentice, 2 Militia)

CARD TYPES

There are 3 types of cards in Ascension. **Heroes**, **Constructs**, and **Monsters**.

HEROES

Name

Faction

There are 4 different factions in Ascension, each representing one of the worlds coming to your aid in battle.

Honor

How much Honor this card is worth. At the end of the game the player with the most total Honor from their cards and tokens wins the game.

Arha Templar

4

Cost

Number of Runes you must spend to acquire this card.

Effect

What the Hero does when you play it.

Enlightened Hero

Defeat a Monster that has **4** or less.

3

Sharpen the mind, and the sword will follow.

Flavor Text

Each faction has its own style of flavor text. Flavor text has no game effect.

Heroes are the champions you recruit to aid you in your fight against the **Fallen One**. You can play any number of Hero cards from your hand each turn. When you play a Hero from your hand, you gain the effect listed on the card. It stays in front of you until the end of your turn, then it goes to your discard pile.

CONSTRUCTS

Name

Rocket Courier X-99

4

Cost

Number of Runes you must spend to acquire this card

Faction

There are 4 different factions in Ascension, each representing one of the worlds coming to your aid in battle.

Effect

What the Construct does each turn it is in play.

Honor

How much Honor this card is worth. At the end of the game the player with the most total Honor from their cards and tokens wins the game.

Mechana Construct

Once per turn, when you acquire another Mechana Construct, you may put it directly into play.

Flavor Text

Each faction has its own style of flavor text. Flavor text has no game effect.

ENHANCEMENTS OVER X-90 MODEL:
1. INCREASED SPEED
2. (BETA) - STEERING

4

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Constructs are the many weapons, magical items, and fantastical devices you may acquire to use in your battles.

Unlike **Heroes**, when you play a Construct, it stays in play and continues to help you turn after turn. You can play any number of Construct cards from your hand each turn. Each turn, including the turn you play it, you can use a Construct's effect.

MONSTERS

Name

Earth Tyrant

6

Power

How much Power you must spend to defeat this Monster

Reward

What you get and/or penalties your opponents suffer when you defeat this Monster

Monster

Reward: Gain **5**. Draw two cards.

Monsters are the minions of the **Fallen One** that are trying to break through and destroy your world of **Vigil**.

Defeating Monsters gives you rewards, including **Honor** that can aid you in your quest to become the **Godslayer**. When you earn Honor for defeating a Monster, simply collect the appropriate number of Honor tokens and place them in front of you.

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GAMEPLAY

General Rules

At any time, if your personal deck is empty and you need to draw a card, reshuffle the discard pile to replenish your deck.




Hero cards played during your turn go into the discard pile at the end of your turn. (In other words, don't include Hero cards you played this turn if you need to reshuffle the discard pile in the middle of the turn.)

Cards you acquire during your turn are placed in your discard pile.



Many cards will have text that contradicts these rules. If card text ever contradicts the rules, follow the card text instead.



Example- Rocket Courier X-99 says "Once per turn, when you acquire another Mechana Construct, you may put it directly into play." This trumps the game rule that acquired cards go to your discard pile.

Turn Breakdown







1. Play cards from your hand to gain **Runes** , **Power** , and **Honor** . Acquire Heroes and Constructs for future turns. Defeat Monsters for rewards and Honor.
2. Place played Hero cards in your discard pile after you are done acquiring and defeating cards.
3. Draw five cards from your personal deck.

Playing Cards from Hand


To play a Hero card from your hand, simply place the card face up in front of you, announce its effect, and follow the instructions on the card. Any  or  gained remain available until the end of the turn unless spent.

*Example- **Wolf Shaman** says "Gain . Draw a card." You may draw the card and play any other cards you like before deciding how to spend your .*

Constructs are played just like Heroes, except Constructs remain in play and can be used every turn. If a Construct has multiple abilities, each one may be used once per turn.

*Example- **Yggdrasil Staff** says "Once per turn, gain . Once per turn, you may spend  to gain .* You may choose to gain  at the beginning of your turn and may still spend  to gain  at any point later in your turn.

Acquiring Heroes and Constructs


You need **Runes**  to acquire **Heroes** and **Constructs**. **Runes** come from **Heroes** played from your hand or from **Constructs** you have in play. You may acquire any number of cards as long as you have enough Runes. To find out how many Runes you get from a card, look in the text box of the card. If a card provides runes, there will be a Rune symbol with a number.

"Landtalker"
costs six Runes
to acquire.



You get three
Runes from
playing it.

Defeating Monsters

To defeat a **Monster**, a player must have enough **Power** (generated by cards with  in their text box- e.g., **Heavy Infantry**). A card's Power is found in its game text box. Cards that generate Power will have a Power icon with a number.

Heavy Infantry's Power

The **Defeat Cost** of a Monster is listed in the upper-right corner of the card. This cost has a Power icon behind it.



Tormented Soul's Defeat Cost

When you defeat a Monster, you gain a **reward**. Most rewards include **Honor**, and how much Honor you gain is equal to the number indicated on the Honor symbol. If the Monster has another effect as part of its reward, that effect occurs immediately. (It cannot be saved until a future turn.)

After defeating a Monster, place it in the **Void** and replace it in the Center Row (see **Acquiring Heroes and Constructs** on pg. 9). You may defeat any number of Monsters as long as you have enough Power.



Tormented Soul's reward

Ending Your Turn

After you are done playing cards from hand, acquiring **Heroes** and **Constructs**, and defeating **Monsters**, place any remaining cards in hand and any Heroes played during your turn into your discard pile.

Draw five cards to replenish your hand. If you run out of cards in your deck and need to draw more, simply reshuffle your discard pile into your deck. When you end your turn, play passes clockwise around the table.

Game End

The game ends when a certain amount of **Honor** has been earned, depending on the number of players.

Two Players = 60 Honor
Three Players = 75 Honor
Four Players = 90 Honor

Set this much Honor aside in Honor tokens before starting the game. When the final Honor token is earned, the game ends at the end of the current round (after the last player to start the game takes a turn). Thus, each player will play the same number of turns during the course of a game (not counting extra turns taken through the use of cards like **Tablet of Time's Dawn**). Players can still gain Honor even when the set number of Honor tokens is gone. Use additional Honor tokens left over to track any Honor earned by players before the game ends.

Cards in each player's deck are also worth Honor points, indicated by the number in the Honor symbol on the bottom left-hand corner of the card. When the game is over, count all Honor points on Heroes and Constructs (both in your hand and in your deck), along with all Honor tokens acquired during the game. **The player with the most total Honor is the winner!**

If multiple players have the same number of Honor Points, the last player to start his first turn wins (i.e., the starting player loses all ties, the second player loses to the third and fourth, etc.).

F.A.Q. and TIPS

What's the difference between Runes , Power , and Honor ?

Runes are what you use to acquire new Heroes and Constructs.

Power is what you use to defeat Monsters.

Honor is what determines the winner of the game. Your total Honor includes both the Honor on each card (lower left side) and the Honor tokens you earn during the game.


What's the difference between banishing a Monster from the Center Row and defeating a Monster to banish it to the Void?

When you defeat a Monster, you get the reward printed on the card. When you are simply banishing the Monster (using a banish ability from a card), you do not get any reward.

Do I get to use the effect of a card in my hand before banishing it?

No. You cannot banish a card from your hand if it has already been played. (It's no longer "in your hand.")

Why would I want to banish a card from my personal deck?

As you acquire more powerful Heroes, you want to increase the chance that you will pick them up in your hand. If you banish the weaker cards like Apprentice and Militia from your deck, you'll draw your powerful cards more often. Note that most cards are worth Honor  points, which you will lose if you banish them.

What happens if the Center Deck runs out of cards?

If the Center Deck runs out of cards, simply shuffle the Void pile and replace the Center Deck with it. If any Apprentice, Militia, Mystic, or Heavy Infantry cards were in the Void pile, remove them when they come up.

GLOSSARY

Heroes: Heroes are the champions you recruit to aid you in your fight against the Fallen One. When you play a Hero from your hand, you gain the effect listed on the card and then it goes to your discard pile at the end of the turn.

Banish: When a card is banished, it is placed in the Void pile. Defeated Monsters are also banished to the Void. Cards in the Void can no longer be interacted with by players. Banishing weak cards from your personal deck can increase your chances of drawing more powerful cards that you acquire during the game.

Constructs: Constructs are the many weapons, magical items, and fantastical devices you may acquire to use in your battles. After you play a Construct from your hand, you can gain an effect from it every turn it remains in play.

Monsters: Monsters are the minions of the Fallen One that are trying to break through and destroy your world. Defeating Monsters gives you rewards, including Honor, that can aid you in your quest to become the Godslayer.

Runes: Runes are one of the two main resources of the world of Ascension. Runes are used to acquire Heroes and Constructs so you can add them to your deck.

Power: Power is the second resource in Ascension. Power is used to defeat Monsters and earn rewards.

Honor: Honor is the key to victory in Ascension. Whoever earns the most Honor throughout the game wins the game and earns the title of Godslayer.

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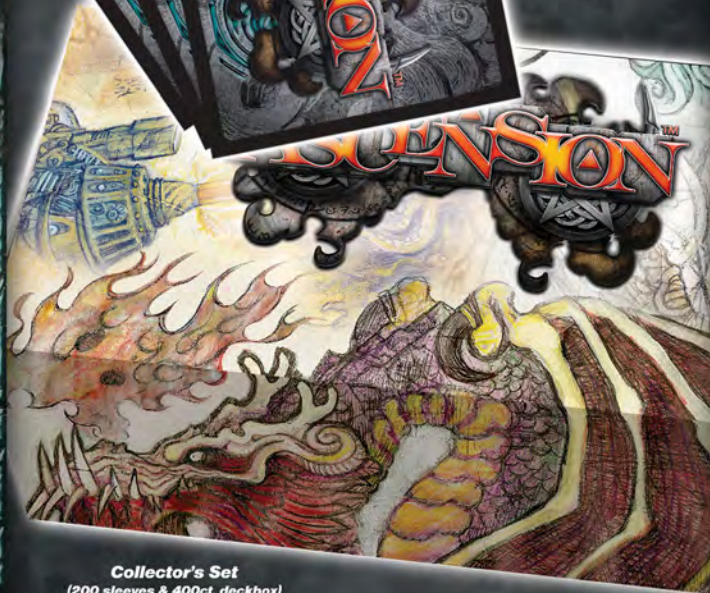
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