



d e c k - b u i l d i n g g a m e

Sequence of Play

- **Replenish Phase**
If you have fewer than four cards in hand, draw back up to four.
- **Assembly Phase**
Flip the top card of each Action deck face up, leaving it on top of its stack. You may resolve these cards in the order of your choice during any phase of your turn.
- **Combat Phase**
Decide if you want to fight. If you do, draw the top card of one of the four Encounter decks and place it face down.
 - Other players may play Scouts to Aid or Block.
 - Fulfill any conditions of the Encounter.
 - Play cards. Total your Damage. Resolve the Encounter.
- **Acquisition Phase**
Buy cards.
Gain 1 Gold Token if you do not spend all of your bonus Gold.
You may Reserve a card.
- **End Phase**
Discard all cards in the Field of Play and any remaining in your hand.
Draw a new hand of four cards.

If at any time you need to draw a card from your deck and you do not have a deck, shuffle your discard pile to create a new deck.

The game ends when a Hero Token reaches the Exalted space on the Level Track.

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d e c k - b u i l d i n g g a m e R U L E B O O K



Cocijo nocked an arrow, curled three fingers around the string, and then lifted his bow as he drew back across his bare chest. He paused only for a moment to gauge the distance and angle, then released.

The arrow arced through the damp jungle air, then smacked against the tree Cocijo had aimed for before it rattled to the ground. Cocijo spat a curse, and then crossed the distance his arrow had traveled. When he reached the tree, he saw that his shot had been accurate, as the piece of bark he had previously drawn a cross on with a white rock had been shattered. However, his arrow had failed to penetrate the trunk. Once again, Cocijo heard the disapproving voice of his training master in his head: *“The boy has the eye of an eagle, but the arm of a child.”*

Cocijo reached down and lifted his arrow from the moist ground. He scraped his thumb across the edge, which still held bits of bark. The tip was sharp. There was no reason it was not lodged in the tree other than his weakness.

“Everyone has their purpose,” Cocijo’s mother would always tell him when she was alive. It was a common idiom associated with Q’uq’umatz, the feathered serpent god. But was it true? Cocijo was not one to question the wisdom of a god, but what was the purpose of a Snake Clan warrior who could hit any target, but lacked the strength to pierce flesh?

As he trudged back towards the village, he was met by an elder scout. “The chieftain commands your presence,” he said.

“Me?” Cocijo said.

The scout nodded, then turned and began marching. Cocijo scrambled to keep pace, his chest tightening and his mouth going instantly dry.

Cocijo was led to the mouth of the Viper Cave. The elder scout stopped, then motioned for the young warrior to enter. With his hands turning white from gripping his bow, Cocijo crept into the cave’s hissing shadows.

He had seen the chief’s throne many times, but he had never approached it alone before. The Snake Clan chief sat on the massive construction of bones, dimly lit by two torches lodged in the cave walls on either side. His eyes had an eerie luminescence of their own, which emphasized the black, narrow vertical slits of his pupils. Two enormous anacondas curled around the chief’s legs, each of them staring at Cocijo’s approach with predatory appetites.

As Cocijo knelt before the throne, the Snake Clan chief waved a thin hand towards the young warrior’s bow. “So, young asp, you are an archer,” the chief said, his voice a low slither. “I have been told of your . . . aptitude.”

Unsure of how to respond, Cocijo merely nodded and kept his eyes towards the dark cave floor.

“I have an errand for you, asp. Will you do this for me?”

Cocijo surprised himself by finding his own voice. “Yes, I will, my chief.”

“Off your knees,” the chief commanded, and Cocijo stood. “The task is this: the chief of the Gar Clan has offered a temporary truce to our hostilities. After careful consideration, I have decided to consent.”

The Snake Clan chief pointed a scaled finger at Cocijo. “You, young asp, shall go the Gar village and tell their chief that I accept the terms of their offer.”

Cocijo nodded.

“And when I say you shall go,” the chief hissed, “I mean *now*.”

Cocijo turned and ran. He thought he felt forked tongues lash across the backs of his calves as he moved towards the sunlight at the entrance of the Viper Cave, but it may only have been his panicked imagination.

He gathered minimal supplies in preparation for his journey. The Gar Clan village was less than a half day’s trek, and he wanted to travel light.

As he approached the sea, the jungle canopy above Cocijo began to thin. He knew he was nearing the enemy settlement when the air became saturated with the smell of salt. When he spotted the first Gar Clan warrior at the edge of the jungle, Cocijo knocked an arrow, but kept his bow pointed down. Within moments, he was surrounded by Gar Clan, all wearing jewelry made of fish bones and shark teeth. Though he was expecting a rain of thrown tridents to greet his arrival, the Gar Clan instead tossed little but smiles at him, and gently motioned for him to follow.

The shacks of the Gar village were all built out over the water, precariously balanced on barnacle-encrusted stilts. Cocijo was led down a narrow beach and onto a series of wooden planks built atop the sea. The Gar Clan warrior told him how to navigate the maze of wet boards until he reached an impossibly elongated stretch of flat wood that reached towards the blue horizon.

At the end of the long pier stood the Gar Clan chief, flanked by two grim-faced guardsmen. The chief stood a full head taller than the warriors on either side, and in one webbed hand, he held an immense trident that stretched towards the sky.

Other than the thin plank that held him, Cocijo was now surrounded by water. The escorts standing directly behind him made a bizarre gurgling noise to greet their clan leader.

“You are the envoy of the Snake Clan?” the Gar chief said.

“Y-yes,” Cocijo said.

The Gar leader laughed. “I did not know a snake could stutter,” he said. “Do you bring an answer from your chief?”

“He accepts the terms of your truce,” Cocijo said slowly.

“Indeed?” the Gar chief said. Whether his surprise was genuine or mocking, Cocijo could not discern. “That is good.”

The Gar chief made a motion with his free hand, and the two escorts standing behind Cocijo grabbed both of his arms from behind. They held him firm as one of the chief’s guardsmen stepped forward and wrenched the Snake Clan warrior’s bow from his grip, and then tossed it casually into the sea.

“Tell me, Snake,” the chief growled, “did your chief tell you what he is giving us in exchange for our ceasefire?”

As Cocijo shook his head and struggled helplessly against his captors, he spotted two curved horns the size of kapok trees rising from the water. As his eyes widened in terror, the head of a squid about the size of a small mountain reared up from the sea. Seven colossal tentacles breached the surface and began flailing in every direction as the kraken opened a mouth large enough to swallow a tiger shark whole, spraying Cocijo full in the face with its horrific, briny breath.

“For us to lay down our tridents,” the Gar leader said with a grin, “your clan chief promised us a meal.” The escorts holding Cocijo lifted him off the platform, and with a single heave, hurled him, shrieking, into the kraken’s maw.

Everyone has their purpose. Cocijo heard Q’uq’umatz’s words in his mind as he slid, head-first, down into the monster’s gullet.

They all laughed.

The progressive culture of the 21st century had made unfathomable advances in technology, philosophy, and social order. It was ridiculous to consider the ancient, mad warnings of apocalypse from long-dead jungle dwellers as anything more than a mildly diverting myth. The Mayan spirits whispered, warning of their imminent re-emergence from dormancy, but only New Age lunatics and con men trying to push books filled with pseudoscientific twaddle gave the prophecies any semblance of heed. The sane and the skeptical planned to merely forge ahead with their lives, poised to mock the so-called “zero date” when it would inevitably arrive and pass without incident.

Except this time, the crazy predictions came true. A cycle ended, and on the day of prophecy, the supernatural beings and war chiefs of the ancient Yucatan emerged from the ruins of Kaminaljuyu and El Mirador, poised to watch a world burn, as they had foretold. As the Earth suddenly tilted on its axis, the vast majority of its inhabitants were incinerated with such ferocious swiftness that the few who survived the initial conflagration were unable to comprehend what had happened.

Nobody was laughing now.

The thin tatters of humanity that remained did not know exactly what had happened or why. Many felt ashamed of their former arrogance, pointed fingers, and shed further blood because of fear and uncertainty. Others saw the catastrophe as an awakening. The bridge to the spirit world had been revealed, and the latent specters of the Mayan gods that had been hidden for centuries returned to the jungles where they had once reigned.

The New Cycle, born of fire and ruin, began.

The Earth traversed its orbit a thousand times. As it moved, some of the awakened Mayan spirits took up inhabitation in various organic life, creating the spawn of the New Cycle: mushroom men stood up, blinked, and walked; filthy nibblins crawled from the muck and trash of the old world and began sharpening their spears; voracious plants that could swallow men whole slithered from their poisonous roots in search of a means to satiate their hunger. The skies were thick with winged beasts of unyielding savagery, and in the seas, tentacled monsters larger than any that had ever lived before stirred from the inky depths.

In the old world, mankind and the spirits of nature were separated. In the New Cycle, gods and men traversed the same lands. This commingling of deities and mortals did not bring peace, however; far from it. The few humans that remained after the apocalypse coalesced into isolated pockets of tribal communities. Within the very jungles where the prehistoric divinations had originated, generations of survivors gathered into distinct and proud warrior clans, each associated with one of the roused spirits of nature that gave them strength and a connection to the realms of the gods.

As the various clan warriors grew in power and wisdom, they acquired the traits and abilities associated with their patron nature spirit: a Monkey Clan warrior wields his club with a howling, primal rage; the Snake Clan unleash their arrows from the shadows with venomous precision; the Jaguar Clan stalk their enemies with feline grace and cunning, all while exhaling a cruel purr; the Bat Clan swoop down on their prey from above, using the treetops and their keen ultrasonic perception to guide the tips of their daggers; and the Gar Clan hurl their finely honed tridents across great distances with precision and accuracy. As the clans war amongst themselves over resources, religious supremacy, and the favor of the jungle gods, alliances are often brief, and treachery is expected. The world has turned feral.

It is 3012.

In the Box

- 1 Game Board
- 120 Action Cards
- 5 Hero Cards
- 20 Ally Cards
- 20 Weapon Cards
- 48 Encounter Cards
- 20 Scout Cards
- 25 Gold Tokens
- 5 Hero Tokens
- 1 Six-Sided Die

Goal of the Game

Build up your deck by purchasing Allies, Weapons, Actions, and Reactions. Defeat Encounters to gain Renown and earn Experience. Experience levels up your Hero. The game ends when a Hero has leveled to the end of the Level Track. Then each player counts up all the Renown in his or her deck. The player with the most Renown wins!

Card Anatomy

Hero Cards

Heroes are your representatives in the game. There are five Heroes, one from each of five of the local cultures in 3012. Heroes begin the game at level 1.



Heroes have inherent Damage ratings. The text box tells you this is based on your Hero's level.

Card Name

Game Text

IXTOKL OF THE JAGUAR CLAN

+1 Damage while equipped with a Sword.

*Damage is equal to Hero level.

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Card Name

Gold Bonus

Card Type

Game Text

Scout Cards

You start the game with four Scout cards in your deck. They represent your initial ability to buy cards, as they each contribute 1 Gold to your Acquisition Phase. As the game progresses, they also have uses in Combat. Scouts that are not being used during a game are placed into a Scout Pool to the side of the game board.



Card Name

Card Type

Gold Bonus

Damage

Gold Cost

Weapon Cards

There are 15 different Weapons representing the specializations of each culture and a variety of Weapon qualities. Any Hero or Ally may equip any Weapon during a given turn, but it is advantageous to match certain Weapons to certain Heroes or Allies.



Card Name

Card Type

Damage

Game Text

Gold Cost

Ally Cards

There are 15 different Allies representing different cultures and ranks within those cultures. High-cost Allies have unique names. Low-cost Allies are given titles and are not unique, so you may play more than one. Players may "recruit" any type of Ally into their deck, but Allies prefer to do business with Heroes of their own culture. They have special advantages when fighting for their preferred Hero.

Encounter Cards

When you choose to challenge a threat to your people to gain Renown, the Encounter decks provide your quarry.

Card Name
Defense
Renown
Experience

Card Type
Game Text



Action Cards

Actions have a number of uses. They can do damage during combat, affect your opponents, provide Gold value for your acquisitions, and give you the ability to draw cards. The only limitation to playing Actions is that you can play them only during your turn.

Card Name

Gold Bonus

Card Type
Game Text

Gold Cost



Reaction Cards

Reaction cards are simply Actions that can be played at any time during any player's turn.

Card Name

Gold Bonus

Card Type
Game Text

Gold Cost



Setting Up

1. Shuffle all the Actions and Reactions costing 2 or 3 Gold together to form one deck.
2. Shuffle all the Actions and Reactions costing 4 or more Gold together to form one deck.
3. Shuffle all the Allies together, then place three Allies face up on the game board as indicated.
4. Shuffle all the Weapons together, then place three Weapons face up on the game board as indicated.
5. Separate the Encounters into four stacks. Each stack should have all the cards with the same Renown value, e.g. the first stack should contain all the Encounters with a Renown value of 1.
6. Place the different stacks of cards face down on the game board as indicated.
7. Each player selects a Hero at random and places that Hero face up in front of him or her.

Playing the Game

All players begin with 1 Gold Token and a deck consisting of four Scouts. Each player draws all four cards to form his or her starting hand. Roll the die to determine who plays first. Play will continue clockwise. The active player takes his or her turn according to the following phases:

- Replenish Phase
- Assembly Phase
- Combat Phase
- Acquisition Phase
- End Phase

Replenish Phase

If for any reason you have fewer than four cards in your hand at the start of your turn, draw cards until you have four. Fill the empty Weapon and Ally slots on the sides of the game board with cards from the top of the corresponding deck until there are three of each available. If a deck runs out of cards, its corresponding slots will not be filled.

Assembly Phase

This phase allows you to set the scene for your Combat Phase by adding to your card plays for the turn. You begin by revealing the top card of each of the two Action card decks. Leave them on top of their respective decks so that they do not get mixed in with the other cards you play during the turn. The game text on these cards may be dealt with at any time during your turn (and in any order) as though you had played them from your hand, but you do not have to play them if you don't wish to. Whether or not you choose to play them, you will have a chance to buy them during your Acquisition Phase. You can then play any Action cards from your hand or keep them hidden until after your opponents have decided whether to help or hinder you in combat.

A "Field of Play" is created apart from your deck and your discard pile. Cards played are not taken out of play until the End Phase of your turn. If one effect from a card is utilized during one phase of a turn, any other effects may still be utilized before the turn is over (unless the card is discarded or removed from the game).

Example: Jim, Lisa, and Tom are playing the game, and it's Jim's turn. Jim has two Scouts, a Rounded Club Weapon, and a Heroic Constitution Action in his hand. To start his Assembly Phase, he reveals an Expert Poisoner card from one Action deck and a Crude Explosions card from the other Action deck. They are now cards that he may play during his turn as though they were in his hand.

Combat Phase Part 1: Choosing an Encounter or Skip Combat

Based on the cards in your hand (including the two cards you turned up from the Action decks), you decide if you want to enter combat. If you choose to skip combat (a wise thing to do before your deck is ready), then move directly to the Acquisition Phase.

If you choose to enter combat, select a card from the top of one of the Encounter card stacks. The stack you choose should depend on how much approximate damage you believe you can do versus the approximate Defense of the Encounters in each stack. Take the top card from the Encounter stack you have chosen, but do not reveal it, even to yourself. Place it face down into the Field of Play in front of the deck it came from, so all players can tell which deck it came from.

Each Encounter has a Defense rating at the top right corner on the skull head, an Experience number under the right eye socket, and a Renown value under the left eye socket. The Defense number establishes how much damage is needed to defeat the enemy. You need to assemble Damage equal to or greater than the Encounter's Defense in order to defeat the Encounter. Some Encounters have varying conditions that you will need to satisfy before they can be defeated. These are detailed on the cards.

There are four levels of Encounter, offering Renown values of 1 through 4 respectively. The approximate amounts of Defense that must be overcome at each level are as follows:

- Level 1:** 4–6 Defense
- Level 2:** 7–9 Defense
- Level 3:** 10–12 Defense
- Level 4:** 13–15 Defense

These are also noted on the game board.

Example: Jim examines his hand and sees that he has 7 potential Damage. His Hero is level 3, and therefore does 3 Damage. The Rounded Club also does 1 Damage. The Crude Explosions card does 3 Damage. He could play it safe and choose a Level 1 Encounter, but he thinks the other players may Aid him to gain some Experience, so he chooses to risk it and take a Level 2. He draws the top card of the Level 2 Encounter stack and places it face down in front of that deck.

Combat Phase Part 2: Aiding and Blocking with Scouts

Now that you have chosen an Encounter (but not revealed it), each opponent in clockwise order from the active player has a chance to play one Scout from his or her hand and announce if it is Aiding or Blocking. Each player must announce one of those two options if he or she chooses to play a Scout.

Example: Lisa is to Jim's left. She plays a Scout and announces that she will Block. Tom thinks Jim will be successful and doesn't want him to get all the Experience for himself, so he plays his Scout and chooses Aid.

Combat Phase Part 3: Combat

Once Aiding and Blocking have been completed, the Encounter card is revealed. Some Encounters may require die rolls or other conditions before you start totaling your Damage. After you have satisfied any conditions required by the Encounter, you may play any cards in your hand. If an Encounter is "removed from this combat," your

Encounter is over. You do not win or lose this combat; it just ends, and no Experience is gained by any players. Place the Encounter on the bottom of its stack, then move to your Acquisition Phase. Allies and Weapons that are drawn during the combat may also be played (see Equipping Weapons below). When you can no longer draw or play more cards, and your opponents have been given the chance to play any appropriate Reaction cards, calculate the damage you can do with your Hero, Allies, equipped Weapons, and Action cards in play. Also add the amount of damage from Scouts who Aided you. Compare the final net damage to the Defense of the Encounter card. Be sure to add 1 to the Defense of the Encounter for each Scout Blocking you. If your total damage is equal to or greater than the Defense of the Encounter card, you have been successful in the combat.

Equipping Weapons

In order to make use of a Weapon, you must equip it to your Hero or an Ally you have played this turn. Each may be equipped with a single Weapon, unless a card says otherwise. Unequipped Weapons do not do damage during combat. However, if a Hero or Ally with an equipped Weapon is removed from combat for any reason, the Weapon may be transferred to another unequipped Ally. During your End Phase, all Weapons become unequipped and are discarded. Scouts cannot be equipped.

Successful Combat

If you defeat an Encounter, place the card in your discard pile. It is now part of your deck, but it will have no game effect when drawn during the game. Its Renown value will be very important at the end of the game, as the player with the most Renown is the winner.

You also receive Experience for a successful combat. In the upper corner of the card under the skull's right eye socket, there is an Experience value. If you fought alone, you receive the entire amount. However, if you were Aided by any player, you must divide the Experience evenly with however many players Aided you (rounded up).

Failed Combat

If you do not have enough Damage to defeat the Encounter, you lose the combat and the Encounter card is placed face down on the bottom of its stack. Furthermore, you lose all Gold Tokens you have accumulated that are not on a Reserved card. Also, if you were Blocked during combat, the Experience points listed on the card get divided equally by all player(s) who Blocked you (rounded up).


Experience Track

After all experience has been calculated, each player should move his or her respective Hero Token along the Track. Move one space for each Experience point earned. When your token moves up to a new number value, it means your Hero has leveled up and will now deal that much damage in combat.

Example: Jim and Tom were on the winning side of the combat. Because it was a Level 2 Encounter, there are 3 Experience points at stake. These are divided equally between the two winners (rounded up), so both Tom and Jim receive 2 Experience points. They each move their Hero Token 2 spaces along the Experience track. Tom also puts the Encounter card into his discard pile. At the end of the game, the 2 Renown awarded by the card will be counted toward his total.

Acquisition Phase

Whether you have entered combat or not, you now have a chance to buy things. You can use your total Gold value to purchase either or both of the Action cards you turned up at the beginning of your turn, any face-up Allies or Weapons, or your Reserved card, if any. All cards that you purchase must immediately be placed in your discard pile.

Your Gold total is the sum of all values on the Gold Bonus symbols  present on all cards you played, any gained from Action cards you played or revealed this turn, and the number of Gold Tokens you possess.

NOTE: Any cards that you did not play during the Combat Phase may be played during the Acquisition Phase in order to increase your Gold total.

Be sure to check for additional Gold in the text boxes of your Action cards. Treasure Hunt can give you 2 or 4 Gold to buy cards this turn. You may buy as many cards as you wish.

- **Gold Tokens:** At the end of your Acquisition Phase, if you have unspent Gold gained from cards in the Field of Play this turn, you may take 1 (and only 1) Gold Token from the community stash and keep it for later use. Each token represents 1G. There is no limit to the number of Gold Tokens you can accumulate. However, you may not earn more than one per turn and you run the risk that an unfavorable combat result may force you to sacrifice your “Gold Token stash” at any time.
- **Reserved Cards:** If you did not purchase both of the revealed Action cards from the top of the two Action decks, you may now remove one of them from the top of its deck and Reserve it for later, but you must have at least 1 Gold Token to do this. Place a Gold Token from your stash on the card to mark it as Reserved and show you have already paid 1 Gold against the cost. If there are still Action cards remaining that were turned up this turn, any other player may choose to Reserve either card. Starting with the player on your left and continuing in turn order, each other player examines the cards and may Reserve one of them.

NOTE: Only one card may be Reserved by any one player at a time. If you have a card in Reserve, you cannot swap it out for a new one.

End Phase

Your turn is now over. You can't play any other cards this turn.

- Discard all cards you played this turn and any remaining in your hand. Sacrifice the face-up cards remaining on the Action decks (see Sacrificing on next page).
- Draw four cards from the top of your deck. If at any time you need to draw a card from your deck and you do not have a deck, shuffle your discard pile to create a new deck.



Winning the Game

The game is over when one or more players reach the Exalted space on the Experience Track. Each player adds up all the Renown he or she has acquired during the game as noted on all his or her cards. The winner is the player with the highest total Renown. If there is a tie for highest, the higher level Hero wins.

You can play a shorter version of the game by identifying an alternate space on the Experience Track as the end point. Example: Play until any player reaches the first Level 4 space.

Calculating Damage

Sometimes you can't count all the damage in your hand towards the maximum damage you might deal to an Encounter card. The following are restrictions:

1. Heroes and Allies can equip only one Weapon per combat. For instance, if you have two Weapons but no Allies, your Hero may equip only one Weapon, so you may add the damage from only one Weapon towards your total.
2. If your Hero or any Allies are removed from combat due to die rolling effects, they can't equip Weapons. Unequipped Weapons do no damage.

Leveling Your Hero

Heroes gain levels as indicated on the Experience Track. The number on the space where a player's Hero Token is located dictates the Hero's level. Your Hero's Damage is equal to its level. Leveling is a great way to increase your Hero's Damage.

Sacrificing

If a card instructs you to sacrifice a card of any type, that card is placed into the Sacrificed Cards stack at the bottom of the board. Sacrificed cards are out of play for the rest of the game.

Scout Pool

Any Scouts not allocated to players' decks at the beginning of the game go into a Scout Pool. Scouts leaving the game go into this pool, and Scouts entering the game come from this pool.

Cards with Rules Exceptions

If any card creates an effect that is inconsistent with the rules, the card's instructions take precedence.

Game Terms

Remove: When a card is removed, the owner of that card puts it into his or her discard pile. Your Hero can be removed from combat, but is never discarded. If an Encounter is “removed from combat,” it is placed on the bottom of its stack.

Credits

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GAME BOX CONTAINS:

185 Game cards
7 Last Wizard Standing tokens
4 Six-sided dice

8 Oversized Hero cards
6 Skull Life-counter tokens
1 Rulebook

NUMBER OF PLAYERS: 2 - 6
GAME LENGTH: 20 - 40 Minutes

AGE RANGE: 15+
MSRP: \$29.99

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