

Classic Encounter Setup

The Boss has a Minion deck and Event deck with corresponding Oblivions, as well as Minion Zone and Ambush Zone. Players share a Clashground Zone with the Boss.

Raiding Player(s)

Each Player brings a standard 50-card deck and one Contender

Boss

Place the shuffled Minion and Event decks into dedicated zones.

Star the game with [The Portal] Boss card in play.

Place a [Guardian of the Portal] into play for each player.

Set the Bosses' health totals based on the number of players, indicated on the left-side of each Boss card.

Start of Game Procedure

Players

Draw 8 cards as the starting hand.

The player to the Bosses' right gets the [Focus] on their first turn.

(The player sitting furthest left.)

Player One draws a card and may attack on their first turn.

Player One starts the game by going first.

Player Positioning and Turn Order

Play moves to the right (counter-clockwise).

The Focus Token will move to different players throughout the game.

The Focus Token text will explain when to pass the Focus Token.

The Focus Token may change player position through card effects.

Player turn order will be determined by the Focus Token position.

The Focus Token starts the game on Player 1.

The player with the Focus Token starts the turn cycle.

Player turn order will change at the start of each Boss turn, which begins the turn cycle.

Classic Encounter Gameplay

General Gameplay Overview

When a Contender's health is reduced to 0, they remove all permanents they control from the game and are eliminated.

[The Portal] starts the game in play. [Lord Krung] will enter play once game conditions have been met.

Active Boss: Some cards refer to an active Boss. This is the Boss that starts in play. Card effects can change the active Boss.

The Portal is always considered open and can only be closed by the action noted on [The Portal, Collapsing] side of the [The Portal] Boss card.

Players win by reducing both Boss card's health to 0. Players cannot win through alternate win conditions.

All Players may interact during the Clash Phase of a defending player as if it were their own.

Allied players share a Clash Zone, so Clash cards with **Exclusive** apply to all players.

Events under the Boss control may only be replaced by Clashgrounds of an equal or higher initial resource cost compared to the value threshold of the Event.

Events are immune to effects that try to modify or negate them or effects they generate.

Minions played from the Minion deck do not have a characteristic for resource cost. Having no resource cost is not equivalent to a cost of 0. Card effects that look to affect or target a card of a specified or resource cost cannot affect the Minions played from the Minion deck.

Minions obstruct from the Ambush Zone, and only obstruct the first attack each turn that can be obstructed. Keyword abilities do not prevent a card from being obstructed. A card with **Flight** can be obstructed by a Minion in the Ambush Zone.

The leading Minion card implies the Minion card that has seniority in the zone. The first Minion set in the zone is the first to obstruct.

Minions in play cannot obstruct and can only attack Contenders unless otherwise stated. The maximum number of face-down Minions allowed in the Ambush Zone is equal to the number of players plus one.

If the Minion deck has no cards remaining, shuffle the Minion Oblivion and set it as the new Minion deck.

The Minion and Event Oblivions are not eligible targets for opposing players to interact with.

A player may only **Counter - Play** effects against the Boss when the effect resolving specifies a card type is played. Otherwise, effects stand.

Players may not choose to play with the same Contender. All Contenders must be different.

Effects that would stop Minions or Bosses from attacking will only prevent the current/next attack.

Minions cannot be prevented from attacking.

Minions in the Ambush Zone cannot be removed by card effects from opposing players.

Boss cards cannot be played, put into play, or controlled by opposing players.

Boss cards can't enter opposing player zones.

If a player controls the [Focus] when their Contender is defeated, that player gives the [Focus] to the player to their right.

Player Turn Sequence

1. Expansion Phase > Ready/Draw/Resource
2. Primary phase
- or-
3. Clash Phase

4. End of Turn

Boss Turn Sequence

Boss Turn: (self-piloting)

0. Start of Turn
1. Ready Step
2. Event Step
3. Minion Clash Phase
4. Boss Clash Phase
5. End Step

General Phase Descriptions

Start of Boss Turn:

Resolve any ongoing effects or triggers. These resolve in the following order: Boss > Minion > Event.

Place the top card of the Minion deck and the leading Minion from the Ambush Zone into the Clash Zone face up and ready furthest to the right.

Move the [Focus Token] from the current Contender to the Contender immediately to the right.

Ready Step:

Ready all cards the encounter controls in play.

Event Step:

Send the current Event to the Event Oblivion.

Put the top card of the Event deck into the Event Zone and send any other Clashground to its owner's Oblivion. (This occurs even if the Event's threshold does not exceed the Clashground.)

Minion Clash Phase:

Minions attack the Contender with the focus unless otherwise instructed by an Event, effect, or ability.

Minions attack from left to right.

Boss Clash Phase:

The Boss attacks the Contender with the focus unless otherwise instructed by an Event.

End of Boss Turn:

Resolve remaining effects or conditions that trigger at the end of turn. All until end-of-turn effects end.