

Qu'alari's Challenge

2-4 Players

Ages 14+

Choose your champion, then prepare for battle. Grow your army and strengthen your champion as you battle your fellow challengers for dominance in this strategy, battle-royal style card game.

A Test of Skill

*Qu'alari's Challenge is an ancient test of wisdom and strength. Once fought as an actual battle to appease the goddess Qu'alari, this ancient test has been passed down through generations and has since been adapted from its original form to the game of cards you see before you. However, the ritual of the **Challenge** still remains the same: Strengthen yourself and crush all who would oppose you. Will you fall to those stronger than you? Or will you rise to conquer all challengers and become the Champion of the Arena?*

Included Components

Enclosed you will find

- *Rulebook*
- *Guidance Sheet*
- *6 Champion Cards*
- *85 Action Cards*

Not included, but recommended:

- *Pen/pencil*

- *Scratch paper for tracking Champion stat changes, as they can change frequently throughout the match.*

Setup

Have each player choose a champion card. Once that is done, pick the youngest player and name them the Dealer. The dealer then shuffles the 85 Action Cards together and deals 5 cards to each player. Place the remaining cards into the center of the players to be used as a draw deck. The player to the left of the Dealer is then named Player 1. Throughout the game, play is to move clockwise amongst the players.

Objective

*The Objective of **Qu'alari's Challenge** is simple. Use every tool at your disposal to build your army, strengthen your champion, and eliminate all opponents in order to become the last champion standing. You may find unlikely allies throughout your battles, but remember: when it comes to victory, it's either you or them.*

Turn Process

1. *Each player enters the Planning phase in turn, beginning with Player 1.*
 1. *In this phase, players may choose to either play an equipment card to strengthen their champion, or a creature card to build their army. Players may also choose to abstain from playing a card during this phase if they so desire.*
2. *Once each player has completed their Planning phase, players then enter the Combat phase. During this phase, players take turns*

choosing their targets and attacking opponents using their creatures, champions, and spells, beginning with Player 1. Defending players during this phase are also allowed to use Negation spells to slow down attackers or lessen the amount of damage they take from an attack. Players during this phase are also permitted to abstain from attacking if they chose.

3. Once the Combat phase has ended, players then enter the Recovery phase. During this phase, players are permitted to use one recovery spell from their hand in order to heal their champion. Players are also permitted to abstain from playing a card during this phase if they so desire.

4. After the Recovery phase ends, players then enter the Draw phase. During this phase, each player is permitted to draw one card from the central deck.

5. Once each player has drawn, play returns to the Planning phase, and the turn cycle repeats itself until the game has finished.

Victory Condition

Qu'alari's Challenge *is only complete when only one player is left standing amongst the rest.*

Unique Game Mechanics

*In-depth explanation of the varying mechanics of **Qu'alari's Challenge***

Playing a Creature:

- *Each creature is marked with a specific tier number. Tier one creatures can be played directly from a player's hand. Tier two creatures require the sacrifice of **one** tier one creature, and tier three creatures require the sacrifice of either **two** tier one creatures or **one** tier two creature.*
- ***Creatures are not permitted to attack during the Combat phase of the turn in which they are played.***

Equipment Usage:

- *Each player is permitted to have a maximum of **one** weapon and **one** piece of armor equipped at a time. Weapon pieces will break after a number of turns specified on the card while armor pieces will only break once a champion has taken enough damage to have lost all the armor a piece provides.*
- *For combat purposes, armor is treated as health. Any damage taken by a champion is to first be applied to that champion's armor. Once the champion's armor breaks, any damage dealt to that champion is dealt to the champion's health.*

- *Armor is broken by damage at a one to one ratio.*

Combat Actions:

- ***Creatures cannot attack during the Combat phase of the turn in which they are played.***
 - *Attacking Players may choose what order their creatures and champion will attack in. Likewise, an attacking player does not have to attack with all of their creatures unless they choose to.*
- *Attacking players are permitted to use only one damage spell during their attack.*
- *Defending players are only allowed to play one negation spell while defending from an attack, but are permitted to play a negation spell every time they are attacked during a Combat phase.*
- *If a defending player has allied creatures, their creatures must be defeated before the champion can be attacked directly. This rule is only changed with the use of Coronar Moonshadow's champion skill or a Celestial Arrows damage spell.*
- *When an attacking creature attacks a defending creature, the attacking creature takes damage equal to the defending creature's attack rating. If the attacking creature is defeated in this instance, discard it to the global discard pile. Attacking creatures and champions do not take damage from attacking a defending champion directly.*

- *If a defending creature is defeated by an attacking creature or champion, the defending champion receives damage equal to half of the remaining damage from the creature's defeat. If a defending creature is defeated and the remaining damage from the attack is four then the defending champion takes two damage. If the defending creature is defeated and the total remaining damage from the attack is one then the defending champion takes one hit of damage. If the defeated creature takes damage equal to its remaining health then the defending champion receives no damage.*
- *If an attacking champion attacks a defending creature and the creature survives then the attacking champion takes damage equal to the difference between the attack rating of the champion and the defending creature. Whether or not the champion's attack value is higher than the creature's is irrelevant.*
- *Any creature that is damaged during the combat phase stays damaged until the end of the **full** Combat phase. If a player is attacked by one player and their creatures are damaged in the process, their creatures are to be treated as damaged throughout the rest of the combat phase, even if they decide to attack another player.*
- *If the health of a player's champion reaches zero at any time during the Combat phase of a turn then that player is **immediately** eliminated from the game.*

Recovery Actions:

- *Players are only permitted to play one recovery spell during the Recovery phase. This rule only changes if a player abstains from attacking another player during the previous Combat phase, in which case that player is permitted to play up to two recovery spells if they so desire. If a player chooses to take advantage of this mechanic then a **three turn cooldown** is applied to that player and the player is prohibited from using the mechanic again until the cooldown period is over.*

Draw Actions:

- *Much like the recovery mechanic, if a player chooses to abstain from playing a card during either of the previous Planning or Recovery phases then that player is permitted to draw a second card during the Draw phase. If a player chooses to take advantage of this mechanic then a **three turn cooldown** is applied to that player and the player is prohibited from using the mechanic again until the cooldown period is over.*
- *If at any point the central deck becomes empty, players may choose to shuffle the discard pile and use it as the draw deck. Players may also choose to leave the central deck empty and continue play with only the cards on their field and in their hand if they so desire.*

Champion Mechanics:

- *Each champion has a specific skill that the player is able to take advantage of, provided they use it during the correct phase.*
- *The effects of Faedrok, Coronar Moonshadow, Quai'na Valenroth, and Je,zena, The Darkblade are only permitted to be used during the Combat phase. Likewise, the effects of Beru'marak and Valanius Lightharbor are only permitted to be used during the Recovery phase.*
- *If a player chooses to take advantage of Beru'marak's or Valanius Lightharbor's effect that player is only allowed to play one recovery spell, regardless of whether or not they abstained from attacking during the precious Combat phase.*
- *If a player chooses to take advantage of the effect of Coronar Moonshadow none of that player's allied creatures are allowed to attack during said Combat phase. Likewise, the player is also prohibited from casting a damage spell during said Combat phase. The only exception to this rule is the spell card Celestial Arrows, as it only allows for the direct targeting of an opponent's champion.*
- *The champion skill has a **three turn cooldown** effect applied to it. Once a player chooses to use their champion skill, the player is not permitted to use the skill again until the cooldown effect wears off.*

