



WINGED TITAN LLC



RULE BOOK

CORE / COMPETITIVE MODE

1-1
PLAYERS

45
MINS

13+
DIAL

SMART
DIAL

CORE COMPONENTS



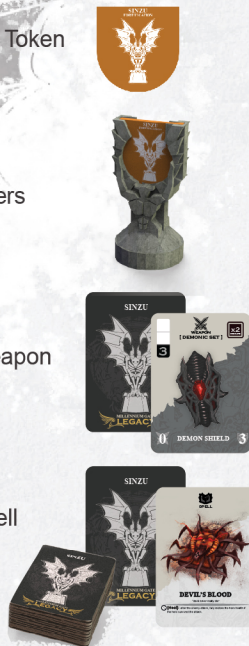
[VALKAR]

- (x3) Logo Token
- (x3) Towers
- (x36) Weapons Cards
- (x14) Spell Cards



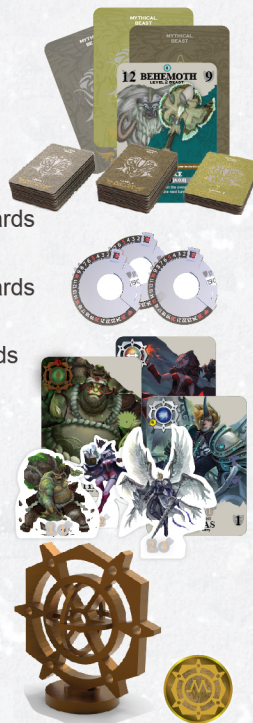
[SINZU]

- (x3) Logo Token
- (x3) Towers
- (x36) Weapon Cards
- (x14) Spell Cards



[OTHERS]

- (x1) Arena Map Board
- (x1) Rule Book
- (x1) Quick Guide
- (x16) Level 1 Beast Cards
- (x16) Level 2 Beast Cards
- (x8) Level 3 Beast Cards
- (x6) Dials
- (x21) Hero Cards
- (x21) Hero Standees
- (x1) Millennium Gate
- (x6) Victory points



GAME OBJECTIVES

Victory is your when one of this condition is met:

1 / Defeat Millennium Gate (3) times and gain (3) Victory Points.

(See [Millennium Gate] section for more details).

2 / Eliminate all opponent's Heroes.

(See [HP/ Damage] section for more details).

3 / Destroy all opponent's Ancient Towers.

(See [Towers] section for more details).

SET UP/ STRATEGIC PHASE:

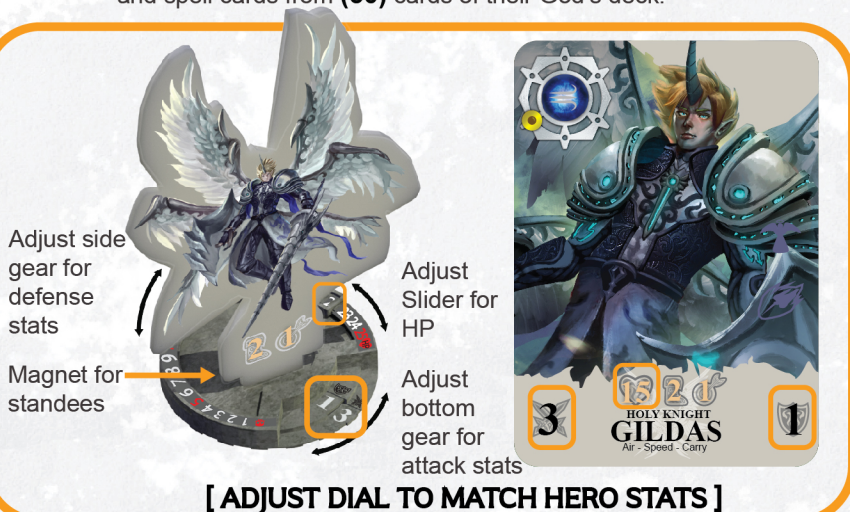
ASSEMBLE YOUR TEAM

1 [MAP SET UP]

- Lay out the **Arena Map Board**.
- Place **Millennium Gate** in the middle of the map as indicated.
- Place Sinzu and Valkar **Ancient Towers** onto indicated spots on the map. Insert logo token into the towers accordingly.
- Shuffle all **Mythical Beast Level 1,2,3** decks and place them on the side of the play area.

3 [DRAFT GOD'S WEAPONS & SPELLS]

- Each player build their God deck by picking (30) in total weapon and spell cards from (50) cards of their God's deck.



[ADJUST DIAL TO MATCH HERO STATS]

2 [PICK GOD'S SIDE AND HEROES]

- Each player pick their God's side, either **SINZU** or **VALKAR**.
- Each player picks (3) heroes of any type and elements from the Hero's Deck. Limit to (1) master hero on each team. The hero's picking process to do as follow:

1ST PLAYER 1ST HERO → **2ND PLAYER** 1ST HERO

- The second player picks the second hero then the first player picks the second hero.

2ND PLAYER 2ND HERO → **1ST PLAYER** 2ND HERO

- The second player picks the second hero then the first player picks the second hero.

1ST PLAYER 3RD HERO → **2ND PLAYER** 3RD HERO

- After picking, place your heroes on to dedicated slots for hero cards on the map. Turn the hero cards back facing to show hero's skills as desired.
- Adjust the dials to the chosen hero's stats. Place matching hero standees on to smart dials. Place dials onto the indicated slots on the map and have the same order as hero cards.

ON YOUR TURN/ BATTLE PHASE:

1 [CARD DRAWING]

- **Draw** total of (5) cards from God's deck.

2 [DISTRIBUTE OR HOLD]

- You can either **distribute** weapons and spells to heroes **or hold** the cards on your hand for future placement. You can only hold maximum of (5) cards on your hand
- **Discard** undesirable weapons or spells as an option.

3 [PLAY YOUR HEROES]

- **Move** your hero base on speed stats of each hero.
- **Choose (1)** out of the 2 hero's abilities to play. You also have an option to skip. Once the skill is played, **flip the card over (180 degrees)**. This indicates that the abilities are no longer available to use on this turn. Flip the card back to abilities table card side to reset the heroes abilities on your next turn.
- The same rule is applied for [counter] ability and **disabled hero**.
- **Attack is the final step to end the hero's turn**, you must use his/her skill and move before attacking.
- **Repeat the process** for the rest of your heroes.
- When they all finish attacking, **your turn is ended**. Your opponent's turn is next.





PRIMARY RULES

[HP / DAMAGE]

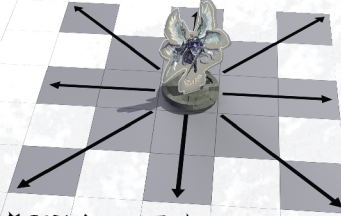
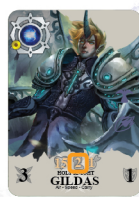
- Health stat indicated the number of health points the hero has.
- When health reaches **(0)**. The hero is **eliminated**.
- To calculate the health lost damage taken from an enemy's attack, take the enemy's attack points minus the defense points of your hero. The total will equal to the amount of health lost.

eg: This hero lost **(-2)** HP from an enemy attack

$$5 - 3 = 2$$

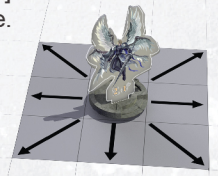
[MOVEMENT]

- Speed stat indicates the number of grids a hero can move in one turn.
- All hero move in a **straight line rule** by default unless the hero's skill indicates otherwise.
- If there is a hero or tower stands in the path, your hero is blocked and can't step over them. If the tower is destroyed, the grid is open.



[HERO'S RANGE]

- Hero's range stat indicates the number of grids a hero can reach to attack or support.
- Just like speed, all heroes attack in the **straight line rule** by default unless the hero's skill indicates otherwise.
- The term [in-range] is used to refer to the default hero's range.



[MILLENNIUM GATE]



- Millennium Gate will counter attack the hero if it's attacked
- Millennium Gate will increase it's power everytime it is defeated.



- You will gain a **Victory Coin** every time the gate is defeated. You will need 3 coins to win the game.



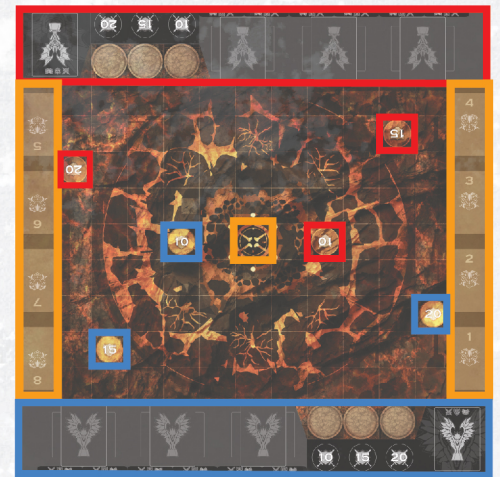
[TOWERS]



- Towers only has defense stats and no attack stats
- You destroy the towers by exceeding the tower's defense stats indicated on the map. The towers have defense of 10, 15, 20.

[ARENA]

- Valkar's Areas
- Sinzu's Areas
- Gate's Areas



[HERO]

Hero's Element

Hero

Hero's Speed

Hero's Health Points

Hero's Attack Stats

Hero's Skills

Hero's Range

Hero's Defense Stats

Hero's Name, Title, Role

Hero's Stats Summary

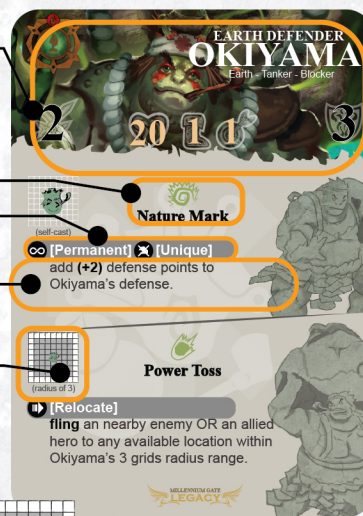
Skill Title

Skill's Features

Skill's Description

Skill's Range Specific To Skill Mini-map

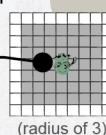
Hero's Position



[BACK OF HERO CARD]

[FRONT OF HERO CARD]

[HERO ACRYLIC STANDEE]



- Hero can only use (1) skill per turn unless skill says otherwise.
- Rotate hero card side way to track after skill is played, condition applied for [counter] skill.
- Hero has to use skill before attacking the enemy.
- Hero can equip any God's weapon and spell.
- Hero can only equip matching elemental beast's weapon, except master beast.
- Hero's range and the hero skill's range can be different.

DECK BUILDING

TACTICAL COMBINATION

COMPLETE SET FOR DOUBLE POWER

Spell's Name

Spell's Features

Spell's Description

[FRONT OF GOD'S SPELL CARD]

Set's Color Matching

Set's Name

Weapon's Combine Order

Weapon's Name

Weapon's Attack & Defense Stats

[FRONT OF GOD'S WEAPON CARD]

[GOD'S SPELL]

- Any hero can carry any spell. Spell does not required matching element.
- Spell is equipped to counter the enemy's attack. To use spell, place it **faced down** onto the weapon and spell slot prior the enemy attack.
- Spell **has to be activated** when your heroes are underattacked by an enemy hero.
- Each hero can only carry maximum of (1) spell on each slot and maximum of (2) spells total.

[GOD'S WEAPON]

- Any hero can carry any God's weapon.
- Any God's weapon can be combined as long as they follow the combine order **1-2-3**.
- Complete the color matching set for double power **x2**. The doubling happens only when set is completed.
- God's weapon does not required matching element.
- God's weapon does not have skill.
- God's weapon has attack and defense stats meaning that when the hero acquire or lose the weapon, the hero overall stats will change accordingly.
- Weapon cards are placed **faced up** onto the weapon and spell slot.

BEWARE, TIME IS LIMITED

LEVEL 1

LEVEL 2

LEVEL 3

Beast's Defense

Beast's Element

Beast's Attack

Beast's Name & Level

Beast

Permanent Points Reward For Defeating The Beast

Elemental Weapon From Beast

Elemental Weapon Name

Weapon's Skill Features

Weapon's Skill Description

[FRONT OF ELEMENT BEAST'S CARD]

[MYTHICAL BEAST]

- (1) Mythical Beast card will be drawn randomly at the end of every turn cycle, starting from level 1 beast deck. Place beasts follow the order on the map. Once complete all the 8 spots on the map, replace the old beast with the new beast.
- Once finish all level 1 deck, go to the next level beast deck.
- Beast will attack all heroes immediately after drawn. Beast attacks won't activate spells but you can use spell to protect your hero from beast's attack.
- To kill the beast, the hero attack has to be larger than the beast's defense stats. The beast won't attack your hero after that the initial draw.
- After defeating a beast, the hero who killed the beast will be rewarded with a certain amount of permanent points that can be add to either hero's attack or defense stats and acquired the elemental weapon, see section below.

[BEAST'S WEAPON / ELEMENTAL WEAPON]

- Elemental weapon can only be acquired by matching elemental heroes or master heroes.
- Elemental weapon has no attack or defense stats, meaning when you acquire or lose the weapon, it won't effect the hero overall attack or defense stats.
- Elemental weapon has it owns skill and play seperately from the hero's skill. Rotate weapon after weapon's skill is played for tracking. Same condition apply for [counter] skill as hero [counter] skill.
- Play Elemental weapon's skill before the hero final attack.
- Elemental weapon can't be combined with God's weapons and require a seperated spot for it.

FEATURES



skill that is played on the
your turn



Skill that is played during the opponent's turn.
Shown in different color for distinguishing



[Counter]: Counter is the term used to describe skill that is played **during the enemy attack and on the opponent's turn** to defend your heroes or counter attack with spells.



[Charge]: Charge is the term used to describe skill that is suddenly increasing in a certain stats like attack or defense or speed points. Charge is a temporary skill and only last on that turn.



[Permanent]: Permanent is the term used to describe skill that has a permanent effect from action like adding or subtracting attack, defense points or destroying weapons or spells, etc...



[Multi-Cast]: Multi-Cast is the term used to describe skill that can be used repeatedly and as many times as desired on your turn as long as your hero has enough energies to play that skill again.



[A.O.E]: Area of effect (A.O.E) is the term used to describes skill that has the area effect on multiple targets and heroes. The range of A.O.E effect is indicated as the amount of grids radius and mini-map diagram on the back of hero card.



[Global]: Global is the term used to describe skill that has global range and can effect enemy hero no matter where they are on the map.



[Copy]: Copy is the term used to describe skill that copies an enemy's skill. Copy is a temporary skill that can be played **on your turn or on enemy turn** depending on the **targeted skill**. For example: if your targeted skill to copy is an enemy **[counter]** skill, you can play copy skill unexpectedly during enemy attack and use that skill immediately. Most other skills are skills that you can copy and play on your turn.
Although copy skill has **zero energy cost**, but it requires you to spend same amount of cosmo as the source skill that you copied it from.



[Unique]: Unique is the term used to describe skill that has restriction from being copied by copy skill. It allows that skill to remain unique to that hero.



[Luck]: Luck is the term used to describe skill that helps increasing the chance to success. Luck allows skill to break their primary rules. For example allow you to draw more cards or play 2 skills on the same turn.



[Relocate]: Relocate is the term used to describe skill that has the effect of relocating an hero's position to a different position on the map.



[Disable]: Disable is the term used to describe skill that makes enemy hero lost their turn on the next opponent's turn. This means enemy hero can't move, attack or using skills. But the disabled hero can be equipped new weapons, spells.



[Mind-Control]: Mind-control is the term used to describe skill that takes control of the enemy hero on your turn to take action for your benefit. The controlled enemy hero moves, attacks or spending energies to use skills happen at the same turn when he/she is being controlled.



[Silence]: Silence describes skill that prevents enemy hero from using skills on the next enemy's turn.



[Heal]: Heal is the term used to describe skill that has the ability to restore certain amount of health points for self or an allied hero as indicated in the hero skill.



[Life-Steal]: Life-steal is the term used to describe skill that has the ability to take health points from an enemy hero to your hero directly by pass the enemy hero's defense stats.



Once in a millennium, the millennium gate emerges and release powerful cosmic energies that shatter the planet and attract the greatest heroes who want to claim the power. They have to battle in a dangerous realm where they are constantly attacked by unimaginable powerful mythical beasts that are spawned by the Gate. Whoever shall claim the Millennium Gate, shall make the legacy, the Millennium Gate Legacy. Assemble your team of 3 elemental heroes out of 21 heroes' pool. to go head-to-head with your opponent. Prepare weapons and spells to upgrade, protect your hero from enemy and beasts. But beware, time is limited and it's just a matter of time it eliminates your hero from the battle.

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