

Shadow Days

A Fantasy Game of Deckbuilding, Combat and Survival

Overview

Shadow Days is a new and exciting fantasy deckbuilding, combat and survival game from Black Tea Studios. It is easy to learn, simple to setup and most importantly, fun. Battle your opponent using creatures and powerful objects, while enduring fateful events. Earn gold to purchase mighty heroes and protective strongholds. It will take brawn, brains, gold, and a little luck to survive! *Shadow Days* is a must-have for any fantasy gamer.

Game Components

- 78 Creature Cards
- 23 Object Cards
- 15 Event Cards
- 5 Hero Cards
- 6 Stronghold Cards
- 8 Score Cards
- 8 Glass Markers
- 1 20-sided die

Players: 2-4 | Ages: 13+ | Playtime: 30-45 minutes

A Dark Time

It is the year 9999 of the Third Great Reconstruction. The world stands still. A strange force has cast a heavy shadow across the land. Creatures of every kind have felt the stinging touch of madness. Total insanity has spread like a merciless plague. Though some are spared, they do not count themselves lucky. Brother has turned against brother, elf against elf, dwarf against dwarf, orc against orc and nature against nature. In the midst of the storm, the most unlikely alliances have been forged. Family, faction, race and land are no more. There is only survival!

Note!

This is a beta version of the rules. Therefore, some content may change slightly before the official release. This document is meant to give you a general overview and feel for the game.

Shadow Days - Rules v0.5b

How To Play - Quickstart (for those who don't like instructions)

Each player draws five cards from the shuffled *Pool Deck*. All cards must be visible to both players. Roll a die to determine who goes first. In a four-player game, play continues clockwise. Each player completes a *Combat Phase*, taking one turn each to attack one opponent. The *Regroup Phase* is next. Each player can use this phase to purchase a *Hero* or *Stronghold*, or draw cards to replace any that were destroyed or discarded during the Combat Phase. The Regroup Phase also continues in clockwise order. A card is destroyed when an attacking card's *Attack Point (AP)* value is equal to or greater than the enemy target card's *Hit Points (HP)*. A player earns *Gold Points (GP)* by destroying enemy *Creatures*, *Objects* and *Heroes*. Each time a player's card is destroyed, (s)he loses *Life Points (LP)*. A player may only have a maximum of five active cards at a time. One of these cards may be a *Stronghold* card. Strongholds can contain an additional three cards.

Taking A Turn

Combat Phase

- Choose a Creature/Hero to attack your enemy
- If using an Object, place that Object behind the chosen Creature/Hero card
- Declare an enemy card to attack
- Roll the 20-sided die
- If the roll is successful, add/subtract any bonuses/penalties to your attacking card's AP
- Add/subtract any Automatic or Modifying Object effect(s)
- If the result is equal to or greater than the enemy card's HP, the enemy card is hit and destroyed
- If the result is less than the enemy card's HP, you miss, miserably
- The next player plays his/her Combat Phase

Regroup Phase

- Draw cards from the Pool deck to replace any that were destroyed or discarded during the Combat Phase
- If you have sufficient GP, you may purchase Objects, Heroes or a Stronghold
- You may move up to three Creatures/Heroes into or out of an existing Stronghold
- Any cards may be discarded during this phase, with a penalty of -10 LP per card
- The next player plays his/her Regroup Phase

Important!

Any Event cards drawn during the Regroup Phase must be played at the beginning of the next Combat Phase.

Winning the Game (making your opponent cry)

The game is over when one player has no remaining LP. The player with remaining LP wins!

In a four-player game, the last player with remaining LP wins. If an Event will cause all players to lose their remaining LP, the player with the highest LP automatically wins.

Game Terms

Life Points (LP)

Each player begins the game with 200 LP. A player loses LP each time any one of his/her Creatures/Heroes is destroyed.

Hit Points (HP)

Creatures, Heroes and Objects have a predetermined amount of HP. If an attacking card's roll result is successful and its AP is equal or greater than the HP of the target card, the target card is hit and destroyed.

Attack Points (AP)

AP determines the amount of damage against an enemy card. Any card with 0 AP cannot be used to attack, by itself. Most Objects have 0 AP. They must be used by a Creature/Hero. They cannot attack on their own.

Gold (GP)

GP is gained by destroying enemy cards. GP can be used to buy Objects, Heroes and Strongholds.

Bonus

Many cards have Bonuses. Bonuses allow you to add AP, LP, GP and do other things. Most Bonuses require a successful hit, in order to be used.

Penalty

Some cards have Penalties. Penalties can decrease AP, LP or GP of the attacking card.

Card Types

Creature

There are seven types of Creatures; Humanoid, Beast, Reptilian, Insectoid, Spirit, Construct and Unknown. Each creature has unique characteristics, strengths and weaknesses.

Object

Objects are purchased from the Objects deck, using GP. Object cards make things interesting. These cards can increase or decrease AP, LP or GP for a player. Some Objects can be chained together for a more powerful blow. Using a chained Object gives you increased AP or other type of bonus. An Object can be targeted, even when held by a Creature/Hero.

Example

You have an Enchanted Dagger and an Enchanted Pumpkin. Both qualify for a chain bonus. Once one of these Objects is destroyed, the chain bonus may no longer be used.

Hero

Heroes are purchased from the Hero deck, using GP. Heroes have special abilities, such as healing or attacking more than one Creature at a time. Some Hero cards have a Support Bonus. A Support Bonus is like an Automatic Object. The Hero's ability is in effect, until destroyed or placed into a Stronghold. Hero cards may only be purchased during the Regroup Phase. A player may purchase more than one Hero per game. All Heroes are worth a whopping 20 LP!

Event

Event cards, for the most part, can best be described as extremely unfortunate circumstances. However, you can take comfort in the fact that all players are affected. While these cards are mostly bad news, there are a few that will put a grin on even the saltiest player's face. Event cards drawn during the Regroup Phase must be played at the beginning of the Combat Phase. They are discarded after use. Events do not affect Creatures protected by a Stronghold.

Stronghold

Stronghold cards are like a port in a storm. They can be purchased from the Stronghold deck, using GP. Stronghold cards offer protection for Creatures from any attacks or Events. A Creature may stay in a Stronghold indefinitely. However, Creatures/Heroes are inactive when inside a Stronghold and must be removed from the Stronghold to be used. A Stronghold card can hold a maximum of three creatures. Objects and Heroes may not be placed into a Stronghold. Strongholds cannot be destroyed. Each Stronghold holds a particular type of Creature. Choose to suit your needs.

Important!

A player may only have one Stronghold card at a time. A Stronghold may be discarded during the Regroup Phase. When a Stronghold is discarded, so are any cards within it.

Actions

Roll

This is the most common Action. It simply requires a roll of the 20-sided die. The roll result determines the outcome.

Automatic

This type of card is always active during the Combat Phase, until destroyed. Automatic cards do not need to be held by a Creature/Hero to be used.

Modifier

This type of card can be combined with a Creature or Hero for a stronger result. Modifier Objects must be placed behind the Creature/Hero you plan to modify, **before** you declare your target. If an attack is successful, the Modifier card's effect is added to the result.

Example...

You have a Modifier Object that gives +10 AP. You attack your opponent, using a Creature with 50 AP. The attack is successful! 50 AP + 10 AP bonus = 60 AP.



Card Anatomy (Creature)

1. **Card Name**
2. **Hit Points (HP), Attack Points (AP), Gold Points (GP), Life Points (LP)**
3. **Action Type** (Roll, Automatic, Modifier) and **Card Instructions**
4. **Flavor Text**
5. **Card Type** (Creature: Humanoid, Beast, Reptilian, Insectoid, Construct, Unknown; Object, Hero, Stronghold, Event)



Card Anatomy (Object)

1. **Card Name**
2. **Hit Points (HP), Attack Points (AP), Gold Points (GP), Life Points (LP)**
3. **Action Type** (Roll, Automatic, Modifier) and **Card Instructions**
4. **Card Cost**
5. **Flavor Text**
6. **Card Type** (Creature: Humanoid, Beast, Reptilian, Insectoid, Construct, Unknown; Object, Hero, Stronghold, Event)

Card Layout



This example shows the maximum number of cards allowed for each player (five active cards with one Stronghold). The common decks (Pool, Object, Hero, Stronghold and Discard) are placed between the players.

A Stronghold card allows for a maximum of three cards to be protected, according to their types. During the Regroup Phase, cards can be moved into or out of Strongholds.

At 100 GP, a Stronghold is a good investment. It can keep your best cards safe, until just the right time!