

NEW TO THUNDERSTONE? READ THIS FIRST!

LEARN TO PLAY

THE BASICS IN 3 EASY STEPS

Thunderstone is called a deck-building game. Many card games have a common deck of cards that all players draw from. In Thunderstone, you have a personal deck of cards that only you draw from. All players start with identical basic decks. Then you customize your deck as part of the game. At the end of each turn, discard your entire hand and draw a new one from your deck.



STEP 1: SETTING UP

For now, put the game board and tokens aside. Look through the cards.

First give each player 1 set of the cards below:

- 6 copies of Regular
- 2 copies of Torch
- 2 copies of Longspear
- 2 copies of Thunderstone Shard

These 12 cards make up a basic deck. Each player shuffles his or her deck. Place it face down.

Next we'll set up the village. Look through the green cards. These are called village cards.

Find 8 copies of each card below:

- Innkeeper
- Longsword
- Mass Teleport
- Moonstone

Stack up all cards with the same name. Put the 4 stacks in the middle of the table. This is the village.

THUNDERSTONE Advance



Finally, find a hero. Look through the blue cards. These are called hero cards.

Find 6 copies of the card below:

Criochan Sergeant

Stack these 6 cards together. This is the hero available for hire in the village.



You've set up the village! Now you're ready to start building your party in Step 2.

STEP 2: BUYING CARDS

To improve your deck, you buy cards using the gold value of the cards in your hand. A card's gold value is the number on the gold coin near the top left of the card. Add all the gold values in your hand to find out how much gold you have to buy with.



This hand has a total gold value of 6.

The gold cost of a card is represented by the number on the bag of coins found in the center of the card.



This card has a gold cost of 5.

Look at the gold cost of the cards in the village. They range from 3 to 5. Now look at the hero card. It costs 7.

You need heroes to beat monsters in the dungeon. But to buy a hero, you must improve the gold value of your deck. Let's get started!

Draw a hand of 6 cards from your basic deck. Count up the total gold value of your cards. Chances are you'll get a hand worth 4–6 gold.

Your total gold value must equal or exceed the cost of the card you want to buy. You can buy only 1 card per turn, unless a card lets you buy more. You cannot save extra gold.

Take a turn to visit the village and buy a card. Buy a Longsword if you can, or an Innkeeper if you can't. (If you can't buy either one, reshuffle all your cards and draw a new hand of 6. Then try again.) Whichever card you buy, place it in your discard pile face up. Then discard your hand face up and draw the other six cards from your deck.

Have each player take a turn in this way. When everyone has had a turn, go around again. Each player should purchase another card with the second hand. Again, place the purchased card in your discard pile, and discard your hand.

Your deck is now empty, and your discard pile is full. Shuffle your discard pile (14 cards) and turn it face down to create a new deck. Draw 6 cards from your deck to make your next hand. You might see that your gold value has grown, allowing you to buy more expensive cards.

Some cards have **Village** abilities you can use. For example, when you draw a hand that has both an Innkeeper and a Regular in it, you can use the Innkeeper's special ability. On his card it says, "Village: Destroy a villager or hero. You may buy an additional card this turn." Go ahead and destroy a Regular (remove him from the game) to allow yourself to buy two cards this turn.



Continue to take turns buying cards as your hand allows. Shuffle your discard pile and place it face down to create a new deck whenever you need to draw a card, but your deck is empty.

When you can, buy a Criochan Sergeant or two and a Mass Teleport. Then move to Step 3.

STEP 3: KILLING MONSTERS

Let's set up a basic dungeon. Look through the red cards. These are called monster cards.

Find these 9 cards:



- 3 copies of Drakeclan Ambusher
- 3 copies of Drakeclan Cutter
- 2 copies of Drakeclan Shaman
- 1 copy of Drakeclan Laird

Set the Drakeclan Laird card aside for a moment. Shuffle the other 8 cards together. Then put the Drakeclan Laird on the bottom of the stack. This is your dungeon deck.



Place the dungeon deck near the village. Turn over the top 3 cards from the dungeon deck, and place them in a row beside the deck. This creates the dungeon hall. Each "spot" in the row is called a rank.

Now when your turn comes, you can choose: Visit the village to buy a card, or enter the dungeon to fight a monster.

Each hero (Regular and Criochan Sergeant) has Physical Attack and a number. Add these numbers together to overcome the Drakeclan cards' Health.

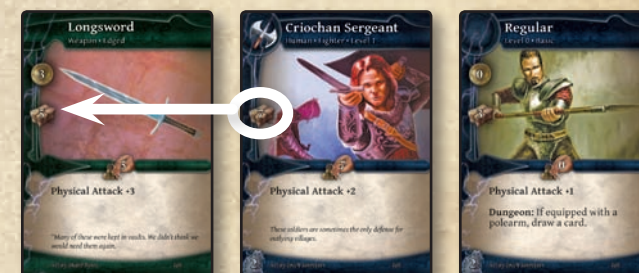


Health



Physical Attack

Each weapon also has a Physical Attack and a number. To use a weapon's Attack, however, you must equip it to a hero. To equip a weapon, place it next to the hero you want to equip it to. Each hero can only equip one weapon, and only if his Strength is equal to or above the weapon's Weight. Notice that only the Criochan Sergeant can equip the Longsword.



You can use **Dungeon abilities** like you used the **Innkeeper's Village** ability. If you equipped a Longspear to a Regular, you can use the Regular's Dungeon ability to draw another card. You could also use Mass Teleport to draw more cards, although that stops you from using any more Dungeon abilities this turn.

Once you've used your **Dungeon abilities** and equipped your weapons, total up the **Physical Attack** on all the cards in your hand.

The dungeon is dark. The closer a monster card is to the dungeon deck, the darker the dungeon. Each rank is one point darker than the last. Each point of Darkness reduces your Total Attack Value by 1.



-1 attack -2 attack -3 attack

Light pushes back Darkness. Each point of Light cancels one point of Darkness.



Next, choose one **Drakeclan** to **fight**. Add up your **Total Attack Value**. Apply the penalty for any remaining **Darkness**. Compare that number to the Drakeclan's **Health**. If your **Attack Value** equals or exceeds its **Health**, you slay it!



When you kill a monster, place it in your discard pile. Then slide cards in the hall forward to fill any empty ranks. Finally, draw cards from the top of the dungeon deck to refill the hall.



At the end of your turn, discard your hand and draw a new hand of 6 cards. Then see how quickly you can defeat the Kobold Laird!

THE NEXT STEP

Those are the basics. Now you're ready to learn the whole game. You'll level up heroes, endure curses, experience battle and spoils effects, find familiars, discover card combinations, defeat the powerful Thunderstone Bearers, and more. Pick up the rulebook, and get started!