

Round Summary

Each Player takes their turn counter-clockwise around the table, starting with the First Player.

At the beginning of each Round after the first Round, perform the **Rotation Mechanism**: turn each level of the board counter-clockwise, starting at Level 1, then Level 2, etc.

Turn Summary

Housekeeping Phase

All Players: Add 1 Energy Token if Energy Section not full.

Scrounger: Add 1 Scrounge Token if Scrounge Section not full.

Action Phase – Gain 3 APs. Spend them on the following Actions, which each cost 1 AP unless otherwise **noted**...

- **Scavenge**: If on Warehouse, take 1 Card from corresponding Crate Board (limit 1/turn).
- **Command Familiar**: to travel 1-2 Hexes to retrieve Treasure/Card Marker; or, to immobilize an opponent (a Command **costs 3 Energy Tokens**)
- **Pick up**: Treasure Token or Card Marker at your location
- **Play**: a 1-Time Power Card from your Hand
- **Draw 1 Card**: from the Permanent or 1-Time Power Deck
- **Draw 5 Cards**: each from either deck, **costs 3 APs**
- **Harvest**: If on Accessible, Cave, or Shelter. Uses D3 die roll: 1: 1-TimePower 2: Permanent Power 3: Heal 1 HP
- **Activate, Deactivate, or Swap**: a Permanent Power Card
- **Place/Disarm Time Bomb**: If on Warehouse. Placing requires Time Bomb & **costs 2 APs**
- **Heal**: If you begin turn on a Power Hex – 1/turn only

Attack Actions

- **Melee Attack**: an Opponent in adjacent Hex on same level or above. Attacker loses 1 HP, Attacked loses 2 HP and may be Pushed, per rules
- **Shoot an Arrow**: 1 HP + 2 Wounds - requires an Activated Bow
- **Throw Grenade**: into adjacent hex, does 3 HP damage – requires Grenade Treasure Token

Move Actions

- **Walk**: 1 adjacent Hex on the same level or lower
- **Run**: 2 adjacent Hexes, either to the same level (+1 Wound per Hex) or to a lower level (2 Wounds per Hex)
- **Climb**: Up 1 Level - **costs 3 APs**
- **Spelunk**: If on Cave, emerge from the Cave on the opposite side - acquire 3 Wounds and end turn
- **Walk into the Axis Mundi Hex**: **Costs 2 APs**. Roll D6: 1-3= Entered Heaven & become Angel, 4-6= Entered Hell & become Demon. Follow instructions on Angel/Demon Mat. Ends Turn. Next turn's first Action must be to Climb

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The Number of Wounds Taken When Entering a Hex

Terrain Type Entered	Entered Using Walk, Climb, or Push	Entered Using Spelunk (Includes Spelunking Wounds)	Entered Using Run From Same Level	Entered Using Run From Above
Warehouse, Path, Shelter	0 / 0 w/Dexterity	N/A	1 / 0 w/Dexterity	2 / 1 w/Dexterity
Accessible	1 / 0 w/Dexterity	N/A	2 / 1 w/Dexterity	2 / 1 w/Dexterity
Power	0 / 0 w/Dexterity	N/A	0 / 0 w/Dexterity	0 / 0 w/Dexterity
Pier	0 / 0 w/Dexterity	N/A	0 / 0 w/Dexterity	N/A
Cave	1 / 0 w/Dexterity	3 / 2 w/Dexterity	2 / 1 w/Dexterity	2 / 1 w/Dexterity
Axis Mundi	0 / 0 w/Dexterity	N/A	N/A	N/A
Inaccessible	N/A	N/A	N/A	N/A

Hex Icons

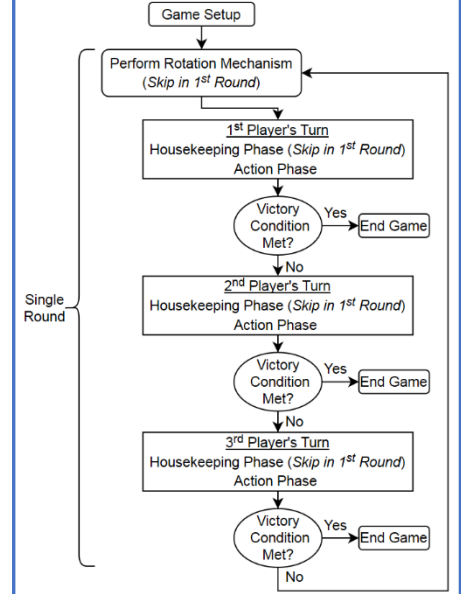


Card Icons



Double Double Can't Recycle

Game Flow



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Power	0 / 0 w/Dexterity	N/A	0 / 0 w/Dexterity	0 / 0 w/Dexterity
Pier	0 / 0 w/Dexterity	N/A	0 / 0 w/Dexterity	N/A
Cave	1 / 0 w/Dexterity	3 / 2 w/Dexterity	2 / 1 w/Dexterity	2 / 1 w/Dexterity
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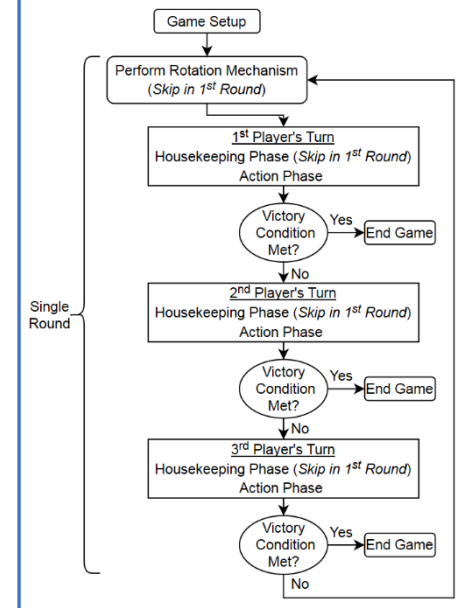


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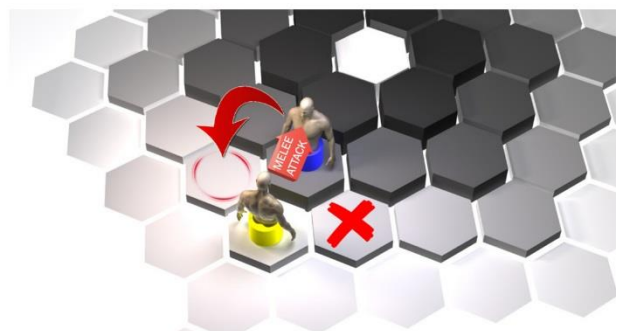
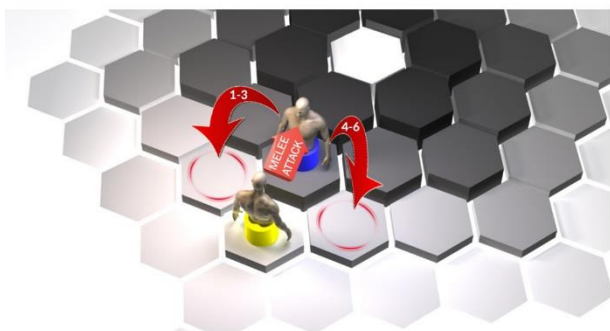
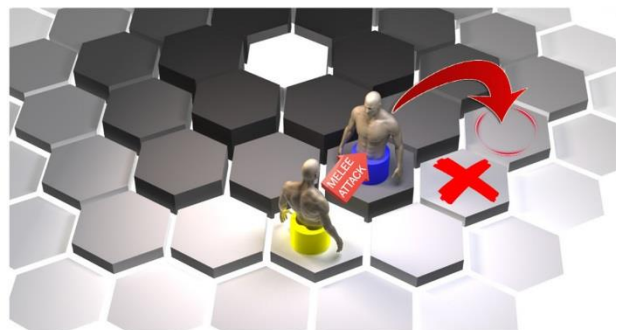
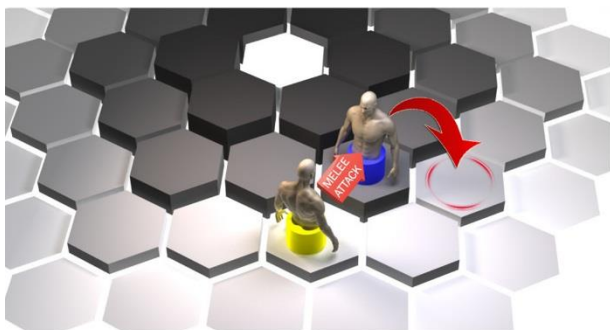
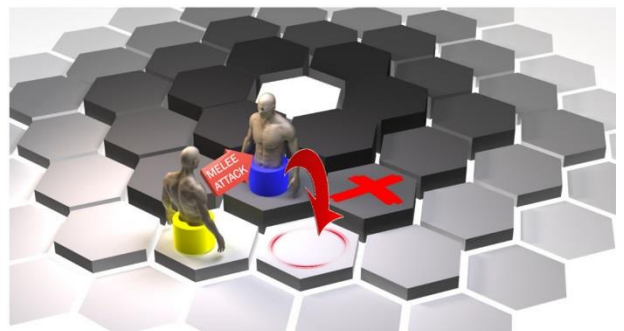
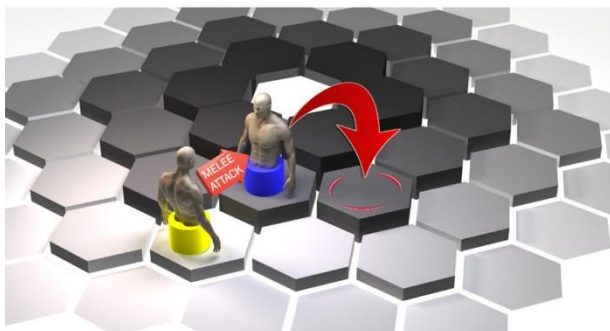
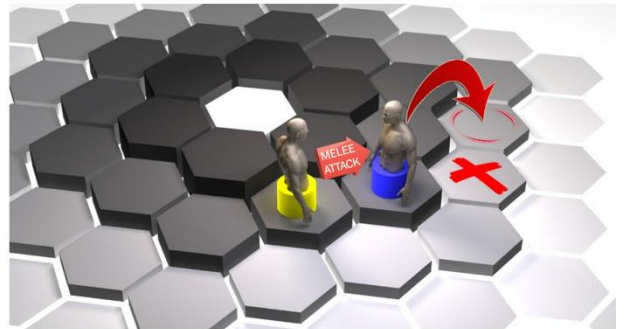
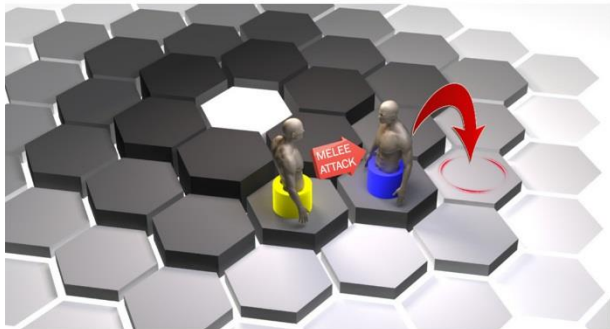
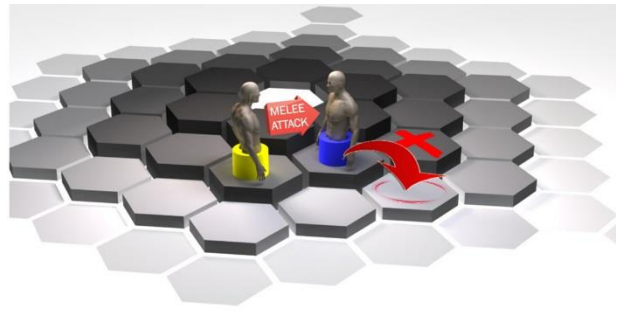
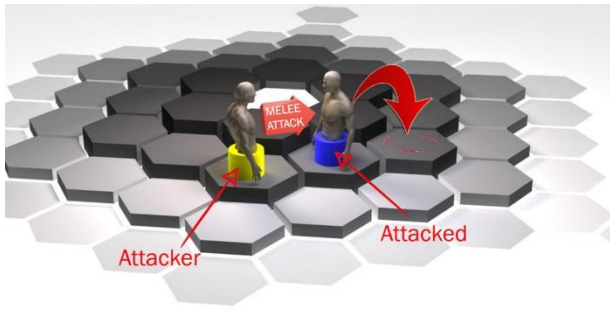


Double Double Can't Recycle

Game Flow



Melee Attack Pushes



Glossary

1-Time Power Card: Cards that can be Played during your turn for a one-time benefit

Action Point (AP): During the Action Phase of a Turn, you gain 3 Action Points, which can be spent on Actions in any order

Activation: An Action that Places a Permanent Power card from your Hand into your Character Mat's Slot in order to receive its benefit

Attack Action Point: An Action Point that can only be spent on an Attack Action (Melee Attack, Shoot an Arrow, Throw the Grenade)

Axis Mundi: The Hex inside the dormant volcano's crater, it turns you into an Angel or Demon

Card: Either a 1-Time or Permanent Power, they are usually drawn from their respective Deck, Played/Activated, and lastly, discarded

Character: The avatar that represents you in the game world, each Character has Variable Player Powers, HPs, Wounds, and a location on the board

Character Mat: A game board that keeps track of your Character and Familiar's vital information

Discard: To place a card into the Discard Pile, face-up. 1-Time Power cards are Discarded after they are Played, cards are Discarded to reduce a Hand to its Hand Limit, and cards are Discarded without being Played in order to grant the benefits of certain Played cards

Energy: A resource, represented with tokens, that is required for your Familiar to complete your commands

Familiar: A bird of prey from another dimension that you can command to complete a variety of tasks

Flight Path Limit: the maximum number of Hexes your Familiar may travel from your location when you perform a 'Command Familiar...' Action

Hand: Short for Hand of Cards, these are the Cards you hold in your hand

Hand Limit: the maximum number of Cards you may hold in your Hand. The default is 5.

Hex: Short for Hexagon, a collection of these constitute the game's boards. Each Hex is a type of Terrain

Immobilization: A deleterious effect, caused by a Familiar, that prevents Move Actions

Level: 1) The various heights that the game boards are set at. The lowest is the Sea Level, the next higher is Level 1, the next higher is Level 2, etc. 2) In a full length game, the Axis Mundi Hex starts the game at Axis Mundi Level 1; as Angels and Demons perish, the Axis Mundi Level rises, which increases the strength of future Angels and Demons

Move Action Point: An Action Point that can only be spent on a Move Action (Walk, Climb, Spelunk, etc.)

Permanent Power Card: A card that grants a benefit that lasts as long as it is Activated

Play: An Action that grants you the benefit of a 1-Time Power Card. Played cards are then Discarded

Slot: The space on the side of Character mats. Permanent Power Cards are placed in the Slot in order to Activate them

Stack: Modifications effecting the same game property are added together

Terrain: The physical features and game characteristics of Hexes found on the game's board

Treasure: Tokens that are scattered throughout the island. Once acquired, they can be used at any time during your Action Phase to grant 1-time bonuses; they are then removed from the game

Variable Player Powers: The unique special abilities of each particular Character

Warehouse Crate Board: Represents the contents of a Crate within a corresponding Warehouse

Wound: represented by Wound Tokens, when you acquire 4 Wound Tokens, you lose 1 HP