

cards on your side of the table that all have the same number, or that all have the same symbol, as the discarded card.

Each activated card uses the ability described on the corresponding Summoner card. You must resolve all steps as much as possible. Complete one card's activation before starting the next.

The "first enemy" is the enemy at the front at the selected location. When a card changes position it goes to the back of the stack in its new location.

If the damage on a card equals or exceeds its number, it is destroyed (to its discard pile), and you gain 1 Riftforce point.

- **Check & Draw:** only if you have fewer than 7 cards in hand. Each location in which you have at least 1 card and the enemy has no cards scores you 1 Riftforce point. Draw cards to make up your hand to 7, shuffling discard if needed. [team] only "your" 3 locations are considered.

End of game

Game end is triggered when a player/team has 12 Riftforce points. They complete their turn and other players complete the round.

If at the end of last player's turn the scores are tied, play another round.

Riftforce & Beyond

Roger's Rules: Firedrake/BGG

2-4 players

Setup

- If ③ or ④ you may play [team] mode or standard.
- Shuffle all Summoners.
- Deal a random Summoner to each player.
- Lay out remaining 6+ ⑥ Summoners face-up.

- **Activate:** discard 1 card from your hand, and activate any 3

"back".
If cards are already present, overlap them vertically leaving numbers and symbols visible. The bottom of the stack is at the "front" (closest to the enemy), and cards are added at the "back".

must have either the same number or the same elemental symbol.

You may play these cards to the same or different locations. If

different, only one card to each location, and locations must be adjacent.

- **Play:** play up to 3 cards from your hand to any locations on your side of the table. All cards

Your turn

Take one action: Play, Activate, or Check & Draw.
- Alternate turns until victory.

- [team] when the start marker matches your seating position, you take one action, then move it to the next higher number.

- draw 7 cards to make your starting hand.
- ②[standard/team] Each player except first draws 1 card from deck and places it in their middle location.

- shuffle together the 9 cards for each of your guilds to make a deck.

- lay out your Summoners such that you and opponent can see them.

- Teams split between green and grey.)
- Each player:

- Determine a random first player. ③+[team]: team is first player.
- From first player, alternate choosing 1 Summoner until each player has 4 [standard] or 3 [team] summoners.
- [standard] Set up centre of table with 5 locations in a row. A is adjacent to B, B to A and C, etc.; A and E are not adjacent.
- [team] set up 3 green and 3 grey locations in a single row. Place player order card for ⑥ at end of row, start marker of appropriate colour on spot 1.

(Teams split between green and