

Riffforce

Roger's Rules: Firedrake/BGG

Setup

- Shuffle 10 Summoners and discard one at random.
- Deal a random Summoner to each player.
- Lay out remaining 7 Summoners face-up.
- Determine a random first player.

- From first player, alternate choosing 1 Summoner, three times each.
- Discard remaining Summoner.
- 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.
- Each player:
 - lay out your 4 Summoners such that you and opponent can see them.
 - shuffle together the 9 cards for each of your 4 guilds to make a 36-card deck.

Your turn

- Take one action: Play, Activate, or Check & Draw.
- **Play:** play up to 3 cards from your hand to locations on your side of the table. All cards must have either the same number or the same elemental symbol.

- draw 7 cards to make your starting hand.
- Second player draws 1 card from deck and places it in the middle location.
- Alternate turns until victory.

You may play these cards to the same or different locations. If different, only one card to each location, and locations must be adjacent.

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".

- **Activate:** discard 1 card from your hand, and activate any 3 cards on 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 Riffforce point.

End of game

Game end is triggered when a player has 12 Riffforce points. They complete their turn. If they were the first player, second player gets one last turn.

- **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 Riffforce point. Draw cards to make your hand to 7, shuffling discard if needed.

If at the end of second player's turn the scores are tied, play another pair of turns.