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v1

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Game: **BESTIARY OF SIGILLUM (Collector's Edition)**

Publisher: **CrowD Games (2023)**

Bestiary of Sigillum

SETUP (2 PLAYERS)

Place the board with the *Kingdom of Two Castles* field side up and place the **Sigil of Time board** next to it. Set the **time dial pointers** to any sectors (it does not matter which). Place all **effect markers** next to the board, forming a shared supply.

Randomly choose a first player (they stay the first player throughout the game). They take 3 **character bases** and a **castle marker** of the same color and choose either the north or south castle board space. They then position the boards with the chosen side towards them. The second player occupies the opposite castle and takes the same components of the remaining color.

Both players place their castle marker on the first space of their castle track (🏰/🏰), then the first player advances their marker 2 spaces to set their **initial damage** (they cannot decrease these 2 damage points for the rest of the game).

Players then pick **characters** in alternating order, starting with the first player. Repeat until both players pick 3 characters each. Characters have an **attribute class**:

🛡 **Strength**
Frontline of your offensive. Great vitality. Draw enemy fire and shield vulnerable allies from lethal strikes. Most have a *stun* effect.

⚔ **Agility**
Cutting edge of your band. Weaker but inflict massive injuries. Highly depend on allies' support, but if protected and positioned well, can change the battle's outcome.

🛡 **Intelligence**
Rearguard of your band. Focused on strengthening allies and weakening enemies. Using support abilities, they can compensate for your shortcomings and mitigate injuries.

After picking a character, place its **character sheet** faceup in front of you (place your sheets in a row from left to right as you choose them). Take the character's components from the slot matching the number at the bottom of the sheet. Attach the **character token** to one of your bases, then place it on its character sheet. Place the 3 **ability tokens** on their matching slots.

Place vitality markers equal to the character's **VITALITY**, vitality (heart) sideup on the character sheet. During the game, you may not add or remove vitality markers from a character sheet.

After both players choose their characters and components, return all unused components to the box.

Experienced players can limit the number of available characters during the setup. Starting with the first player, ban characters in alternating order until you and your opponent have banned 3 characters each (return these to the box). Then choose characters as normal. Alternatively, you may ban 1 character each, then choose 1 character each, until both players have banned and chosen 3 characters each. You may also choose to make the characters banned in the previous game unavailable.

2 player game on the Four-Way Crossing field

Follow the rules above but pick 4 characters and choose 2 castles; your opponent does the same. At the beginning of the game, 'bind' 2 characters each to one of your castles to indicate in which castle hex your characters will be re-summoned when exiled. Your characters can move and be moved into both of your castle hexes unless these hexes are already occupied. During the ability phase, you may use any available abilities of your characters in any order.

GAMEPLAY

Each **round** consists of the first player's **turn**, then the second player's turn. Each player's turn is divided into 3 **phases**.

At the start of each round, the first player (the **timekeeper**) rotates the time dial 1 sector clockwise and performs the 3 subsequent phases. Then the second player performs the 3 phases. Then both players proceed to the next round. The second player never becomes the timekeeper and never rotates the time dial.

1. TIME PHASE

Skip the time phase during the first round.

Whenever the timekeeper rotates the time dial 1 sector clockwise, all characters' abilities get 1 round closer to being returned from **cooldown**. An ability becomes **charged** when the time dial pointer stops on a sector with that ability token.

During the time phase, if you are the current player:

• Remove all your **charged** ability tokens from the Sigil of Time board and place them in their slots on your character sheets. Then return your shifted **core** ability tokens back to the centre of the core slot on your board.

• Remove all **positive** effect markers from your character sheets and all **negative** effect markers from your opponent's character sheets to the supply. (Return the *Architectus's Obstacle* and *Eresida's Web* markers to the supply if you placed them in the previous round.)

During your turn, you should only remove the effect markers that *you* placed in the previous round (the effects applied by your opponent are still active).

2. ABILITY PHASE

You may use any available abilities of your non-stunned characters. An ability is **available** if its ability token is in its slot on the character sheet. You may skip this phase if you decide not to use any available abilities, or you may choose to only use some of them.

Each character has 3 unique abilities: 1 **core ability** used to attack or maneuver, and 2 **support abilities** used to apply effects, move characters around the field, or otherwise shift the balance of power. The ability's action is listed next to the ☀ symbol.

Allied characters are all characters that belong to your band (and your teammate's band in a 4 player game).

The target within 2 hexes from your character means the target is either in an adjacent hex or 1 hex away from your character.

3. CONTROL PHASE

When you have used all chosen available abilities, declare the start of the control phase. During this phase, **each catapult tower under your control deals 1 damage to the opponent's castle.**

During your control phase:

1. For each tower under your control, your opponent's castle suffers 1 damage (the opponent advances their castle marker 1 space on their track).

2. Declare victory if your opponent's castle marker reaches the last space of its track.

You **control** a catapult tower whenever the **CONTROL** points sum of all your characters in that tower's control area (including stunned characters) exceeds the control points sum of all your opponent's characters there (including stunned characters). If your control points sum is equal to your opponent's control points sum, the tower does not fire.

By default, **each character has 1 control point** but can gain 1 point per **control increase effect** and lose 1 point per **control decrease effect** (control points are never negative).

During the control phase, **only the catapult towers under the current player's control may fire**.

On the *Kingdom of Two Castles* field each catapult tower's control area consists of 1 tower hex and the 4 adjacent hexes.

The second player now takes their turn and performs the same 3 phases in the same order, starting with the time phase (they never rotate the time dial however).

CORE ABILITY

A core ability allows your character to perform an **maneuver action** *or* an **attack action**, but not both. It may be used once each round (ie, its cooldown takes 1 round).

MANEUVER ACTION

Your character may perform a **maneuver**, moving into any adjacent unoccupied hex (except for your opponent's castle hex). A hex is unoccupied if there is no character token there (and an *Architectus* obstacle marker is not there).

To perform a maneuver, shift the chosen character's core ability symbol to the ➡, then move their character token onto any adjacent unoccupied hex.

A character can move into a hex of any terrain type (plain, forest, mountain, or water). Two characters may not perform a maneuver simultaneously to swap positions.

ATTACK ACTION

Your character may perform an **attack**. An attack can only target an opponent's character(s).

To perform an attack:

1. Declare the core ability **name** and shift its token to the ☀.

2. Declare the target(s) that fall within the attack's range 🎯. Characters' attacks cannot deal injuries to their allies.

   Melee characters can only attack enemies in adjacent hexes, while **ranged** characters can target enemies at larger distances.

3. Calculate your character's **ATTACK** points. Note any conditions on the character sheet. The attacking character gains 1 attack point per **attack increase** effect and loses 1 attack point per **attack decrease** effect. Attack points are never negative.

4. Calculate the **injuries** dealt to each target by subtracting the target's **DEFENSE** points from your character's attack points. By default, each character has 0 defense points but can gain 1 point per **defense increase** effect and lose 1 point per **defense decrease** effect. Defense points are never negative. If there are more defense decrease effects than defense increase effects applied to a character, they have 0 **DEFENSE** points.

5. Your opponent flips over vitality markers to the injury (scratches) side on their targeted character's sheet equal to the number of suffered injuries. Once the last marker is flipped over, the targeted character is **exiled**:

   • Place the exiled character's token on their castle hex. If it is occupied, place the token on their character sheet instead.

   • Remove all effect markers from the exiled character's sheet and flip over all vitality markers to the vitality side (leave their ability tokens on the Sigil of Time).

   • Your castle suffers damage (advance your castle marker 1 space on your castle track).

6. Declare victory if your opponent's castle marker reaches the last space of its track.

The summoner's compel rule

Whenever you have a character token on its sheet, immediately place it on your unoccupied castle hex (if you have more than 1 character token on your sheets, take the leftmost one).

If your castle hex is already occupied, leave the character tokens on their sheets until your character moves away from your castle.

As soon as your castle hex is no longer occupied, immediately place the next character token from its sheet there.

SUPPORT ABILITIES

All support ability effects applied to a character temporarily change their stats. Once your character uses their ability to apply an effect, it is considered **applied**; it lasts for your current turn, your opponent's turn, and ends during your next turn's time phase (when you remove the corresponding effect marker).

Most support abilities have a constant cooldown, but some have a cooldown that depends on special conditions (listed next to the 🕐).

To use a support ability, perform these steps:

1. Declare the chosen support ability **name**.

2. Declare the target(s) that fall within the ability's **range**.

3. Use the support ability:

   • If the ability initiates a **one-shot action**, immediately perform the action once.

   • If the ability applies an **effect**, take the corresponding effect marker from the supply and place it on the targeted character's sheet (or on the target's token on the field). Obstacle and web markers should be placed on an unoccupied hex (except for castle hexes).

   If an ability initiates a move action and then applies an effect, the character must complete the move part of the action to apply the effect.

4. Calculate the **cooldown** of the used ability. Note any conditions on the character sheet. Place the appropriate ability token on the cooldown area of the Sigil of Time in the sector marked by the number equal to the calculated cooldown. One sector may contain an unlimited number of ability tokens.

An ability cooldown always takes from 1 to 6 rounds. If the calculated time is less than 1 round, place the ability token in the sector marked 1; if the time exceeds 6 rounds, place the ability token in the sector marked 6.

CASTLE HEX CLARIFICATIONS

A castle hex (like any other hex) cannot contain multiple characters. Your character may not occupy an opponent's castle hex in any way.

While your character is on your castle hex, they may use their abilities as usual, but they cannot be targeted by either an enemy's core ability or support abilities (enemies may not attack them, apply negative effects to them, or move them).

Manus may not use his *Mechanical Hand* to pull an enemy from the castle hex (but Manus can use this ability to pull an ally).

Goetium may use his *Ritual of Vitality* to injure himself (or his ally), even if he (or his ally) occupies the castle hex.

Your character may be moved into your castle hex if an enemy or an ally uses a certain support ability.

Vinctum can use his *Iron Mask* to move his enemy into the enemy's unoccupied castle hex.

END OF THE GAME

The game ends immediately when one player's castle marker reaches the last space of their castle track.

The other player is the winner.

BATTLEFIELDS

During setup, choose a field. The first player advances their castle marker 1 space for each catapult tower on the chosen field (instead of 2 spaces as normal) to set initial damage.

Dwarven Citadel

This is a winter battlefield with just 1 catapult tower in the middle. It is located in a plain hex and has a control area of the central hex and its surrounding adjacent 6 hexes.

Players have 1 starting area (safe summon zone), the C1 or C5 mountain hexes: treat these hexes as castle hexes.

Playing on this field, you do not need to divide your bands into 2 flanks; your characters can even rush into the battle for the catapult tower's control area on the first turn.

Miner's Canyon

This is a desert battlefield without water and forest hexes.

There are 9 **railway** hexes in the center that count as plain hexes. All other hexes (including castle hexes) are mountains.

While a character occupies a railway hex, they have 1 more option to use their core ability: to perform a **minecart action**. Move into an adjacent unoccupied railway hex, then optionally perform an immediate attack. Consider a minecart action as an alternative attack action.

If a character is *swiftened*, they can perform a maneuver and either perform an attack or minecart action in any order in the same turn. If the character is *slowed*, they can perform an attack or minecart action but cannot maneuver normally. *Flying* does not affect a minecart action in any way.

The catapult towers' control areas are the same as on the *Kingdom of Two Castles* field.

Cemetery of Darkness

This is a gloomy battlefield without mountain hexes.

There are 3 catapult towers with overlapping control areas. Each tower's control area consists of the tower hex and its adjacent hexes.

Players will struggle fiercely to occupy B2-B3 and D2-D3 hexes, as they are in the control areas of 2 towers at the same time.

Both castle hexes have a plain terrain type.

Chaos World

This is a fiery battlefield without water hexes, with hexes of a new terrain type: **lava**.

During your control phase (before the catapult towers fire), all your characters in lava hexes suffer 1 injury (this cannot be blocked with *defense increase*). Your opponent's characters in lava hexes suffer injuries during their control phase. Both castle hexes have a plain terrain type.

The catapult towers' control areas are the same as on the *Kingdom of Two Castles* field.

Wondrous Islands

This is a tropical battlefield with 4 **whirlpool** hexes that have a water terrain type.

While a character occupies a whirlpool hex, instead of performing a maneuver, they may perform a maneuver into any other unoccupied whirlpool hex.

The catapult towers' control areas are reduced, with a control area of the 3 hexes adjacent to the catapult tower. Both castle hexes have a plain terrain type.

Temple of Time

This is a metallic battlefield whose hexes have no terrain type. Each hex is a time plate that may affect the support abilities' cooldown.

If your character occupies a catapult tower hex (A2 or E2) when using a support ability, decrease the ability's remaining cooldown by 1. If they occupy a silver hex adjacent to the catapult tower, the cooldown is unaffected. If they occupy a bronze hex, increase the remaining cooldown by 1. If they occupy their castle hex, increase the remaining cooldown by 2. If the calculated time is less than 1 round, place the ability token in the sector marked 1; if the time exceeds 6 rounds, place the ability token in the sector marked 6.

Therefore the further a character is from the clock mechanisms located in the catapult towers, the longer it will take to cooldown their support abilities.

The catapult towers' control areas are the same as on the *Kingdom of Two Castles* field.

FACTION CASTLES

Suitable for 2 player and 4 player games.

SETUP

After picking characters, players pick **faction castles**. Starting with the first player and proceeding clockwise, players take turns banning 1 castle (skip this step in a 4 player game). Then following the same order, each player chooses 1 of the remaining faction castles.

After picking a faction castle, take its sheet and place it faceup next to the board under the picture of your castle. Then take the 3 ability tokens shown on the sheet and place the token of the first ability in its slot. Place the other 2 tokens on your castle track: the token of the second ability on the 🏰/🏰 space, and the token of the third ability on the 🏰/🏰 space.

GAMEPLAY

Each faction castle has 3 support abilities: the first ability is available at the start of the game, while the other 2 become available only when your castle suffers enough damage. If your castle marker moves onto a space with an ability token, place this token in the matching slot on your faction castle sheet. You now have this token until the end of the game, and can use this castle's ability according to the rules for character's abilities.

A castle's ability cannot be affected by a character's ability, but it can be affected by an event. However, if a character has gained *resistance*, they cannot be affected by an opponent's castle abilities (because these are support abilities).

1ST CASTLE ABILITY

The first castle's ability is available on your first turn. It can be used during the ability phase, but unlike a character's core ability, it may take longer than 1 round for it to cooldown. After using a castle's ability, place its token into the corresponding sector of your cooldown area.

The first castle's ability allows you to apply a lasting effect on characters or a hex. There are 3 new effects listed on the faction castle sheets:

Steadfast
This character cannot be targeted by an enemy's support abilities that initiate a move action (therefore an enemy cannot move this character in any way).

Blindness
This character's ability ranges are limited to their current hex and adjacent hexes (if the target is not within this limited range, the ability cannot be used).

Terraforming

Treat all **terraform** markers as lasting neutral effects. When you use the Bulwark's *Altar of Elements* ability, place 1 of the 5 terraform markers (plain, forest, mountain, water, or lava) on any occupied or unoccupied hex to temporarily change its terrain type. Remove it during your next time phase.

2ND CASTLE ABILITY

The second castle's ability becomes available when your castle marker reaches the 🏰/🏰 space. It can be used in the same way as the first ability but allows you to move allied characters. **Allied characters** are all characters that belong to your band (and your teammate's band in a 4 player game).

The Citadel's *Underground Tunnel* cannot be used when playing on the *Dwarven Citadel* field.

3RD CASTLE ABILITY

The third castle's ability becomes available when your castle marker reaches the 🏰/🏰 space. This passive ability can be used only if a certain condition is fulfilled: then you have the choice to use this ability or not. There are 2 types of conditions listed next to the symbol on the faction castle sheets:

- **Your character is exiled.** This may be fulfilled anytime during the game whenever your character suffers injuries and loses their last vitality point.

- **All catapult towers are under allied control.** This may be fulfilled only during your control phase whenever all catapult towers on the field are under your control (on the *Four-Way Crossing* field, your team must control at least 3 towers).

Shift of cooldown: The Citadel's *Brewery* allows you to slow down the cooldown of all enemies' support abilities by 1 round. Shift 1 or both of the target's support ability tokens 1 sector clockwise on the opponent's cooldown area (move to a higher numbered sector). If the ability tokens are shifted to the sector numbered 6 (with a pointer), they are not considered charged. If the ability tokens were already in the sector 6, they should remain there (ability cooldown never exceeds 6 rounds).

EVENTS

Suitable for 2 player and 4 player games.

Before playing, return to the box all the event cards mentioning hex types that are not present on the chosen battlefield. Note that there are no catapult tower hexes on the *Four-Way Crossing* and *Wondrous Islands* fields.

During setup, shuffle all the **event cards** into a facedown deck, placing it next to the board. Then, flip over the card on the top of the deck; this is the **upcoming event card**.

Starting with the second round, after rotating the time dial, the timekeeper takes the upcoming event card and places it to the left of the event deck – this card becomes the current event card.

Then, the timekeeper flips over the card on the top of the event deck – this is a new upcoming event card. Future current event cards are always placed on top of the previous ones.

During the first round, the time phase is skipped, so the time-keeper does not rotate the dial and does not place the event card.

From this point forward, each player (or each team in a 4 player game) resolves the effect of the current event (placed to the left of the deck) at the end of their time phase. If the card effect starts with the wording *'during this round'*, it affects all characters simultaneously until the end of the current round.

If the event card deck is empty, take all cards under the current event card, shuffle them, and create a new face down event deck.

A castle's ability and battlefields rules can be affected by an event.

EVENT CARD TYPES

Strengthening
Allow characters to use the power of nature to gain positive effects.

Weakening
Give characters negative effects due to unfavorable conditions.

Restriction
Prevent players from performing certain actions during the current round.

Castle siege
Allow characters to deal additional damage to the opponent's castle.

Exile
These cards change the rules of exiling characters.

CAMPAIGNS

A campaign consists of consecutive **puzzles** that develop a storyline.

A puzzle is similar to endgame study in chess and is a game situation that needs to be solved by reaching its goal following certain conditions. The conditions of each puzzle include a list of characters you and your virtual opponent play, and describe how to position each band and how many turns you have to reach the goal.

The complexity of solving a puzzle begins with the variety of options for your first turn, and requires that you study all possible moves of your virtual opponent.

A puzzle is considered solved whenever your opponent can do nothing to prevent you from reaching the goal.

You are the first to take turns, and your band owns the lower castle. Your enemies always own the upper castle.

An exiled character is not re-summoned in their Castle hex (remove the exiled character's token from the field).

Although all the puzzles together constitute one evolving story, before beginning each puzzle, place all characters' ability tokens in the respective slots on their sheets (all abilities are available).

If your opponent has a counter action that may prevent you from reaching the goal, a puzzle is not considered solved. You need to find a solution in which your enemy has no available actions to stop you.

Bestiary of Sigillum

GAMEPLAY

At the beginning of each round, **the timekeeper rotates the time dial 1 sector clockwise**. The first player/team performs the following 3 phases, then the second player/team does the same.

1. TIME PHASE

Return all your **charged** ability tokens to your character sheets. Reset shifted core ability tokens. Remove all effect markers that you placed in the previous round.

2. ABILITY PHASE

Use any available abilities of your non-stunned characters in any order (in a 4 player game, alternating between teammates).

Core ability

Perform a **maneuver** or an **attack**. Before using a core ability, shift its token to the respective symbol on the character sheet.

Maneuver: Move this character into any adjacent unoccupied hex, except for the opponent's castle hex.

Attack: deal injuries to each target equal to the difference between this character's **ATTACK** points and the target's **DEFENSE** points.

Support abilities

Initiate a **one-shot action** or **apply an effect** to place that effect marker on the targeted hex or character's sheet.

After you have used a support ability, calculate its **cooldown** and place its token into that sector on the Sigil of Time.

3. CONTROL PHASE

Calculate the **CONTROL** points sum of the allies and enemies (incl. *stunned* characters) in each catapult tower's control area.

For each tower under allied control, your opponent advances their castle marker 1 space on their castle track.

ABILITY RANGES

The target is the ability bearer.

The target is in an adjacent hex.

The target is in an adjacent hex or the target is the ability bearer.

The targets are in all hexes in a straight line.

The target is in any hex on the field.

The target is in any hex on the field or the target is the ability bearer.

The target is in any hex 1 unoccupied hex away in a straight line.

The target is in any hex in a straight line.

EFFECT MARKERS

Attack increase
Attack points +1.

Attack decrease
Attack points -1.

Defense increase
Defense points +1.

Defense decrease
Defense points -1.

Control increase
Control points +1.

Control decrease
Control points -1.

Swiftness
Character can use their core ability to perform a maneuver *and* an attack in the same turn (in any order). When you perform their core ability action a second time, flip over the core ability token as a reminder.

Slowness
Character cannot perform a maneuver, but they can still perform an attack and use support abilities, even those initiating a move action (except for Cerberus's *Vehemence*, which explicitly grants a bonus maneuver).

X increase/decrease effects of the same type are considered contrary; these effects should be summed up.

Swiftness and *slowness* are also contrary, but these effects do not sum up. If there are more swiftness than slowness markers on a character sheet, the character is swiftened. If vice versa, the character is slowed. If there are an equal number, the character is neither.

Flying
Character has an increased maneuver distance and can move into any unoccupied hex in a straight line from their current hex (occupied hexes may be skipped).

Resistance
Character cannot be targeted by an enemy's support abilities, but can still be attacked by their core abilities.

Vampirism
Character restores 1 vitality point if they deal at least 1 injury with their core ability (only 1 per attack).

Stun
Character cannot perform a maneuver or use abilities, but can still be moved by other characters' abilities.

Poison
Whenever this character uses a support ability, its cooldown takes 1 round longer for each poison marker on its sheet. A cooldown never exceeds 6 rounds.

Silence
Character cannot use their support abilities, but can still use their core ability to maneuver or attack.

Obstacle
A hex with an obstacle marker is considered **occupied** for all characters. The obstacle cannot be destroyed or placed on a hex with web. When calculating *Ballistarius's* attack points, a hex with the obstacle marker is an occupied hex.

Web
If *Eresida's* enemy moves into a hex with web, they become *stunned*, but if *Eresida* or her ally does so, they gain *swiftness*. Web can be used multiple times during a round. It cannot be destroyed or placed on a hex with an obstacle.

Obstacle and web markers should be placed only on an unoccupied hex (except for castle hexes), while other effect markers should be placed on character sheets.

ONE-SHOT ACTIONS

Move
Maneuver and some support abilities allow you to move characters around the field in the listed direction.

Restoration
Fidea's Resurrection: Flip over 1 vitality marker to the vitality side on the sheet of any allied character with at least 1 injury.

Saturn's Gravity link: Flip over 1 vitality marker to the injury side on Saturn's character sheet. Then, flip over 1 vitality marker to the vitality side on the sheet of any ally with at least 1 injury. You may not exile Saturn with this action.

Goetium's Ritual of Vitality: Flip over 1 vitality marker to the injury side on the sheet of any allied character. Then, flip over 1 vitality marker to the vitality side on the sheet of any allied character with at least 1 injury. You may not exile a character with this action.

Architectus's Reconstruction: Move your castle marker 1 space back on its track.

Shift of cooldown
Tempus's Timepiece: Speed up the cooldown of an ally's support abilities (only) by 1 round. Shift one or both of the target's ability tokens 1 sector counterclockwise on your cooldown area If the token is shifted from the sector marked by 1 to the sector with a pointer, return this token to the targeted character's sheet. This ability can be used during the current round.

Brewus's *Fragrant Hop* is used in the same way, but allows you to slow down the cooldown of opponents' support abilities by 1 round (shift the targets' tokens 1 sector clockwise).

Copy effect
Aqus's Fluidity: Copy the most recent lasting positive effect applied to the target (any enemy or ally except *Aqus*). Place an effect marker of the same type from the supply on Aqus's sheet (do not remove the effect from the target). The order of the applied effects matters, so line up the effect markers on character sheets from left to right when Aqus is in play. Aqus cannot copy a *resistance* effect.

Replace effects
Carnifex's Convict the Guilty: After the move action, remove all applicable positive effect markers from the targeted character's sheet and place matching contrary negative effect markers there (new effects are considered applied).

4 PLAYER GAME
SETUP

Use the *Four-Way Crossing* board. Divide into 2 teams of 2 players each. Randomly choose a first team. Choose one of the first team players to be the **timekeeper**.

The first team chooses any 2 **castles** (they may be opposite castles) and takes 4 **character bases** and a **castle marker** of the same color. The second team occupies the other 2 castles and takes the same components of the remaining color.

Both teams place their castle marker on the first space of their castle track (⛨⛨/⛨⛨), then the first team advances their marker 3 spaces to set their **initial damage**. Teammates share 1 castle track. If the teammates' castles are on different halves of the board, the first team shares the castle track (and the cooldown area) that is closer to the timekeeper.

Starting with the timekeeper and proceeding clockwise, players choose characters. Repeat this process until both players pick a band of 2 characters each. It doesn't matter whether teammates are sitting on opposite sides or next to each other.

Experienced players can limit the number of the available characters during the setup. Starting with the timekeeper and proceeding clockwise, take turns banning 1 available character until all players have banned 2 characters each (return these to the box). Then choose characters as normal.

At the start of the game, 'bind' your characters to 1 of your team's castles to indicate in which castle hex your characters will be re-summoned when exiled.

Characters of one team can move and be moved into their teammate's unoccupied castle hex.

GAMEPLAY

Play until 1 teams destroys the opponents' castles. Each round consists of the first team's turn, then the second team's turn. Each team's turn is divided into 3 phases.

At the start of each round, the timekeeper rotates the time dial 1 sector clockwise, and the first team performs the 3 phases, followed by the second team performing the 3 phases. Then both teams proceed to the next round.

1. Time phase
Skip the time phase during the first round.

Perform this phase as normal. Both teammates simultaneously remove all effect markers they placed in the previous round.

2. Ability phase
Teammates take turns in alternating order to use the abilities of their non-stunned characters. They discuss which will be the first to use an ability this round. In the next round, the other teammate may go first.

The first teammate uses 1 of their characters' available abilities. Characters from the same team are **allied characters**. A teammate may apply positive effects to all team characters. After being used, the ability tokens of a team's characters are placed on the same cooldown area on the Sigil of Time.

After 1 teammate has used an ability, the other can use 1 of their characters' available abilities. Continue alternating between teammates. If a teammate does not plan to use any more abilities, they pass. The other teammate continues to use their characters' abilities until they also pass. When both teammates have passed, they proceed to the control phase.

3. Control phase
Each catapult tower under your team's control deals 1 damage to your opponents' castle (it does not matter which one).

Your team **controls** a catapult tower whenever the control points sum of all your team's characters in that tower's control area exceeds the control points sum of all your opponents' characters there (including *stunned* characters). If your team's points are equal to your opponents', the tower does not fire.

During the control phase, only the catapult towers under the current team's control may fire.

On the *Four-Way Crossing* field, each of the 2 'vertical' catapult towers' control areas consists of 2 adjacent hexes, and each of the 2 'horizontal' catapult towers' control areas consists of 3 adjacent hexes.

The second team then takes their turn and performs the same 3 phases in the same order, starting with the time phase.

After the second team has performed 3 phases, the round is over.

End of the game
The game ends immediately when one team's castle marker reaches the last space of the corresponding track. The players of the other team are the winners.