

VOLFYIRION

RULEBOOK



+14 yrs  2 players 15-30 min

NOT FINAL.
SUBJECT TO CHANGES.



INTRODUCTION

The unspoken rivalry between House Volarees and House Rorius escalated into war once they learned that it was possible to control Volfyirion, that dreadful dragon inhabiting the ruins of Kyradar. The desire to gain complete dominion over the powerful beast resulted in a conflict between the two forces, who were ready to employ any means necessary to stop the other. Their Cities are now nearly completely besieged while the battles rage on. Everyone tries to do their part: troops are stationed at the high walls, scouts venture to the ruins of Kyradar, civilians build anew what was destroyed, and scholars research forbidden tomes. However, the war is far from being over, because as long as a single enemy City is still standing, neither House will ever surrender.

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1 VOLFYIRION TOKEN



1 VOLFYIRION LAIR CARD



6 CITY CARDS



9 BUILDING CARDS



13 TROOP CARDS



20 STARTING CARDS:
16 PROSPECTOR /
2 CAPTAIN / 2 DIVINER



15 WONDER CARDS



30 COMMAND CARDS

GAME OVERVIEW

In Volfyirion, each player represents one of two Houses of Mysthea. The goal is to conquer the other by destroying all enemy Cities. This is done by gaining points which can be spent to deploy strategic assets and attack. Players gain resources and take actions by playing cards from their personal decks, which is upgraded with additional cards during the course of a game.

HOW TO WIN

A player immediately wins the game after destroying all enemy Cities.

GAME SETUP

Players sit face to face.

A player's starting deck, called House Deck, is composed of ten Command Cards: eight Prospector, one Captain, and one Diviner.



Both players shuffle their own House Deck then place it in front of themselves.

Shuffle all Troop , Building , and colored Command  Cards together to form the Asset Deck.

Shuffle all Wonder Cards  together to form the Wonder Deck. Asset and Wonder Decks are shared between players.

Place the Asset Deck on the side of the gaming area, face up.

Draw the top five cards from the Asset Deck and place them face up in a row (from now on referred to as the Asset Row).

NOTE: To add a bit more of unpredictability to the game, place the Asset Deck face down during setup.

Place the Volfyirion's Lair Card face up at the end of the Asset Row. Put the Volfyirion Token on the Volfyirion's Lair Card. Place the Wonder Deck face down next to the Volfyirion's Lair Card. Draw cards until you reveal two that cost less than or equal to 3 Battle Points, then place them on the spaces of the Volfyirion's Lair Card, face up. Put the other revealed cards, if any, on the bottom of the Wonder Deck.

Each player has three City Cards which represent vital strategic points to defend. Cities on both sides have a Defence Value of 8, 9, and 10. Players arrange their three Cities in a line in front of them, which forms the “Cities Area”.

The two players have both a “Discard Area” and a “Playing Area”.

Discarded Cards are stacked in a Pile in the respective Discard Area.



CARDS

COMMAND, BATTLE, AND KNOWLEDGE POINTS

Cards in the game provide three resources that can be used in multiple ways.



Command Points are used by players to **Acquire** cards from the Asset Row or to **Redeploy** Troops between Cities. Players **Gain** Command Points by **Playing** Command Cards or through In-Play cards such as Building Cards and Wonder Cards.



Battle Points are used by players to **Acquire** Wonder Cards from Volfyirion's Lair or to **Attack** a City. Players **Gain** Battle Points by **Playing** Command Cards or through In-Play cards such as Building Cards, Troop Cards, and Wonder Cards.



Knowledge Points are used by players to **Seal/Unseal** Wonder Cards in both Playing Areas or to **Replace** a card in the Asset Row with a new one. Knowledge Points may also be used to **Move** the Volfyirion Token from the Lair Card to an enemy City or from an owned City to the Lair Card. Players **Gain** Knowledge Points by **Playing** Command Cards or through In-Play cards such as Building Cards, Troop Cards, and Wonder Cards.

COMMAND, BUILDING, AND TROOP CARDS





The banner in the upper left corner represents the **color of a Minor House**.

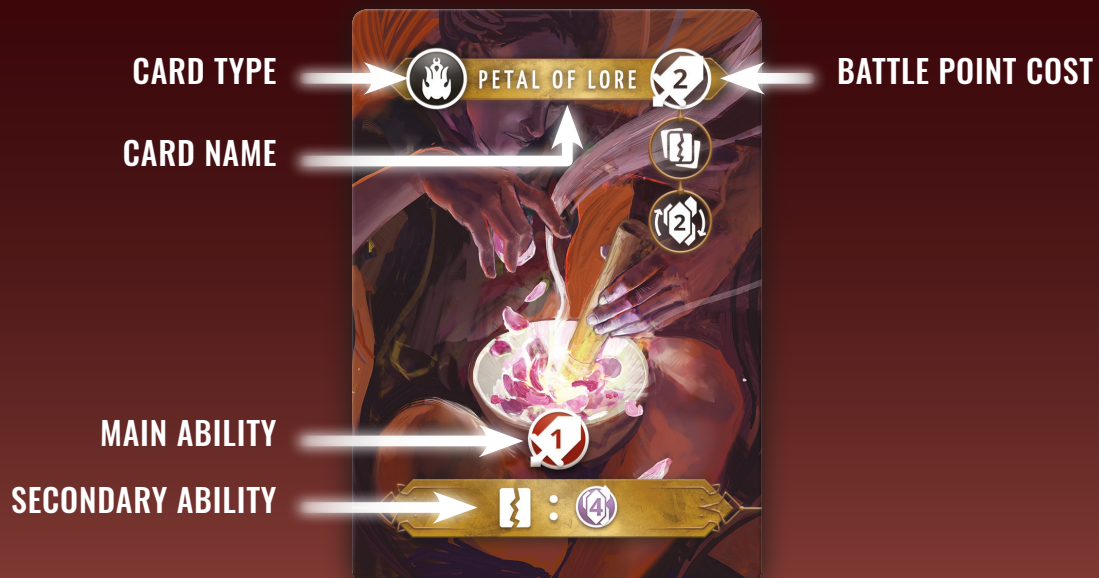
The **grey** banner represents cards that are considered **neutral**.

Command and Building Cards grant you Points via their Main Ability.
The majority of cards also have a Secondary Ability, which will be explained later.


Whenever you Play a Building Card, you need to choose a City's space to place the card. If there is already another Building Card on the space, the previously placed Building Card is removed from the game and replaced by the new one.

Whenever you Play a Troop Card, you need to choose a City's space to place the card. If there is already another Troop Card on the space, the previously placed Troop Card is removed from the game and replaced by the new one.
A Troop Card adds its Defence to the Defence Value of the City where it is placed.

WONDER CARDS



Wonder Cards do not have House colors.

Whenever you Acquire a Wonder Card you may remove from the game another card from your Discard Pile, from your hand (no Points will be gained from it), or from your Playing Area (after having gained the card Points).
This is reminded to the players by the  icon.

CITY CARDS

City Cards Defence Value is displayed in the upper right corner.
On the bottom left, the slot for Troop Cards. On the bottom right, the slot for Building Cards.



IN-PLAY CARDS

As we will see later, the majority of cards you play is usually discarded onto the Discard Pile by the End of a Turn. Some cards though are not discarded: Buildings, Troops, and Wonders are cards that remain In-Play and continue to provide you their Main Ability Points during all of your turns' Main Phases, as long as they do not get destroyed or sealed. Secondary Abilities do also benefit from this same rule and if the requirements are met they may be triggered every turn.

HOW TO PLAY

The player who has most recently seen a Dragon, real or fictional, goes first.

Each player's turn has 3 phases to it. When these 3 phases are completed, the other player may take their turn. The 3 phases are:

1 - Draw Phase

2 - Main Phase

3 - End of a Turn

DRAW PHASE

Draw five cards from your House Deck.

NOTE: Only during their first turn, a player may decide to shuffle back their starting hand into the House Deck, then Draw again five cards.

During a game, there will often be no cards left to Draw from the House Deck, both in Draw and Main Phases. When this happens, shuffle back your Discard Pile into a new House Deck, then Draw the cards you need. This also applies during the Main Phase, whenever you need to Draw and there are no cards left in the House Deck.

During a turn, it might occur that you played all cards in your deck and you have no more cards left to Draw. In this case, you cannot form another deck and you have to continue your turn with the cards already played.

MAIN PHASE

During the Main Phase you may perform any of the following actions, in any order, as many times as you like:

- Play a card from your hand and Gain all Points depicted
- Use Command Points to Acquire an Asset Card*
- Use Command Points to Redeploy a Troop
- Use Battle Points to Acquire a Wonder Card*
- Use Battle Points to Attack a City
- Use Knowledge Points to Seal/Unseal a Wonder Card
- Use Knowledge Points to Replace a card in the Asset Row
- Use Knowledge Points to Move Volfyirion
- Activate a card's Secondary Ability

***Acquired cards are always put on top of your Discard Pile.**

As an extra action, once per game one of the players may be able to:

- Use Battle Points to Defeat Volfyirion

PLAY A CARD FROM HAND, GAIN POINTS.

Playing a card means to put it down from your hand to the Playing Area. This is the core mechanic of the game and has no cost.

Unplayed cards are kept in hand and will be discarded to the Discard Pile during the End of a Turn phase.

You Gain as many Command Points, Battle Points, and Knowledge Points as depicted by the played card's Main Ability.

Secondary Abilities may be triggered at this point – see below “*Activate the Secondary Ability*”.

When performing this action, you may also:

- Get to assign Building and Troop Cards to your Cities' slots.
- Gain Points from every card In-Play from previous turns in both Playing and Cities Areas, such as Wonder and Building Cards.

You can Play cards one at the time to trigger specific effects in a precise order.

As an example, you may trigger a Building's Secondary Ability before replacing it with a newer one.

NOTE: During your turn, discarding an In-Play card does not prevent you from gaining its Points.



Player 1 has played five cards and gains the following Points from the Main Abilities:

- **5 Command Points** - 1 from Prospector, 1 from Diviner, 1 from Apothecary, 2 from Flawless Deploy.
 - **3 Battle Points** - 3 from Flawless Deploy.
 - **6 Knowledge Points** - 3 from Diviner, 1 from Apothecary, 2 from Flawless Deploy.
- No Secondary Abilities' Synergy Chains are triggered.*

ACQUIRE ASSET CARDS

To Acquire an Asset Card from the Asset Row you must pay the amount of Command Points depicted on the card's Cost icon. The newly acquired card is immediately moved onto the Discard Pile. The acquired card's empty space is not refilled until the End of a Turn phase.

NOTE: Only during their first turn and before acquiring any card, the player who goes second may discard all cards in the Asset Row to the bottom of the Asset Deck, then refill the Asset Row with other five cards revealed from the top of the Deck.

REDEPLOY A TROOP CARD

You may pay the cost of an In-Play Troop Card to assign it to another City you own.

ATTACK A CITY

Attacking a City guarded by a Troop Card: you must spend Battle Points equal to the City's Defence Value plus the stationed Troop's Defence Value. Resolution: the Troop Card is removed from the game but **the City is safe**.

Attacking a City without a Troop Card: you must spend Battle Points equal to the City's Defence Value. Resolution: **the City is destroyed**. If a Building Card is present, remove it from the game. Lastly flip the City Card on the other side to represent its destruction.

NOTE: If you have enough Battle Points, you may Attack a City guarded by a Troop just to destroy the Troop Card. Then you may Attack the City again, during the same turn, to destroy the City itself.



ACQUIRE WONDER CARDS

To Acquire a Wonder Card placed on top of the Volfyirion's Lair Cards, you must pay the amount of Battle Points depicted on the card's Cost icon. The newly acquired card is immediately moved to the Discard Pile. The acquired card's empty space is not refilled until the End of a Turn phase.

ASSET ROW



VOLFYIRION'S LAIR



PLAYING AREA PLAYER 1



DISCARD AREA PLAYER 1



CITIES AREA PLAYER 1



Following the previous example, **Player 1** places the **Elite Troop Card** in one **City**, and the **Apothecary Card** in another. Then decides to **Acquire** cards by spending the Points they just gained. With **5 Command Points**, they **Acquire** **Suicide Mission (3CP)** and **Hidden Cache (2CP)**. With **2 Battle Points**, they **Acquire** **Sharp Qoam (2BP)**. These new cards are put directly onto the **Discard Pile**. The player is left with **1 Battle Point** and **6 Knowledge Points** to spend for other actions.

DEFEAT VOLFYRION

You may pay 16 Battle Points to Defeat Volfyirion.

If you manage to accomplish such a feat, immediately remove from the game the Volfyirion Token, then gain the Wonders on its Lair Card, if any left. After that, you also claim the Volfyirion's Lair Card as a new City: take the Lair and place it in your Cities Area. Owning the Lair provides you 4 Battle Points during the Main Phase.

When the Lair is claimed, players can neither Acquire Wonders nor Move Volfyirion anymore.

SEAL/UNSEAL A WONDER CARD

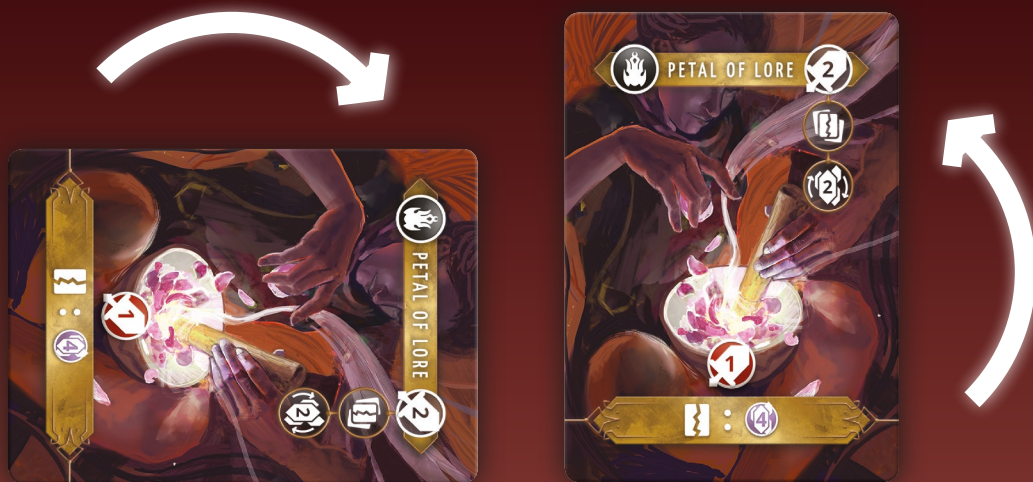
You may Seal or Unseal a Wonder Card in both Playing Areas by paying the equivalent of the card's Cost in Knowledge Points, as reminded by the  icon on each Wonder Card.

When you Seal a card, it is rotated on one side to represent it is sealed.

When a Wonder is sealed, both its Abilities are locked until it gets unsealed.

You may only Unseal cards that are sealed. Rotate them back to vertical position to represent this.

All Wonders default condition when put In-Play is "Unsealed".



Sealed Wonder (left), Unsealed Wonder (right).

REPLACE A CARD IN THE ASSET ROW

You may pay 2 Knowledge Points to replace a card in the Asset Row with the top card of the Asset Deck. The replaced card goes on the bottom of the Asset Deck. The new card is immediately available to be acquired.

Tip: you should replace cards before Acquiring from the Asset Row.

MOVE VOLFYIRION

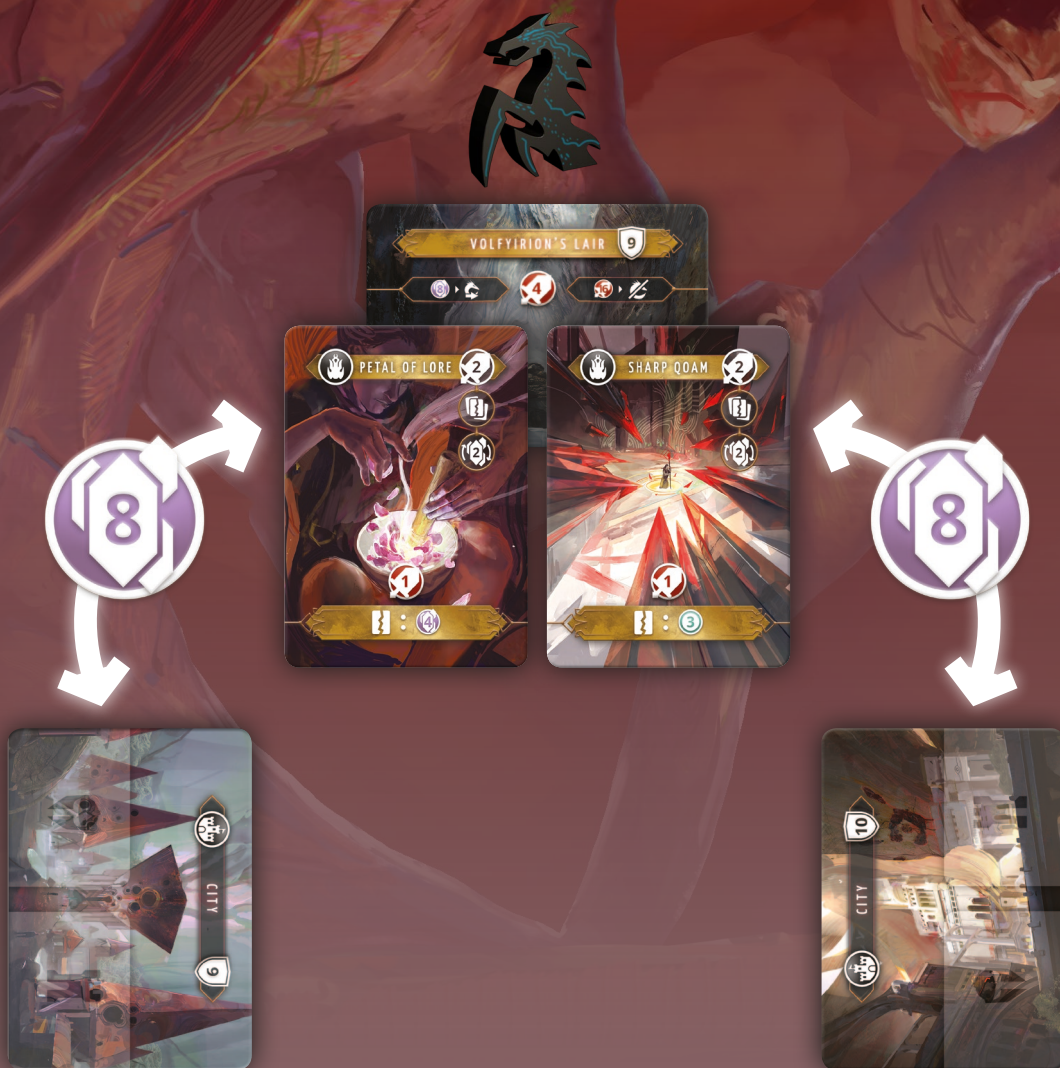
You may pay **8 Knowledge Points** to **Move the Volfyirion Token**.
The dragon can only perform two kinds of movements.

- If the Volfyirion Token is on the **Volfyirion's Lair Card**, you may Move the Token over an enemy City.

NOTE: If the opponent is unable to Move Volfyirion away from their city by the end of their next turn, that City gets destroyed and any Building and Troop on that City Card are removed from the game altogether.

- If the Volfyirion Token is on an owned City, you may Move it back away from that City onto the Volfyirion's Lair Card.

If you have enough points, you can perform both movements in the same turn.



ACTIVATE THE SECONDARY ABILITY

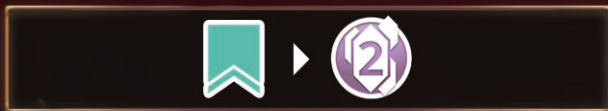
The Secondary Ability of a card offers you additional bonuses during the Play a card action. Such effect can be activated upon two different sets of conditions.

Each card's Secondary Ability can only be triggered once during a turn.

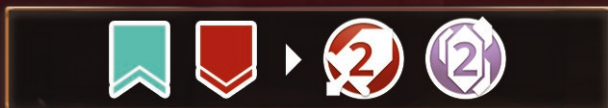
1. The Synergy Chain

Some cards display a set of icons called the Synergy Chain. In order to trigger such effect, you need to check if there are other cards which match the color requirements, in both Playing and Cities Areas (Buildings and Troops colors count). If the requirements are met, you Gain all the depicted bonuses.

A card's color **does not count** for its own Synergy Chain.



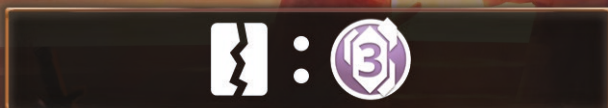
The Synergy Chain is triggered when in Playing Area or in Cities Area there is at least a turquoise card. The player gains 2 Knowledge Points.



The Synergy Chain is triggered when in Playing Area or in Cities Area there is at least one turquoise card AND one red card. The player gains 2 Battle Points and 2 Knowledge Points.

2. Remove Options

Some cards, like the Wonders, offer a Remove Option. During the Main Phase, you may decide to Remove such cards from the game in order to gain the depicted bonus. You still Gain the Main Ability Points before the card gets removed this way. In rare cases, you may also decide to Remove a card without gaining/spending the related bonus if not useful, just for thinning the deck.



The Player may decide to trigger the Remove Option of this card, gaining 3 Knowledge Points for that phase but removing the card itself from the game.

SECONDARY ABILITIES EFFECTS ARE LISTED BELOW:

NOTE: You may decide to only partially gain the depicted bonus or to completely ignore the effect of a card.

Draw a Card



Draw a card from your House Deck. You can immediately Play it.

Remove a Card



Choose any card from your Playing Area, your Discard Pile, or your hand. The chosen card is immediately removed from the game.

Remove a Troop



Choose a Troop stationing an enemy City: that Troop is destroyed and its card is removed from the game.

Remove a Building



Choose a Building in an enemy City: that Building is destroyed and its card is removed from the game.

Move Volfyirion



You may immediately perform a Move Volfyirion action.

END OF A TURN

When you are done performing actions, the End of a Turn phase begins. Follow in order the steps below.

- Except for Wonders, every card in the Playing Area is discarded onto the Discard Pile.

NOTE: Buildings and Troops are in the Cities Area.

- Discard all unplayed cards from your hand.
- All unspent Points are lost.
- If the Volfyirion Token is on one of your Cities, turn face down that City Card as it gets destroyed by the creature's mighty fury. Any Building Card and Troop Card on top of it are also removed from the game.
- Move the Volfyirion Token back to its Lair Card.
- Refill empty spaces both in the Asset Row and on Volfyirion's Lair Card with new cards from the appropriate decks.

At last, end your turn as your opponent begins theirs.



