



Rules & Regulations

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2
Players

30-60
Minutes



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Quick Start Guide for Quick Play

Begin by placing all Hero figures and Hero Cards on the table. Each player chooses one Hero at a time, if you did not choose first you will begin the game. Remove the 2 Elemental Order Cards from the Specialty Card deck and be sure to reference those cards to know the elemental advantages and disadvantages. Each team chooses 3 Heroes.



Place Your Team of Heroes on the bench and place each Hero Card face up in front of you.



CHOOSING TEAMS

Quick Start Guide for Quick Play

Set up base and tower structures on the game board. Each team has a specific base, the sun or moon as well as two towers. Each structure has a counter built in. Set each tower to 300 Health and each Base to 400 Health. As they lose health be sure the adjust.



Place specialty card deck face down, off the board in a reachable position for both players. Specialty cards have a purple backside. Be sure to remove the 2 Elemental Order cards, and assign one to each player.



SET UP TO PLAY

Quick Start Guide for Quick Play

Each turn you may play a specialty card, move each Hero, Attack an Opponent Hero or Structure once per Hero. This must be done in this order. Specialty cards may be played at other times if indicated on the card.

Start by moving each of your Heroes their corresponding movement spaces. Reference the Hero card for each Hero to determine how far they are able to move. You may move forward, backward and diagonally on all playable spaces (stone spaces). You may not land on a tower space, see ex. below.

Example Move

Starting from the X



BEGINNING TURN

Quick Start Guide for Quick Play

In order to attack an opponent Hero or Structure you must be located on a space surrounding the Hero or Structure.

Attacking an Enemy Hero.

You may move and then attack but you may not move after attacking. If attacking an enemy Hero, both players will pick up their Hero figures and flip them upside down.

Each Hero has an attack chart shown on the bottom of the base. Each space is labeled to indicate an attack, block or miss. Reference that specific Hero's card to indicate the action.



ATTACKING

Quick Start Guide for Quick Play

Each player spins the base to move the indicator arrow around. Whichever space is landed indicates the action. You are awarded a specialty card any time you defeat an enemy Hero in battle.

Elemental abilities have advantages & disadvantages. Reference the Elemental Order cards to determine each element's power against their counterparts.



If an elemental attack is spun and it is against its counterpart they win the battle.

If that same opponent spun a block, that is also bypassed and the Hero wins.

Ex - Player 1 spins Twist, a sky Hero. Player 2 spins Astro, a sea Hero. Twist spins an elemental attack of 50. Astro spins a standard attack of 100. Twist wins because Sky Heroes beat Sea Heroes on the elemental order. Even if Astro has blocked Twist would still win with an Elemental or Sky attack.

ATTACKING

Quick Start Guide for Quick Play

Ex 2 (non elemental influence)

If the 2 Heroes don't effect each other on the elemental chart it is a standard numbers game. Highest attack wins and in a tie nothing happens.

Player 1 spins Squatch, a land Hero.

Player 2 spins Fin, a sea Hero.

Squatch spins an elemental 50 attack.

Fin spins a standard 125 attack.

Fin wins this battle because sky and land Heroes do not have advantages or disadvantages over one another. Player two would earn a specialty card and Fin would go to the grave for one turn.



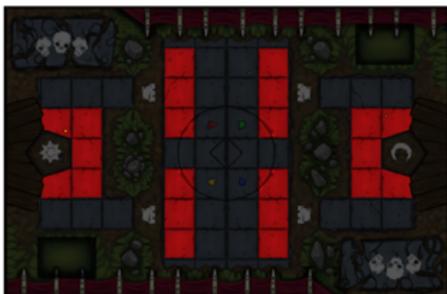
ATTACKING

Quick Start Guide for Quick Play

Structure Defense

Structures may not attack Heroes but when enemy Heroes are surrounding structures they are weakened and take double damage from ally Heroes. This rule does not apply if that structure has fallen.

Attacking a structure is simple. If an attack is landed, subtract that amount from the tower's health.



Death

When your Hero falls they must be placed in the graveyard. You must play one turn while that Hero is in the graveyard until that Hero may be moved back to the bench.



DEFENSE & DEATH

Quick Start Guide for Quick Play

Respawn Delay Cards

If you acquire a respawn delay card you may assign that card to one of your opponent's Heroes. Place the card by the Hero card of the selected Hero. This adds an additional turn to the death cycle that the Hero must remain out of play. When that Hero dies next they must be placed on the card for one turn, then moved to the graveyard for one turn until they are able to return to the bench.



RESPAWN DELAY

Quick Start Guide for Quick Play

Final Stampede

Once one opponent tower is destroyed you are then able to enter the opponent's base area. If an enemy Hero stands in the way they must be defeated before you can move through. You may attack the base the same way as the towers and the same structure rules apply.

While defeating one tower is required to enter the base area, special advantages are given by defeating both. If you destroy both enemy towers, you are awarded double damage against your opponent's base.

Game End

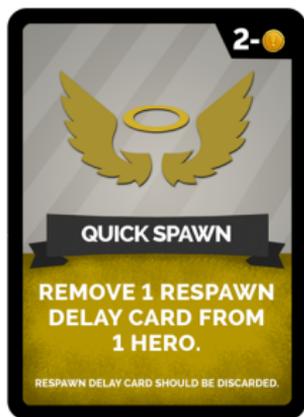
Continue play until a base is destroyed. A winner and ATK! Champion is crowned. Reset and play again!



GAME END

All of the traditional rules and regulations apply when playing the advanced game mode. Advanced mode features deck building. Each specialty card is labeled with a price in the top right corner of the card.

When playing advanced games, each team builds their own unique deck of cards to win when defeating enemy Heroes. Each team has 12 Gold to spend on any number of cards that adds up to that total.



After assembling your deck shuffle & place the cards on the gameboard in the area assigned for them.

Each time you defeat an enemy Hero, be sure to draw a specialty card from your deck. Both players may choose to reshuffle & draw, or only play each card 1 time per game. The choice is up to both players.



ADVANCED

After spinning when battling an enemy Hero:

Check the following:

Elemental Influence on the Battle?

Only if the two elements are counterparts (beside each other on the Elemental Order chart).

If so, elemental attacks will bypass blocks from their counterpart and will bypass their standard attacks, **ONLY** if elemental attack is landed.

EX. Fire beats Land blocks & standard (non-elemental) attacks **ONLY if they land on an Elemental attack.**



If not, it is a standard battle.
Higher number wins, blocks will block attacks & any attack will beat a miss.

Winner of the Battle receives a Specialty Card.

Loser is moved to the grave or to a respawn delay card if assigned to that Hero.



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