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Intro

There are worlds that are ruled by creatures of the sky, great beasts of mythology that have never known anything but dominance. Generations ago, a rift opened up between these worlds and they became infested with invisible portals that led from one to the other but not necessarily back. The result was a macrocosm that could not be mapped and in which no creature could settle. Now, thrust together, these titanic beings have been locked in an infinite war, for each species believes that it is its world that is the primary and its right to take control of the new Emyrean.

As a player of ***Titans of Emyrean***, you control a squad of 4 titans placed on a tiny hex battlefield in the sky. Ever moving, it is your responsibility to maneuver your titans into positions of opportunity and advantage. Each unique titan has its own special ability and is armed with a deck of maneuver cards for use throughout the game. But be careful. While these powerful maneuvers can be the key to victory, they also double as the lifeblood of your titans. Without them, your titan will soon die.

Position your titans.

Manage your maneuvers.

Attack!

Will your titans control the new Emyrean?

Object

Destroy all of your opponent's titans.

Out of the Box

Your *Titans of Empyrean* game comes with:

- 1 Game Board
- 50 Wooden Damage Tokens
- 27 Hazard Tokens
- 28 Titan Tokens
- 28 Titan Cards
- 192 Maneuver Cards

Your cards are broken up into 4 decks of 52 cards each including 6 titans, 24 basic maneuvers (1 of each of 21 different and 3 doubles which vary by deck) and 22 species specific maneuvers (2 each of 11 different ones).

Each player should choose a species.

Remove the titans. You will choose 4 titans before you begin the game.

Remove all of the species specific maneuvers. Before you begin the game, you will add 4 back into the deck and set the others aside. You may select any 4 you like. The 28 maneuvers will serve as your deck during the game. When you become more experienced, you may mix and match the cards to form any kind of deck you like.

The Cards

Titan Cards

Make sure to familiarize yourself with the cards belonging to the titans in your squad. Understanding and using their abilities to maximum potential is crucial toward attaining victory.



There are 8 species of titans represented in the game. There are 6 dragons, 6 manticores, 6 pegasi, and 6 griffons. There are only 1 each of the gargoyle, the harpy, the cockatrice, and the phoenix. For most games, each player will choose 4 titans from the same species.

- Dragon 
- Manticore 
- Pegasus 
- Griffon 
- Gargoyle 
- Harpy 
- Cockatrice 
- Phoenix 

Each Titan has 4 basic properties

1. Stack Size 
 - a. A titan's stack size determines the number of maneuver cards it can hold at any one time. The number of maneuver cards in the stack may never exceed this number.
2. Initiative 
 - a. A titan's initiative determines when, during the round, the titan gets to take its actions and resolve its damage.
3. Strength 
 - a. A titan's strength determines how much damage it does to another titan when it attacks.
4. Endurance 
 - a. A titan's endurance determines how much damage it can hold without having to heal.

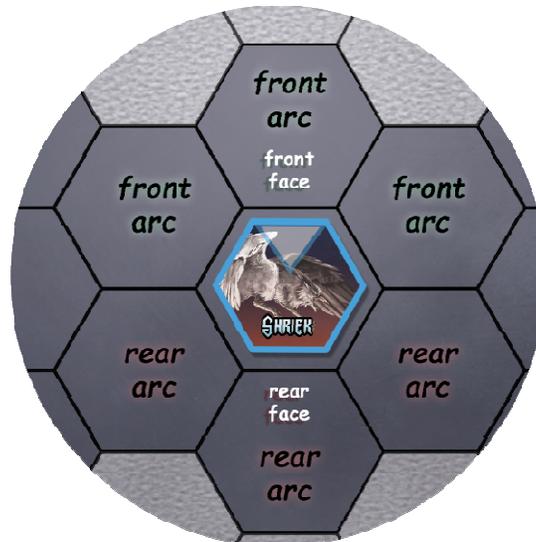
Each titan has a unique ability outlined by its card text. Many of these abilities work well in combination with other titans or with specific maneuver cards.

Throughout the course of the game, titans will be required to burn (discard) maneuvers off of their stacks. If a titan is required to burn a maneuver and cannot do so, that titan is killed and removed from the game.

On the board, your titans are represented by their tokens. A titan's token has its picture on it to represent it. One each titan's token, there will be a faded triangle. This is the titan's **forward face**.



There are several terms that describe a titan's position with respect to other titans. These positions are used to describe how a titan can attack and perform the actions listed on their maneuver cards.



- **A Titan's Hex** is the hex space it's currently occupying.
- **Front Face** - The hex directly in front of the forward face.
- **Front Arc** - The titan's front face and the 2 hexes to either side.
- **Rear Face** - The hex directly behind the titan, aligned with the directional arrow.
- **Rear Arc** - The titan's rear face and the 2 hexes to either side.

Maneuver Cards

At the start of every game, each of your titans will have a stack of maneuver cards in front of it. You may also have a reserve stack. These maneuver cards will serve to both enhance your titans' abilities and as their life.



There are 2 types of maneuver cards

PICTURES OF THE BURN AND ACTIVE ICONS

- **Burn Immediately** (🔥) maneuvers are colored gold. When a burn immediately maneuver is played, carry out its instructions and burn it, placing it face up on top of the discard pile.
- **Active** (👑) maneuvers are colored blue. An active maneuver stays in play and its text becomes an ability of the titan. A titan may only have 1 active maneuver in play at a time.

Like a titan's unique ability, each maneuver card has game text that outlines how and when the text is supposed to be used. The specifics of this text is outlined in further detail during the *Play Maneuver* section of a titan's turn.

Some maneuver cards can be used by any species as indicated by the icon on the right side of the card. Each species, however, has a set of maneuver cards that will only work with titans of that species. These maneuvers will have the species icon in place of the (👑) icon.



Setup

1. Place the game board in the center of the table.
2. Each player should choose 4 titans from the same species and place them within easy reach on the table in front of him or herself. Try to place your titans in initiative order.
3. Each player should select 28 maneuver cards. Remember to select only maneuvers that work with all titans and maneuvers that work with your species.
4. Deal out X maneuver cards, face down, to each titan, where X = the titan's stack size.
5. Place the remaining maneuvers, face down, off to the side. This is your reserve stack.
6. You and your opponent should now place your titans into your respective deployment zones. Titans are placed down, one at a time, in the order of *highest* initiative to *lowest* initiative. Each titan may be placed facing in any direction.



Gameplay

Titans of Empyrean is played in **rounds**. During a round, each titan will take its **action phase**. When all of the titans have taken their action phases, each titan will then take its **resolution phase**.

At any time during the game, you may look at the top card, and *only the top card*, of any of your stacks, including the reserve stack.

The Action Phase

During the Action phase, each titan gets to take a **turn**. Play order is determined by *titan*, not by *player*. Titans take their turns in initiative order from *highest* to *lowest*.

During its turn, a titan may do any or all of the following (once each) **in any order**.

- Make a regular move. Movement is mandatory.
- Attack.
- Play the top maneuver from its stack or from the reserve stack.
- Replenish a maneuver on its stack.

Movement

Each titan **must** make a regular move during its turn. While each of the other actions available to it are voluntary, the titan is flying and cannot stop.

When making a regular move:

1. The titan **may** turn exactly 1 facing to the left or right.
2. The titan **must** move exactly 1 hex forward **after** determining whether or not to turn.



Immediately *after* moving, a titan may choose to **burn and turn**. This is accomplished by burning the top maneuver off of the titan's stack **or** the reserve stack (remember that you can always look at the top card of any stack). Once you've burned the maneuver, turn the titan 180 degrees.

A titan may leave the field (move off of the board). Any titan that leaves the field must immediately burn a maneuver off of its stack. The titan may remain off of the board round after round, but must burn a maneuver each round. Remember that a titan dies if it must burn a maneuver and cannot do so. Be careful when moving your titans off of the field.

A titan that is off the field may use its move action to come back onto the field. You may choose any hex along the border of the board for its arrival. The titan should come in facing in a direction that would indicate moving into that hex.

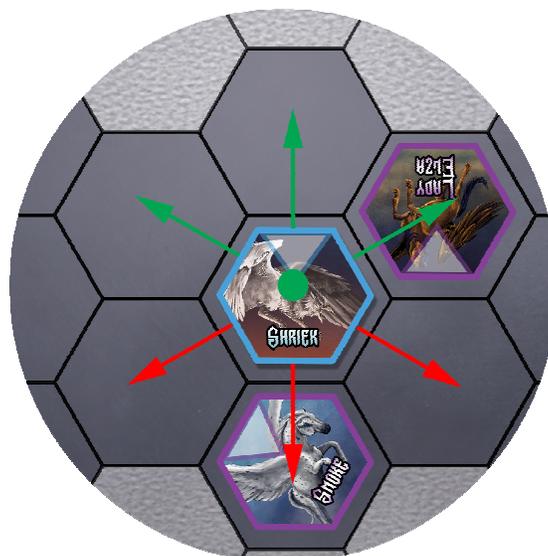
No titan may leave the field on its first turn.

If 2 titans collide (are on the same hex), each titan must burn its active maneuver (if it has one) and receives a damage token. There can be collisions with multiple titans and each titan is similarly affected every time a new titan moves onto the hex.

Whenever 2 titans are on adjacent hexes or the same hex, those titans are said to be **in contact**.

Attack

Each titan may attack 1 titan in its **front arc** OR a titan on the same hex. Green arrows indicated a valid attack while red arrows are considered to be out of arc.



Simply declare your attack and your target and:

- Place X damage tokens on the target where X = your titan's (the attacker) strength.
- If your target is on the same hex, place 1 additional damage token.

Play a Maneuver

At any time during the game, you can look at the top card of any one of your stacks.

During your titan's turn, you may flip the top maneuver card from its stack or the top maneuver card from the reserve stack. This gives you 2 maneuver options for each titan during its turn.

Remember that you may choose *not* to play a maneuver for that titan at all.



If the maneuver is an **active maneuver**, place it near the titan. If the titan already has an active maneuver in play, the old one is **burned** (sent to the discard stack). An active maneuver stays in play. Its effect lasts for as long as it is on the table. Remember to follow its instructions explicitly as those instructions are now effectively part of your titan.



If the maneuver is a **burn immediately maneuver**, resolve its effects and place it on top of the discard stack. A burn immediately maneuver does not replace an active maneuver. Sometimes, their effects work well in combinations.

The wording on a maneuver card can supersede the rules in this book. You should be familiar with the language used on the cards.

If you should ever play a maneuver (either active or burn immediately) for a titan and that maneuver is designed for a titan of a different species, ignore the text on the card and immediately burn it.

Some maneuvers will cause a titan to move or do damage to another titan. Unless the card specifies that these results are part of or in lieu of a move or attack action (*For this titan's attack/move action...*), the titan performing the maneuver must still move and may still attack.

Some maneuver cards (and some titan cards) will require that the titan "burn a maneuver". This always refers to the stack of the titan in question. Unless specifically stated, the burned maneuver cannot come from the reserve stack or another titan's stack.

Replenishing Maneuvers

The act of replenishing for a titan means that you may take the top card of the reserve stack and add it to the bottom of the titan's stack. Each titan may perform this action **once** during its action phase.

If the number of cards in a titan's maneuver stack is equal to its stack size, you may not replenish that titan's stack.

Some maneuver cards may use the term *replenish*. If so, it means exactly the same thing.

Phase 2: Resolution

Once *all* of the titans have taken their turns, they must each resolve damage. Damage is resolved for a titan by burning maneuvers off of its stack. Titans are resolved in order of initiative from *highest to lowest*.

A titan **must** resolve damage tokens until there are no more damage tokens than its **endurance** value. There are 3 ways for a titan to resolve damage:

1. Remove 1 damage token for each maneuver burned off of a titan's stack.
2. Remove 2 damage tokens by burning its active maneuver.
3. Remove 1 damage token by burning 2 maneuvers off of the reserve stack.

You must continue to burn cards from the titan's stack or its active maneuver while there is excess damage on the titan. However, you may elect to let a titan die rather than deplete your reserve stack. Remember, a titan only dies when it **must** burn maneuvers but cannot do so.

End Game

There are 3 conditions under which a player can be declared the winner of Titans of Emyrean.

- 1- If you eliminate all of your opponent's titans, you are the winner.
- 2- If your opponent has no titans on the field for 1 full round, he or she has fled and you are the winner.
- 3- If each player only has 1 surviving titan for 6 rounds, the winner is the player with the most unturned maneuver cards. If both players have the same number of unturned maneuver cards, the winner is the player with the higher initiative titan.

Mixing Species

Sometimes, titans of different species come together to battle a common enemy. Playing these scenarios can make for interesting games and altered strategies.

When choosing your squad, choose 3 titans from one species and 1 titan from any other species.

- During setup, instead of shuffling up all of the cards, select the maneuver cards for each titan from your 28 card deck.
- Shuffle each titan's pre-selected stack and place it in front of the appropriate titan.
- Shuffle the reserve stack and place it off to the side.

Note that this method of maneuver selection can be used even if you're not playing with out-of-species allies.

Hazard Tokens

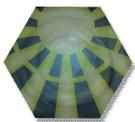
Hazard tokens are an interesting way to spice up your scenario. If you choose to use hazard tokens, turn them all face down and select them randomly from the pile. You can use as many or as few as you like, but too many will slow down the game. Several setup formations are pictured below, but you can do whatever you like.



Hazard tokens are placed face down on the board prior to setup. Though you may place hazard tokens into deployment zones, this should be done equitably. A titan may not be deployed on top of a hazard token.

When a titan moves onto a hazard token, immediately flip it over and resolve it. Once it is resolved, remove it from the game.

There are 9 different hazard tokens.

Token	Token	Effect
Regenerate		Place the bottom maneuver of your burned stack onto the bottom of this titan's stack, even if it would exceed the titan's stack size.
Portal		Take this titan off of the field. It does not need to burn a maneuver, but it must come back on its next turn.
Combustible Air Pocket		Burn a maneuver.
FOOM!		All other titans within 3 hexes of this titan take 1 damage.
Soothing Wind		Remove all damage tokens.
Toxic Blast		Take 1 damage.
Air Current		Move 1 hex forward.
Whirlwind		Reverse the titan's direction.
Lightning Strike		Take 2 damage. All other titans in contact take 1 damage.