HEROES OF SHALERIA

Alternate Play Formats Multiplayer Team Play

Number of players: 4+

Teams: Two or more teams.

Quest Points needed: See below.

Each team has an equal number of players. A team shares the same turn and the players decide the order in which each member takes their turn. Each team member has their own Quest Points total, Attack Power total and is affected individually from other team members, as if they were not a member of the team. Each team members Quest Point total is added together for purposes of determining a winner.

The total amount of Quest Points a Team requires to win is equal to the number of teams in the game as follows:

Each Team of	Quest Points per team	
2	20	
3	30	Requires 2 decks
4	40	Requires 2 Decks
5	50	Requires 3 decks
6	60	Requires 3 decks

There may be multiples of teams at each level. *For example you could have 3 Teams of 3 or 5 Teams of 2.* The sky is the limit. We recommend that if you are going to play with five to eight players you include a second deck, for nine to twelve players a third deck and so on.

Emperor Team Play

Number of players: 6 Teams: Two 3-player teams.

Quest Points needed: 60.

Emperor Team Play follows the aforementioned Team Play rules with the following exceptions:

- 1. Each team in an Emperor game consists of one Emperor in the middle and two Envoys, one on each side.
- 2. Envoys can complete Quests and play cards normally.
- 3. Emperors can't complete Quests but can support their Envoys (by playing cards on them and coming to their aid as part of a Party) and affect the opposing team (including the opposing Emperor).

If you are playing with the Monsters and Traps set the following rules apply:

- 1. Emperors may play cards on Quests as normal.
- 2. Emperors participating in a Party are affected by Monsters and Traps normally.

If you are playing with the Empires and Envoys set then the following rules apply:

- 1. The Emperor is randomly dealt a Leader and Nation card.
- 2. The Envoys are randomly dealt an Envoy card.