

HEROES OF SHALERIA RULES

SUMMARY

In Heroes of Shaleria, 2-4 players go on Quests to gain glory and Quest Points. At the beginning of each of their turns, players will clear what they have done before. Next, they'll draw two cards and play cards to from their hands to complete quests and collect quest points toward the goal of 15 point and the end of the game.

SETUP

Each player chooses one Hero card or, if all players agree, shuffle the Hero cards and deal each player a random hero. Heroes cannot be targeted by cards that remove cards from play.

Shuffle the Deck and deal each player four cards. If a player ever needs to draw a card and the Deck is empty, shuffle the Discard pile to make a new Deck.

THE TURN

1. Cleanup Phase

All cards that you played in your previous turn are removed from play and discarded.

2. Resupply Phase

You draw two cards. If you have a Quest card in your hand after you have drawn cards, and there is space available for quests of that type, you must play it. This applies to all Quest cards in your hand.

3. Outfit Phase

You may play any number of cards from your hand in a single turn, however a hero may only have one weapon, one armor, and one shield in play at a time. Familiars and additional heroes may allow you to have additional items in play.

4. Quest Phase

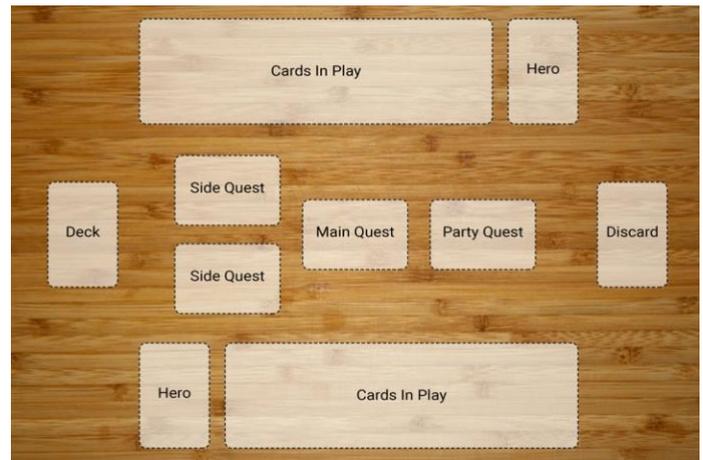
After you have played all the cards you wish to play, you may attempt to complete a Quest. Only one Quest may be completed by a player on their turn. If a Hero's, or Party of Heroes', Attack Power meets or exceeds the Quest Difficulty, they may complete that quest. The player whose turn it is receives the Treasure and Quest Points unless otherwise arranged.

5. Rest Phase

Check for Victory – If a player has achieved the total number of Quest Points required for victory (5 plus 5 for each player in the game, e.g. 15 for a two-player game), each other player gets a final turn to attempt to achieve victory as well. After the last player has had a final turn, the game ends and the player with the most points wins.

Hand Size – If a player has 8 or more cards in hand during the Rest Phase, they must discard down to 7 cards in hand.

RECOMMENDED CARD LAYOUT (2 PLAYERS)



A PARTY OF HEROES

Players may ask another player to assist them in completing Main Quests and Party Quests. If the player agrees, a Party is formed. The Attack Power of the Party is the sum of the Attack Power of all Heroes within the Party.

Players that help out may require payment in exchange for their assistance. Payments must be negotiated before the quest is complete, and may consist of practically anything, so long as the existing game rules are not violated.

Examples include gifting of cards from a player's hand, splitting Quest Points, or buying the assisting players a drink.

When a Party of Heroes complete a quest, the Quest Points and Treasure are awarded to Player who's turn it is, unless some other agreement has been reached. Parties automatically break up when the quest is completed, when the next Player's turn begins, or when the text of a card says so.

ICONS

Heroes of Shaleria uses several icons to make it easy to understand what you can do.

	Hero Card
	Martial Hero – Cannot cast Spells.
	Arcane Hero – May cast Arcane Spells.
	Divine Hero – May cast Divine Spells.
	Primal Hero – Cannot cast Spells.
	Class – Fighter
	Class – Rogue
	Class – Cleric
	Class – Wizard
	Class – Barbarian
	Class – Druid
	Class – Ranger
	Class – Sorcerer
	Attack Power
	Strength

	Dexterity
	Mind
	Quest Difficulty
	Quest Card
	Side Quest
	Main Quest
	Party Quest – May only be completed by a party of Heroes.
	Quest Point / Victory Point
	Treasure
	Action Card – All Heroes may use these.
	Item Card – All Heroes may use these.
	Item – Weapon
	Item – Armor
	Item – Shield
	Item – Magical
	Spell Card – Only Heroes of the correct type may cast these.
	Spell – Arcane
	Spell – Divine
	Spell – Arcane OR Divine
	Ally Card
	Undead Card