



CHASMS

RULES AND INSTRUCTIONS



A CAZNIAN PROLOGUE:

Once upon a time, there was a land called Caznia, a place where people, creatures, Cherbins and the Almighty Architect lived in joy and peace. Two daggers embedded at the foot of the World Tree Shenvil maintain the balance of Caznia.

One night, the silver dagger was stolen. Two Inter-Dimensional Chasms appeared at the center of the world, hanging ominously upon the sky. The white Chasm, Alhiro, grants special powers to all people in Caznia. The dark Chasm, Deguro, spawns hellish Monsters from its blinding abyss.

Gather your teams of Hunters, defeat the Monsters and keep the peace for Caznia; collect Victory Points (VP) from Monsters and win! However, beware, as each time you attack the Monsters, they will retaliate!



SET UP



TYPES OF CARDS:

1. HUNTER LEADER CARDS

[1.o] Each *Hunter Leader* card comes with their own unique ability. Once per turn you may activate 1 ability from your *Hunter Leaders*, unless otherwise stated.



Hunter Faction logo: to identify which card belongs to which *Hunter Faction*

Name of *Hunter Leader*

Hunter Leader skill; you will have a team of 2 *Hunters*; each turn, choose 1 of these skills to activate

2. HUNTER FACTION CARDS

[2.0] Each Hunter Faction has 20 cards.

There are 3 types of Hunter Faction cards:

[2.1] **Attack card:** Attacks the Monster, takes VP from Monster based on the card's value. Every time you attack a Monster with an Attack card, roll the die/dice for **Monster retaliation**



Hunter Faction logo: to identify which card belongs to which Hunter faction

Attack card logo

When you play this card, you take 2 VP from the Monster

[2.2] **Skill card:** Special cards that spice up the gameplay. Play during your turn for special effects (Skill cards do not trigger Monster retaliation unless otherwise stated)



Hunter Faction logo

Skill card logo

Skill card effect(s)



Regular (Red Tag)
Hunter Faction
card



Ultimate (Blue
Tag) Hunter
Faction card

[2.3] Instant card: Can be played anytime as long as conditions of the card's instructions are followed. Instant cards do not count toward the total number of cards you can play during your turn or trigger Monster retaliation (unless otherwise stated).



Hunter Faction logo

Instant card logo

Instant card effect(s), can be played anytime the effect(s) can be used (out of your turn as well)

3. MONSTER CARDS

[3] Monster card: The ancient ones that you must defeat! Anytime an Attack card is used on a Monster, roll die/dice for Monster retaliation. Monsters are defeated when they run out of VPs or when they are removed from play by any card effects.



Monster difficulty rating (1 - 6 stars, 1 being the weakest)

Monster card name

Monster VP count (as well as Monster health)

Monster retaliation effect(s), 1-6 (for each die roll); each Monster has 6 different types of retaliation effects

10 VP

5 VP

1 VP

BEGINNING THE GAME:

1. Each player chooses 2 Hunter Factions, place the Hunter Leader cards face up in front of them, then combine and shuffle the remaining cards of the 2 decks into 1 deck.
2. Each player draws 5 cards from their deck
3. Each player takes 5 Heart tokens
4. Shuffle and place the stack of Monster cards at the center.
5. Flip 1 Monster card face up
6. Assign the stated number of VP tokens to the Monster card

EACH TURN, PLAYERS:

- May play up to 2 cards (unless otherwise stated). You may also end your turn anytime without playing cards or just after playing 1 card.
- When an Attack card is used on the Monster, roll the die to determine Monster retaliation. Take corresponding VPs from the monster where applicable AFTER you rolled the die/dice for retaliation effects
- May choose 1 Hunter Leader Skill to use each turn (Only During your Turn)
- Draw 2 cards after you end your turn (You may draw 2 cards if you have no cards in hand at the start of your turn. When you end that turn, draw 2 cards again.)

Players by default have 5 Hearts. At any point of time, each player can have up to 12 Hearts (or until Hearts token pile is depleted).

Dying:

If a player runs out of Hearts, the player cannot play any cards until the next Monster comes into play (That player then collects 3 Hearts & continues playing) OR is revived by any player cards (goes back into play with whatever number of Hearts the revival card indicates).

Dead players are immune to any game effects. Dead players can take over any die roll of any Monster Retaliation (For example, if players A, B and C are playing, and player A is dead, player A can hijack all the Monster Retaliation dice rolls of players B and C when they play Attack Cards on Monsters. So player A rolls the dice instead)

WIN CONDITIONS:



A) After the last Monster is defeated, player with the most VP wins

B) If any player dies in the last round, Game ends immediately.



The player with the LEAST amount of VP (Excluding the dead player) wins.



(If at any point of time in the game all players are out of Hearts, Monsters win!)

(If a player and Monster both die during the last round, whoever dies first counts towards win condition; if a player is revived after the last Monster dies, follow win condition A)

GUIDELINES & FAQ:

- Players may simply draw 2 cards and end their turn without playing any cards.
- Players may hold up to 7 cards in their hands, and discard any extra cards at the end of their turn
- For a 2-3 Player Game, it is recommended to fight 3 Monsters (Monster rating up to 4 Stars). For a 4-6 player game, it is recommended to play 4-5 Monsters.
- In the event of more than one player having the same amount of VP for any condition/situation, roll die until a winner is decided (Highest roll wins).
- When the retaliation effect "Discard collected VP" is triggered, any VP you collected is returned to VP pile
- "Roll die" means to roll 1 die; "roll dice" means to roll 2 dice
- Players may increase or decrease the number of Monsters they challenge per game based on their own discretion
- "Monster retaliation" refers to all effects generated from a die roll after attacking the Monster
- When a player loses all their Hearts (except on the last round), they are immune to all Monster retaliation and other card effects except for revival cards
- In the event where there is more than 1 Monster on the table, players may choose which Monster to attack. Total Monster count still applies.
- For Hunters with Passive abilities: the skills can be activated as long as their conditions are fulfillable.
- Players must leave any card with conditions lasting more than 1 turn in front of them face up until the card's conditions are expired; then, discard the card to their discard pile
- If any player plays a card from another player's hand or deck, discard it back to the original Player's discard pile after using it
- When a card says ignore a card another player plays against you, it does not ignore Monster retaliation effects