THE HOUND AND THE HARE

IVION

RULES REFERENCE

STOP!

We recommend first reading through the *Learn to Play* before diving into this *Rules Reference*. Once you've read through the *Learn to Play* and setup your first game, review these rules if you have any questions or need to clarify something.

Before starting your second game we recommend reading from *Core Concepts* up to just before *Additional Rules* in this *Rules Reference*, as many of the concepts will become more clear after having experienced the game firsthand.

INTRODUCTION

This *Rules Reference* expands upon the *Learn to Play*. It contains detailed rules for more advanced concepts, and basic strategy tips to get you started. Reading through this document will help you tackle advanced situations during gameplay. Each starter deck additionally comes with a reference card to review basic game concepts, a mechanics card that explains key features of your character, and a decklist card in case you'd like to recreate the starter decks at any point.

After you've played a game or two with the starter decks, we recommend opening the extra shrink-wrapped deck in your box. At this point, you'll have some options on how to approach the game. Check out the *Herocrafting* and *Make Your Own Hero* sections for more information.

We hope you enjoy the game, and welcome to the world of *Ivion*!

RESOURCES

Actions and power are collectively referred to as **resources.** You can use resources to **move**, play cards, remove **control**, and pay for effects. Unspent **resources** are saved in your **resource pools** between turns, but a player can never have more than five of each **resource.**

ACTIONS

You gain three **actions** at the start of each of your turns. There are very few other ways to generate **actions**, so spend them wisely!

POWER

You don't gain **power** at the start of your turn. Instead, some cards give you **power**, and others cost **power** to play. The only way to gain **power** is through card effects.

DAMAGE

The most common effect a card will have is damage. In Ivion, a player is defeated when their HP is reduced to zero. When a card "deals damage" to a player, that player's HP is reduced by that amount.

RANGE

A card's **range** is the maximum number of tiles away you can be from the card's target; if a card's **range** is not listed, there is no maximum.

MOVEMENT

On your turn, you may **move** your miniature to an adjacent tile. This costs one action each time. Tiles that are diagonal to one another are not considered adjacent.

INITIATIVE

You gain an **initiative** token at the start of each of your turns. You can expend an **initiative** token to either draw a card or **move** one tile.

SAVING RESOURCES

*You'll need to save **actions** and **power** between turns to play your most powerful cards. Remember that the maximum of each is five, but that you gain three **actions** each turn – try to spend your **actions** each turn down to two so you don't waste any. With five **actions**, five **power**, and a fistful of cards at the start of your turn, no evil can stand against you!*

▶ *Daring Strike costs **one action***

▶ *... and generates **one power***
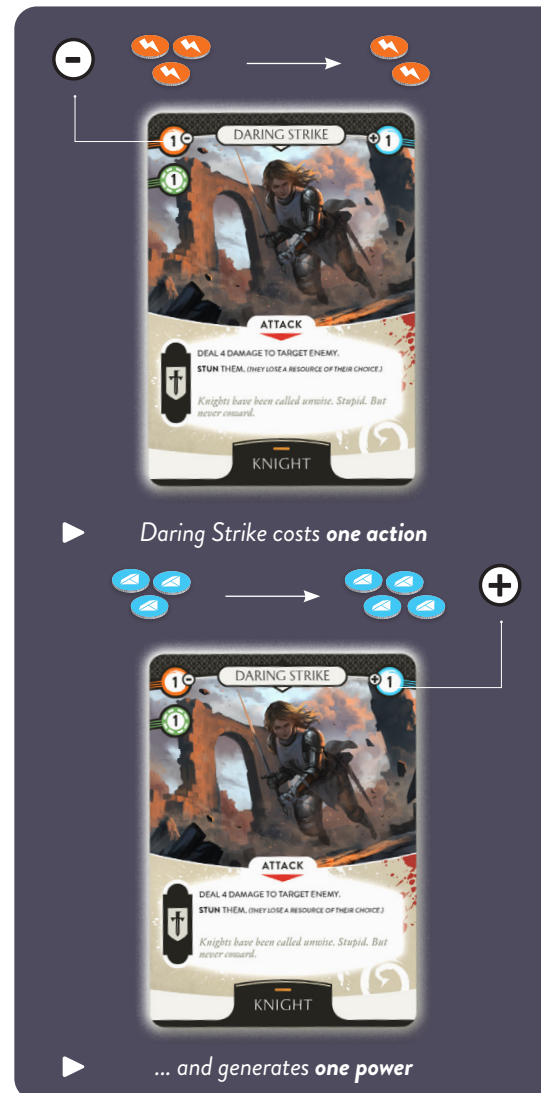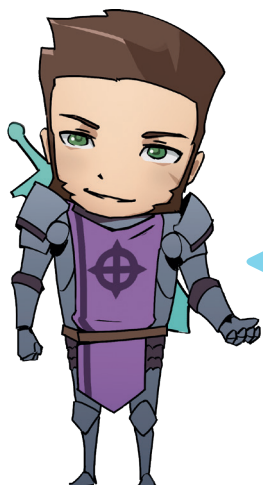
PLAYING CARDS

You may play cards from your hand, and you may play **feats** that have **resource** costs.

To play a card, go through these steps:

1. **Choose your card**. Select a card to play and place it face up in front of you.
   a. If the card requires you to "choose", decide now.
   b. If the card requires one or more targets, select them now.
   c. If the card has a **range**, the selected targets must fall within it.

2. **Pay its cost**. Spend **resources** equal to the card's cost by removing the appropriate amounts of **actions** and / or **power** from your **resource** pools. **Control** is removed accordingly.

Your card has now been played. But watch out! Before your card "resolves" and its effects occur, your opponent can respond by playing an **instant** ❗ card. If they do, you can respond to their **instant** by playing an **instant** of your own!

When a player chooses not to respond, all played cards attempt to resolve in the reverse order of which they were played.

To resolve a card, go through these steps:

1. **Was it countered?** If the card has been **countered** or **meta-countered**, it has no further effect and is placed in its owner's discard.
   a. If the card was **meta-countered**, the **resources** spent to play it are refunded.

2. **Gain resources.** If the card generates **resources**, those **resources** are gained now.

3. **Resolve its effect.** The effects listed in the rules text of the card occur, from top to bottom.
   a. If the card is not **attached**, it is then placed in its owner's discard.

Important:

*Players cannot take other game actions such as moving, spending **resources** to remove **control**, or expending **initiatives** while one or more cards are unresolved.*

CONTROL

Some cards can apply **"control"** to your hero. The three kinds of **control** are **slow** 🌀, **silence** 📜, and **disarm** ⚔. **Control** does not deal damage but does prevent your hero from doing certain things. When you receive **control**, place the appropriate number and kind of tokens in front of you.

Control will prevent you from playing some of your cards. Each card has a banner to the left of its rules text which indicates what kinds of **control** prevent it from being played. If you have any **control** of those kinds applied to you, you cannot play that card. Additionally, while **slowed**, you can't **move** nor spend an **initiative** token to move.

Control is counted in increments, up to a maximum of five for each type. A hero may never be affected by more than five tokens of a single type of **control** at any given time.
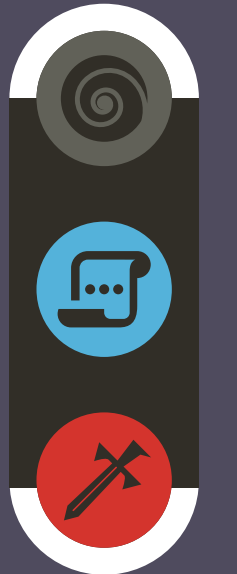
REMOVING CONTROL

After you spend **resources** in any way, you remove that many **control** tokens in any combination from your hero. Some game effects such as **stun** can cause you to lose **resources**. Lost **resources** do not remove **control**. A player may also spend **resources** during their turn for the sole purpose of removing **control**.

HEROIC CARDS

Some cards have the ⓘ icon instead of the **control** banner, denoting that they are **heroic**. They are unaffected by **control**. Try using them while you're **controlled** to escape it quickly!

*THIS CARD IS **UNAFFECTED** BY **SLOW**, AND **AFFECTED** BY **SILENCE** AND **DISARM***

ESCAPING CONTROL

*Your foes will try to keep you constrained by applying **control** to you, but there are ways to manage this. It's almost always better to spend **resources** by playing cards or moving to remove **control** rather than paying **resources** explicitly for that purpose. Save **heroic** cards to fight through heavy **control**, and opt to spend **resources** that would otherwise be wasted to remove **control**. Sometimes it's difficult to break free, but properly manage your **resources** to avoid **control** and you will stand tall against these fiends!*

INSTANTS ⚠

Instant cards can be played in response to your opponent playing a card, and will take effect before your opponent's card resolves. **Instant** cards have the ⚠ icon in the top right of their rules text. These cards can also be played normally during your turn.

COUNTERS

Some effects can **counter** cards, which is a way of preventing a card from resolving. A **countered** card does not resolve and goes to its owner's discard.

META-COUNTERS

Sometimes, when a card you have played attempts to resolve, the conditions which allowed you to play that card are no longer met. If this is the case, your card is **meta-countered**. A **meta-countered** card does not resolve, but any **resources** *you spent to play it are refunded*. Generally, cards are **meta-countered** in one of two ways:

1. You have received **control** which would prevent your card from being played.
2. None of your card's targets are valid, usually because they are out of **range**.

FEATS

Each hero has three special cards that are kept separate from their 45-card deck: one **ultimate** and **two traits**. **Ultimates** and **traits** are collectively referred to as **feats**. Instead of being shuffled into your deck, **feats** reside in the **feat zone**. Some **feats** have **resource** costs and can be played like cards in your hand, others have effect as long as they are in the **feat zone**. Once a **feat** is played, regardless of whether it successfully resolves, it cannot be played again until the start of its controller's next turn. If a **feat** would be sent to the discard, hand, or deck, it is instead returned to the **feat zone**.

ULTIMATES

Each hero has an **ultimate** card which comes from their **specialization**. An **ultimate** functions the same as all **feats** but also determines the starting and maximum HP of the hero.

TRAITS

In addition to their **ultimate**, each hero has two **"traits"**. **Traits** have a bar at the bottom of the card indicating what kinds of heroes can use them. **Trait** eligibility during deck construction is explained further in the *Make Your Own Hero* section.

ATTACHED CARDS

Some cards will **attach** to your hero, an opponent, a tile, or something else when they resolve. Only **empty** tiles can have cards **attached** to them.

DESTROY

Some cards **destroy attached** cards. An **attached** card must have resolved before it can be **destroyed**. **Destroying** cards uses the normal targeting rules; **attached** cards are in either the tile they are **attached** to, the tile of the player/card they are **attached** to, or else in the tile of their controller.

SECOND WIND

When you flip your hero's HP tracker to the wounded side for the first time during the game, interrupt the current player's turn and immediately use your **second wind**. Look at the top five cards of your deck and pick two from among them to put into your hand, then put the other three on the bottom of your deck in any order.

STAYING VIGILANT

Some cards will have a major impact on the battle, turning the tide to one side's favor. Save powerful instant cards for a pivotal moment to ensure that your important cards resolve – and that theirs do not. Try to anticipate when your foe is planning to strike a decisive blow, then prevent them from resolving their important cards. If you have multiple instant cards, aggressively use them, and if they attempt to stop you with their own, engage in a "counter-war" to strain their resources. Remain unpredictable and victory will become a mere illusion for them!

EXHAUSTION

A player is **exhausted** while they have no cards in their deck. When you are **exhausted**, damage you take can't be reduced, you can't gain HP, and if you would draw a card, instead take 5 damage.

You haven't lost the game yet while **exhausted**, but you're close. Try to finish off your opponent with the cards still at your disposal, or suffer defeat!

TERRAIN

When **terrain** is created in a tile, place the appropriate **terrain** token onto that tile. If **terrain** is made on a tile that already has **terrain** on it, the previous **terrain** is replaced.

TRAVELING

Traveling is a term for when a card effect causes a player to change tiles. **Traveling** causes players to enter and leave tiles, but does not count as moving. Players do not **travel** along "paths"; players simply leave one tile and enter the other.

OCCUPIED TILES

A player can't enter a tile that has an opponent in it. A card that would cause a player to **travel** to a tile with an opponent cannot resolve and will be **meta-countered**. If a card allows you to choose between multiple tiles to **travel** a player to, you cannot choose a tile with their opponent in it.

SIMULTANEOUS EFFECTS

If multiple effects trigger at the same time, each player in turn order resolves their effects in whichever order they wish, starting with the player whose turn it is.

ZONES

Cards exist in zones. Zones are either public or private. Cards in public zones are available for any player to look through at any time, while cards in private zones cannot be viewed by some or all players. Each player has their own deck and hand (private), and their own discard and feat zones (public), and they share the field (public).

REVEALING CARDS

When a card in a private zone is placed in a public zone, it becomes **revealed**. When a card is **revealed** it is shown to all players. The card then remains face up for the rest of the game, even if in a private zone. When a player's deck is shuffled, any **revealed** cards in that deck are no longer revealed.

GLOSSARY

CANTRIP ◈

A card with **cantrip** can be played for free by expending an **initiative** token. Because **initiative** tokens are not **resources**, If a card played this way is **meta-countered**, the **initiative** token is not refunded.

CHIVALRY ♛

While you are **chivalrous**, at the start of your turn, you heal 2 HP. Once you become **chivalrous**, you will remain so until you dishonor the code of **chivalry**. You dishonor the code of **chivalry** when:

- You play a card targeting an enemy affected by **control**.
- You play a card during an enemy's turn
- A game action or effect you control causes you to leave a tile **near** an enemy and enter a tile that is not **near** an enemy.

COPY

When you **copy** a card, you play an identical version of it. If it would normally **attach**, it instead does not.

Additionally, **copied** cards don't go to the discard. In all other ways, treat it like playing a normal card.

EMPTY TILE

A tile is **empty** if it has no cards **attached** to it and no heroes in it. An **empty** tile may have a **terrain** token on it.

ENCHANTED TERRAIN ◈

After a player enters a tile with **enchanted terrain**, they gain 1 **power**, and the **enchanted terrain** is removed.

FREE ⊗

When a card is played "for **free**", its controller plays it as if its cost were 0 **actions** and 0 **power**. For example, a -1/+1 card played for **free** will not generate **power**.

NEAR

Something is **near** when it is in the same tile as or adjacent to the referenced object. Tiles that are diagonal to one another are not considered adjacent.

RELICS ⚱

Before a game begins, if your deck can gain **relics**, you'll shuffle them together into their own, separate pile. When you gain a random **relic**, draw the top card of this deck and immediately activate its effects. If a **relic** would enter the discard, instead remove it from the game. It cannot be gained again in this game.

STUN

When a hero is **stunned**, they lose a **resource** of their choice. This **resource** is *lost*, not spent, and thus does not contribute towards removing **control** tokens.

UNLEASH ⟳

When you play a card with **unleash**, you choose whether or not to **unleash** it. If you choose to **unleash** it, you spend the rest of your remaining **power** to gain the secondary effect. If a card that is **unleashed** is **meta-countered**, the additional **unleashed power** is also returned to the controller. A card can only be **unleashed** if one or more extra **power** is available to be spent.

MOVING METHODICALLY

Maneuvering across the board with purpose is critical to gaining and maintaining the advantage. While you're ahead, aggressively keep your foe within distance so they can't escape your onslaught. While you're on the backfoot, disrupt their assault by slowing them and moving away. Beyond this, attach cards to central tiles, forcing your opponent towards the outer edge to reduce their avenues of escape or assault. Move methodically and illusory chains will figuratively bind them!

This box alone is a complete, replayable game experience. However, the *Herocrafting System* empowers you to quickly try new characters without the usual hassle of constructing your own deck. To get started using the Herocrafting System, you will need each of the three content boxes:
The Hound and the Hare, The Knight and the Lady, and The Sun and the Stars.

HOW IT WORKS

Each hero is a combination of three fantasy archetypes. Two of these archetypes are **classes**, and one is a **specialization**.

① CHOOSE YOUR TWO CLASSES

Firstly, pick two different **classes** in your collection that sound fun, cool, or otherwise interesting—what kind of hero you want to craft is ultimately up to you! Note the color of the **classes** you choose.

You may pick the same **class** twice. If you do, simply take two copies of each of the cards marked for Herocrafting instead of one.

Class cards can be identified by the gold bar above the name of the class.

② CHOOSE YOUR SPECIALIZATION

Pick a **specialization** in your collection. It must share a color with at least one of your chosen **classes**. Furthermore, each **specialization** has an associated card that has a unique back compared to its other cards. For now, set this card aside.
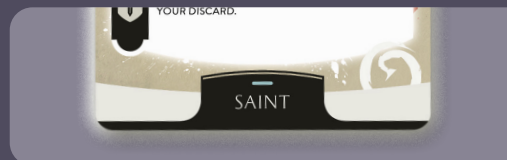
Specialization cards can be identified by the platinum bar above the name of the Specialization.

③ CRAFT YOUR HERO!

In each of your three chosen archetypes, 15 cards will bear the Herocrafting System icon. Find each of these 45 cards and combine them into a deck!

Additionally, there are two **trait** cards that aren't associated with any archetype you'll need to add to your new character. Based on the color of your two **class** choices, you'll find Herocrafting-marked **trait** cards for each. Take whichever two you'd prefer and set them aside.

④ SHUFFLE & PLAY!

Shuffle your new, 45 card deck. The three extra cards from the archetypes you chose initially will be your hero's **feats**. Once you've found your associated **specialization's** miniature, you and your new hero are ready to play!

Gianna Florre

In this example, we'll take a look at a *Herocrafted* Illusionist.

Gianna knows she wants to be an Illusionist, so picks Wizard as her first **class** and sets those cards aside. Wizard is blue, and thus satisfies the color requirement of Illusionist, a blue and green **specialization**. She additionally picks Sorcerer as her second **class** and sets those cards aside.

Second, she picks Illusionist as her **specialization** and sets those cards aside.

She finds that the Herocrafted **traits** associated with Wizard (blue) are Timerunner and Ponder, and the Herocrafted **traits** associated with Sorcerer (red) are Spellwake and Enchant. She can pick any combination of these two, and opts for Timerunner and Spellwake, then sets those cards aside.

Finally, Gianna takes the set aside cards she's gathered. She sifts through to find each card with the Herocrafting icon and creates her deck with those cards. She takes the Illusionist miniature and the Illusionist **ultimate**, Confuse. Along with her two chosen **traits**, she's ready to shuffle and play!

INITIATIVE STRATEGY

*How to spend your **initiative** each turn may seem like a simple choice, but understanding when to **move**, when to draw, and when to use special choices is key to gaining the advantage. If you need more cards to fill your hand, and you often will, consider using your **initiative** to draw a card. If you find that you have more cards than **resources** to play them, it may be more useful to put your character in an advantageous position on the board by spending an **initiative** to move. While each turn this choice may seem minimal, it adds up! Expertly spend your **initiative** and you will become a phantom of the battlefield!*

Beyond the *Herocrafting System* is a fully customizable card game to explore – the options to create your perfect fantasy hero are vast and expand with each new release. While one content box alone is sufficient to craft a hero from scratch, we recommend two or more content boxes to unlock the true potential of choices available in *Ivion*.

Using This Box

Each starter deck in this product also has an extra package of cards for your hero that are not used in the starter deck. Simply try swapping out a few cards that you didn't find useful with a few cards that look fun!

Additionally, there are extra decklist cards that contain interesting characters for you to try.
Please note that to construct these decks, you will need one or more additional content boxes of *Ivion*.

HOW IT WORKS

An Ivion deck is comprised of the following elements exactly:

- One or two **classes** (30 **class** cards total)
- One **specialization** (15 **specialization** cards)
- One **ultimate** (from your **specialization**)
- Two **traits** (for which you qualify)

① CHOOSE YOUR CLASSES

Your hero's **classes** define the core of your hero. Take each card from up to two **classes** and set them aside in separate piles. You'll pick cards from them soon!

② CHOOSE YOUR SPECIALIZATION

Pick a **specialization** in your collection. It must share a color with at least one of your chosen **classes**. Your hero's **specialization** will define the unique strengths of your hero. Take each card in that **specialization** and the corresponding **ultimate** card and set them aside. You'll pick cards from it later.

③ CHOOSE YOUR TRAITS

Traits are **feats** that have colored pips at the bottom middle instead of an associated **class** or **specialization**. For each required color, one of your archetypes must also be that color (an archetype's color is indicated at the bottom of the card). If a **trait** requires two pips of the same color, then two of your archetypes must be that color.

*Trait cards can be anything from a bonus **attack** to a subtle **passive**. Try to find two that seem fun or useful to you.*

④ MAKE YOUR HERO!

Pick 30 **class** cards from among your hero's two **classes** and 15 cards from your hero's **specialization**. Those 45 cards comprise your new hero's deck! Your **ultimate** and two **traits** comprise your new hero's **feats**.
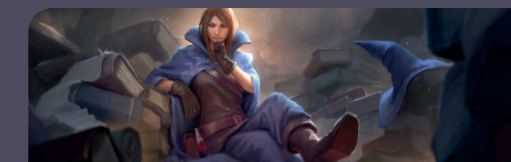
ⓘ WHICH CARDS SHOULD YOU CHOOSE?

A hero isn't simply born—they grow over time. Keep these tips in mind to get started.

- Add *many* cards that generate **power**.
- Add *many* **attack** cards to deal damage.
- Add *some* cards that cost **power** for big plays.
- Add a *few* cards with the **destroy** effect.
- Add a *few* **instant** cards that surprise your opponents.

Making custom decks is rewarding, but can be difficult and competitive. For strategy advice and examples of other player's decks, visit **playivion.com** and join the **Ivion HCG Discord server!**

EVALUATING MOMENTUM

As you play games with your character, you'll find they align better with an attacking playstyle, a defensive playstyle, or somewhere in between. While battling your foes, it's important to consider which deck will be playing more aggressively, which will be playing more defensively, and which style you should adopt in the match. A deck more suited to defense will not succeed in playing aggressively against a deck with far more explosive damage potential, and an offensive deck can't easily outlast a deck with numerous defensive options. Understand this theory and you will honor the king and the Lady!