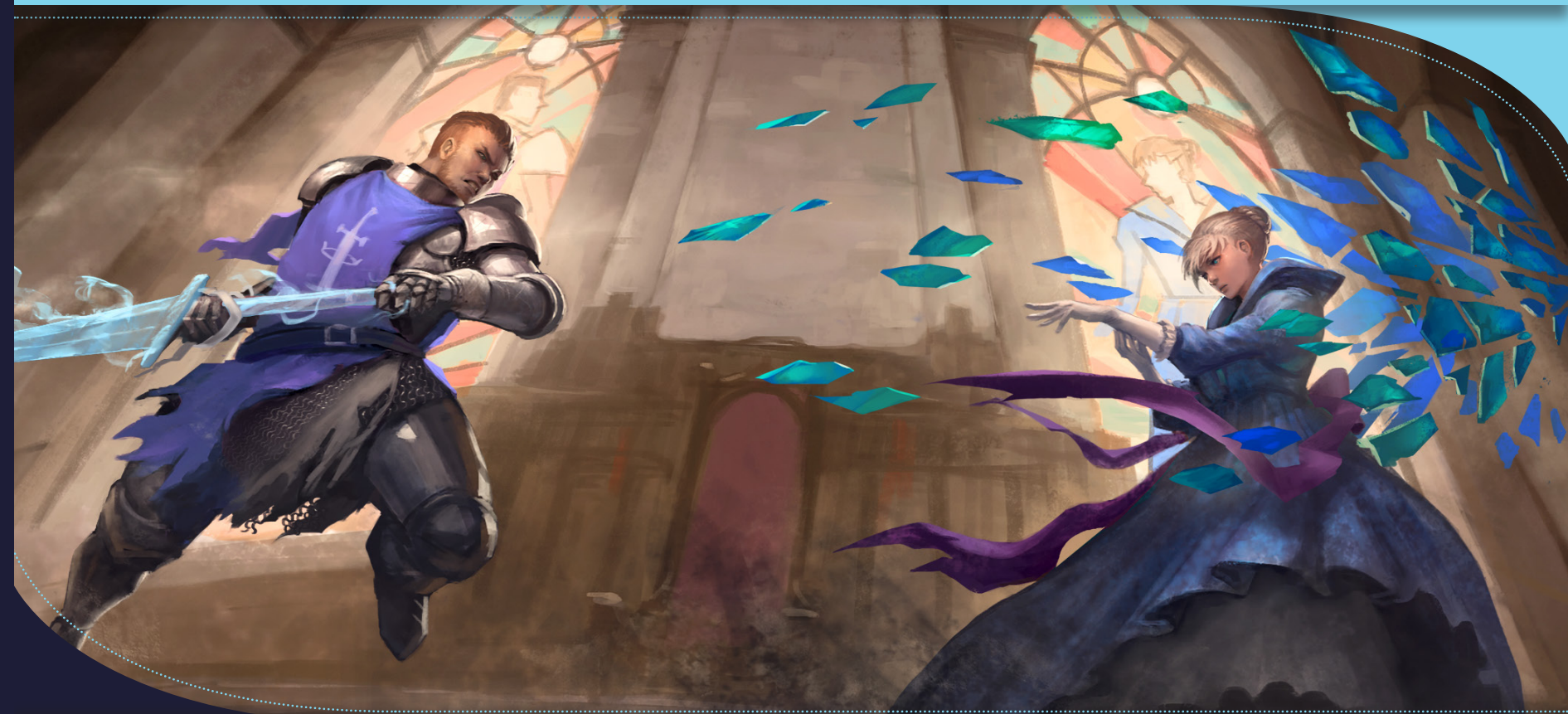




IVION

THE HOUND AND THE HARE



LEARN TO PLAY



OVERVIEW

IVION is a two-player card game where you take on the role of a fantasy hero with an array of skills and spells at their disposal. With their deck, you'll fight in a duel against an equally powerful foe. Regardless of your hero's past, one grievance has led to another, and the climax of their story is now the battle at hand.

In each of these battles, your hero is represented by a position on a board. They will use powerful attacks and cunning tricks to gain the upper hand, all the while maneuvering through deadly traps and wicked magic placed by their foe. At the end of this epic duel, only one can remain standing. **Reduce your opponent's hit points to zero to win the game!**

In between each game, players may customize their decks with the simple *Herocrafting System*, or delve deeper to fully customize their own character from scratch. A hero is comprised of three archetypes, such as *Knight*, *Wizard*, or *Sorcerer*. With each new IVION box added to your collection, new archetypes become available to further hone your character into the ultimate hero!

Read on to get started and jump right into the dramatic world of playing IVION!

SETUP

a Place the board in between you and your opponent. Each empty card slot on these boards represents one tile, making up the 4 x 4 tile battlefield the game is played within. Each board also contains areas on either side for you to track your resources and other information.

b Gather tokens. Punch out the tokens and create a communal pool for them within easy reach of both players.

Each player follows the remaining steps.

c Choose your hero. There are two premade decks included. Check the component section for each named card, and set those cards aside. Shuffle the remaining 40 cards together.

d Connect your HP tracker to the board. Place your hero's HP (*Hit Point*) tracker in one of the two shaped slots on the board, facing you.

e Enter the battlefield. Place your hero's miniature in the bottom right tile of the board.

f Create your "feat zone". Place your hero's "feats" in front of you. These are the first three cards specifically named in your heroes' component list.

g Draw the top five cards of your deck. There are no mulligans!

*** Immediate bonus.** The Saint player should perform the first line of rules text on the 'Destiny' card. (Check out the relics card for more information).

*** Begin!** The player who comes up with the best name for their hero goes first.

THE HOUND & THE HARE



Have the Saint player read this section:

"She had come to court upon a cool autumn wind, as graceful as a queen. Young lads with nary a nick on their blade made vows in her name, and ladies whispered jealous lies of her past.

Or did the chambermaids speak the truth?

I was unconvinced, but now, she has attempted to perplex me with her peculiar magic. I remain unswayed, as the Lady is at my side. I will conjure my blade and smite this treacherous stranger!"

Have the Illusionist player read this section:

"These Calbrians are so strange. So fascinated by ideals.

My work has been swift, yet there is one man at court that continues to elude me. His mind is sound, and his will strong. It will take an illusion powerful indeed to alter his reality.

He knows nothing of my goals. There is magic under our feet that runs much deeper than the people of this realm realize. If I am to take its power as my own, I must break him..."

HOW TO PLAY

Players alternate taking turns until a player is reduced to 0 on their HP tracker. Each turn is split into the **Start**, **Main**, and **End**.

Start

Draw a card, gain 3 action tokens, and gain 1 initiative token. The first player on their first turn does not draw a card. If you have an effect that triggers at the start of your turn, that triggers now.

Main

While it is your main step, you can perform each of the following as many times as you wish in any order:

- **Play a card** from your hand, or a non-passive feat of your hero. (Check out the playing cards section for more information).
- **Move one tile** (no diagonals!) away from your hero's current position **by spending one action**. You can't move if you're slowed, and you can't move into the same tile as your opponent.
- **Spend your Initiative token to...**
 - move without spending an action, or
 - draw a cardInitiative tokens aren't permanent, but you'll gain another at the start of your next turn.
- **Remove Control** from yourself by spending actions and / or power tokens equal to the total amount of Control you wish to remove.

End

After you've finished your turn, effects that occur at the end of your turn trigger. Then, if you have more than 7 cards in your hand, choose cards to discard down to 7. Any unspent initiative tokens are lost, but unspent action and power tokens are kept. Now, it's your opponent's turn.

Token Limits

Any one hero may never have more than five action or power tokens, nor more than five of each of the slow, silence, and disarm tokens affecting them at any given time.

The Golden Rule

If the rules text of a card directly conflicts with the rules in this guide, the card takes precedence.



illustration