



ASCENSIONTM

REALMS UNRAVELED

Game Rules





ASCENSIONTM

REALMS UNRAVELED

For as long as anyone can remember, Adayu has been a benevolent protector of the five realms. Able to alter reality with nothing more than a thought, he has saved Vigil countless times over, but now he may be its undoing.

The centuries of pain and struggle have begun to take their toll on Adayu's mind. What will happen to Vigil if a being with the power to change reality loses his understanding of what that means? The realms must all unite to save Adayu, and existence itself, from being lost to madness.

As Adayu's insanity takes its hold, the realms have begun to collide and join with one another. To combat this threat, new alliances between factions have formed and powerful champions are at your disposal to battle the spreading chaos.

Horrors from Adayu's nightmares pillage the land. Vigil's foundations shake as they are unmade and remade in a twisted reflection. Can Adayu be restored before there is nothing left to save? It's up to you.

OVERVIEW

In *Ascension: Realms Unraveled™*, players compete to become the greatest champion in Vigil. Starting with a small group of loyal but untrained followers, you acquire mighty Heroes and powerful Constructs to aid you in your quest to defeat evil Monsters and achieve victory.

Each turn, you will play cards to gain resources. These resources will allow you to acquire new Heroes and Constructs for your deck and defeat Monsters to earn rewards. At the end of the game, the player with the most Honor from cards they have acquired and Monster rewards is the winner.

CONTENTS & SETUP

CONTENTS

- **100 Center Deck Cards**
- **50 Single-Sided Transform Cards**
- **93 Basic Cards**, including:
 - 4 Personal starting decks, each containing 8 Apprentices and 2 Militias
 - 53 Always available cards: 1 Cultist, 26 Mystic and 26 Heavy Infantry
- **1 Game Board**
- **50 Deluxe Honor Tokens**: 25 small clear 1 Honor clear tokens and 25 large red 5 Honor tokens

SETUP

Ascension: Realms Unraveled™ can be played with 1-4 players on its own, or support up to 6 players when combined with other expansions.

Each player has a starting deck consisting of eight Apprentices and two Militias.

Each player shuffles their starting deck and draws five cards (leaving five cards in their deck).

Take the Heavy Infantry, Mystic and Cultist cards and set them to the side in reach of all players. These cards represent characters in your kingdom and are always available to be acquired or defeated on your turn.

Shuffle all of the other cards face down to form the center deck.

From the center deck, flip six cards face up in a row between all players. This forms the center row.

Place the center deck on one side of the center row.

Reserve space next to the center deck for the void. When a Monster in the center row is defeated or any other card is banished, it goes to the void.

Place 30 Honor tokens on the table for each player. Large red Honor tokens are worth 5 points. Small clear Honor tokens are worth 1 point.

Number of Players	2	3	4
Total Honor Tokens	60★	90★	120★

Randomly determine which player goes first and proceed clockwise from there.

GAME LAYOUT

Honor Pool



Center Deck



Void

Personal Deck
(10 cards: 8 Apprentice, 2 Militia)

Mystic,
Heavy Infantry
and Cultist



Center Row



Starting Hand (5 cards)



Personal Deck
(remaining 5 cards)



HEROES & CONSTRUCTS

HEROES

Heroes are the champions you acquire to aid you in your quest to save the realm of Vigil. You can play any number of Hero cards from your hand each turn. When you play a Hero from your hand, gain the effect listed on the card. It stays in front of you until the end of the turn, and then it goes to your discard pile.

Name

Cetra, Matron of Stars 7

Faction

There are four different factions:

- **Enlightened**
- **Lifebound**
- **Mechana**
- **Void**

Honor

How much Honor this card is worth.

Lifebound Hero

Once this turn, acquire a Hero without paying its cost. Put it on top of your deck.

Multi-Unite: You may repeat this.

"Do not despair, child. You have the resolve and strength to meet your fate. You need only accept it."

4

©2014 Stone Blade Entertainment, Inc. All rights reserved.

CONSTRUCTS

Constructs are the many weapons, magical items, and fantastical devices you may acquire to use in your battles. Unlike Heroes, when you play a Construct, it stays in play and continues to help you turn after turn.

Workshop Gargoyle 2



Cost

Number of Runes you must spend to acquire this card.

Effect

What the card does when played or in play.

Flavor Text

Flavor text has no game effect.

Mechana Construct

Once per turn, when you acquire a Mechana card, gain 1.

THEY WOULD BE MORE HELPFUL IF THEY WEREN'T NOT.

2

©2014 Stone Blade Entertainment, Inc. All rights reserved.

Rarity & Set Icon

Each ● represents a copy of the card in the center deck.

MONSTERS

MONSTERS

Monsters represent the forces of evil that are trying to break through and destroy your world of Vigil. Whenever you defeat a Monster, banish it to the void and you get its reward immediately.

Defeating Monsters gives you rewards, including Honor, which is the victory condition of *Ascension: Realms Unraveled*™. When you earn Honor for defeating a Monster, simply collect the appropriate number of Honor tokens and place them in front of you.



Name

Cost

How much power you must spend to defeat this Monster.

Reward

What this Monster does when it is defeated.

Flavor Text

Flavor text has no game effect.

MULTIFACTION CARDS

MULTIFACTION CARDS

For the first time, cards in *Ascension: Realms Unraveled*™ can belong to more than one faction. Multifaction cards are played just like any other cards except they have multiple factions. This allows them to satisfy the requirements for different Multi-Unite abilities or Transform conditionals based on factions.

For example, Disciple of Oziah can transform if you have played another Enlightened Hero this turn, and Disciple of Euloth can transform if you have played a Mechana Hero. If you play Canon Templar, you can transform both Disciples, because it is both an Enlightened and Mechana Hero and satisfies the requirements of both.

Factions

Multifaction cards count as each faction listed on their typeline.



TRANSFORM CARDS

Some cards in *Ascension: Realms Unraveled*™ have the Transform ability. Cards that Transform represent beings and objects in the Ascension world undergoing dramatic changes. These begin as one card and change into a different card when certain conditions are met.

Each card transforms based upon a condition specific to that particular card. When the condition is met, replace the original card with the Transformed version. You do not generate any of the effects of the original card, nor is that card considered played. The card remains in its transformed state until the end of the game, when you should reset the card to its starting form.

Multiple versions of each of the Transform cards are included in your copy of *Ascension: Realms Unraveled*™ – one version with each of the different cards on two sides of the same card, and one version with individual copies of each card with the Ascension back. The two-sided versions allow you to simply flip the card over when it transforms, while the separate cards are available for players who choose to play without sleeves. If you choose to play with the separate cards, set the original version aside until the end of the game. It is not considered to be in the void. When counting your score at the end of the game, add only the Honor value of the version of the card that was in your deck when the game ended.

EXAMPLES OF TRANSFORM CARDS



GAMEPLAY

GENERAL RULES

At any time, if your personal deck is empty and you need to draw a card or reveal a card from the top of your deck, reshuffle your discard pile to replenish your deck. If the center deck runs out, reshuffle the void to replenish it.

Hero cards played during your turn go into the discard pile at the end of your turn. In other words, don't reshuffle Hero cards you've played this turn if you need to reshuffle your discard pile in the middle of your turn.

Cards you acquire during your turn are placed in your discard pile.

Whenever a card leaves the center row, replace it immediately with the top card of the center deck. This happens before anything else occurs. Any time a player is making a decision, the center row should be full.

Many cards will have text that contradicts these rules. If card text ever contradicts the rules, follow the card text instead.

TURN BREAKDOWN

1. Play cards from your hand to gain Runes (▲), Power (⚔) and Honor (★). Acquire Heroes and Constructs and put them in your discard pile for future turns. Defeat Monsters for rewards and Honor.
2. Place played Hero cards and cards in your hand in your discard pile at the end of your turn.
3. Draw five cards from your personal deck.

To play a Hero card from your hand, simply place the card face up in front of you, announce its effect, and follow the instructions on the card. Any choices required by the card must be made at that time and any conditionals must be met for additional effects, though any ▲ or ⚔ generated can be spent until the end of your turn. You do not have to pay any costs to play Heroes from your hand.

Example: *Wolf Shaman says, "Gain ▲. Draw a card." When you play Wolf Shaman, you draw the card and gain the ▲ immediately, but you can wait until later in the turn to decide how to spend your ▲.*

Constructs are played just like Heroes, except Constructs remain in play and can be used every turn. If a Construct has multiple abilities, each one may be used.

ACQUIRING HEROES AND CONSTRUCTS

You need Runes (▲) to acquire Heroes and Constructs. Runes come from Heroes played from your hand or from Constructs you have in play. You may acquire any number of cards as long as you have enough Runes. To find out how many Runes you get from a card, look in the text box of the card. If a card provides Runes, there will be a Rune icon with a number.




Wildgear Druid costs three Runes to acquire.




You gain two Runes by playing it.

You may acquire any Hero or Construct in the center row as well as Mystics and Heavy Infantry, which are always available. When you acquire a card, place it in your discard pile and replace the card in the center row with the top card of the center deck.

DEFEATING MONSTERS

To defeat a Monster, a player must have enough Power (generated by cards with  in their text box — e.g., Heavy Infantry). The amount of Power a card generates is found in its game text box represented by the Power icon with a number.

The Defeat Cost of a Monster is listed in the upper-right corner of the card. This cost has a Power icon behind it.

When you defeat a Monster, you gain a reward. Most rewards include Honor, and how much Honor you gain is equal to the number indicated on the Honor symbol (). If the Monster has another effect as part of its reward, that effect occurs immediately after the card is replaced in the center row.

After defeating a Monster, place it in the void and replace it in the center row. You may defeat any number of Monsters as long as you have enough Power.

The Cultist is always available to defeat and is never banished to the void. There is no limit to how many times you can defeat the Cultist in one turn.



Foundation Burrower requires 2 Power to defeat.



Heavy Infantry generates 2 Power.

BANISHING CARDS

Some cards allow you to banish cards in either the center row or your own deck. When a card tells you to banish from the center row, put the card into the void, then place the top card of the center deck into the center row. If a card instructs you to banish multiple cards from the center row, place all of those cards into the void, then put that many cards from the center deck into the center row.

When a card tells you to banish a card in your hand and/or your discard pile, you may put a card from that zone into the void. If a card allows you to banish a card in your hand, you may not banish a card that you've already played that turn, as that card is no longer in your hand. Banishing your weaker cards allows you to draw your more powerful cards more frequently, so make sure to banish your Apprentice and Militia cards whenever you get the opportunity.

MULTI-UNITE

Ascension: Realms Unraveled™ introduces a new mechanic called Multi-Unite. Cards with Multi-Unite have additional effects that occur if you play them in the same turn as other Heroes that share the same faction. You gain the bonus effects listed under the Multi-Unite ability for each other Hero you play or have played that shares a faction with the Hero with Multi-Unite.

The order in which you play the Heroes does not matter, since Multi-Unite counts Heroes played before or after the card.

Example: *Everbloom Clique* is a Lifebound Hero with, "Multi-Unite: Gain ★." If you played a Lifebound Hero before *Everbloom Clique*, and then another afterwards, you would gain a total of ★ from the Multi-Unite ability.



ENDING YOUR TURN

After you are done playing cards from your hand, acquiring Heroes and Constructs, and defeating Monsters, place any remaining cards in your hand and any Heroes played during your turn into your discard pile. You lose all unspent ▲ and ●.

Draw five cards to replenish your hand. If you run out of cards in your deck and need to draw more, simply reshuffle your discard pile into your deck. When you end your turn, play passes clockwise around the table.

GAME END

The game ends when a certain amount of Honor has been earned, based on the number of players.

Number of Players	2	3	4	5	6
Total Honor Tokens	60 ★	90 ★	120 ★	150 ★	180 ★

Set this much Honor aside in Honor tokens before starting the game. When the final Honor token is earned, the game ends at the end of the current round (after the last player to start the game takes a turn). Thus, each player will play the same number of turns during the course of the game. Players can still gain Honor even when the set number of Honor tokens is gone. Use additional Honor tokens left over to track any Honor earned by players before the game ends.


Cards in each player's deck are also worth Honor, indicated by the number in the Honor symbol (★) on the bottom, left-hand corner of the card. When the game is over, count the Honor from Heroes and Constructs (this includes your hand, deck, discard pile, and played Constructs), along with all Honor tokens acquired during the game. The player with the most total Honor is the winner!

If multiple players have the same number of Honor Points, the last player to start wins (i.e., the starting player loses all ties, the second player loses to third and fourth, etc.).

GAMEPLAY VARIANTS

TEAM RULES

(4-6 Players in teams of 2)

- Set aside 30 Honor tokens per player.
- Teammates sit across from one other.
- Your teammate is not harmed by the rewards from any Monsters you defeat (e.g. if you kill a Corrosive Widow, your teammate does not have to destroy a Construct they control).
- You may spend one additional  when you acquire a card to add that card to your teammate's deck instead of yours.
- At the end of the game, combine your Honor total with that of your teammate's to determine the winning team!

SOLITAIRE RULES

(1 Player)

- Set aside 50 Honor tokens.
- Lay out the Center Row as normal, but whenever a card leaves the Center Row, the replacement card always enters on the left-hand side and the remaining cards slide over to the right.
- You take the first turn of the game. At the end of each of your turns, the Cult is considered to acquire or defeat the two cards furthest to the right in the Center Row.
- All cards acquired by the Cult are set aside and only used to determine its Honor total at the end of the game.
- Any Monsters defeated by the cult go to the Void, and the Cult receives any Honor from their reward. All other effects are ignored.
- Continue playing this way until the last Honor token is gone, then compare your score to the total Honor earned by the Cult. If you have more Honor, you win!

GLOSSARY

Banish: When a card is banished, it is placed in the void pile. Defeated Monsters are also banished to the void. Players cannot interact with anything in the void unless they have cards that allow them to do so. Banishing weaker cards like Apprentices and Militia from your personal deck can increase your chances of drawing more powerful cards that you acquire during the game.

Always Available cards and starting deck cards do not go to the void when banished. Starting deck cards are set aside outside the game and always available cards are put back in their appropriate always available zone when banished

Constructs: Constructs are the many weapons, magical items and fantastical devices you may acquire to use in your battles. After you play a Construct from your hand, you can gain an effect from it every turn it remains in play.

Destroy: Destroy means to put into the discard pile from play and generally refers to Constructs.

Heroes: Heroes are the champions you can acquire to aid you in your quest to save the realm of Vigil. When you play a Hero from your hand, you gain the effect listed on the card, and then it goes to your discard pile at the end of your turn.

Honor (★): Honor is the key to victory in *Ascension*[™]. Whoever earns the most Honor wins the game.

Monsters: Monsters are the minions of Deofol that are trying to break through and destroy your world. Defeating Monsters gives you rewards, including Honor that wins you the game.

Multi-Unite: Cards with Multi-Unite have additional effects that occur if you play them in the same turn as other Heroes that share the same faction. You gain the bonus effects listed under the Multi-Unite ability for each other Hero you play or have played that shares a faction with the Hero with Multi-Unite.

Power (⚔): Power is one of the two main resources in the world of *Ascension*[™]. Power is used to defeat Monsters and earn rewards.

Runes (△): Runes are one of the two main resources in the world of *Ascension*[™]. Runes are used to acquire Heroes and Constructs so you can add them to your deck.

Transform: Cards that Transform represent beings and objects in the *Ascension* world undergoing dramatic changes. These begin as one card and change into a different card when certain conditions are met.

Each card transforms based upon a condition specific to that particular card. When the condition is met, replace the original card with the Transformed version. You do not generate any of the effects of the original card, nor is that card considered played. The card remains in its transformed state until the end of the game, when you should reset the card to its starting form.

F.A.Q.

GENERAL RULES QUESTIONS

Q: When does a card in the center row get replaced? If I defeat Foundation Burrower, do I banish a card in the center row before or after a new card replaces the Foundation Burrower?

A: Whenever a card leaves the center row, the first thing that happens is that it is replaced from the center deck. There should be six cards in the center row at all times. In this instance, if you defeat Foundation Burrower, you replace the Foundation Burrower from the center deck and then make your decision about what card to banish.

Q: What happens when I defeat the Cultist? Does he go to the void? If not, can I defeat the Cultist more than once in a turn?

A: The Cultist remains in the always available area for the entire game—he is never banished to the void. You may defeat the Cultist as many times as you can afford. For example, if you have eight Power, you may defeat the Cultist four times. There are a whole lot of Cultists in the world!

Q: What happens when all of the Honor tokens are gone? Can I earn more Honor?

A: The Honor tokens running out signals that the game is going to end, but you can still earn more Honor from the reserve. The game ends at the end of the series of turns when the final Honor token is taken from the pool. That means that the player who took the last turn in the first series of turns always gets the last turn of the game. For example, if Player 1 went first, Player 2 went second, and Player 3 went third, and Player 2 takes the last honor token from the pool on his turn, Player 3 will get another turn, but Player 1 will not.

Q: What happens if I run out of Heavy Infantry or Mystic cards? Can we buy more somehow?

A: There is a limited supply of Heavy Infantry and Mystics. Once they run out, no player can acquire more of them.

Q: Can I use an Apprentice to gain a Rune and then banish it with a Disciple of Emri?

A: No, cards you play remain face up in front of you until the end of your turn and only then go to your discard pile.

Q: Do Constructs I have in play count toward my Honor total at the end of the game?

A: All cards you have acquired over the course of a game, except those that have been banished or otherwise left your deck, count toward your Honor total. This includes cards in your hand and deck and Constructs in play.

Q: What's the difference between banishing a Monster from the center row and defeating a Monster to banish it to the void?

A: When you defeat a Monster, you get the reward printed on the card. When you are simply banishing the Monster (using a banish ability from a card), you do not get any reward.

Q: What happens if the center deck runs out of cards?

A: If the center deck runs out of cards, simply shuffle the void pile and replace the center deck with it. If any Apprentice, Militia, Mystic or Heavy Infantry cards were accidentally placed in the void pile, remove them when they come up.

REALMS UNRAVELED QUESTIONS

Q: Do I get the effect from a Construct like Upgrade Foundry when I purchase it and put it into play with Alset, Monk Prodigy?

A: No, when you purchase the Upgrade Foundry and put it into play, the Upgrade Foundry does not trigger off of its own purchase.

Q: Do I have to select all of the Heroes I want to acquire with Cetra, Matron of Stars at the same time when I play it?

A: No, you choose the first Hero you want to acquire from its effect when you play it. Then, for every time you trigger Cetra's Multi-Unite, you may acquire a Hero any time later during your turn.

Q: On my turn, I played a Lifebound Hero. At the end of that turn, I drew Disciple of Cetra in my hand for my next turn. Does Disciple of Cetra transform into Scion of Cetra because I met the transform conditions before drawing it?

A: No, you draw cards for your following turn only as a resolution of your current turn. The Disciple of Cetra will only transform if you have it in your hand before you end your turn and draw for the next.

Have questions about *Ascension*[™] strategies and gameplay? Wondering what happens when you combine *Ascension: Realms Unraveled*[™] with other cards and expansions?

Check out the official Ascension F.A.Q. at www.AscensionGame.com/FAQ

CREDITS

Ascension™ Game Design:
Justin Gary

Development Team Lead:
Patrick Sullivan

Game Design & Development Team:
Justin Gary, John Fiorillo, Gary Arant,
Jeff Liu, Brian Kibler, Patrick Sullivan,
Mark Herberholz, Ben Lundquist

Project Management:
Ian Estrin

Illustration:
Eric Sabeo, Anton Kagounkin Magdalena

Graphic Design:
Ryan O'Connor

Creative Development Team:
Justin Gary, John Fiorillo, Gary Arant, Brian
Kibler, Eric Tice, Ryan O'Connor



Need More **ASCENSION™** ?
DECKBUILDING GAME

Visit our Online Store!

- Expansions
- Promos
- Official Sleeves
- T-shirts
- Accessories
& More!

www.AscensionGame.com/shop