The Chronicles of Heldenhain

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What it's about

The first to reach **20 points of their own** wins immediately. Two people play against each other, each with their own deck of 62 cards.

20 points to win	62 cards per deck	6 energy at the start
3 actions per turn	6 Figures in play	7 cards in hand at end of turn

The game is set in the land of Absurdistan, in the Province of Heldenhain. The hero sides collect **Hope**, the adversaries **Influence**. Both are the same score track, just named differently.

Figures can distract each other and knock each other out of the game with Stress. Whoever deploys their Figures wisely and slows the opponent's down at the right moment reaches the goal first.

Each deck contains 62 different cards, each exactly once. All decks share the same card back. Any pairing is allowed, even the same deck on both sides.

> **Card text takes priority.** If a card says something different from these basic rules, the text on the card applies.

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How to read a card

The top left shows the **energy cost**. Name, ability, card text and quote are on the card. Figures have three values at the bottom:



Effort
How much Stress the Figure deals when distracting.

Endurance
How much Stress it can take. When its Stress reaches its Endurance, it burns out.

Rescue / Influence
How many points the Character scores.

Card text
Describes abilities, triggers and special exceptions.

The **quote** tells you something about the Figure or item. For gameplay, only the card text counts.

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Setup

Each side starts with **0 points**, a full energy reserve of **6** and an opening hand of **one random Character plus 4 cards**.

1. Each side chooses a deck and shuffles it.
2. Each side takes a random Character from their deck into their hand and draws 4 cards.
3. Chance decides who goes first.
4. **Reshuffle once:** If you don't like your opening hand, shuffle the 4 other cards back into your deck and draw 4 new ones. The starting character stays in your hand. You can do this only once per game.
5. The first player begins. **On their very first turn they draw no card.** All other turns draw as usual.

> The starting character makes sure both sides can play a Figure on their very first turn.

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How a turn works

Every turn follows the same order. You may end your turn early at any time.

1. Start of turn

1. Your Figures and AI Support become **ready**, unless they are sitting out. The Warm-up of Figures played last turn ends.

2. **Energy:** On your first turn the reserve is full (6). After that you gain **+2 energy** each turn, up to 6. Unspent energy stays in the reserve.

3. **Headquarters effects** for the start of turn apply, for example extra energy or healing.

4. Draw **1 card**. Exception: the very first turn of the first player.

2. Play cards

Play as many cards from your hand as your energy allows. This applies to **all card types, including Action cards**.

3. Actions

You have **3 Action Points per turn**. Each of these actions costs 1 Action Point:

- Use a Figure to **score**.

- Use a Figure to **distract**.

- Exhaust an **AI Support** and use its bonus.

- Use the exhaust action of the **Illusion Dragon**.

Your first action ends the play phase. After that you can't play cards from your hand, unless a card explicitly allows it.

Playing cards, Headquarters abilities and triggers such as “On play” or “After scoring” cost **no Action Points**.

4. End of turn

“Until end of turn” bonuses end, then Stress is checked once more. If you have more than **7 cards in hand**, discard down to 7. Then it's the other side's turn.

Cards with “Then end your turn immediately” end it right after their effect.

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Figures in play

Figures are **Characters, Companions and the Illusion Dragon.** They sit in your own play area and are either **ready** (upright) or **exhausted** (they have already acted this turn or were exhausted).

Playing and Warm-up

- A new Figure **enters the play area ready, but has Warm-up**: only from your next turn on may it score, distract or use an exhaust ability.

- Exceptions are on the card. For example, **Nami, Mister Headwind, Dorian Foldaway and Rico Rebound** may distract on the turn they are played, but can't score yet.

- There may be at most **6 Figures per side** in the play area, and each name only once. If your play area is full, you may discard one of your Figures with its Gear before playing.

Back to the hand

When a Figure returns to the hand, it loses **all Stress and all bonuses**. Its Gear returns to the hand as well. If it is played again, it has Warm-up again.

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Scoring and winning

Exhaust a **ready Character of yours without Warm-up**. You gain as many points as its current Rescue or Influence value. The action costs 1 Action Point.

At 20 points you win immediately. Only then would “after scoring” effects apply. If the game is already won, these effects are no longer carried out.

Companions don't score.

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Distracting, Stress & sitting out

Exhaust a **ready Figure of yours** and choose an **already exhausted opposing Figure**. Mind the Warm-up. Distracting costs 1 Action Point.

- Both Figures receive **Stress at the same time** equal to the other one's Effort.

- If a Figure's Stress reaches its **Endurance**, it burns out. It goes to the discard pile together with its Gear.

- The distracted Figure **sits out its next turn**: it doesn't become ready at the start of its side's next turn. The distracting Figure readies as usual.

- **Stress stays** until an effect removes it.

Example: Nami (Effort 3, Endurance 4) distracts the exhausted Velvet (Effort 2, Endurance 3). Velvet gets 3 Stress and burns out. Nami gets 2 Stress and stays in play with 2 of 4.



Sitting out and locks

If a card effect exhausts an opposing Figure, it stays exhausted during the next opposing turn as well.

No chain lock: A Figure that has just sat out can't be locked again straight away. Between two locks it always has at least one playable turn. It can still be exhausted, but then it doesn't sit out again.

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More card types

All cards are paid for with energy during the **play phase**. What happens to them afterwards depends on the card type.

Gear

- Is attached to **one of your Characters** and takes effect immediately.

- At most **one Gear per Character**. A new one replaces the old one; the old one goes to the discard pile.

- If the Figure loses Endurance in the process, its Stress is **checked immediately**.

- If the bearer burns out, the Gear goes to the discard pile with it.

Companions

- A Figure with its own slot in the play area that **doesn't score**.

- Companions have special triggers, for example: “After one of your Figures scores: exhaust the Companion, remove 1 Stress.”

- They can be distracted and burn out like any Figure.

AI Support

- Sits next to the play area, is **not a Figure** and not a target for effects against Figures.

- **No Warm-up:** usable at once. Exhausting it costs 1 Action Point and gives a bonus until end of turn.

- Readies again at the start of your turn. Each AI only once per side.

Action

- Takes effect once and then goes to the discard pile.

- If part of the effect has no valid target, **only that part** is skipped. The rest still happens.

- Action cards too are played **only in the play phase**.

Headquarters

- Each side has **one slot** for a Headquarters, to the left of the play area. A new one replaces the old one; the old one goes to the discard pile.

- A Headquarters is **not a Figure**. It only takes effect from your next start of turn.

- Abilities you activate can only be used in the play phase, **once per turn and without an Action Point**.

- Extra energy from the Headquarters never fills the reserve above 6.

Location

- There is **one shared Location** in the middle of the table. Its rules apply to both sides.

- A new Location replaces the old one, which goes to its owner's discard pile.

- Lasting rules apply **immediately**. “At the start of the turn” effects apply from the next start of turn, for the side whose turn it is.

- Headquarters and Location exist side by side. Cards against Headquarters hit **no Location**.

Illusion Dragon

The Superpals also have the Illusion Dragon. It is an **Illusion with its own exhaust action** and takes up a slot in the play area as a Figure. Its exhaust action costs 1 Action Point; the exact effect is on the card.

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Terms & special rules

These terms appear on many cards. If a card says otherwise, the card applies.

Discard pile	Open pile next to the play area for played Actions, burned-out Figures and replaced cards. Each side may look at both discard piles at any time.
Sitting out	The Figure doesn't become ready at the start of its side's next turn.
Ready / exhausted	Ready = may act, unless Warm-up applies. Exhausted = has acted or was exhausted; becomes ready again at the start of its own turn, unless it sits out.
On play	Takes effect once, as soon as the card comes into play. Costs no Action Point.
Until end of turn	The bonus ends at the end of the current turn.
Squad X	Fulfilled if you have at least X of your own Characters in play, counting this card. Companions and Illusions don't count.
After scoring	Takes effect right after scoring, but only if the game isn't already won.
Point loss	The other side loses points of its own kind, Hope or Influence, never below 0.
Back-up	A protective ability for your other Figures, for example less Stress when being distracted (minimum 1). The exact effect is on the card.
Stress	Builds up on a Figure. When it reaches the Endurance, the Figure burns out. Stays until an effect removes it.
Warm-up	Newly played Figures only act from your next turn on. Exceptions are on the card.
At the start of your turn	Takes effect during your start of turn, after the energy gain and before drawing.

More basic rules

- If your draw pile is empty, shuffle your discard pile to form a new draw pile. If the discard pile is empty too, you draw nothing more.

- An effect is always **fully resolved** before the next one begins.

- During the other side's turn there are **no reactions**.

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The four decks

Two hero decks collect Hope, two adversary decks collect Influence. **Any pairing is allowed**, even hero against hero or the same deck on both sides.

The Superpals



Blue · Heroines · Hope. Luck, friendship and healing, plus the Illusion Dragon.

For example: Blitzy, Roxy, Nami and Lena.

The Shadow Cabinet



Red · Adversaries · Influence. Slow down and disrupt: exhaust, lower Effort, take away points.

For example: Lady Standstill, Professor Zero and Velvet.

The Wayfarers



Green · Heroes · Hope. Squad and protectors: the more heroes in play, the stronger they get.

For example: Jaro, Bruno, Emil and Oskar.

The Purple Pact



Purple · Adversaries · Influence. Every advantage has its price: bonuses in exchange for your own Stress or cards from your hand.

For example: Edgar Wordswap, Rico Rebound and Madame Encore.

The four gemstones on the shared card back and in the logo stand for these four decks.

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Everything at a glance

Your turn: Ready / energy +2 (up to 6) / Headquarters / draw 1 card / play cards / up to 3 actions / end of turn.

Rule	Value
Victory	20 points, instant win.
Deck	62 cards, each once.
Opening hand	1 random Character + 4 cards. Reshuffle once; the Character stays.
Energy	Start 6, then +2 per own turn, up to 6. The rest stays.
Action Points	3 per turn: score, distract, use AI or the Illusion Dragon's exhaust action.
Play area	At most 6 Figures, each name once.
Gear	At most 1 per Character.
Headquarters	1 slot per side.
Location	1 shared slot.
Hand limit	7 cards at end of turn.
Distract	Exhausted targets only. Both get Stress. The target sits out one turn.
Burning out	Stress equal to or greater than Endurance.