

Rise of the Forest

The Lightborn flee, seeking shelter in the dark.
The forest is silent, or so they believe.
As dawn approaches, something strikes.
The Shadowborn have awakened.

Game Overview

This is a competitive **tower defense card game** played over six rounds. Build a randomized track using 18 track tiles and 6 tower tiles. Each round, play two cards that either add new units to the track or buff existing ones. Let the round play out and see whose units come out stronger. If a Shadowborn reaches the Lightborn base, the base will lose health. The Shadowborn win if the Lightborn base runs out of health. The Lightborn win if their base has any health remaining at the end of the **sixth** round.

Components

- 40 Shadowborn cards (A)
- 40 Lightborn cards (B)
- 4 Shadowborn leaders (C)
- 4 Lightborn leaders (D)
- 18 Track tiles (E)
- 6 Tower tiles (F)
- 1 Shadowborn base (G)
- 1 Lightborn base (H)
- 1 round die (I)
- 3 Movement dice (J)
- 24 Health tokens (K)



Game Setup

Shuffle the Lightborn cards, Shadowborn cards, track tiles, and tower tiles into separate piles. Split into two teams: **Shadowborn** (attackers) and **Lightborn** (defenders). Each player selects one leader card from their group of leaders and places it face-up in front of them. If there are three players, the team with one player selects two leader cards instead of one. Any unused leader cards are returned to the box.

The Shadowborn team assembles the track by drawing and placing track tiles in the center of the play area. Each new track tile must connect to an existing one, and it must be placed before drawing the next tile. After **three** track tiles have been placed, the Lightborn team draws and places **one** tower tile adjacent to any existing track tile. Track tiles **cannot** loop back onto the track, and tower tiles **cannot** block either end of the track. Continue this process until all 18 track tiles and 6 tower tiles have been placed.

The **Shadowborn** team then places the Lightborn base and Shadowborn base at opposite open ends of the completed track.

Finally, place **10 health** on the Lightborn base and draw your starting hands.

Starting Hands:

- ♦Team of 1: Draw five cards from your deck.
- ♦Team of 2: Each player draws three cards from their deck.



units

Units are identified by their **gold** border. They can be either basic or leveled, as shown in the bottom right of the card (G). To play a leveled unit, a unit of the **same** type must be replaced. A unit's typing is displayed in the bottom left corner of the card (F). Units may be replaced in the same round they are played. Leaders (B) are played the **same** way as leveled units but are **not** part of your hand. Keywords (E) are special passive abilities that activate as described on the card. Unless otherwise stated, a keyword **only** affects the unit that has it.

items

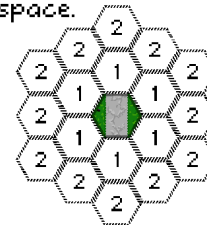
Items are identified by their **silver** border. When played, an item affects **all** units of its type (F). At the end of each round, played items are placed into the discard pile.

- | | |
|--------------------|------------------------|
| Name (A) | Keyword (E) |
| Leader tag (B) | Type (F) |
| Range/Movement (C) | Basic/Leveled/Item (G) |
| Damage/Health (D) | Item effect (H) |



Lightborn Range

A Lightborn unit's range determines how many tiles it can reach from its position. Range **can** extend across gaps in the track, equal to the number of tiles that would otherwise occupy that space.



Health Tokens

Health tokens represent either 1 or 3 health. Use them to track the current health of Shadowborn units and the Lightborn base.



Rounds

Each round consists of **two** phases, a *Player Phase* and a *Unit Phase*.

Begin the game by setting the d6 round die to 1 and increase it by 1 at the end of each round.

Player Phase

During the *Player Phase*, **all** players take a turn. A player's turn consists of three actions. Once both teams have completed their turns, proceed to the *Unit Phase*. The *Shadowborn* team must complete their turns before the *Lightborn* team. Actions may be skipped, but they must be taken in the following order:

- ◆Refresh
- ◆Play
- ◆Position

Refresh

Discard **any** number of cards from your hand. Place the discarded cards **face-up** in a discard pile next to your deck.

If you are a team of 1: Draw until you have 5 cards.

If you are a team of 2: Each player draws until they have 3 cards.

Play

If you are a team of 1: Play 2 cards.

If you are a team of 2: Each player plays 1 card.

To play a card, choose one from your hand or your leader card, then place it face-up in the play area in front of you. Basic units and item cards may be played **without** restriction. To play a leveled unit or a leader card, you must **replace** a unit of the same type as the card being played. The replaced unit may be basic or leveled and can be one that was played during the same round. After leveling, move the replaced unit to your team's discard pile.

Position

If an item card is played, place it in a visible area **off** the track. At the start of the next round, discard all played item cards. To position units, follow your team's positioning rules.

Shadowborn unit Positioning

Stack all *Shadowborn* units that are next to the *Shadowborn* base, or were played this round, face-up on the *Shadowborn* base. You may not have more than **six units** in this stack. This stack determines the order in which your units will enter the track during the *Unit Phase*.

Lightborn unit Positioning

When a *Lightborn* unit is played, place it onto an unoccupied tower tile. Only **one** unit may occupy each tower tile. Once positioned, units **cannot** be moved, but they may be discarded in later rounds to level up another unit.

Unit Phase

Units on the track take turns, beginning with the *Shadowborn* units and followed by the *Lightborn* units. Once every unit has taken a turn, **repeat** the sequence until all *Shadowborn* units have been placed beside the *Shadowborn* base.

After **all** *Shadowborn* are beside their base place any played item cards into the respective team's discard pile. Increase the round die by one and begin the next round's *Player Phase*.

Shadowborn Turns

While on the *Shadowborn* base, units take their turns in the order in which they are stacked. Once on the track, *Shadowborn* units take their turns from the farthest **down** the track to the farthest **up**. Units still on the *Shadowborn* base are considered the farthest up the track.

Movement

On a *Shadowborn* unit's turn, roll movement dice equal to its movement stat. Move the unit **down** the track by the number of tiles rolled.

- ◆If a *Shadowborn* lands on the same tile as another *Shadowborn*, move it to the next unoccupied track tile up the track instead.
- ◆If a *Shadowborn* enters the *Lightborn* base, remove 1 health from the base for a basic unit, or 2 health for a leveled unit. After removing health, place the *Shadowborn* beside the *Shadowborn* base.

◆*Shadowborn* units cannot gain or lose health while on the *Shadowborn* base.

Lightborn Turns

Lightborn units take turns in order based on their tower tile. Each tower tile has **pips** (dots) indicating turn order. The unit on a tile with 1 pip goes first, then 2 pips, then 3 pips, etc.

Attacking

On a *Lightborn* unit's turn, it attacks the *Shadowborn* unit farthest **down** the track within its range.

- ◆If a *Shadowborn* unit is attacked, remove health equal to the *Lightborn*'s damage.
- ◆If no *Shadowborn* units are within range, the *Lightborn* skips its turn.
- ◆If a *Shadowborn*'s health drops below 1 or it is killed, place the *Shadowborn* beside the *Shadowborn* base.

Ending the Game

The *Lightborn* team wins if their base still has health remaining by the **end** of the sixth round. The *Shadowborn* team wins if the *Lightborn* base's health drops below 1 at any point.

F.A.Q.

Q: Which takes priority if a *Lightborn* and *Shadowborn* keyword trigger at the same time?

A: *Shadowborn* keywords trigger before *Lightborn* keywords.

Q: Can keywords like "Regeneration" or "Life Steal" increase a unit's or base's health beyond its starting value?

A: Yes, there is no cap on gaining health.

Q: When multiple units are moved onto the *Shadowborn* base, how are they stacked?

A: When a unit is moved onto the *Shadowborn* base, place it at the bottom of the stack.

Q: What is "up" and "down" the track?

A: "Up the track" refers to the direction toward the *Shadowborn* base, and "down the track" refers to the direction toward the *Lightborn* base.

Game design and art by Quinn Wuebker

