

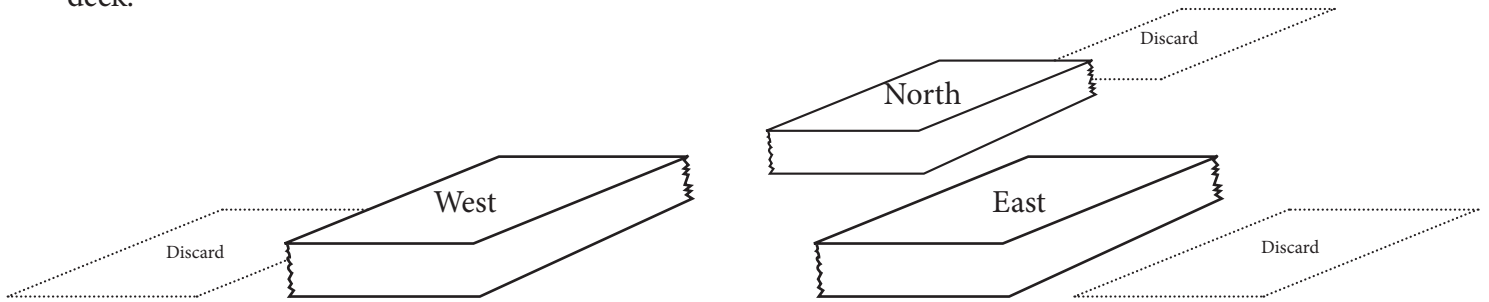
## THE EXPLORE PHASE

One player at a time, players explore the Labyrinth.

Any cards drawn will either go into your hand, OR be discarded in the pile beside their correct deck. Once a deck is exhausted, the cards are shuffled up and returned as a fresh deck.

The cards are organised into three decks, North, East and West.

When a player begins the explore, they can pull from any of the three decks, but many cards will dictate which card deck they can next be picked up from. Eg Path: Corridors force you to pick again from the same deck, whereas many of the more flavourful cards, such as Pitfall, will allow you to pick up from any deck.



Some cards force you to pass your turn onto the next player. If this happens you'll be put to the back of the queue but retain any cards you accrued in your first explore. If there are no more eligible players, then you will simply continue on.

Your Explore Phase ends at the moment you draw a Realm Chamber card, and any cards left in your hand that are unuseable in the next game are discarded into their decks.

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## THE REALM CHAMBERS

Once all the Explorers have completed their Explore Phases, tables can be assigned. On the first round, as there are no winners or losers yet, so only one deck will be presented. From the second mission on, two decks will be shown, a player 1 deck for victors and a player 2 deck for losers.



The card will dictate which realm the game is to be played in, and which player they are for the purposes of the mission.

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## USING CARDS IN GAME

Before the mission begins, reveal to your opponent what boons and curses you have got from your Explore Phase and apply the rules as instructed by the cards.

Some cards will delay your units, thus preventing them from being setup. In these cases, you must declare the unit is delayed as one of your deployments for the purposes of who goes first in the mission.

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## EPIC EFFECTS

After the first mission, Epic Effect cards will be added to the decks. These units could have a profound effect on the game.