



NIGHTBREAK

Rulebook Version 1.0

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Introduction

Welcome to **Nightbreak!**

You are a **Speaker**, one who spreads enlightenment through the teachings of your faction's Goddess. As a Speaker, you command three chosen Heroes that accompany and protect you throughout your travels.

The **Ritual of Convergence** begins when you encounter a Speaker and Heroes from an opposing faction. During this sacred rite, divine combat is waged over two days. When your Heroes overwhelm their enemies, you win the Favor of your Goddess. As the battle progresses, more Heroes arrive to fight. At the end of this devout battle, the faction that has earned the most Favor wins.

Objective

When the Time deck has no remaining face-up cards, the player that has earned the most Favor from their Goddess wins the game! If players have earned the same amount of Favor, the player with the least amount of total damage on their Heroes wins the game instead.

Game Components

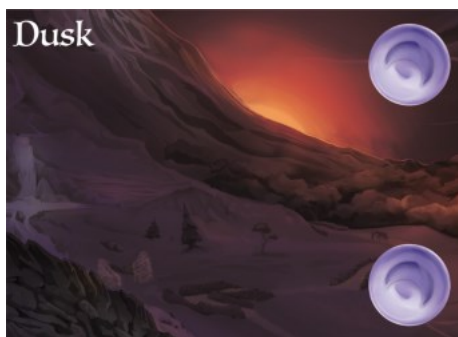
Each **Nightbreak** core set comes with the following components:



30 Hero Cards



18 Favor Cards



16 Time Cards



16 Double-Sided Blessing Point/Prayer Markers



15 Buff and Debuff Markers



8 Ten-Sided Damage Dice

Game Setup

1. Separate all thirty Hero cards into two fifteen-card Hero decks based on their faction. A Hero's faction is indicated by the symbol at the top center of the front of its card and by its faction's unique card back.
2. Randomly determine which player goes first. Then, that player chooses which faction they would like to play as (Sun or Moon). The other player plays as the remaining faction.
3. Player going first chooses three different Heroes from their faction's Hero deck that they would like to begin the game with. Then, that player places their chosen Heroes face-up in a single horizontal row in front of them. Player going second repeats this process using their faction's Hero deck, except that player places their chosen Heroes face-up in a single horizontal row in front of them so that each of their Heroes are directly across from the other player's Heroes. Players may choose three Heroes from their faction's Hero deck at random.
4. Shuffle both Hero decks face-down, then remove the top six cards of each Hero deck from the game face-down without looking at them. Place the remainder of each Hero deck to the right of its faction's face-up Heroes.
5. Assemble the Time deck by arranging all sixteen Time cards in one of the following face-up configurations based on the faction of the player going first:

If starting player is Sun faction: (From Top to Bottom)

Dusk, Dusk, Midnight, Midnight, Dawn, Dawn, Midday, Midday, Dusk, Dusk, Midnight, Midnight, Dawn, Dawn, Midday, Midday.

If starting player is Moon faction: (From Top to Bottom)

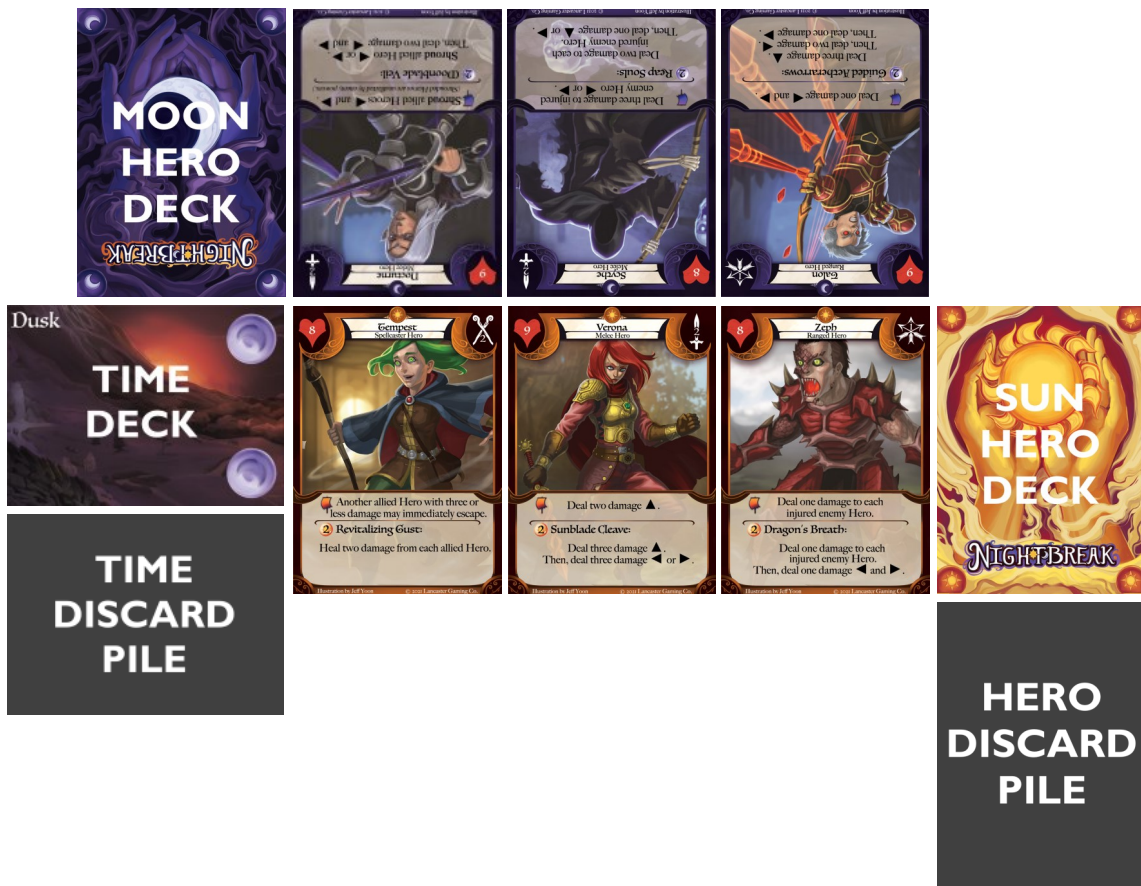
Dawn, Dawn, Midday, Midday, Dusk, Dusk, Midnight, Midnight, Dawn, Dawn, Midday, Midday, Dusk, Dusk, Midnight, Midnight.

Game Setup (cont.)

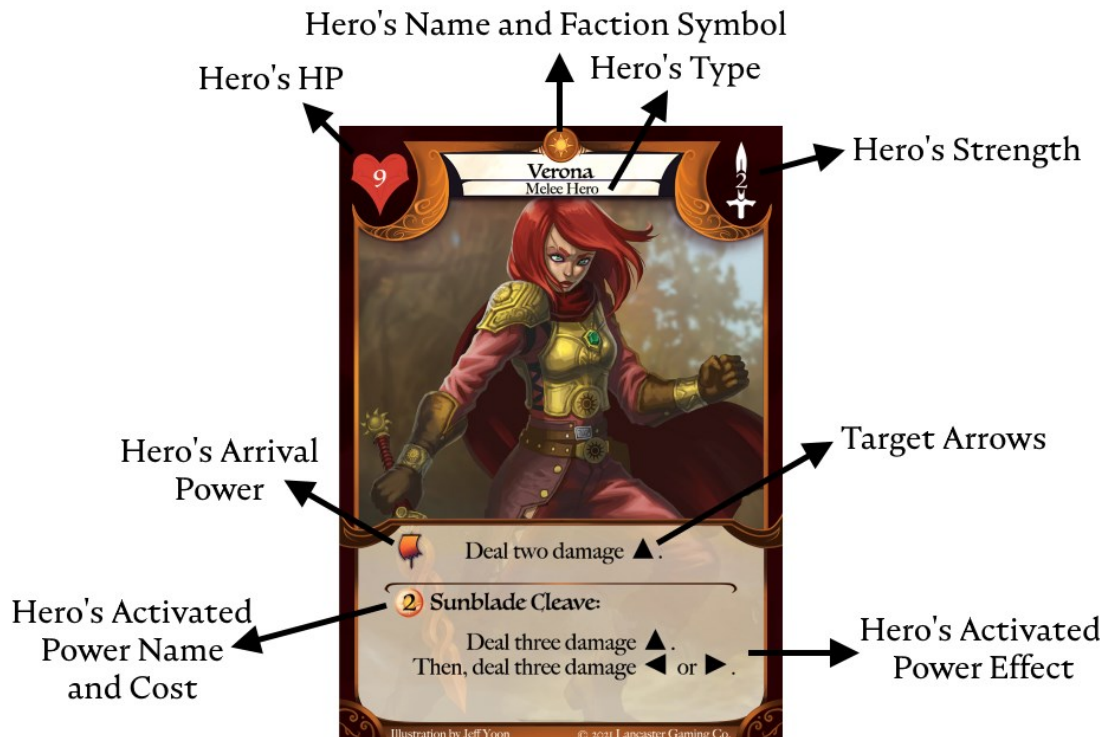
7. Place the assembled Time Deck to the left of starting player's face-up Heroes.
8. Separate all eighteen Favor Cards into two nine-card Favor piles. Place them face-up in an easily accessible location.
9. Place all remaining components in easily accessible locations.
10. The game now begins with the player going first!

**HERO
DISCARD
PILE**

Your game area should look similar to this:



Hero Card Anatomy



Hero's HP: Total amount of damage that can accumulate on a Hero before they are overwhelmed.

Hero's Name and Faction Symbol: Unique identifier and determines which faction the Hero fights for.

Hero's Type: Determines how a Hero can attack: A Melee Hero can only attack an enemy Hero in the same column. A Spellcaster Hero can only attack an enemy Hero in a different column. A Ranged Hero can attack an enemy Hero in any column.

Hero's Strength: Determines the total damage a Hero deals when it attacks.

Hero's Arrival Power: Occurs when that Hero is placed into an empty rank from a Hero deck. Arrival powers don't occur at the beginning of a game.

Hero's Activated Power Name and Cost: The total amount of Blessing Points its controller must spend in order to activate this power.

Target Arrows: Determines the legal target(s) of a power. Left and right arrows refer to one column away in the specified direction. An arrow pointing forward refers to the column the Hero is currently in.

Hero's Activated Power Effect: The written effect applied to the power's chosen target after the power's cost has been paid.

Core Concepts

- Players gain **Blessing Points** during their turns. Blessing Points are the resource spent to perform Hero actions.
- When Blessing Points are spent, remove them from play.
- In the last phase of each turn (the Cycle Phase), unspent Blessing Points gained that turn are given to allied Heroes in any combination to hold for a future turn.
- Heroes that are holding Blessing Points can spend them toward activating their power, or can spend them to escape from the battle or pray for additional Blessing Points.
- Blessing Points held by a Hero can only be spent by that Hero.
- When damage is dealt to a Hero, it remains on that Hero.
- When damage accumulates on a Hero and is equal to or greater than its HP (Hit Points), that Hero is **overwhelmed**.
- When a Hero is overwhelmed, the player that didn't control that Hero gains one Favor. The player that controlled that Hero then **replaces** it. **Heroes must be replaced before the game continues.** (See Page 7: Hero Replacement.)
- Each Hero occupies a **rank**, or a single location in the battle.
- A Hero Power typically has at least one **target arrow** in its effect that determine which Heroes are legal targets for that power.
- If a target arrow points left or right, the power can target the Hero one column away in the specified direction.
- If a target arrow points forward, the power can target the Hero in the same column.
- Powers that deal damage can only target enemy Heroes. Powers that heal damage can only target allied Heroes.
- A Hero's arrival power occurs and fully resolves only when that Hero is placed into an empty rank from a Hero deck. Arrival powers don't occur at the beginning of a game.
- Whenever a player's Hero deck has no remaining cards in it, that player shuffles their discarded Heroes into their Hero deck.
- A Hero can perform actions in any order during their controller's turn. Heroes must attack each turn and cannot take further actions for the rest of the turn after they attack.

Hero Replacement

- When damage accumulates on a Hero and is equal to or greater than its HP, that Hero is **overwhelmed**. Immediately remove all damage, Blessing Points, Prayer Markers, buffs, and debuffs from an overwhelmed Hero. Then, place the overwhelmed Hero in its owner's discard pile.
- When a Hero is overwhelmed, the player who didn't control that Hero gains one Favor and the player who controlled that Hero immediately **replaces** it with a new Hero.
- When replacing one of your overwhelmed Heroes, first look at the top card of your Hero deck. You may place that Hero face-up into one of your empty ranks, or you may discard that Hero and place the next card on top of your Hero deck face-up into one of your empty ranks instead. When a Hero is placed into one of your empty ranks from your Hero deck, its arrival power occurs and fully resolves before further replacement occurs, remaining effects of arrival or activated powers resolve, and further game actions can be taken by turn player.
- If a Hero is overwhelmed by damage caused by a Hero power, the overwhelmed Hero must be replaced and the new Hero's arrival power must occur and resolve before any remaining effects of the first power resolve.
- If multiple Heroes in a single faction are overwhelmed at the same time, the player who didn't control them gains one Favor for each overwhelmed Hero. Their controller replaces each of them one at a time and chooses which empty rank to fill before looking at the top card of their Hero deck.
- If multiple Heroes in different factions are overwhelmed at the same time, turn player first replaces each of their overwhelmed Heroes. Then, the remaining player replaces each of their overwhelmed Heroes.
- If your Hero deck has no cards remaining in the middle of a replacement, shuffle your discard pile into your Hero deck, then continue that replacement. For example, if you have one Hero left in your Hero deck when you begin replacement and you would prefer to discard that Hero instead of placing it into one of your empty ranks, you can choose to discard that Hero, shuffle your discard pile back into your Hero deck, then place the next card on top of your Hero deck into that empty rank.

Hero Actions

Heroes can perform any of the following actions in any order during each step of your Action Phase:

Activate that Hero's Power:

You can activate the power of the Hero currently performing actions by spending the specified amount of Blessing Points to the left of the power's name. You can spend Blessing Points gained this turn and/or held by that Hero in any combination. Next, announce the activation of that power and choose a legal target(s) for that Hero's power based on its target arrows. If a target arrow points forward, a legal target is a Hero in the same column. If a target arrow points left or right, a legal target is a Hero one column away in the specified direction. Finally, apply the written effect of the power to its target.

Escape:

If the Hero currently performing actions is already holding at least one Blessing Point, you may have that Hero spend one Blessing Point to escape from battle. First, announce that the Hero is escaping simultaneously removing all damage, Blessing Points, Prayer Markers, buffs, and debuffs from that Hero. Next, place that Hero face-down on the bottom of your Hero deck. Finally, **replace** that Hero. Afterward, continue your turn by taking actions with your new Hero that just arrived to the battle.

Pray:

If the Hero currently performing actions is already holding at least one Blessing Point, you may have that Hero begin praying. Announce that the Hero is praying and flip over one of that Hero's held Blessing Points; it becomes a Prayer Marker and can no longer be spent as a Blessing Point. A Hero can only begin praying this way once per turn.

Attack:

Each allied Hero must attack during each of your turns. When the Hero currently performing actions attacks, first choose a legal target based on that Hero's type. A Melee Hero can only attack the enemy Hero in the same column. A Spellcaster Hero can only attack an enemy Hero in a different column. A Ranged Hero can attack an enemy Hero in any column. After choosing a legal attack target, the attacking Hero deals damage equal to its Strength to the attack target. After an attacking Hero has dealt damage and is finished attacking, remove any buffs and/or debuffs from that Hero; it cannot take any further actions this turn. Move to the next step of your turn at this time.

Turn Structure

Each turn in a game of Nightbreak follows the same structure. Players follow turn phases and steps in order and continue taking turns until the Time deck has no remaining face-up cards.

Resource Phase: (Occurs in this order)

1. You gain one Blessing Point. If the Blessing Point symbols on the current face-up Time card match your faction's Blessing Point symbol, gain Blessing Points equal to the number of symbols on that Time card instead.
2. Remove all Prayer Markers from allied Heroes, if applicable. Then, you gain two Blessing Points for each Prayer Marker removed this way.

Action Phase: (Occurs in this order)

1. You may move any two allied Heroes. *(When two Heroes **move**, they switch ranks, but retain all damage, Blessing Points, buffs, and debuffs on them.)*
2. Perform actions with your leftmost Hero in any order.
3. Perform actions with your center Hero in any order.
4. Perform actions with your rightmost Hero in any order.

(See Page 8: Hero Actions for complete list and details of Hero Actions.)

Cycle Phase: (Occurs in this order)

1. Discard the current face-up Time card and flip it face-down.
2. Place any remaining Blessing Points you gained this turn on allied Heroes in any combination.
3. The current turn ends and the next player's turn begins.

Bufs and Debufs

Some Hero powers apply buf s (positive lasting effects) to allied Heroes or debufs (negative lasting effects) to enemy Heroes. When a buf s or debuf s is applied to a Hero, place the corresponding buf s or debuf s marker on the affected Hero to indicate its current status.

There are currently five buf s and debufs in Nightbreak:

- **Immobilized Heroes** cannot move or escape.
- **Shielded Heroes** are unaffected by attacks.
- **Shrouded Heroes** are unaffected by enemy powers.
- **Stunned Heroes** cannot activate powers.
- **Wounded Heroes** deal one damage to themselves whenever they move or activate their power.

After a Hero deals damage as the result of an attack, all buf s and debufs are removed from the attacking Hero. Plan strategically—buf s and debufs can allow you to reverse the tide of battle!

Glossary

Activated Power: The power at the bottom of a Hero card's text box that can be activated during its controller's turn.

Allied Hero: Any Hero you control.

Arrival Power: The power at the top of a Hero card's text box that occurs only when that Hero is placed from a Hero deck into an empty rank.

Blessing Point: Resource that can be used to activate Hero powers. Can be given to a Hero to hold allowing them to escape or pray on a following turn.

Buff: Positive lasting effect typically applied to your own Heroes.

Column: Vertical row occupied by exactly two Heroes.

Debuff: Negative lasting effect typically applied to Heroes you don't control.

Enemy Hero: Any Hero you don't control.

Favor: Gained when a Hero you don't control is overwhelmed.

Hit Points (HP): Amount of damage that can accumulate on a Hero before it's overwhelmed.

Immobilized: Immobilized Heroes cannot move or escape.

Injured: An injured Hero has at least one damage on it.

Overwhelmed: A Hero is overwhelmed when damage accumulates on that Hero equal to or greater than its Hit Points (HP).

Prayer Marker: On the other side of a Blessing Point; indicates that a Hero is currently praying.

Rank: The location in the game area that a Hero occupies.

Replacement: The process of replacing an overwhelmed Hero with a new Hero.

Shielded: Shielded Heroes are unaffected by attacks.

Shrouded: Shrouded Heroes are unaffected by enemy powers.

Strength: The amount of damage a Hero deals when it attacks.

Stunned: Stunned Heroes cannot activate powers.

Target Arrow: Indicates legal targets for the effect of a Hero power. Refers to one column away in the specified direction.

Wounded: Wounded Heroes deal one damage to themselves when they move or activate their power.

Additional Game Modes

In addition to Nightbreak's base game mode (known as *Classic* format), there are three additional game modes to enjoy:

Unity Format:

Unity format allows three or four players to enjoy Nightbreak together. Players split into two teams—one versus two, or two versus two. During game setup, each team chooses four total Heroes from their faction's Hero deck instead of three regardless of the total number of players. Players on the same team take a single unified turn and collaborate together on strategies. During a team's Action Phase, that team performs actions with each individual allied Hero from that team's left to their right. When one team's unified turn ends, the other team's unified turn begins. All other aspects of Unity format are identical to Classic format.

Kingmaker Format:

Kingmaker format is a game mode for two players that allows you to continuously use your favorite Hero. When a player chooses their initial Heroes and places them in a horizontal row in front of them, that player announces which of those Heroes is their Kingmaker. The Hero designated Kingmaker remains that player's Kingmaker for the duration of the game. When a player would replace one of their overwhelmed Heroes, and if their Kingmaker is in their discard pile, that player may replace the overwhelmed Hero with their Kingmaker instead of following the normal replacement process. If they do, their Kingmaker's arrival power still occurs and resolves. All other aspects of Kingmaker format are identical to Classic format.

Twilight Format:

Twilight format is a game mode for two players that allows Hero combinations that cross faction lines. During game setup, skip step number two; all Heroes must be in a single Hero deck. The player going first chooses their three initial Heroes from all thirty Hero cards; chosen Heroes do not have to share a faction. The player going second then chooses their three initial Heroes from the remaining twenty-seven Hero cards. Randomize the twenty-four card Hero deck, then remove the top twelve cards from the game face-down without looking at them. Place the Hero deck in a location that is easily accessible to both players; they will share the combined Hero deck and a combined Hero discard pile for the duration of the game. If the player going first controls at least two Sun Heroes, their faction is considered to be Sun for the purpose of assembling the Time deck, and vice versa. When you would gain one Blessing Point during your turn, if the Blessing Point symbol on at least two of your Heroes matches the symbol of the current face-up Time card, gain Blessing Points equal to the number of symbols on that Time card instead. Blessing Points you gain can be from any faction and can be spent by or given to Heroes of any faction. All other aspects of Twilight format are identical to Classic format.