

# EMBER

The Magical Card Game

## How To Play: The Basics

Version 1.4

### Overview

Ember is a game for **two to five** players where wizards draw cards to form "sets" which they can then discard to conjure mythical creatures worth **Victory Points (VPs)**. The winner is the wizard with the highest number of **VPs** at the end of the game.

### Game Contents

52 x Wizard cards, 3 x **Archmage** cards, 30 x Creature cards, 16 x Legendary Creature cards, 9 x **Curse** cards (**Solo Play**).

### Draw Deck: Character Cards

The **Draw Deck** is made up of 52 numbered character cards depicting a silhouette of a wizard in one of four elements: Air (white), Earth (green), Fire (red), and Water (blue). Each element is made up of thirteen cards ranked from **1 - The Demon** to **13 - The Magus**.

In addition, the **Draw Deck** contains three **Archmage** cards, which are the only cards without a number and are purple with gold trim.



### The Pool: Creature Cards

The **Pool** of creature cards are the mythical monsters your wizard can **Conjure** during a game of **Ember**. Each card contains the following information:

The creature's name

Victory Point value

Conjuring Name and cost (the combination of cards required to **Conjure** it)

Ability name and power



### Setting Up The Pool

Place **13** sets of three creature cards on the table equal to their **VP** score. So all **VP1** cards are in one group and all **VP13** in another.



### Setting Up The Game

1. Place the **Pool** in clear sight of all players sorted in sets of three according to their **VP** value (all three cards with **VP8** form one group while the **VP7** creatures make up another). If there are more than *three* cards in any one group - shuffle all the cards in that group and put only *three* in play.
2. Shuffle the **52** character cards and the three **Archmage** cards together to create the **Draw Deck**.
3. Randomly select a Dealer to deal *five* cards from the **Draw Deck** to each player.
4. Play starts with the wizard to the Dealer's left.

### The Game Layout

In addition to the **Pool**, there are two stacks of cards in a game of **Ember**: the **Draw Deck** and the **Charred Pile** (the discarded cards). No one may look at cards in the **Charred Pile** (unless an ability allows you to). Cards in the **Charred Pile** are placed face up.

### What are "Two-Matching Wizards"?

Two matching Wizards are any two cards with the same number and picture (so the 6 of Fire and the 6 of Earth). If a wizard has a different number then it is **not** matching.

### What is "a Run"?

A Run is a consecutive sequence of cards. Example: The **2** of Fire - **3** of Fire - **4** of Fire, *or* the **8** of Water - **9** of Air - **10** of Air. While the element *may* change, the numbers *must* be sequential.

# Playing The Game

Each turn has the following steps:

1. **Draw a Card:** You may draw one card at the start of your turn if you have *fewer* cards in your hand than your **Hand Size**. The standard **Hand Size** is five cards. If you have cards equal to or greater than your **Hand Size**, you *must* discard a card if you wish to draw a card. You may only discard **one** card per turn in this way to draw a card.

OR

**Refresh:** You may discard *all* of the cards in your hand and replace them with an equal number of cards from the **Draw Deck**. If you choose to **Refresh**, you may **not** choose to **Conjure** a creature this turn.

2. **Conjure a Creature:** To **Conjure** a creature, you must meet its **Conjuring Cost**: the combination of cards you have in your hand. Example: Phoenix requires a “Spellbook” to **Conjure**, which is any four of the same wizard (character cards of the same number).

If you can meet the cost and the creature is available in the **Pool**, show your chosen cards to the group, then place them face up in the **Charred Pile**. Then take your chosen creature card from the **Pool** and place it face up in your play area. You can only **Conjure** one creature per turn.

Although the creatures are sorted into VP rank, you don't have to **Conjure** the top creature card. If there are two **VP2** creatures remaining in the **Pool**, you may look at both before choosing to **Conjure** *one* of them.

After you have **Conjured** your creature, draw a number of cards equal to the number of cards used in that **Conjure**. Example: if you **Conjured** a “Glyph”, draw three cards (even if this takes you over your **Hand Size**).

3. **End Your Turn:** Discard down to your permitted **Hand Size**.

## Creature Abilities

**Conjured** creatures have one of two types of ability: **Flip** and **Ongoing**:



**Flip** abilities requires a *face up* creature to be turned *face down* to activate its power. Once a creature has been **Flipped**, you cannot use its ability again until it has been **Revived** (turned face up again).



**Ongoing** abilities are always in effect and are disabled only when a creature is **Flipped**.

## Using Creature Abilities

You can use a creature's ability at any time (even outside of your turn) with one exception: You cannot affect a player with an ability once they have announced they are **Conjuring** (you couldn't use **Siren's** power to make everyone discard a card after a player has announced they are **Conjuring**).

To use an ability, state you are using an ability to the group and, if uncontested (for example, with another creature's power), turn that creature face down and apply its effects to the game.

- ◆ Only the owner of that creature can look at a **Flipped** card.
- ◆ A **Flipped** creature remains *face down* for the rest of the game (unless another card **Revives** it).

## Lesser Creatures

A **lesser** creature is one whose **VP** is *lower* than the active creature (a **VP9** can cancel the ability of any **VP8** or lower creature).

## Timing Disputes

In the case of timing disputes, the creature with the highest **VP** gets priority. In all other cases, the **Active Player** resolves any disputes.

## The Archmage

The **Archmage** is a card that gives a player a variety of abilities. You may use just *one* of the following effects whenever you play an **Archmage**:

- ◆ Act as a wild card. The **Archmage** can be used as *any* other card in the game when used in a **Conjuring**.
- ◆ **Revive** any one of your creatures.
- ◆ **Flip** any one of your opponent's creatures.

## Using an Archmage Card

You can use an **Archmage** card at any time to **Flip** or **Revive** any other card. Simply use your **Archmage** as you would any other creature ability.

## Depleting the Draw Deck

When the last card in the **Draw Deck** is taken, shuffle the **Charred Pile** into a new **Draw Deck**.

## Ending The Game

The winner is the wizard who reaches the pre-determined number of VPs obtained from all their **Conjured** creatures (Flipped or otherwise).

Quick: **20 VP**

Long: **40 VP**

Standard: **30 VP**

Very Long: **50 VP**

## Making the Call

When a wizard has reached the **VP** threshold for a game, he can “make the call”, immediately bringing the game to an end.

Starting with the player to the “caller's” left, each player can use their creature's abilities—one at a time—until everyone passes. **Note:** There are plenty of abilities that can be used out of turn in any standard game of **Ember**, so reacting abilities should be used with common sense and everyone should be given the chance to react to any other player's use of abilities.

Once every player has passed and there are no more creature abilities to be played, the final totals are counted and the winner is the wizard with the highest **VP** score (which may not always be the wizard who made the call).

In the case of a tie, the wizard with the highest value cards in their hand wins (the **Archmage** is worth 3 points).

## Making the Wrong Call

If the “calling” wizard gets the total wrong and does NOT have sufficient **VPs** to win the game, he suffers a penalty of **-1** to **all** of his creatures and the game continues.

# Rules Clarifications

## Drawing Cards

The **Draw Phase** is optional. You do not have to discard a card. If you have 5 (or more) cards in your hand and your **Hand Size** is 5 then you must discard a card if you wish to draw a card. If you have 4 cards in your hand and your **Hand Size** is 5, then you simply draw a card without discarding a card.

## Victory Points

A creature reduced to **oVP** (in a standard game) is not destroyed and simply remains at **oVP**.

**Optional Rule:** Any creature reduced to **oVP** is automatically flipped.

# CREATURE CLARIFICATION

## The Gold Bordered Cards

The cards with an internal gold border are the Legendary Creatures of **Ember**. These all have slightly different powers to the standard cards which add different strategies to a standard game. If you prefer a more standard game, we recommend removing these cards from play and instead only using the basic creatures.

## Wyrmling

The **Wyrmling's** power comes into effect whenever you get a **Draw Phase**. This is at the start of your turn, or through any card that allows you to directly draw a card (such as the **Wisp**). You cannot use the **Wyrmling's** ability to draw cards from *either* deck when you replenish your hand after a **Conjure**.

## Cockatrice

You cannot use this ability to cancel / flip a creature's ability that has just been used (there is no Last in First Out in this game). You may only cancel an ability with an ability that says cancel or prevent (or **React** in the **From the Ashes** expansion). If you wish to cancel an ability with a flip ability of your own, you must use your creature's ability **before** your opponent. This is absolutely the essence of **Ember**.

## Father Time (promo card)

This promo card has a typo. The FLIP icon should be an **Ongoing** icon.

## Mother Earth (promo card)

This card's ability can **ONLY** be used **ONCE** in **YOUR** turn.

# Glossary

## Draw Phase

The **Draw Phase** is every time you get to draw a card. This is either at the start of your turn or through a creature ability. A card draw is different to a **Refresh**.

## Refresh

A **Refresh** is when you discard your entire hand and draw an *equal* number of cards OR when you replenish your hand after a **Conjure**. It is **NOT** a **Draw Phase** and is not subject to abilities that affect **Draw Phases**. *Example: A player Conjures a Wyrmling (four cards of the same element). He discards those cards and puts the Wyrmling into play. He then Refreshes his hand with 4 cards (from the Draw Deck). The Wyrmling's ability does not come into effect as this is not a Draw action. If he then used a Wisp to draw a card he could do so from either deck.*

## Credits

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**No mythical creatures were harmed during the making of this game.**