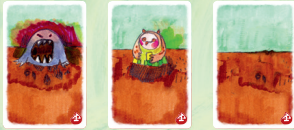


EXPANSION: BELOW GROUND

COMPONENTS

16 Terrain cards: 4 Swallower, 4 Owl, 8 Uninhabited



SETUP

During the setup for the Battle phase, shuffle the 16 Terrain cards and place them facedown on the 16 spaces that represent the battlefield.

GAMEPLAY

The game sequence is identical to that of the base game with the following exception: when you wish to play a Tree card or Fountain card on a space of the battlefield occupied by a Terrain card, you must first pay the cost of the card you wish to place, then reveal the Terrain card placed there. The effect of the terrain card is then resolved:



OWL

It is an Owl. Remove it from the game, draw two cards from the Defender deck, and place the Tree or Fountain card in the now empty space.



SWALLOWER

It is a Swallower. Remove it from the game and discard the Tree or Fountain card you were attempting to play. You are not reimbursed for the cost of this card (you do not recover any of the cards used to pay for this card). If the card you were attempting to play was a Fountain, draw a card from the Defender deck (as though it was a Fountain destroyed in combat).



UNINHABITED

It is Uninhabited. Remove it from the game and place the Tree or Fountain card in the now empty space.

Note: Elemental cards do not affect the Terrain cards on the battlefield. If an Elemental card moves on or off of a battlefield space occupied by a Terrain card, the Terrain card remains in place, facedown.

Note: if you are playing with expansion 2 The Elements, you may place an Acid Lake or Geyser card on any space occupied by a Terrain card. If you do so, remove the Terrain card from the game, without looking at it.

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