

# Cardians

## Solo Card Game

You are the ruler of Cardia, its many territories have lived together in harmony for centuries. Recently, however, creatures from the Wastelands have assembled an army and are marching toward key locations throughout the land. Your goal: Deploy defenders to these locations to stop the invaders and defeat their army!

## Components

The basic game contains 60 cards:

- 9 Location cards — 12 Drylands, 2 Highlands, 2 Outlands, 2 Woodlands, 1 No Man's Land
- 42 Defender cards — 12 Drylands, 11 Highlands, 10 Outlands, 9 Woodlands
- 8 Invader cards
- 1 Quick Reference card

## Card Anatomy

Locations



Defenders



Invaders






- A. Type
- B. Territory Affiliation
- C. Reward (victory for locations, abilities for defenders, defeat for invaders)
- D. Cost options to earn the reward (ranging from no cost to three cost options)

## Card Rewards

### Victories at Locations





A victory occurs when you deploy enough defenders to a location that it forces the invaders to retreat. Pick a strategy: You can either deploy any defenders to a location, a less efficient but easier strategy, or only defenders native to that location's territory, a more efficient but harder strategy.

Reward	Territory	Defender Cost Option #1	Defender Cost Option #2
✓ Victory	Drylands	Any 5 defenders	3 Drylands defenders
✓ Victory	Highlands	Any 5 defenders	3 Highlands defenders

	Victory	Outlands	Any 5 defenders	3 Outlands defenders
	Victory	Woodlands	Any 5 defenders	3 Woodlands defenders
	Victory	No Man's Land	Any 4 defenders	N/A


### Abilities of Defenders

Each territory has its own signature ability you can use when a defender enters play. Dervishes from the Drylands can conjure **sandstorms** to clear the battlefield. Clerics from the Highlands can **revive** fallen allies to fight again. Mages from the Outlands can **teleport** allies between locations. Hunters from the Woodlands can **scout** the surrounding area for advantages.

	Reward	Territory	Name — Effect	Activation Cost
	Ability	Drylands	<b>Whirlwind</b> — Shuffle your hand back into the deck.	None
	Ability	Highlands	<b>Revive</b> — Shuffle the discard pile and look at the top three cards of it. Add one of them to your hand.	Discard the top card of the deck.
	Ability	Outlands	<b>Teleport</b> — Swap locations of two defenders in play.	Discard the top card of the deck.
	Ability	Woodlands	<b>Scout</b> — Look at the top three cards of the deck. Rearrange them in any order you want.	Discard the top card of the deck.

### Eliminating Invaders

Invaders will occasionally ambush the defenders in your hand. To eliminate them you'll need to dispatch defenders or supplies.

	Reward	Territory	Removal Cost Option #1	Removal Cost Option #2	Removal Cost Option #3
	Eliminate Invader	Wastelands	Discard any 3 defenders in hand or play.	Discard the top 3 cards of the deck.	Discard an officer defender in hand or play.

### Setup

Shuffle the locations and deal three of them face up in a row. Place the stack of remaining locations face down next to the row. Shuffle the defenders and invaders together to form the deck. Draw cards until your starting hand has four defenders. Shuffle any invaders you drew back into the deck.

### Game Play

Each turn consists of three phases: Deploy, Defend, and Resupply. *You can look at the discard pile during any phase.*

#### Deploy Phase

You can play a defender from your hand to any location. When they enter play, you can use their ability by paying one of its activation costs.

#### Defend Phase

You can discard an invader in your hand by paying one of its removal costs. *Invaders don't have to be eliminated right away, but they do take up space in your hand so it's best to get rid of them as soon as possible.*

Whenever you have paid either defender cost at a location, you score a victory! Flip that location face down and discard all of its defenders. Draw a new location and place it face up at the end of the row.

### **Resupply Phase**

Draw cards until your hand has four cards again.

### **Ending the Game**

#### **Victory**

After scoring a victory at the last location, the invaders retreat and you win the game! Count the number of cards left in the deck to determine your score.

#### **Defeat**

If you are unable to score victories at all locations, the invaders advance and you lose the game!