Backstory

In the land of Tundrus, two tribes have exerted their dominance over the region for generations. Through the use of mysterious, yet powerful, glyphs, these warring tribes have tried to rule over one another. Once again, the war drums sound and you must select from a group of champions who have dedicated their lives to harnessing the power of these mystical glyphs. The time has come for these champions to battle against one another and prove who is the most cunning, the most heroic, and the most vicious of all and bring glory to their tribe.

Game Info

Components

- 9 champion mats
- 70 dice
- 70 item cards
- 110 health, energy and armor cubes
- 45 effect tokens
- 1 initiative token
- 2 activation reference guides
- Rulebook

Objective

Be the first player to defeat all three of your opponent's champions.

Glyphs

The mysterious Glyphs of Tundrus provide untold power to those who can control them. Champions devote their lives to harnessing the power of the Glyphs, with few ever truly mastering their skills. The Glyphs are:

Glyph of War
Primary Use: Offensive skills

Glyph of Wealth
Primary Use: Draft item cards

Glyph of Defense
Primary Use: Defensive skills

Glyph of Arcana
Primary Use: Wild. Can mimic any Glyph

Glyph of Power
Primary Use: Bolster energy

Game Setup

Shuffle item cards and create a draw deck. Discarded items will form a discard deck nearby.
Organize cubes, dice, and tokens into convenient piles on the side of play area (the stock).
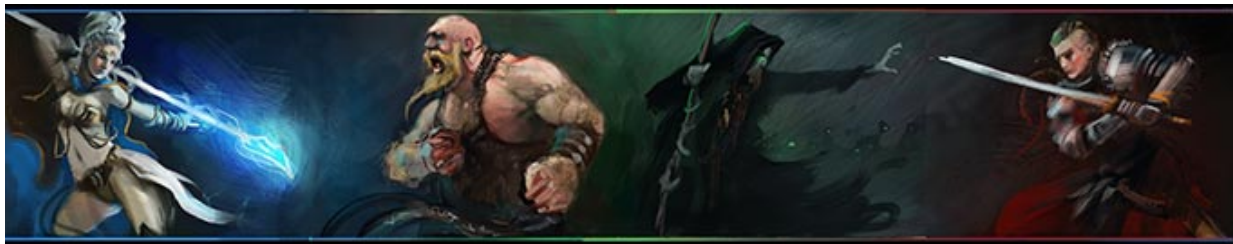
Champion Selection
Players take turns choosing one of each of the three champion classes: Striker, Guardian, and Adherent.
OPTION: Players may randomize champion selection to provide more of a challenge.

Striker – Strikers manipulate the glyphs to become the most deadly of foes on the battlefield.

Guardian – Guardians feel a sacred bond to the glyphs and feel their powers are best used to protect, not destroy.

Adherent – Adherents devote their study to the mysterious energies the glyphs produce to aid their allies in battle.

Prepare chosen champion boards by filling slots with designated cubes and starting dice. Each champion board will have different starting dice and stat cubes. All champions start out with full health, but you will notice that there are more energy and/or armor slots on each track than what the champion starts with. These tracks will fill and deplete as champions gain resources and use abilities.

Gameplay

During the game, players will take turns activating one of their champions and perform a series of possible actions. Once the champion has completed its activation, place an **activated token** on the champion to signal it has been used this round. Play then passes to the other player to activate one of their champions. Once all eligible champions have been activated, perform end of round actions and pass the **initiative token** to the other player. This player will activate a champion first the next round.
EXAMPLE: Player One has the **initiative token** and will start the round. He decides to activate his Fire Guard champion. He places an activated token on the Fire Guard portrait to designate the champion has been activated. Player One then proceeds to perform the active champion actions.

Active Champion Actions (played in this order):

- REPLENISH active dice pool (3 default). Player chooses dice from his champion's INACTIVE dice pool to make active during the activated champion's turn. EXAMPLE: The Fire Guard has 5 dice in his INACTIVE dice pool: 2 white, 1 gold, 1 green, and 1 red. Player One chooses the red die, the gold die, and one of the green dice for the REPLENISH action.
- ACTIVATE additional dice. Cost 1 energy per 2 additional dice activated. Max total active dice: 10 EXAMPLE: The Fire Guard currently has 2 stored energy on his energy track. Player One decides to spend one energy to ACTIVATE two additional dice—the two white dice remaining in the Fire Guard's INACTIVE dice pool.
- ROLL dice. EXAMPLE: Player One rolls the Fire Guard's ACTIVE dice. The results are: 2 War Glyphs (Red, White), 1 Defense Glyph (Green), and 2 Wealth Glyphs (Gold, White).
- Perform REROLL(s) on chosen dice, if desired (Default of 1 reroll). EXAMPLE: Player One decides to REROLL the two white dice, in hopes of getting another Defense Glyph. The rerolled results are: 3 War Glyphs, 1 Defense Glyph, and 1 Wealth Glyphs.
- Perform one (1) MAIN action:
  - **Champion Ability** – If the rolled dice result in achieving a combo on the active champion's board, along with having the necessary energy requirements, the player may perform this ability. Refer to the ability text for specific rules regarding target(s), damage, and effects. EXAMPLE: The Fire Guard needs 2 Defense Glyphs and 1 War Glyph and 1 energy to use his Shield Bash ability. While he still has one energy from earlier, unfortunately, he only has 1 Defense Glyph. He is unable to use the ability this activation.

  - **Item Ability** – If the rolled dice result in achieving a combo on an item currently being held in one of the active champion's slots, along with having the necessary energy requirements, the player may perform this ability. Refer to the ability text for specific rules regarding target(s), damage, and effects. EXAMPLE: The Fire Guard does not currently have any items with abilities, so he cannot perform this main action.
  - **Basic Attack** - This attack pits the active champion's rolled War Glyphs against a single target's current armor. Each War Glyph used removes a single armor from the target. If at least one War Glyph in excess of target's armor remains, the target takes one (1) damage. Note: the number of War Glyphs in excess of the target's armor doesn't matter. A basic attack always does 1 damage. EXAMPLE: Player One sees that his opponent has an Adept champion currently with 1 armor due to a stored Defense Glyph. Since his Fire Guard rolled 3 War Glyphs, he performs a basic attack against the

Adept. The Fire Guard uses one War Glyph to remove the Adept's stored Defense Glyph. As the Fire Guard still has at least one unused War Glyph remaining, he inflicts one damage on the Warlord.

- Perform any eligible SECONDARY actions:
    o May convert one remaining/unused die showing a War Glyph to a +1 Unused War Glyph token to use on a future activation. Die then goes back to champion's inactive dice stock. Note: champions cannot store more than one Unused War Glyph token at any given time. EXAMPLE: The Fire Guard converts his last, unused War Glyph into a +1 War Glyph token to use on a future activation (his other War Glyphs were used earlier in his activation during his MAIN action.
    o May use wealth glyphs to DRAFT available item cards and then purchase, if desired. See the individual cards for purchasing requirements. If a player is unable to pay the required costs, he may hold up to 2 unpurchased cards, face-down, in stash. These cards can then be purchased and placed in their appropriate slot at the start of a future activation. Draw new cards to replace cards purchased, up to max available. EXAMPLE: The Fire Guard uses his Wealth Glyph to draft one of the available item cards. He takes the Tome of Might, which gives him an additional red die to add to his stock.
    o May send remaining dice showing Power Glyphs to ENERGY track on active champion board. EXAMPLE: The Fire Guard did not roll any Power Glyphs, so he skips this secondary action.
    o May send remaining dice showing Defense Glyphs to ARMOR track on active champion board. EXAMPLE: The Fire Guard already has decent armor, but anticipates retaliation from the Adept. He moves the die with his unused Defense Glyph to his armor track…just in case.
- Send all remaining dice to the INACTIVE dice pool.
- May FORFEIT any stored dice currently on the Energy and/or Armor track at this time. These dice are removed from the track and placed into the champion's INACTIVE dice pool.
- NOTE: Some abilities happen in-between these actions. Refer to ability text for proper action timing.
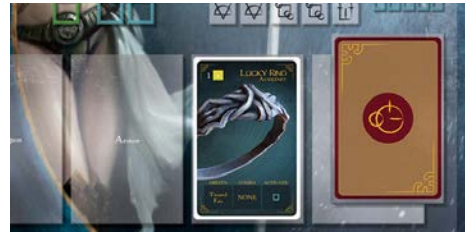
End of round actions

- Remove activated tokens from all champions.
- All champions gain 1 energy cube to place on their energy tracks. This cube may replace a die utilizing an energy slot. Note: Champions cannot store more energy than they have energy slots.
- Pass the initiative token to the other player.

Defeated Champion

When a champion is loses its final health cube, it is instantly defeated. Return all of the champion's items to the discard pile. All dice and remaining tokens and cubes are returned to the stock.

Winning the Game

To win is easy enough: defeat all three of your opponent's champions before your opponent defeats yours.

Appendix

FAQs

Common questions about the game can be found and are answered here.

Terms

Glyph – The symbol shown on the face of a die or token.

Armor – There are essentially two components of defense in Glyph: armor and Defense Glyphs. Armor is the natural defense a champion has. Some champions start with armor, or they may come across items which add armor. During an attack, a target's armor may be temporarily "removed" as the attacker performs various actions. At the end of the attack/action, armor is automatically regained. Defense Glyphs, on the other hand, act as more of a temporary bonus to whatever existing armor a champion has. Unlike armor, Defense Glyphs do not regenerate after an attack. The dice or tokens representing this temporary armor are returned to either the champion's inactive dice pool or the general stock.

Attack ability/combo: Basic attack – Some champions have abilities in which they perform a basic attack with added modifiers. These abilities rely on basic attack rules when determining hits and damage.

Magic damage – Some ability attacks specify dealing magic damage. This damage ignores all armor on the target. As such, any Defense Glyphs stored on the target's armor track are not removed as they were not involved in the attack.

Tips

"Show me the money!" – While it may seem fun and even a viable strategy to focus on accumulating wealth, rarely does it work out as planned. Instead, a wiser course of action would be to focus on defeating the opponent sitting across from you, while still taking advantage of any Wealth Glyphs as they come along.

Offense makes for a great defense. What's better than a champion with maxed armor and full health when facing an attack? A champion not having to face the attack at all because he already defeated said attacker.

Champions

Index of the champions of Tundrus.

Abilities

Index of the abilities found on champion boards as well as item cards. Provides deeper explanation than what might fit on the boards and cards.

Thank you for reading the Glyph Rulebook Preview!

We hope you gained greater insight about Glyph's gameplay and are excited to try it out! If this game interests you, please check out our Kickstarter project and make a pledge to help this game get published: https://www.kickstarter.com/projects/kazoodoogames/glyph

You can also learn more about the project as well as participate in the project conversation when you pledge. With your support, you can help make Glyph the best possible game it can be.

Thank you again for your interest. We hope to see you on the battlefields of Tundrus.