Overview

Forsaken is a two-player card game which is set in an apocalyptic wasteland. You'll play the role of a survivor in this desolate, magic-ruled landscape. You'll fight for control of three distinct Kingdoms.

Each of these Kingdoms has an *enemy* side, which your opponent controls, and a *friendly* side, which you control. Each player begins the game with a Tower in each of their three friendly Kingdoms. Each Tower begins at 10 Faith. Your goal is to reduce two out of three enemy Towers to 0 *Faith*.

The easiest way to do this is by *attacking* with your Followers, and using *Decrees*, *Blessings* and *Miracles* to make sure that your opponent can't mount a good defense, or attack you back. Players will alternate taking turns until one of them is victorious.

You'll accomplish this by attacking your opponent's Towers with your Followers, playing devastating Decrees to push your advantage and prevent your opponent from mounting a good offense, and enhancing your army with blessings from the gods themselves. If you get into a bind, a miracle may end up saving you from the jaws of defeat.

Each card has a *Devotion Cost*, which indicates how many *Altars* are required to play that card from your hand. The Kingdom in which you pay a card's Devotion Cost is where its effect will happen, so you must choose where to build your Altars wisely. Each God has a unique effect that you can pay two devotion to use once per turn. This is called *Channeling a God*.

Starter Set Components



A Randomly Generated 40 Card Sealed Deck.



15 Copies of Each Altar

10 Insect Tokens



30 Faith Tokens



10 Sword Tokens



10 Shield Tokens



10 Opposition Tokens



10 Decay Tokens



Key Concepts

Objective

The goal of each player is to defeat two of their opponent's *Towers* by reducing them to 0 Faith. Players will use their Followers to *attack* enemy Towers, and use *Decrees*, *Blessings* and *Miracles* to make sure that your opponent can't mount a good defense, or attack you back.

Kingdoms

The game begins with three distinct Kingdoms. Each of these Kingdoms has a *friendly* side which you control, and an *enemy* side which your opponent controls. Your side of each Kingdom can hold a maximum of five *Altars*, three *Followers* and three *Kingdom Wide Blessings*.

Towers

Each player begins the game with a Tower in each Kingdom. Each Tower starts with 10 Faith. When a Tower is reduced to 0 Faith, you lose that Kingdom.

Followers

Followers are the loyal recruits to your Gods. Attacking with Followers is the easiest way to fight against your opponent's Kingdoms and reduce their Towers to zero Faith. You can attack a Tower directly if your opponent has no *refreshed* Followers to defend that Tower, otherwise, you'll need to attack their refreshed Followers first.

Faith

Faith is the metric by which Followers and Kingdoms alike gauge their allegiance to you. When a Follower or Kingdom runs out of Faith, it is immediately *Forsaken* and placed in *The Past*. When a Tower runs out of Faith, it is *defeated* and all cards in that Kingdom are placed in The Past.

Altars and Devotion Cost

Altars are the currency of the game, and the key to convincing Followers to join your cause in a Kingdom. Each of the five gods in the game has their own distinct Altar that can be used to play cards and use abilities associated with that god.

Each turn, you can *Build* one Altar in each of your Kingdoms. Each Kingdom has a limit of any combination of five Altars and Temples, three Followers, and three Kingdom Wide Blessings.

Each card has a Devotion Cost, which indicates how many Altars are required to play that card from your hand. In order to do so, you must *exhaust* the Altars specified in that card's Devotion Cost. The Kingdom in which you pay a card's Devotion Cost is where its effect will happen, so you must choose where to build your Altars wisely.

Channeling a God

Each God has a unique effect that you can activate by paying two devotion of that god. You can Channel a God once per turn.

Refreshed and Exhasuted

Each Altar and Follower enters play refreshed. Followers become exhausted when they attack or *bow* and can no longer attack or bow until they are refreshed. Altars become exhausted when they are used to provide Devotion and can no longer provide Devotion until they are refreshed.

The Five Gods



Strife, God of War

Strife embodies the anarchistic desire to see the world filled with fire, chaos, war, and destruction. This desire grew into masochism and blood lust.





Infestation, God of Growth

Infestation embodies the desire for a primal strength, mastery of the senses, and prosperity. This desire grew out of control and became the embodiment of gluttony and swarm-like overgrowth.





Occult, God of Mysticism

Occult embodies the desire to understand the world, and unlock hidden knowledge. This desire unlocked a secret world full of ethereal visitors and arcane mysteries that would drive any non-believer insane.

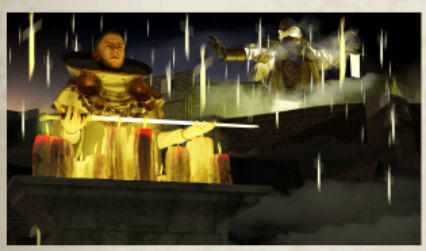




Contagion, God of Decay

Contagion embodies the sadistic desire for death, decay, plague and torture that only the sick and depraved wished upon the world. This desire was amplified and evolved into an infectious evil.





Grandeur, God of Glory

Grandeur embodies the desire for pride, honor, showmanship, and the lust for glory. This desire became the embodiment of egotism, vainglory, and arrogance.



How to Win

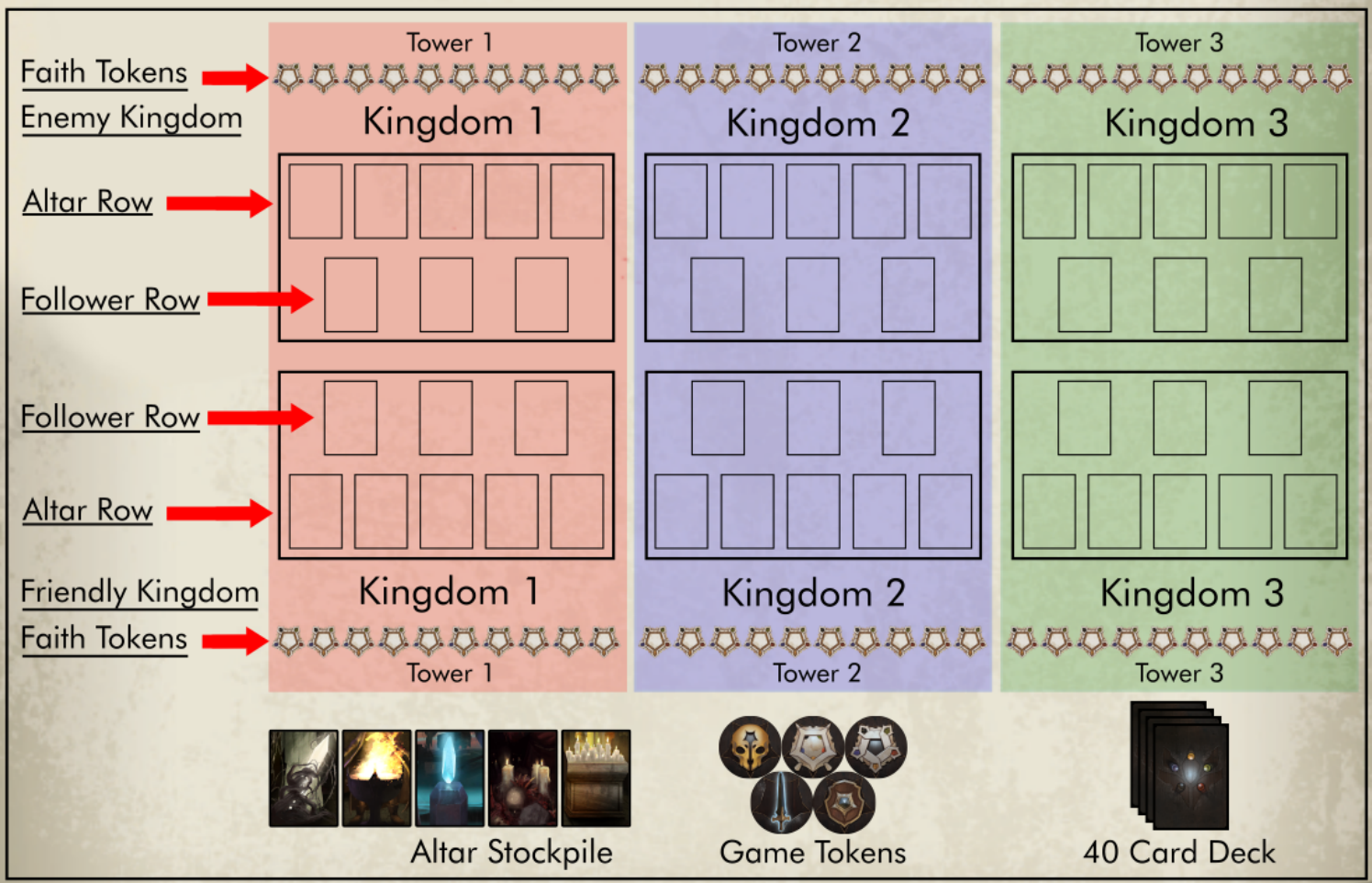
The goal of each player is to reduce two out of three of their opponent's Towers to 0 Faith. Or force a player to concede those Kingdoms. When a Tower is reduced to 0 Faith, its Kingdom is *defeated* and that Tower's opponent wins that Kingdom. The best way to accomplish this is by attacking with your Followers.

When a Tower is reduced to 0 Faith, the entire Kingdom and all cards in that Kingdom (Friendly and Enemy) disappear from the board. Those cards are placed in The Past (the discard pile).

When two of your three Towers have been reduced to 0 Faith (you've lost two out of three of the Kingdoms), you immediately lose the game.

Set Up

In order to begin the game, you and an opponent will need to bring a deck of at least forty cards. This will either be a randomized sealed deck, or a deck of your own creation. You'll also need a stockpile of Altars and game tokens for both players to use, including a way to track each Kingdom's Faith.



How to Begin the Game

Each player starts the game by randomizing their deck. Randomly determine who will go first. The player determined to go first draws seven cards from the top of their deck. The player determined to go second draws eight cards from the top of their deck.

The player who goes first:
Draws seven cards from their deck.



The player who goes second:
Draws eight cards from their deck.



The Mulligan Phase

After each player draws their opening hand of cards, they'll have the option to *Mulligan*. Starting with the player who goes first, each player may choose any number of cards from their hand that they do not want to keep, and then shuffle them back into their deck. Then they'll draw that many cards from the top of the deck. Each player can Mulligan only once per game.

Shuffle each card that you Mulligan back into your deck and then draw that many cards.



The game is played over a series of turns. Beginning with the player chosen to go first and then alternating back and forth, until a player is victorious. When a player reduces two out of three of their opponent's Towers to 0 Faith (or if your opponent concedes any of those Kingdoms) they win the game. You do not lose the game for having zero cards in your Deck - you simply cannot draw a card and continue the game as usual.

Kingdoms

The game begins with three *Kingdoms*. Each Kingdom has a friendly side and an enemy side. Each player begins the game with a Tower in each Kingdom. Each of those Towers starts with 10 Faith.

Each side of a Kingdom can hold up to five of any combination of Altars and Temples, up to three Followers, three Kingdom Wide Blessings and three Miracles.

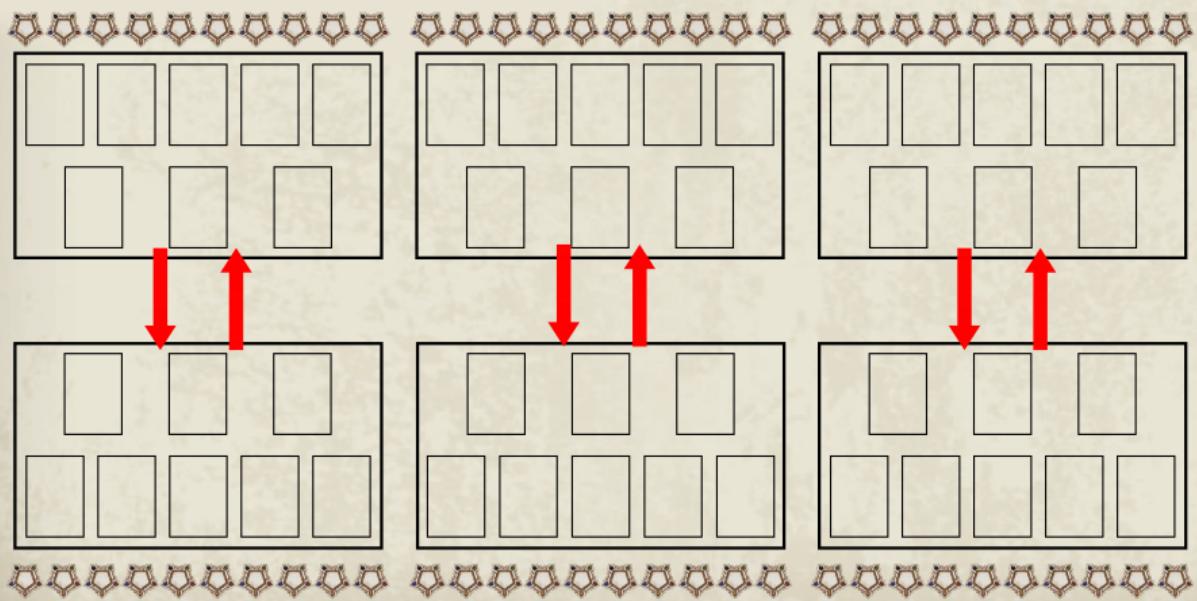
The Maximum Number of Altars, Followers, Kingdom Wide Blessings, and Miracles



Kingdom 1 Kingdom 2 Kingdom 3

When a player's Kingdom has three Followers in it, it is *Full*. You usually cannot play a Follower in a Kingdom that is Full. You must wait until a Follower in that Kingdom leaves play and frees up a slot.

Each of your Kingdoms opposes an opponent's Kingdom.



Towers



Tower 1 | Tower 2 | Tower 3

Each player begins the game with a Tower in each of the three Kingdoms. Each of those Towers starts with 10 Faith. The goal of each player is to reduce their opponent's Towers to 0 Faith. The best way to accomplish this is by attacking with your Followers. You can only attack a Tower directly if your opponent doesn't have any Refreshed Followers in that Kingdom. If your opponent has a Refreshed Follower then your Attacking Follower must attack it. Some Decrees and abilities can also reduce a Tower's Faith.

Towers can be *Restored* above 10 (For example, if you have 9 Faith, and you Restore one of your Towers for 5, that Tower will have 14 Faith). There is no limit to how high above 10 you can go.

Altars

There are five different *Altars* - one for each God. Altars are used to pay the costs required to play cards from your hand, activate the abilities of your Followers, and *Channel a God*.



Strife | Contagion | Grandeur | Infestation | Occult

Each turn, during your Main Phase, you may *Build* up to one Altar of any God(s) in each of your remaining Kingdoms. For example, you could Build an Altar to Strife in each of your three Kingdoms. You could also Build an Altar to Strife in one Kingdom, and an Altar to Occult in the other two, or three unique Altars in each of those three Kingdoms.

This can be done one at a time and at any point (individually) during the Main Phase. Altars are a free and unlimited resources. You don't have to do anything to gain access to them. You can have a maximum of any combination of five Altars and Temples in each of your Kingdoms.

In order to Build an Altar, simply place it on the bottom your Kingdom (which is designated for Altars). You should have a supply ready to go when the game begins.

Altars enter play refreshed and can be used to provide Devotion the same turn that they enter play. Exhausted Altars cannot be used to provide Devotion. You'll have to wait until they are refreshed.



Newly Added Altars to your Kingdoms

Temples



When you have five Altars in any given Kingdom, that Kingdom is Full, and you can not Build any more Altars in it. However, if you have not yet built an Altar for turn, you can *Upgrade* an Altar to a *Temple* in each of your Kingdoms that have five Altars.

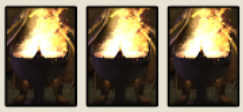
A Temple can satisfy the Devotion requirement for any God you want it to. Think of it as a wildcard resource. Each Kingdom can have a max of any combination of five Altars and/or Temples.



Upgrading an Altar to a Temple

Devotion Costs

Each card has a Devotion Cost - the Altar requirement that you must satisfy in order to play a card. When you pay a Devotion Cost, you must *Exhaust* the Altars specified in the cost. A cost of (1), or any number (2), (3) etc, indicates that any Altar type can be used to satisfy that part of a card's Devotion Cost. A Temple can satisfy any Altar Cost, including a number.



Altar Requirements





Can be any Altar



Altar Requirements

When you play a card, and pay it's Devotion Cost, you must turn the Altars or Temples you used to pay the cost sideways to show they've been used to pay a Devotion Cost. They are now Exhausted. Exhausted Altars and Temples cannot be used to pay Devotion, but as soon as they're refreshed during your *Refresh Phase*, you'll be able to use them once again.

Devotion being paid.



Hand



The Kingdom in which you pay for a Follower is the Kingdom in which it's played.

Kingdom Specific Cards

When you play a card from your hand, you must decide which Kingdom to play it in. You must have the prerequisite Devotion available and refreshed in that Kingdom in order to play it in that Kingdom. Each card will indicate if its effect can only affect the Kingdom you played it in, or if it can affect any Kingdom. If you play a Follower, the Kingdom in which you pay for it is the Kingdom in which it will be placed.

Some cards are restricted to the Kingdom they're played from.



Other cards are not restricted to the Kingdom they're played from.



Card Types

There are four types of card types in the game: Followers, Decrees, Blessings, and Miracles.



Followers



A Follower Card

Each Follower represents a devotee to a specific God, whom you have recruited to fight for your cause. Followers are the easiest way to fight against your opponent's Kingdoms and reduce their Faith to 0. You can do so by attacking with them.

Followers enter play from your hand refreshed, but they cannot attack on the same turn in which they entered a Kingdom. They can, however, be attacked by an enemy Follower on the same turn they enter a Kingdom as long as they're refreshed. Followers stay in play, until they're *Forsaken*. A Follower can be Forsaken when their Faith falls to 0, when a card specifically Forsakes them, and when you are forced to Tribute a Follower.

Each Follower has six important pieces of information on the card. Card Name, Devotion Cost, Follower Type, Card Text, Zeal, and Faith.



A Follower Card

1. Card Name

Each card in the game has a unique name.

2. Devotion Cost

The number of Altars that must be exhausted in order to play this card.

3. Card Type

Each card in the game has a Card Type. Different card types behave in different ways once they are played from your hand. Followers have a Follower-Type which lets you know what kind of Follower they are.

4. Card Ability

This lets you know what abilities this Follower has once it's been played. There are a wide range of abilities that Followers can have, including an *Arrival Ability*, a *Battle Ability* and a *"When Forsaken" Ability*.

5. Zeal

A Follower's Zeal number refers to how much Faith it will cause an enemy Follower to lose in battle. Both attacking Followers and Followers who are being attacked will cause the enemy Follower to lose Faith equal to their Zeal.

When a Follower attacks an enemy Tower, that Tower loses Faith equal to that Follower's Zeal.

6. Faith

A Follower's Faith number refers to how much Faith they can lose before they're Forsaken. Whenever a Follower loses Faith, you should place that many *Opposition Tokens* on that Follower to indicate that its Faith has been reduced. When a Follower has as many, or more, Opposition Tokens on it as its Faith, it is immediately Forsaken.







Attacking



Being Attacked

A Follower can lose Faith in a number of ways. When Followers are involved in a *battle* with one another, they each cause the enemy Follower to lose Faith equal to their Zeal. A Follower can also lose Faith when a card or ability *Burns, Drains, or Decays* them.



Burn



Decay



Drain

Followers do not heal back to their starting Faith at the end of the turn. Faith can only be *Restored* through cards and abilities. When a Follower is Restored, remove that many Opposition Tokens from it.

Followers stay in play until they are *Forsaken*. This can happen when:

1. A Follower's Faith is reduced to 0 (it has as many Opposition Tokens on it as it's Faith).

2. A card specifically states that a Follower is *Forsaken*.

3. A card forces you to *Tribute* a Follower.

If any of those things happen, a Follower is removed from its respective Kingdom and sent to The Past. A Follower can also leave a Kingdom when it is *Repelled* back to hand, or *Teleported/Switched* to a different Kingdom.

When you Concede a Kingdom, all Followers in that Kingdom are placed in The Past, but they are NOT considered Forsaken and their "When Forsaken" abilities do not trigger.

Gods



A God Card

Gods are omnipotent beings who warp the very fabric of time and space around them. They act virtually the same as Followers, in every way, including taking up a Follower Slot in a Kingdom.

Because of how powerful they are, Gods require a lot of Devotion. When you play a God, you must pay it's Devotion Cost in each of your remaining Kingdoms, no matter which Kingdom you decide to place it in. Luckily, if only one Kingdom remains, you'll only have to pay its cost once.

Decrees



A Decree Card

Decree cards deliver powerful, one-time effects. They represent an otherwordly action that your God has unleashed upon the world.

Some Decrees can only affect the Kingdom in which you pay their Devotion Cost. Others can affect any Kingdom, no matter where you payed their Devotion Cost. When you play a Decree, it is placed in *The Gate* so you can decide which Followers that Decree will target. After you a play a Decree, and it fulfills its effect, it is placed directly into the past.

Blessings



A Blessing Card

Blessings represent a physical manifestation of your God's good will.

Blessings stick around and deliver long-lasting, and impactful effects for as long as they remain in play. *Kingdom Wide Blessings* affect the entire Kingdom in which they are played.



Kingdom Wide Blessings

Miracles



A Miracle Card

Miracles are a special type of card which is placed face-down. Its effect does not happen when you first play it. Instead, it is flipped face-up when your opponent performs the game action, as specified on the Miracle card. Miracles can only be flipped face-up on your opponent's turn.



Miracles

Channeling a God

Each God has a unique effect that each player may use once a turn without requiring any particular card - this called *Channeling a God*. In order to Channel a God, all you have to do is pay two Devotion of the God you wish to Channel. Channeling can only affect the Kingdom in which you pay its Devotion Cost, with the exception being Occult's effect, because it doesn't affect a specific Kingdom. You can only Channel a God in one of your Kingdoms each turn.



Attacking

Attacking with your Followers is one of the easiest ways to cause the enemy Tower to lose Faith. You can only attack with one Follower at a time, and Followers can only attack enemy Followers and Towers in the same Kingdom as them.

In order to attack, choose which Friendly Follower you want to attack *with* and which enemy Follower (or Tower) you want to attack with that Follower. Turn that Follower sideways to signify that they are attacking and in the exhausted position.

If your opponent has any refreshed Followers in play, you cannot attack your opponent's Tower directly. You must first remove any refreshed enemy Followers before you can attack an enemy Tower.



A Friendly Follower Attacking an Enemy Follower.



A Friendly Follower Attacking an Enemy Tower.

If your opponent does not have any refreshed Followers, you are free to attack their Tower directly. Attacking causes a Follower to become exhausted.

When you attack an enemy Follower with a friendly Follower, each of those Followers lose Faith equal to the other Follower's Zeal.

When you attack an enemy Tower, that Tower loses Faith equal to your attacking Follower's Zeal. If an enemy Follower is refreshed, it must be attacked before you can that Kingdom's Tower.



A Follower Becomes Exhausted From Attacking



A Follower Becomes Exhausted From Using a Bow Ability

Players may attack many different times during the span of their Main Phase.

For example, you may play a card from your hand, attack with one of your Followers, then use a Follower's bow ability, then attack again, then Channel a God, and then attack again.

The Phases of a Battle

1. Active player declares an attacking Follower and which enemy Follower or Tower they are attacking with that Follower.



Attacking an Enemy Follower



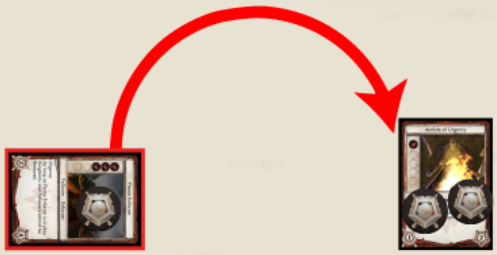
Attacking an Enemy Follower

2. All battle abilities, such as *Leader,* and *Onslaught* happen.

Leader: Each Follower in any Kingdom that Battles after Battle Commander gets +1/+1 until the turn ends.

Onslaught: Crusade Captivator gets +3/+0 un the turn ends.

3. The two Followers involved in battle lose Faith equal to the other Follower's Zeal. If a Tower was attacked, it loses Faith equal to the attacking Follower's Zeal.





4. Place Opposition Tokens on those Followers equal to the Faith they lost. Or remove Faith Tokens from that Tower equal to the Faith it lost.

A Follower with the same number of Opposition Tokens as their Faith.



This Follower will be Forsaken at the end of battle.

5. If your Follower attacked a Tower and it has a *Breach* ability, then that ability happens at the end of battle, even if that Follower didn't cause that Tower to lose any Faith.

The Phases of a Turn

Starting with the player randomly determined to go first, you and your opponent will alternate taking turns. When it's your turn, you are the *Active Player*. When it is your opponent's turn, you are the *Inactive Player*. There are two distinct Phases of a player's turn:

The Refresh Phase

Your exhausted Altars and Followers are refreshed and you draw a card from the top of your deck.

The Main Phase

Your chance to take six different game actions. You cannot take any of these actions on your opponent's turn.

The Refresh Phase

During the *Refresh Phase* of your turn, each of your exhausted Altars, Temples, and Followers are refreshed. This means that Altars/Temples can once again be used to pay Devotion, and that Followers can once again attack, bow and be attacked by enemy Followers. If your Followers or Altars/Temples were exhausted (turned sideways) turn them back to their starting position.

After you've refreshed your cards, draw the top card of your deck. This concludes the Refresh Phase.



The Main Phase

During the *Main Phase* of your turn, you have the ability to take six distinct Actions: You may Build/Upgrade an Altar in each of your Kingdoms. Play cards from your hand if you're able to satisfy their Devotion Cost. Use a Follower's Ability (this includes a Bow Ability). Attack with one of your friendly Followers. Channel a God once, in a single Kingdom. Concede any of your Kingdoms.

You may perform these actions in any order, and as many times as you're able to. You may alternate between different actions multiple times. For example, you may Attack, play a card, Attack, Channel a God, and then Attack again.

The six distinct things that happen during your Main Phase:

1. Build an Altar in each of your Kingdoms, or Upgrade an Altar to a Temple if you already have any combination of five Altars/Temples in that Kingdom.



Building an Altar

Upgrading an Altar to a Temple

2 Play a card in any Kingdom in which you can satisfy it's Devotion Cost.



3 Activate an ability of one of your Followers. This may cause them to *Bow*, which will make it so they cannot attack this turn, or be attacked by enemy Followers on your opponent's turn. If you refresh a Follower after it attacks or bows, it can attack or bow again.



A Follower with a Bow Ability

A Follower with a non-Bow Ability

4 *Channel a God* in any Kingdom in which you can pay it's Devotion Cost. You can only take this action in one Kingdom per turn.



5 Attack with a Friendly Follower. Attacking causes a Followers to become exhausted, which means they can no longer attack, bow or be attacked by an enemy Follower until they're refreshed. If you do refresh a Follower who already attacked or bowed this turn, you may attack or bow with that Follower again.



Attacking with a Friendly Follower

6 Concede any of your Kingdoms. This means that your Tower's Faith is reduced to zero, and your opponent wins this Kingdom. When you win or lose a Kingdom, all cards in play in that Kingdom are placed into The Past (including your opponent's cards).



The End of the Main Phase:

There is a maximum hand size of ten cards. At the end of your Main Phase, if you have more than ten cards in hand, you must discard cards from your hand until you have exactly ten cards in hand. All discarded cards go to The Past.

Actions on Opponent's Turn

Players cannot take any of the six Main Phase actions while they are not the Active Player. The only actions you can make on your opponent's turn are: Choose what cards you want to *Discard* or *Tribute* when a card allows or forces you to do so.