

# Quantum Rift Adventure Card Game

## BASIC RULEBOOK v1.0



Welcome!

This basic rulebook has been written to help you get started with the Quantum Rift Adventure Card Game (QRACG), where each game you play will represent a specific chapter of an adventure in the Quantum Rift Universe.





For the purposes of this rulebook, we will assume your first game will be Chapter 1 of the Andares Adventure, which was designed to require nothing beyond the basic rules and indeed teach you those rules while you play. But before we get started playing, some core concepts must be introduced.

### CORE CONCEPTS

The core concepts of the Quantum Rift Adventure Card Game are: **Quanta**, **Cards**, **Dice** and **Rift**. The goal of this section is to introduce them, so you have some familiarity as you read the rest of the rules; you are not expected to understand everything covered here at this stage!

## QUANTA

Everything in the Quantum Rift Universe is made of Quanta energy. Within the game, this will often be classified into one of four specific types that represent different forms and applications of this energy, each having its own symbol:

-  - usually referred to as Red or Physique
-  - usually referred to as Yellow or Intelligence/Intellect
-  - usually referred to as Green or Nature
-  - usually referred to as Blue or Technology



When playing the QRACG, your **cards** in play represent this Quanta in physical form, as the characters and their belongings you are guiding on the adventure, while your **dice** represent your capability to apply your own Quanta energy as a player to influence its outcome.

## CARDS

There are two types of cards in the QRACG: **playable cards** and **story cards**.

**Playable cards** are in portrait orientation, have **Quanta** symbols shown in the top-left and a **Rift Number** in the top-right. These are the **Units**, **Gear**, **Skills** and **Actions** that can be played from your Hand during the course of the game.




As you can see from the card image above, aside from Quanta symbols ( ) and a Rift Number (3), all playable cards have a **Name** (Serpentine Amulet), **Type** (Gear - Treasure), **Game Text** ("You have +1 bonus ...") and a **Card Pool** (Sabrien) they belong to.

 **GOLDEN RULE:** Whenever a card's Game Text conflicts with the rules outlined here, the Game Text takes priority and overrides the rules.



One very special type of playable card to be aware of is your **Hero Unit** card, which remains in play throughout the game and is the only type of playable card without a Rift Number. We can see this on Sabrien Reed below, along with his **Attack** (2) and **Defence** (2), which all Unit cards (and some other cards) have, and his **Vitality** (5). Sabrien also has one **Ability Icon** (Melee).

<b>Name</b>	Sabrien Reed		<b>QR Logo</b>
<b>Type</b>	Hero Unit - Human		
<b>Quanta</b>	   		
<b>Attack</b>	2		
<b>Defence</b>	2		
<b>Ability Icons</b>			
<b>Game Text</b>	Your actions cost 1 less  . RESPONSE: When attacked while you control a treasure, you may TEST  > 0 for +1  this Combat Phase.		
	Quantum Rift Adventure Card Game	Sabrien	<b>Card Pool</b>

The other thing you have when you begin the game is a **Player Deck** of playable cards that will flow into your **Hand** and then into play during the course of the game. Aside from those that started in your Deck, other playable cards will usually appear during an adventure from the **Adventure Pool**, representing characters and items you encounter along the way.

 Once in play, all playable cards have a **side**: cards controlled by you or a player co-operating with you are considered **friendly**; all other playable cards, which will usually be on the opposite side of the table (and controlled by the QRACG game rules), are considered **enemy**.

**Story cards** are in landscape orientation, have no Quanta symbols and no Rift Number. These are the **Location**, **Encounter** and **Exploration** cards that will be revealed according to the game rules as the interactive story unfolds. Unlike playable cards, these can never be in your Deck or Hand.

<b>Name</b>	Temple Ruins		<b>QR Logo</b>
<b>Type</b>	Location - Open		
<b>Story Text</b>	You stand in what was most likely the atrium of an ancient temple. How you ended up here is anyone's guess. Despite your unfamiliar surroundings, you sense a strong connection to home.		
<b>Game Text</b>	REVEAL: Encounter Seek and Destroy. EXPLORE: If Distance = 0, move to Forest Road. THREAT: If TEST  < 1, a random friendly unit is damaged by falling masonry. REGROUP: You may draw a card. DISTANCE: 2		
	Quantum Rift Adventure Card Game	Andares	<b>Card Pool</b>




Aside from a **Name**, **Type** and **Card Pool** like the playable cards we've already covered, each story card always has some **Story Text** to set the scene and, most importantly, **Game Text** to represent its effect on other cards in play.

🔍 During the game, there will always be exactly one Location like the one above in play and up to one Encounter in play: these are called the **Active Location** and **Active Encounter**, respectively.


🔍 Location cards always have a **REVEAL** trigger effect that causes something else to happen when they enter play. They will usually have a mixture of **EXPLORE**, **THREAT** and **REGROUP** trigger effects and also a **DISTANCE** value, which is the initial setting of the **Distance** your Hero must travel to get to the next Location.

🔍 Most Encounter cards make use of Threat Counters (represented by ♦ in Game Text), which start at zero and increase over time to represent growing danger that will be unleashed at a certain number, as shown in the example card below.

<b>Name</b>	Seek and Destroy		<b>QR Logo</b>
<b>Type</b>	Encounter - Scouting		
<b>Story Text</b>	<i>Not far from where you're standing, some peculiar beasts are digging feverishly through the rubble. They don't seem to have noticed you yet, but surely it's only a matter of time ...</i>		
<b>Game Text</b>	<p>REVEAL: Spawn 2x Hyvryx Scout. Add 1 ♦ to this encounter.</p> <p>THREAT: Add 1 ♦ for each Hyvryx unit here. If ♦ &gt; 5, remove 5 ♦ and then spawn 1x Hyvryx Predator.</p> <p>DURATION: Ready Hyvryx units &gt; 0.</p> <p>REWARD: Each player gains 1 🎲 dice and may draw a card.</p>		
	Quantum Rift Adventure Card Game	Andares	<b>Card Pool</b>

🔍 The Active Encounter remains in play until its specified **DURATION** condition is no longer met. When this condition becomes false, the Active Encounter is considered complete and you can trigger its **REWARD** effect.

While there is no Active Encounter, you will usually be able to **explore** on your turn, by way of Exploration cards, like the one below.

<b>Name</b>	Abandoned Wreckage		<b>QR Logo</b>
<b>Type</b>	Exploration - Tier 1		
<b>Story Text</b>	<i>You discover some abandoned wreckage of what seems to be a crashed vehicle.</i> <i>It is tempting to see if you can salvage anything.</i>		
<b>Game Text</b>	<p>CHOOSE either:</p> <ul style="list-style-type: none"> <li>- Decrease Distance by 1.</li> <li>- Gain 1 🎲 dice and return the top card of your Discard to your Hand.</li> </ul>		
	Quantum Rift Adventure Card Game	Andares	<b>Card Pool</b>

🔍 Exploration cards are never in play. When one is revealed, you should resolve what is written in its Game Text immediately before play continues. The Game Text will often affect the Distance, present choices for you and require Quanta Tests, but may bring other surprises as well!

## DICE

The main use of dice within the QRACG is to determine success or failure. All dice should be standard six-sided (D6) and **rolling 4-6 is considered a success**.

Depending on how much you want luck to influence your progress, you may wish to adjust which values are considered a success for your rolls (leaving enemy rolls the same). So you could choose to treat 3-6 as a success for your rolls, to allow more strategic planning and fewer surprises, or go the other way and require 5-6 for success, for a much greater test of your adaptability, resilience and tactics. The choice is yours!

There are two main types of dice: **Quanta dice** and **Attack dice**.

**Quanta dice** represent your potential influence as a player on the adventure as it unfolds. At the start of the game, each player gains Quanta dice matching the corresponding Quanta symbols on their chosen Hero, with additional Quanta dice being gained as the game progresses.

🔍 All Quanta dice are **readied** at the start of each turn and then can be **exhausted** during the turn to **perform Quanta tests** and **pay Quanta costs**.

🔍 To **perform a Quanta test** (e.g. TEST 🎲 > 1), you will **roll** one or more **matching ready** Quanta dice, usually aiming for at least one **success**, and then **exhaust** those dice. (If you have no appropriate dice to roll, you will therefore fail that test automatically; if you have at least one matching ready Quanta dice, you can choose to roll any number of them or none at all.)

🔍 To **pay a Quanta cost**, you need to **exhaust** one **matching ready** Quanta dice for each symbol in the cost.

🔍 When the 🎲 symbol is shown, this means that no special meaning is attached to the Quanta and you can use any type of Quanta dice to perform the test or pay the cost.

🔍 When **playing a card**, its Quanta cost is determined by the Quanta symbols shown in the top-left corner. While often you will just need to exhaust sufficient Quanta dice to pay this cost, occasionally card text will require you to **roll** the Quanta dice as well to determine a benefit or penalty to apply when the card enters play.

Ideally, you have access to colored dice to match each color of Quanta symbol, but this is not essential for playing. For example, if you only have colored counters to hand, you can use these to track how many of each Quanta dice you have and use the same dice as you use for Attack dice.

**Attack dice** do not belong to any player, have no special meaning and are used purely to determine the outcome of combat between units, in a similar way to tabletop role-playing games or war games. You can use any six-sided dice you have available.

Now that we've introduced the Quanta, cards and dice, there is one final core concept to introduce, which is so fundamental that we put it in the name of the game itself ...

## RIFT

Aside from the correspondence between Quanta symbols on playable cards and the Quanta dice that are used to play them, there is another key link between playable cards and both types of dice that puts a very special type of power in your hands when playing the QRACG: the power to **Rift**!

🎲 Immediately after you roll a Quanta dice or Attack dice, you may **choose** to discard one card from your Hand to add its **Rift Number** to that roll. If that card has a **RIFT** effect, you may also choose to trigger it at this time.

Depending on your roll, the Rift Number of the chosen card and any relevant RIFT effect, this choice could be the difference between life and death for your hero and success or failure of the entire adventure! It is arguably your greatest power as the player and will be critical in every adventure you play.

## YOUR FIRST GAME

As mentioned in the introduction, the first chapter of the Andares adventure has been devised to help you learn the basic rules, so it's highly recommended you start there.

To play Andares Chapter 1, you will need the following 41 cards (27 playable cards, 14 story cards):

- Sabrien Reed playable card (Hero Unit).
- **Player Deck** of 13 playable cards (8 Action, 1 Skill, 4 Gear).
- **Adventure Pool** of 2 Andares playable cards (all Units).
- **Enemy Pool** of 11 Hyvryx playable cards (all Units).
- **Exploration Deck** of 8 Exploration story cards.
- **Encounter Pool** of 3 Encounter story cards.
- **Location Stack** of 3 Location story cards.

If you do not have these cards, the required PDFs to print them are available for free at <https://quantumrift.net>.

Along with the above cards, you will also need some six-sided dice (preferably red, blue, yellow and green to match each Quanta type and one other color for Attack dice) and some counters/tokens for tracking Threat Counters, Distance Counters and card states.

## OBJECT OF THE GAME

In Chapter 1 of the Andares Adventure, your goal is to reach the third location and complete the final encounter there. In subsequent chapters and adventures, the goals could be quite different, but two things will always be expected of you as the player: keep your hero alive ... and enjoy yourself!

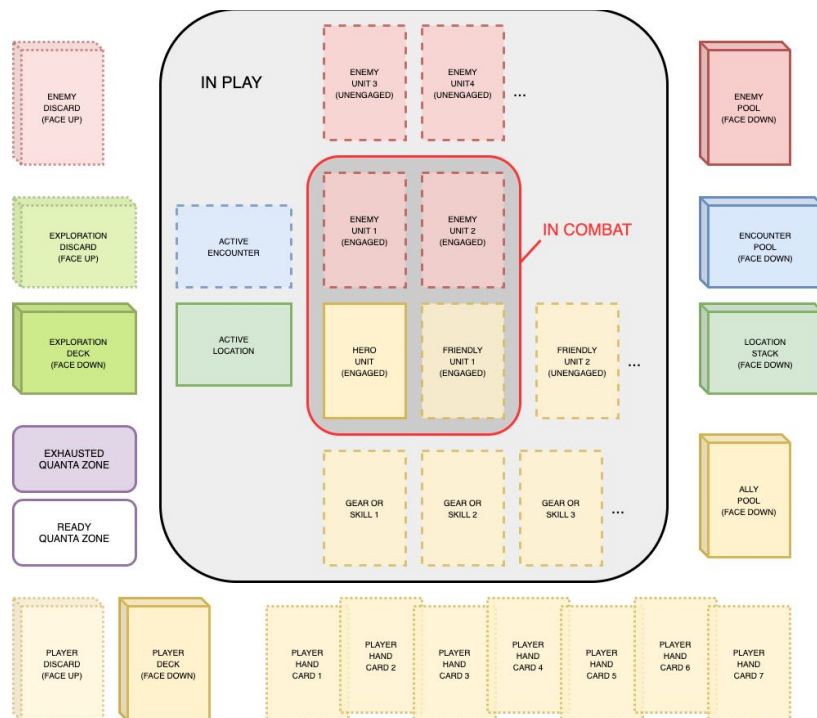
Whilst we're mostly joking with that last part, we do actually take your enjoyment very seriously as designers, so please let us know if you have some feedback from playing our game; especially if you think there are things we can do to improve your experience and make it more enjoyable. All comments, good or bad, sent to [hello@quantumrift.net](mailto:hello@quantumrift.net), shared on [our website](#) or posted on [our Facebook page](#) will be gratefully received.

# GAME LAYOUT

**PLAYER DECK** (playable cards) and **EXPLORATION DECK** (story cards): These **Decks** are designed to be shuffled, the cards should be face down and the order matters. Do not look through a Deck or reorder it unless a card effect or rule tells you to do so.

**LOCATION STACK** (story cards): This **Stack** is like a Deck, in that the cards should be face down and the order matters. The key difference is that it always has a defined order, achieved during setup. Do not look through a Stack after setup.

**PLAYER DISCARD** (playable cards), **ENEMY DISCARD** (playable cards) and **EXPLORATION DISCARD** (story cards): These **Piles** are similar to Decks in that the order matters. The key differences are that a Pile starts empty and grows during the game, the cards are face up and you can look through a Pile at any time. (There is also a **PLAYER VOID** and an **ENEMY VOID**, but cards here are essentially out of the game, so they are best put aside rather than devoting table space to them!)



**ENEMY POOL** (playable cards), **ADVENTURE POOL** (playable cards) and **ENCOUNTER POOL** (story cards): These **Pools** are just group of cards that can be kept face up or face down, but we recommend the latter so it's harder to confuse with Piles and cards in play.

**PLAYER HAND** (playable cards): Your **Hand** is the only place where you can play cards from unless a card effect or rule says otherwise.

**IN PLAY** (playable cards and story cards): All cards not in a Deck, Stack, Pool, Pile or Hand are considered to be **In Play**. Cards in this area will usually be having ongoing effects on the game and can be targeted by card effects. When a card isn't in play (e.g. in a Deck or Pile), then none of its effects will be active.

**IN COMBAT** (playable cards): This **Region** represents a subset of the cards In Play. While any unit is engaged, it is considered to be in the In Combat Region. (Please see the Combat Phase section for more details on engagement.)

# **GAME START**




**PREPARE ENEMY/ADVENTURE POOLS** - Place the Enemy Pool and Adventure Pool face-down according to the game layout above. The order of the cards in them does not matter.

Example: For Andares Chapter 1, the Enemy Pool will consist of various Hyvryx units and the Adventure Pool will have Andares units.

**PREPARE EXPLORATION DECK** - The Exploration Deck consists of Tier 1 and Tier 2 cards, as denoted under their names. Separate them into two piles according to their tier, shuffle both piles and then place the Tier 1 pile on top of the Tier 2 pile to form the Exploration Deck for this game. Place the Exploration Deck face-down as indicated on the game layout.

Example: The Exploration Deck for Andares Chapter 1 should have three Tier 1 on top of five Tier 2 Exploration cards at the start of the game.

**REVEAL HERO AND RECEIVE QUANTA DICE** - Reveal your Hero card and gain Quanta dice matching those shown on it. Place your Hero in the Hero Unit space and your Quanta dice in the Ready Quanta Zone as shown on the game layout.

Example: Sabrien Reed is your hero in Andares Chapter 1, so you should add 2  Quanta dice, 1  Quanta dice and 1  Quanta dice to the Ready Quanta Zone.

**INITIAL DEPLOYMENT** - You may now deploy units, gear or skills direct from your Player Deck, by paying the associated Quanta costs with the ready Quanta dice you just received. After deployment, shuffle the remaining cards of your Player Deck and place them face-down according to the game layout.

Example: When playing Andares Chapter 1, it is recommended that you choose to deploy The Shy Sword, which exhausts all 4 of your Quanta dice and leaves you with a 12-card Player Deck.

**REVEAL STARTING LOCATION** - Reveal the Starting Location for the adventure, place it in the Active Location space and then perform any REVEAL effects written on it and any that cascade from other cards. Add Distance Counters to the Location card according to the DISTANCE value shown on it.

Example: The Starting Location for Andares Chapter 1 is Temple Ruins. Its REVEAL effect causes you to Encounter "Seek and Destroy", which has its own REVEAL effect that causes enemy units to spawn from the Enemy Pool. Place the Encounter in the Active Encounter space and the enemy units in play according to the game layout. Add 1 Threat Counter to the Active Encounter and 2 Distance Counters to the Active Location.

**DRAW STARTING HAND** - Draw five cards from the top of your Player Deck.

You are now ready to take your first turn!








# TURN SEQUENCE

The overall turn sequence is as follows:

- **START OF TURN phase** - *revive* any heroes (for 1 *vitality*), *ready exhausted* cards and dice, and then each player draws one card.
- **DEPLOYMENT phase** (optional) - players may bring cards into play by *paying their Quanta cost*.
- **COMBAT phase** (conditional) - if units on both sides, *ready* units may *attack* opposing units.
- **EXPLORE phase** (conditional) - if no Active Encounter, *resolve* the top card of the Exploration Deck and *trigger* any EXPLORE effects.
- **THREAT phase** (conditional) - *trigger* any THREAT effects.
- **REGROUP phase** (conditional) - *trigger* any REGROUP effects.
- **END OF TURN phase** - resolve any effects that should occur now and then begin the next turn.

Due to the way some effects can cascade into others, especially in the Explore Phase, we recommend that you print this page and use a token or counter to track which Phase you are currently on by moving it down the sheet next to the arrows.

The following subsections detail what can happen in each specific phase of the turn, but, before we cover those, it's important to highlight things that could happen in any phase:

-  You may **play an Action card** from your Hand at any time, by **paying its Quanta cost**, and then place the Action card in your Discard.
-  You may use the **ACTION:** ability on a card you control at any time.
-  You may use the **RESPONSE:** ability on a card you control at any time its condition is met.
-  You may choose to **Rift** on any of your dice rolls (as covered in the Core Concepts section).
-  The **DURATION** condition of the Active Encounter could cease to be true at any time. Be sure to check for this, so that you can complete the Encounter, gain its **REWARD**, and do some exploring!

## START OF TURN PHASE

The start of turn has 4 steps to be followed in order:

1. **If any hero is damaged, revive that hero (change state to exhausted) and lose 1 vitality.** If that hero now has 0 vitality, they are eliminated. If you have no heroes left in the game, you lose the game.
2. **Ready all exhausted cards in play. Do not ready damaged units.** (If you are using counters to show the exhausted state, remove them now. If you are turning cards sideways to show their exhaustion, turn them back to normal.)
3. **Ready all Quanta dice.** (Move them from the Exhausted Quanta Zone back to the Ready Quanta Zone.)
4. **Each player draws a card from their Player Deck into their Hand.**

**What if my Player Deck is empty?** If your Player Deck is empty at any time that you need to draw a card from it, shuffle your Player Discard to form a new Player Deck and then draw the top card as normal.

**What if my Player Deck and Player Discard are empty?** If both your Player Deck and Player Discard are empty when you need to draw a card, your Hero loses 1 vitality.

## DEPLOYMENT PHASE

Each player may choose to **play** unit, gear or skill cards from their Hand to the board under their control. For each card, the **Quanta cost must be paid in full** for the card to have successfully **deployed**. (As with paying to play Action cards, move each Quanta dice you exhaust from the Ready Quanta Zone to the Exhausted Quanta Zone.)

As well as deploying cards during this phase, you can also decide which unit under your control has which gear *equipped*. By default, all gear is equipped to your Hero.


**If a card effect tells me to Deploy a card, do I have to exhaust the relevant Quanta for it?** No, that card enters play under your control “for free” with no Quanta cost to be paid. Usually, directly deployed cards can be found by name in the Adventure Pool.


**Can I attack with a unit on the turn it has entered play?** Yes, unlike some other card games you might have played, all units in the QRACG deploy in a ready state unless specified otherwise.


## COMBAT PHASE

The Combat Phase takes place in two parts: **Engagement** and then **Melee Combat**.

**ENGAGEMENT** - Each **unengaged friendly ready** unit with the **Melee ability** may **engage** with an **unengaged opposing unit** or **jointly engage** as part of an existing **engagement**.

 An **unengaged** unit is one not in an existing engagement.

 A **ready** unit is one that is not exhausted or damaged.

 A unit is considered to have the **MELEE ability** if it's shown on their card or being provided by an equipped weapon or some other ability, action, etc. (All units in Chapter 1 have the Melee ability.)

*When a friendly unit **engages** with an unengaged opposing unit, move the opposing unit into the In Combat zone, above the friendly unit. They are now considered in an **engagement**.*

*When a friendly unit **jointly engages** as part of an existing engagement between one or more friendly units and one or more opposing units, move the friendly unit near to the existing engaged friendly unit(s) with the opposing engaged unit(s) above.*

**Is there any way to form a different engagement if already engaged?** No, the current engagement would need to end first.

**When can an engaged unit disengage?** Once in an engagement, there is no way for any engaged unit to disengage unless a card effect specifies it. The engagement continues until all opposing units in that engagement leave play.

**MELEE COMBAT** - Each **engaged ready** unit with the **Melee ability** (the **Attacker**), in **priority order**, may perform a **Melee Attack** on one **target/preferred** opposing unit it is engaged with (the **Defender**).

🔍 An **engaged** unit is one in an engagement.

🔍 The default **priority order** is entirely down to player choice, with recommendation to let friendly units attack before enemy units as the game was balanced this way, but some card abilities may override this - e.g. all units with **First Strike** should perform their attacks before those without it. (For a more varied/harder challenge, you might want to randomise the order or let enemies attack before friendly units.)

🔍 For friendly Attackers, the **target** unit could be any of your choice from those it is engaged with.

🔍 For enemy Attackers, the **preferred** unit is determined with the following precedence (highest first):

- preference for **ready**
- preference for **exhausted**
- preference for higher **Rift Number**
- player choice

🔍 A **Melee Attack** has the following steps:

1. Determine the number of **Attack Dice** to roll. This is equal to the sum of the **Attack** value shown on the Attacker and any relevant **Attack Modifiers**.
2. Determine **Total Hits**:
  - Roll the Attack Dice and apply any **Attack Roll Modifiers** to each value.
  - For each roll you make on behalf of an Attacker you control, you may choose to **Rift**: discard a card from your Hand to add its **Rift Number** to the number on the dice and then optionally trigger any **RIFT** effect written on the discarded card.
  - Each **Attack Success** is considered a **Hit**.
  - Add 1 Hit for each **Hit Icon** granted to the Attacker.
3. Compare Total Hits to the **Total Defence** provided by the **Defence** value shown on the Defender's card and any relevant **Defence Modifiers**.
  - If Total Hits > Total Defence, the Defender has been **defeated** and becomes **damaged**. If the Defender was already damaged, it is **destroyed**. (If a hero would be destroyed, reduce their **vitality** by 1 instead.)
  - If Total Hits = Total Defence, the Defender is **exhausted** (or stays damaged if already damaged).
  - If Total Hits < Total Defence, nothing happens.
4. The Attacker **exhausts**.

Due to how impactful it can be to Rift on one or more of your rolls, it's perfectly fine, and actually encouraged, to consider a number of outcomes of Step 3 before committing to Rift or not. (Planning out the best way to use your Rift powers and when to hold onto your cards for their primary usage are two key skills you will develop as a player when playing the game.)

🔍 **Attack Dice** can be any six-sided dice you have available. They are separate to your Quanta dice.

🔍 **Attack Modifiers, Attack Roll Modifiers** and **Hit Icons** may be shown on the Attacker's card or could be provided by equipped weapons or relevant card effects. (The Shy Sword shown below provides a +1 Attack Modifier, a +1 Attack Roll Modifier and 1 Hit Icon, as well as the Melee ability.)

<b>Name</b>	The Shy Sword	<b>Rift Number</b>
<b>Type</b>	Weapon Gear - Sword	
<b>Quanta</b>		
<b>Attack</b>	+1	<b>Hit Icons</b>
	+1	<b>Attack Roll Modifier</b>
<b>Defence</b>	+1	
<b>Ability Icons</b>		
<b>Game Text</b>	<p>Elusive (The Shy Sword can only be targeted by its controller).</p> <p>RIFT: Target engaged enemy is damaged. Place The Shy Sword on the bottom of your Deck.</p>	
	Quantum Rift Adventure Card Game	<b>Card Pool</b>

🔍 **Attack Success** is the sum of all successful Attack dice rolls, where a roll of 4 is considered a success at Normal difficulty.

🔍 **Defence Modifiers** may be shown on the Defender's card or could be provided by equipped weapons or relevant card effects.

*Is it possible for combat to happen outside the Combat Phase? Yes, this is possible via card effects that explicitly say to attack - e.g. "Engage damaged unit and Melee Attack that unit."*

## EXPLORE PHASE

**If there is an Active Encounter, nothing can happen in this phase.** Be sure to check the Active Encounter's DURATION to see if it has ended without you noticing!

**If there is no Active Encounter, you may explore** as follows:

1. **Reveal the top card of the Exploration Deck and then resolve its Game Text.** This will usually lead to a reduction in the Distance for the current location and/or have an effect on the player or cards in play.
2. **Trigger all EXPLORE effects in the order of your choosing.** The one on the Location might cause you to move to a new location.

🔍 When you move to a new location, trigger its **REVEAL** effect and add **Distance** counters if there is a **DISTANCE** specified on it.

*What happens when the Exploration Deck runs out? If the Exploration Deck is empty when you wish to explore, shuffle the Exploration Discard to form a new Exploration Deck and use the top card as normal.*

## THREAT PHASE

**Trigger all THREAT effects in the order of your choosing.** e.g. “THREAT: Engage damaged unit.” on an enemy unit will cause it to engage a damaged friendly unit now.

## REGROUP PHASE

**Trigger all REGROUP effects in the order of your choosing.** e.g. “REGROUP: You may draw a card.” on a friendly unit will allow its controller to choose to draw a card.

## END OF TURN PHASE

Nothing special happens within the rules here but some card effects may be relevant. After the current turn has ended, the next turn begins and you proceed with taking turns until you either win or lose the adventure.

And that’s all there is to playing the Quantum Rift Adventure Card Game! We hope you have a fantastic adventure with Chapter 1, and if you have any feedback then we would be very grateful for it, so we can make improvements and incorporate your input into future chapters and adventures. ([Please see our Contact Us section at the end of this rulebook.](#))

## GLOSSARY

**Action** (type of card) - Can be played at a time by paying its *Quanta Cost*.

**ACTION:** (optional ability) - A card ability that can be used at any time.

**Attack** (value) - All units have an Attack value shown on their card which determines the default number of *Attack Dice* they use when attacking (before any *Attack Modifiers* are applied).

**Attack Dice** (playing piece) - Six-sided dice used during the *Combat Phase*.

**Attack Modifier** (value) - Added to the *Attack* value of the attacking unit to increase or decrease the *Attack Dice* that are rolled. Attack Modifiers usually appear in card effects but can also be provided by gear.

**Damage** (effect) - If the affected card is not currently *damaged*, change it to the damaged state; if it was already damaged, it is *destroyed*. (When you need to damage an already damaged Hero, that Hero loses 1 vitality instead of being destroyed.)

**Damaged** (state) - When damaged, a unit must be *revived* (to the *exhausted* state) before you can *ready* that unit (from exhausted to *ready*).

**Defeated** - During an attack, the Defender is defeated when their *Total Defence* is less than the *Total Hits* from the attacking unit.

**Defence** (value) - All units have a Defence value shown on their card which determines the *Total Hits*



required to defeat them or exhaust them when attacked.

**Defence Modifier** (value) - Added to the *Defence* value of the Defender to increase or decrease the *Total Hits* required to *defeat* or *exhaust* them when attacked. Defence Modifiers usually appear in card effects.

**Deploy** (effect) - Search the Adventure Pool for the named card and then it enters play under the active player's control.

**Destroy** (effect) - If the affected card is controlled by a player, place it in that player's Void; if controlled by an enemy, place it in the Enemy Void. If a Hero unit is to be destroyed, it loses 1 vitality instead.

**Discarded** (effect) - If the affected card is controlled by a player, place it in that player's Discard; if controlled by an enemy, place it in the Enemy Discard.

**Disengage** (effect) - Remove a unit from its *engagement* to make it *unengaged*.

**Engaged** (state) - Units in play are always considered either engaged (with one or more opposing units) or *unengaged*. Once engaged, a unit can't *disengage* without a card effect permitting it.

**Engagement** (entity) - When one or more *friendly* units are engaged with one or more opposing units, they are considered to be in an engagement together. An engagement ends immediately if only one side remains involved in it, due to units on the other side leaving play or *disengaging*.

**Exhaust** (effect) - Change a ready unit or ready dice to the exhausted state.

**Exhausted** (state) - Units and dice become exhausted as they are used during a turn. They remain in this state until *readied*. Note that you can't exhaust an already exhausted unit or dice.

**EXPLORE:** (mandatory trigger) - See the Explore Phase section of the rulebook for more information.

**Friendly** (descriptor) - Cards on the same *side* are considered to be friendly.

**Opposing** (descriptor) - Cards on a different *side* are considered to be opposing.

**Quanta Cost** (value) - To pay a Quanta cost, you need to *exhaust* one matching *ready* Quanta dice for each symbol in the cost.

**Ready** (effect) - To change an *exhausted* unit or dice to the *ready* state.

**Ready** (state) - Units and dice always start in a ready state. You can only *exhaust* units and dice that are ready.

**REGROUP:** (mandatory trigger) - See the Regroup Phase section of the rulebook for more information.

**RESPONSE:** (optional conditional ability) - Like an ACTION ability, except it can only be used at specific times. (Note that cards that prevent ACTION abilities do not prevent RESPONSE abilities and vice versa.)

**REVEAL:** (mandatory trigger) - When a card enters play or is otherwise revealed, you must trigger the effect written after "REVEAL:" on that card.

**Rift** (player action) - After rolling a number of dice for an attack or test, for each dice, you can choose to Rift with one card in Hand to add its Rift Number (shown in the top right corner) to the dice value, optionally trigger the RIFT effect on it and then place the card in your Discard. If you have a particularly

bad attack, this means you might discard two or more cards to bring the successes up to what you were hoping for by boosting multiple dice rolls.

**RIFT:** (optional trigger) - When a card is used to Rift, you may trigger the effect written after “RIFT:” on that card.

**Spawn** (effect) - Search the Enemy pool for the named card and then it enters play under enemy control.

**TEST** (effect) - Roll any number of your *ready* dice for the matching Quanta symbol and then *exhaust* those dice. There will usually be one or more conditional effects based on the number of successes.

**THREAT:** (mandatory trigger) - See the Threat Phase section of the rulebook for more information.

If there are any definitions you think should be in the Glossary, please let us know so we can update it!

## **CONTACT US**

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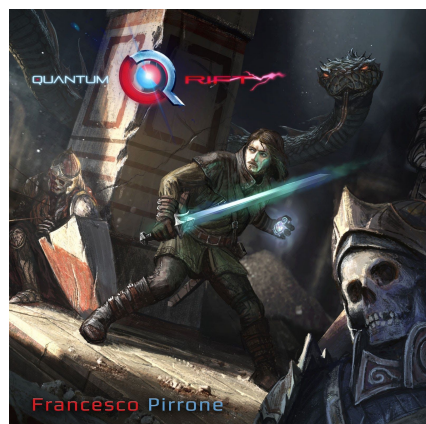
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### **QUANTUM RIFT SOUNDTRACK SINGLE RELEASE NEWS:**

The Quantum Rift soundtrack single by Francesco Pirrone, containing the Quantum Rift Main Theme and Quantum Rift Orchestral Suite, will be released on 12/12/2020 across all major digital platforms for purchase and streaming.

In the meantime, you can listen to the Quantum Rift Orchestral Suite in full on YouTube at: <https://youtu.be/qTYazgIPyA0>