

AWAKE HEROES Rulebook

◆ Overview

- Number of Players: 2
- Genre: Tactical Battle Card Game
- Producer: Jokeido
- Contents: 39 Character Cards, 36 Item Cards, 3 Castle Cards, 70 Damage Stones, 1 Game Board, 3 Dice (one of each type), 2 Rulebooks (1 in Japanese, 1 in English), 4 Card Stands

◆ Game Flow

In this turn-based game, players alternately perform the following set of actions in order:

Use Item → Use Skill → Move → Attack

Skills and attacks are resolved using dice. Movement follows the direction of arrows. Additionally, meeting certain conditions allows a character to awaken. Advance your pieces while defeating your opponent and conquer the castle.

◆ Victory Conditions

"The victory conditions are to annihilate all of your opponent's characters or reduce the HP of your opponent's castle to 0."

◆ Setup

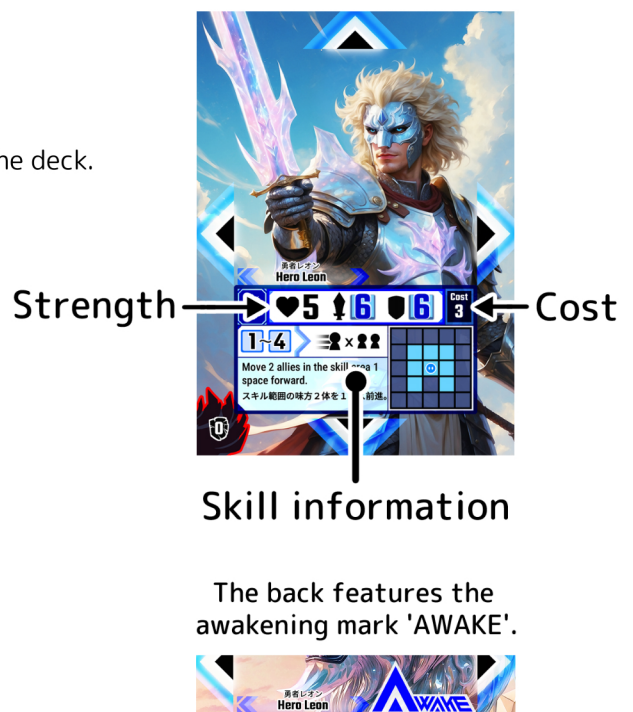
- ① Place item and castle cards. (Refer to the diagram on the right.)
- ② Assemble your team so that the total cost is 10 or less.
- ③ Roll the dice to determine the starting player.
- ④ Place one character at a time in each territory, alternating turns. (The side without the "AWAKE" mark facing up)
- ⑤ Draw one Offensive Item card and one Defensive Item card from the deck. (Keep the contents of the acquired Item cards hidden.)
- ⑥ The turn starts with the player who goes first.

◆ Castle Card

- Castle card skills are always active.
- Castle cards cannot be healed by items or skills.
- Characters cannot be placed on Castle cards.

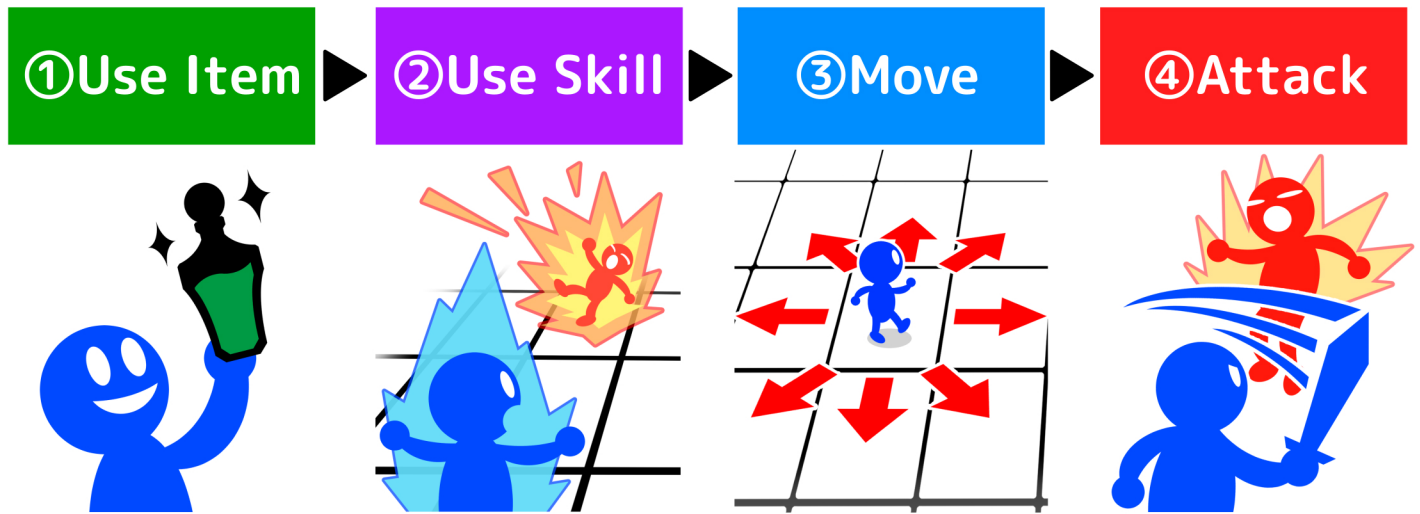
◆ Character Card Awakening

- Characters can awaken under the following conditions:
 - Condition 1: When entering the opponent's territory
 - Condition 2: When there is only one ally remaining
- How to Awaken:
 - You can only awaken on your turn.
 - Flip the card over to awaken. (Turn the side with the 'AWAKE' mark face up.)



◆Gameplay Procedure

Actions in One Turn : Actions ① to ④ can be performed by different characters.
(After finishing, it's the opponent's turn.)



Step ①: Use Item

《Procedure》

- If you have an item card, you can use it. Declare the item you are using. Used items are moved to the cemetery.

《Rules》

- You can use only one item per turn.
- When healing, the character's HP (♥ value) cannot exceed its initial value.
- Effects of enhancement cards, such as attack power, defense power, and movement range, last only one turn.



Step ②: Use Skill

《Procedure》

- Declare the character who will use the skill first.
- Roll a six-sided die, and if the **skill's success conditions** are met, you can activate the skill.
 - ◆ Refer to the **skill description** and **skill range** before using it.

《Rules》

- Only one skill can be used per turn.
- If you move using only a skill, you cannot gain any items even if you land on an item space.



Skill Success Conditions

If you roll the dice and get the number specified in the conditions listed here, you can activate the skill.

Skill Description

The skill's details are written here. They are also represented by the brief description icon above.

Skill Range

This indicates the range of the skill. (Some skills may not have this information listed)

Step ③: Move

《Procedure》

- Move in the direction of the arrow.
- A single arrow allows moving one square, a double arrow allows moving two squares.
 - You can jump over obstacles such as enemies, allies, or items with a 2-square move.
 - You cannot move in directions without arrows.

《Rules》

- When you land on an item space, you can acquire one defense or attack item as indicated on the board. Passing through an item space does not allow you to acquire an item.
- You cannot keep acquiring items by staying on the same square. If you land on the same item space after moving, you can acquire the item.
- A character that moves to the opponent's territory can awaken.



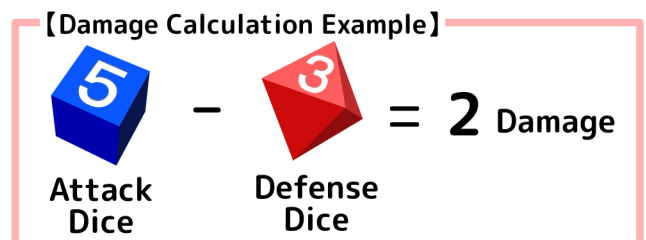
Step ④: Attack

《Procedure》

- Declare the target of your attack. Choose one opponent's **character adjacent in any direction** (vertical, horizontal, or diagonal).
- Check and roll your character's **attack dice**.
- The opponent checks and rolls the **defense dice** of the attacked character.
- The difference between the **attack dice** result and the **defense dice** result is the damage. Place a damage token on the character.
- A character whose HP reaches 0 is moved to the cemetery.

《Rules》

- When attacking from the **weak point direction**, the opponent cannot defend (defense becomes 0), and the number rolled on the attack dice is the damage dealt.



◆How to Use Trap Cards (a Type of Attack Item)

- You can place the trap card in any of the 8 surrounding squares adjacent to an ally character or ally castle.
- Use a card stand to place it vertically (see right illustration).
- ※ You can place one trap card at a time, with each player allowed up to 2 traps on the board.
- The trap card's effect activates when an enemy enters the area specified on the card.
(If there are already enemies in the area when placing the trap, it will not activate.)
- Once the effect is triggered or if an enemy or ally moves to the trap's square, the trap is removed.
(Until then, the trap card remains in play.)

Place facing away from the opponent so that the contents are not visible.



Place adjacent to an ally's square.

◆What to Do in These Situations: Q&A

◆Items

Q : Can you acquire an item if you move to an item space using a skill?

A : No. You can only acquire items when you land on the space through normal movement

Q : Can you keep acquiring items if you stay on an item space?

A : No. You can only acquire items on the turn you land on the space through normal movement.

Q : If I purchase multiple copies of the product (AwakeHeroes) and have more item cards than the initial amount (18 attack items and 18 defense items, totaling 36 items), what should I do?

A : Each player selects 9 attack items and 9 defense items. In total, use 18 attack items and 18 defense items.

◆Skills

Q : Can skill damage be defended against with defense dice?

A : No. Skill damage cannot be defended against and directly applies as damage.

◆Movement

Q : Can you jump over enemies with a 2-square move?

A : Yes, you can jump over enemies.

Q : Can I pass if I don't want to move?

A : No. You must move if you can. However, you can pass if all possible movement directions are blocked.

◆Attack

Q : Can you pass if you don't want to attack?

A : Yes, you can pass on attacking.

◆Awakening

Q : If an opponent's skill leaves me with only one character, can I awaken it immediately even if it's still the opponent's turn?

A : No, you can only awaken your character during your turn.

◆Miscellaneous

Q : What should I do if the game reaches a stalemate?

A : If both players agree that the game is at a stalemate, each player selects one remaining character, places them in an awakened state facing each other adjacent to each other, and takes turns attacking without moving until one is defeated. The first player to attack is determined by rolling a dice.

"Card details"

Movement arrow