

Reign & Ruin



2-4
PLAYERS



15-30 min
GAME TIME



10+
AGE

As twilight closes in on once great civilizations, warring rulers make a last push for supremacy.

Draft your hand of cards, build your army and outwit your opponents in this easy to learn, quick to play card game.

Reign & Ruin manages to hit that sweet spot of complexity, where you understand the rules, yet have enough 'aha moments' to keep your mind occupied until the mind game between you and your opponents takes over. This, coupled with the 'just one more match' game length, makes Reign & Ruin a highly enjoyable, highly replayable gaming experience.

Features

- 🔥 Quick to learn
- 🔥 High replayability
- 🔥 Deep strategy
- 🔥 Highly portable
- 🔥 Easily expandable
- 🔥 Easily themeable
- 🔥 Fun to play!

Components

- 🔥 Mint tin box
- 🔥 36 mint tin sized cards
- 🔥 6 multiplier tokens
- 🔥 6 protection tokens



1. Draft

From a starting hand of seven, players keep two cards and pass the rest to the player on their left. Repeat until all players have a new hand of seven cards.

2. Play

Players take turns playing one card from their hand. Cards can either be played in front of you, adding to your victory points or be played for their ability.

3. Score

When the game ends, players sum up their victory points. A series of three or more of the same card type doubles the points for those cards. The player with the highest number of victory points wins.

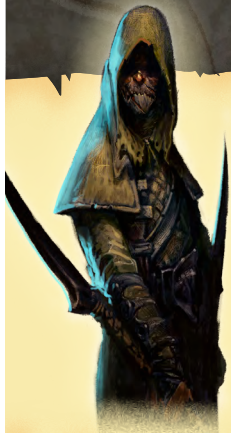
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Welcome to Everfall! Where vast realms of legend and mystery are filled with characters and tribes most fantastic. A place where the peoples, though different, have one thing in common; the shared knowledge that the end of the world – the Allwinter, is coming! As the ruler of one of its vaning empires, you must take control of the tribes of Everfall to reign supreme.



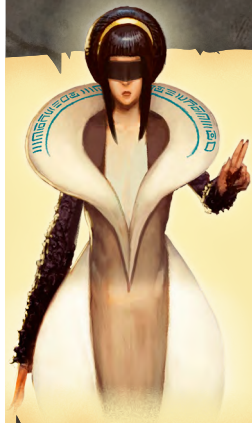
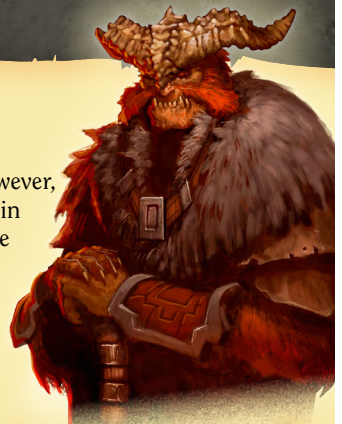
Alfenghast

The Alfenghast of Fernblight, lead a bleak existence in the marshes of their homeland and are often used in stories to scare children. An Alfenghast is most comfortable in the shadows, moving unseen and unheard. A vital skill to have when you grow up around bog wyrms.



Kurgoz

A Kurgoz warrior of the Scorch, however, would not be caught dead sneaking in the shadows! A fierce and brutal race of warriors, they are as hard as the crags on the eastern plains they call their home. An adult Kurgoz sports horns, fangs and claws – features they carry with pride.



Hexen

The Hexen of the Searise Islands are like you and I in body, but not in mind. They embody the saying 'knowledge is power' as they hold both in equal abundance. It is said that their minds can touch all the corners of the world from their glistening towers, and perhaps even see the future.



Nomora

Hailing from the towering necropolis of Morwych, the necromancer cabals of the Nomora use their unsavory knowledge of the dark arts to bring back that which was once dead. Their services are as sought after as they are loathed by the warring rulers of Everfall.



Cognitz

Then there is the enigmatic sentient machines known as the Cognitz whose near indestructible armor and superior defensive protocols make them a welcome addition to any army. The Cognitz will not fight for just anyone though, but if their trust can be gained they are fiercely loyal to the end.



Crou

The nomadic Crou, whose ability to blend in with any culture or society have earned them a reputation both as great diplomats as well as liaisons in times of strife.

