

# The Angelfire™ Game

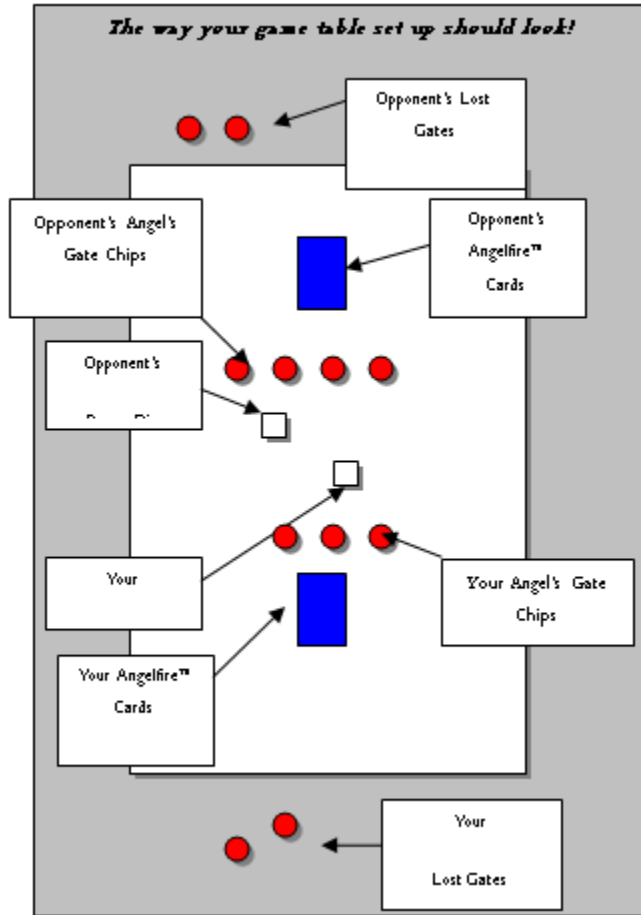
## Quick Start Instructions for a (One on one) game!

### What you need to set up for the game:

- 1) You'll need your **Angelfire™ cards**
- 2) You'll need an **Angelfire™ power-die** (one power-dice per player)
- 3) You'll need the **Angelfire™ Gates** chips.  
(Enough for you angel's Gate point needs)

### Note:

- ◆ Gates are, in simplified terms, the Angel's Life hit-points.
- ◆ Once an Angel loses all of its Gates, they are defeated.
- ◆ Each red chip represents one Gate.



### Starting the Battle:

1. You and your opponent must roll to see who goes first.
2. Player that rolls "the highest number" becomes player 1, and they have to lay their angel down first. Player 2 is allowed to look at player 1's angel's moves before they choose their angel for battle (If player 2 is smart they'll choose an angel that will have a good chance at beating player 1's angel).
3. Player 2 lays down their angel on the board. (Note: After both players are ready, they're allowed to check each others moves anytime during the battle)
4. Now say that you are "player 1" and your opponent is "player 2". The first thing you need to do before starting the game is locate your angel's Gate life-points, this can be found on your card at the word "Gates." The correct amount of Gate life-point chips must be placed on the table to be removed when lost from a hit. Note: When setting up, an angel cannot have more Gate life-point chips than what is noted on their Angelfire™ card.
5. You (Player 1) now get to go first by rolling your power-die to determine your move. When you roll your power-die, look at your card to see which move has the same number as the number that you rolled. That is the move you'll be telling to your opponent. Now remember, you only get one roll per turn and each roll counts as a move; either a block or a hit. If you happen to roll a block on your first roll then it is a wasted roll because no one has attacked you yet. So now it is player 2's turn to roll for their move.

**Note: Some angels have special abilities specified on the back of their cards. It is a good idea to look up the powers that you do not understand in the back index. (Located under the Attacks)**

- 6) Say you (player 1) roll an attack against your opponent (player 2), you must read aloud your attack along with the Gate damage that goes along with the attack. At that point, your opponent must roll a block or they will lose the corresponding Gate Life-points that you attack them with.
- 7) If your opponent does not block, he loses the amount of Gates that you read at the end of your last attack. He must remove these Gate point chips from the board. They cannot be used again. (The exception: Some angels have the ability to heal) (Refer to the index in the back on this rule book)
- 8) If your opponent did not block, that means he has rolled an attack on you. Now, you must roll a block or you will lose Gate points too. This exchange of attacks and blocks will continue the same way until one angel's Gate point chips are completely gone, once they're gone the player cannot make an attack and so they are declared the loser. The victor wins the opponents Angelfire™ angel card.