



Presentation

Altered is a two-player trading card game in which each player brings a deck led by a Hero card. This starter deck is ready to play as-is, but you can customize it or create new decks from scratch.

Game Overview

In Altered, you'll lead two Expeditions as they discover and explore the land surrounding your native peninsula of Asgartha. One of your Expeditions will be led by your Hero, represented by the Hero Expedition marker, and the other one is led by their Companion, represented by the Companion Expedition marker. Your Expeditions will progress towards each other as the game goes on, and your goal is to be the first to have them meet up.



The Axiom (brown) Expedition markers have reached each other: the Axiom player wins!

Centuries ago, life on Earth changed forever: a cataclysm brought beings from the world of stories and dreams to our reality. We formed new alliances with them, and together we rebuilt a civilization in the haven of Asgartha. It is now finally time to leave the safety of our walls and explore the altered world. Are you ready to discover what lies Beyond the Gates?

Material



39 Card deck
+ 1 Hero card
+ 6 Token cards



Adventure cards:
1 Hero Region card
1 Companion Region card / Arena card
1 Set of 3 Tumult cards



2 Rules reminders



1 Playmat

6 Expedition markers
(Hero & Companion)

1 First Player marker

3 Boost, 2 Fleeting,
2 Anchored and 1 Asleep markers



1 Warning Card
+ 1 Common foiler

SETUP

Take a set of three **Tumult cards**, shuffle them and place them as shown, face-down in a line between the two players.

Place the **Hero region card** at one end of the line, and the **Companion region card** at the other end.

Each player places their **Hero Expedition marker** on the Hero region card, and their **Companion Expedition marker** on the Companion region card.

Set up the two playmats facing each other on either side of the Tumult.



5 Each player places their Hero card in the Hero card zone of the playmat.

6 Randomly determine the starting player (you can flip the First Player marker to do so), and place the **First Player marker** on their Hero card.

7 Each player removes all the **token cards** from their deck, then shuffles the remaining cards and places them face down in the "Deck" zone of the Playmat. (Tokens have a different design on the back compared to normal playing cards.)

8 Keep the **rules reminder cards** and the rest of the markers close at hand, and you're ready to start playing!

PARTS OF A CARD

In Altered, there are 4 types of cards: Heroes, Characters, Spells, and Permanents. See "Other Card Types" for more details.

On all cards:

- A** Name
- B** Type and sub-type(s).
- C** Faction: this banner indicates the card's faction.
- D** Hand Cost: the card's mana cost when it is played from your hand.
- E** Reserve Cost: the card's mana cost when it is played from Reserve.
- F** Abilities: the card's special rules.
- G** Support ability: an additional ability that some cards have.



On Character cards only:

- H** Characters have **statistics** corresponding to the three region types: Forest (green), Mountain (brown) and Water (blue).

Triggers:

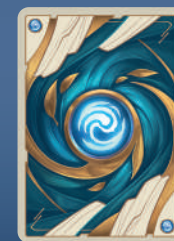
- I** Cards have different effects, called triggers, depending on where they are played from:
 - ➔: This trigger activates regardless of where the card is played from.
 - 👤: This trigger activates when the card is played from your hand.
 - 🗑️: This trigger activates when the card is played from Reserve.

Starting Hand

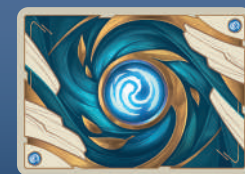
Draw 6 cards from your deck, then choose 3 of them to put in your Mana zone, face-down and **ready** (see illustration below). The three other cards will form your starting hand.

Mana Orbs

Cards in your Mana zone are always face down, and are called Mana Orbs. Each Mana Orb gives you 1 Mana when you exhaust it. **Ready** all of your Mana Orbs during the Morning phase. A card that is face-down in your Mana zone stays there for the rest of the game.



Ready



Exhausted

A DAY OF EXPLORATION

A game of Altered is played over several rounds called Days. Each Day is composed of five phases: Morning, Noon, Afternoon, Dusk and Night.

PHASE 1: MORNING

If it's the first Day of the game, go straight to the next phase (Noon). Otherwise, follow these steps:

1. Change the owner of the **First Player marker**.
2. **Ready** your Mana Orbs and exhausted cards.
3. Draw **two cards** from your deck.
4. Starting with the **First Player**, each player chooses if they want to place a card from their hand into their **Mana zone**.

PHASE 2: NOON

Activate any card with an "At Noon" trigger. Not all starter decks have cards with "At Noon" triggers.

PHASE 3: AFTERNOON

Starting with the First Player, players take turns in this phase, during which they each play one card at a time.



In Altered, 1 TURN = 1 CARD

As soon as one player plays a card, the other player starts their turn. They continue back and forth in this way until the end of the Afternoon.

Turn structure

1. Take as many **Quick Actions** as you want.
2. Then, play a card OR Pass.

QUICK ACTIONS

Before playing a card, you may take as many quick actions as you wish. You can take one or more quick actions before choosing to **Pass**.

There are two kinds of quick actions:

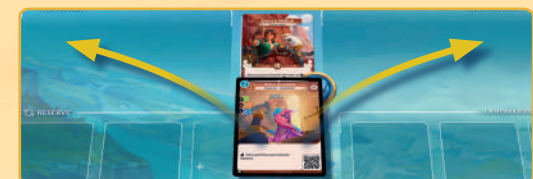
Exhaust abilities: These are present on certain Permanent and Hero cards. Exhaust (👤) the card to activate its effect.
Support abilities: A card's support ability is only usable if it is in your Reserve. To activate it, discard (🗑️) the card from your Reserve. (See "The Reserve".)

Remember, taking a quick action doesn't count as playing a card, and doesn't end your turn.

PLAYING A CARD

To play a card, you must exhaust the number of Mana Orbs corresponding to its cost.

🗑️ **Playing a Character:** When you play a Character, you decide which Expedition to place it in (Hero or Companion).



🗑️ **Playing a card from Reserve:** See "The Reserve".
🗑️ **Playing a Spell or a Landmark:** See "Other Card Types".

PASS

If you cannot play a card or no longer wish to do so, you may end your turn by passing. This means that you won't be able to take any more turns until the next Afternoon phase. Once a player has passed, the remaining player can continue taking turns. Once both players have passed, move on to the Dusk phase.

PHASE 4: DUSK

During Dusk, players compare the statistics of the Characters in play to determine which Expedition markers can move forward, and which ones cannot.

Starting with one Expedition (Hero or Companion), do the following steps:
To make sure you understand this section, refer to the face-up side of the Tumult cards.

- Check the **region type(s)** (🌿, ⚔️, 💧) of the region where your Expedition marker is currently located.
- For each of these **region types**, add up the statistics of the Characters in that Expedition.
- If **at least one** of your totals (for the region type(s) your Expedition is in) is strictly higher than your opponent's, your Expedition marker **moves forward**. Otherwise, your Expedition stays where it is.

Next, do the same for the remaining Expedition (Hero or Companion).

Your total must be higher than 0 in order to move forward.

Each Expedition can only move forward once per Dusk phase.

When an Expedition would move to a face-down Tumult card, flip it face-up.

You always compare your Hero Expedition with your opponent's Hero Expedition, even if the two markers are not in the same region. The same goes for the Companion Expeditions.



The Reserve

The Reserve is a face-up zone which acts similarly to a second hand of cards.

PLAYING A CARD FROM RESERVE

Cards in Reserve can be played as if they were in your hand. However:
- Pay its Reserve Cost instead of its Hand Cost.
- A card played from Reserve gains **Fleeting** (unless it's a Landmark).

Fleeting means: If a Fleeting card would be sent to Reserve, discard it instead.

For Characters: Place a Fleeting marker (🌀) on the Character to remind you to discard it the next time it would go to Reserve.

Cards in Reserve are **not** "controlled". This means that their abilities don't apply, and they cannot be affected by an ability that doesn't specifically mention the Reserve. A card that says "Discard target Character" cannot discard a Character in Reserve, but a card that says "Discard target card in a Reserve" can.

Other Card types

Heroes

You play as a Hero, teaming up with their Companion. Each Hero belongs to a faction and has a unique ability. Your Hero will shape your strategy, and using their ability wisely is essential to winning the game.

Spells

When you play a spell, resolve all of the card's effects, then send it immediately to your Reserve. If you play a spell from your Reserve, it gains **Fleeting**: discard it once you've resolved its abilities.

(Some spells are automatically Fleeting. This means that they are directly discarded after their abilities resolve).

Permanents - Landmarks

When you play a Landmark, put it directly in your Landmark zone.

Not all starter decks have Landmarks in them.

Example

Mike's Hero Expedition is on a region card which has all three region types: 🌿, ⚔️, 💧. In order to move forward, Mike's Expedition total needs to be higher than Ella's Expedition total in at least one of those region types.

Since his Expedition total in 🌿 is higher than Ella's Expedition total in 🌿, Mike's Expedition marker moves forward.

Ella's Hero Expedition marker is in a region with 🌿 and 💧 region types. In order to move forward, Ella's Expedition total needs to be higher than Mike's Expedition total in at least one of those region types.

Since her Expedition total in 💧 beats Mike's Expedition total in 💧, Ella's Expedition marker also moves forward.



Each of the three Tumult cards has two regions that you will need to travel through.

PHASE 5: NIGHT

REST

Send all Characters in your Expeditions to your Reserve. If they are **Fleeting** (🌀), discard them instead (see "The Reserve").

CLEANUP

If you have 3 or more cards in your Reserve, you must discard the excess so that only 2 cards remain. Do the same for your Landmarks (see "Other Card Types").



During the other phases of the Day, there is no limit to the number of cards in your Reserve and Landmark zone.



YOU HAVE NOW REACHED THE END OF THIS DAY. BEGIN A NEW DAY, STARTING WITH THE MORNING PHASE.

Ending the game

The first player to have their Hero and Companion Expedition meet up in the same Region wins the game.



TIEBREAKER

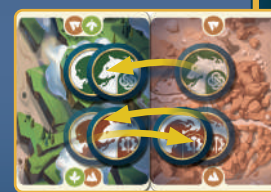
If both player's markers meet during the same Dusk Phase, first check if any player moved forward further than necessary to win the game. If one player did and the other did not, the player who did wins the game.

Example

Ella's and Mike's Expeditions are both on adjacent regions to one another.



During Dusk, both of Ella's Expeditions move forward, while only Mike's Companion Expedition does. Ella progressed further than necessary, and therefore wins the game.



Otherwise, players play a tiebreaker Day in the Arena. The Arena is on the back of the Companion region card; place it in the center of the table and put both players' Expedition markers on it.



Then play out a normal Day, with the following extra rules:

- Card abilities that make Expeditions move forward or backwards have no effect.
- At Dusk, for each region type in the Arena (🌿, ⚔️, 💧) add up the total statistics of your Characters in **both of your Expeditions**. Compare all three types with your opponent: the player who wins in the highest number of types wins the game.

In the unlikely situation that you both win one type each and tie the third type, or if you tie in all three types, restart a new Day in the Arena.



ADDITIONAL RULES

CARD ABILITIES

If a card's abilities contradict the normal rules of the game, follow what the card says.

TARGETING

Card abilities can only target cards that are controlled. Characters that are in an Expedition, or Landmarks that are in the Landmark zone are "controlled". Cards in Reserve are not "controlled". This means they can only be targeted by an ability that explicitly mentions the Reserve.

RUNNING OUT OF CARDS IN YOUR DECK

If your deck is empty and you need to draw one or more cards, shuffle your discard pile, which then becomes your new deck. After that, finish drawing cards.

PLAYING A PERMANENT FROM RESERVE

If you play a Permanent from Reserve, use its Reserve Cost to play it in your Landmark zone. It does not gain **Fleeting**.

OTHER INFORMATION

"AT NOON", "AT DUSK" AND "AT NIGHT"

These abilities trigger at the beginning of their respective phases. (The **First Player** triggers them first and resolves them in the order of their choice).

TOKEN CARDS

Tokens are Characters that aren't included in your deck, but are created by other cards. When a token leaves the Expedition zone, it is always instantly removed from the game, even if a card tells you to do something else with it!



MARKERS

- Use these counters when a Character gains boosts.
- Use this marker when a Character gains Anchored.
- Use this marker when a Character gains Asleep.

SUPPORT ABILITY (QUICK ACTION)

A support ability is only triggered when you discard the card as a Quick Action. Do not trigger the ability if it's discarded for any other reason, such as having too many cards in your Reserve during the Night phase, for example.

"I" IN CARD ABILITIES

Cards use "I" to refer to themselves. For example, "I gain 2 boosts." should be understood as "this card gains two boosts."

DECKBUILDING

After discovering the starter decks, the next step in your Altered journey is to build your own deck! Your deck must include exactly one Hero card and a minimum of 39 other cards of the same faction. You must also follow these rules:

- No more than 3 copies of a card with the same name, regardless of rarity
- No more than 15 rare cards
- No more than 3 unique cards.

When building your deck, make sure you have enough cards that cost between 1 and 3 mana, to avoid falling too far behind during the first few Days of the game.

Check out our application to discover more deck-building hints, more information about available cards, and the marketplace!