

Coop Mode

Coop Mode is a game variant for Enchanters in which players unite as members of a newly formed Enchanters Guild to repel a powerful Overlord.

The goal of the game is to kill the Overlord and scare off the rest of his horde. To do that you have to lower his Health Points (HP) from 99 to 0 and avoid reaching your Wound Threshold.

Game setup



- 1 When assembling the Adventure Deck, take halves (marked with “2” on the backs) of 2 **Kingdom decks** for each player.
 - 2 Pick the **Enchanters Guild** as the Village Card for the game. Choose an Overlord from the **Wanted List**.
 - 3 Prepare the **AI Deck**. Add dedicated Overlord cards if necessary (see below).
 - 4 Choose a difficulty level card to set the Wound threshold
 - On **Easy** difficulty, your Wound threshold is 50
 - On **Normal** difficulty, it is 40
 - On **Hard**, it is 30
 - On **Very Hard** difficulty, it is 25
 - 5 Prepare the Adventure Deck and Journey Track the same way as you would in a regular game.
 - 6 Set Overlord Dial to 99 HP
- To play solo, use setup for 2 players game and make decision for both of “players”.

The flow of the game

The Coop Mode is played in a series of rounds, each consisting of the following steps:

- 1 At the beginning of each round, draw a card from the Overlord Deck.
- 2 Read the card’s effects aloud and apply them to all players.
- 3 All players play 1 turn each, in regular play order. Then the next round begins.



Winning and Losing

You WIN when the Overlord’s HP is reduced to 0.

There are two ways in which players can reduce the Overlord’s HP:

- A successful fight subtracts amount (typically 10) from the Overlord’s remaining HP.
- The special action associated with the **Enchanters Guild Village Card** allows you to remove from the game the top card from any of your stacks (☞, ☞, or ☞ / ☞) to deal the Overlord a number of Wounds equal to the ☞ value of that card. This follows all the usual rules for minor actions.

You LOSE when, as a group, you receive a total number of Wounds equal to or exceeding the threshold for the chosen difficulty level or if there are no more cards in the Journey Deck and the Journey Track.







RULE CHANGES

RULE OF THUMB:


- If a rule in a competitive game would benefit another player, it benefits the Overlord instead.
- If it would harm another player, it harms the Overlord instead.

General rules

- **Overlord Deck** - This deck of cards is the core of the Coop Mode. Each card in the deck has an effect that depends on the Overlord’s rage level, which increases as the Overlord’s HP drops below the indicated thresholds.
- **Wounds** - You, as a group, have a shared Wound pool. If you ever reach the Wound Threshold for the difficulty, you lose the game.
- **Round** - Consists of 1 turn per player, performed in regular turn order.
- As in the regular game, Players can’t use any abilities outside of their turn. The same goes for temporary boosts - they are lost when a player’s turn ends.
- **“All Players” or “Each player”** - means that each player is subject to the AI card effects separately.
- **Challenge or Duel** - After you defeat the Overlord using the Major Action: Challenge ☞ you don’t receive a Reward token; instead, the Overlord loses 10 HP. Additionally, the Overlord becomes stronger - place 1 Attack token and 1 Health token on the Overlord. Also, in the Coop Mode you do not Duel players, but the Overlord instead. A Duel is not a Challenge, so you don’t discard the top card of the Adventure Deck after Duelling the Overlord.
- **Attacking another Player** means that the attacker deals the target Player as many wounds, as the attacker’s ☞ minus the target’s ☞.

- If the card ability says “another player” or “other players” (for example “Black Knight”) - it targets the Overlord only instead.
- If the card ability says “target player” you can choose any player or the Overlord.
- If a Monster card has a “Bury ➡” ability, treat it as a “Discard ➡” ability instead.
- Give/Discard/Steal/Force to Give you card - Consider whether the effect would be positive, or negative for the current player in a regular game. If positive, remove one chosen Reinforcement Token from the Overlord. If negative, place one Reinforcement Token on the Overlord.
- **Example 1:** The Manticore forces an opponent to discard a Monster. In Coop Mode it would remove one Token from the Overlord. The Trap Item card would work the same way.
- **Example 2:** The Nymph makes you give a monster to another player. In Coop Mode, you discard the monster and the Overlord gains a Reinforcement Token.
- **Give crystals** - The Overlord stores the crystals on their sheet and automatically exchanges each 5  for 1 Reinforcement Token.
- If the card ability says “steal X ”, take any that have been placed on the Overlord sheet first, and when there are none left, take the rest from the bank.
- When playing with the Event Deck, remove the Overlord Rising and Magic Overload cards from the deck before you setup the game.
- Pay a total - Players can decide how they split the payment between them.
- When you remove  with a passive hindrance (ie. White Dragon: “Your  cannot be healed) to deal  to the Overlord, add a random Reinforcement Token to the Overlord after you deal him the amount of Wounds indicated by the card’s  value.

SPECIFIC DECK RULES

- **Demons** - Treat penalty points as regular points, but if you give a  card to the Overlord using their abilities, remove 1 of his Reinforcement Tokens instead of damaging Overlord.

SPECIFIC CARD RULES

- **Book Mimic** - Ignore its ability.
- **Shield** - Discard to prevent the effect of an Overlord Card that was just drawn. The effect is cancelled for all Players.

Wanted list

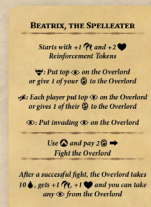
Four Overlords have been designed specifically for use with the Coop Mode:

- Ryma, the Titan She-Boar
- Whimper, the Underlord
- The Grey Council
- Cerberus

They are intended to pose a really tough challenge - to defeat them on higher difficulty levels you need to have a very good grasp on the game’s mechanics. They also include Overlord Cards that should be added into the basic Overlord Deck when playing against these Overlords.

We also provide 16 overlay cards for existing Overlords. These will be an easier challenge than the previously mentioned Coop Mode exclusive Overlords.

- Lukah, the Archangel
- King Arsen III, the Immortal
- Vragan, The Blackest Knight
- Jabar Rephet, Grand Vizer
- Xavras, the Puppeteer
- Cho’mun, the Ogre General
- Dorhka, the Seer
- Failurn, the Trickster
- Beatrix, the Spelleater
- Theria, the Dragonhead Hydra
- Zeupitter, the Highest Hierarchy
- Petra, the Gorgon Godmother
- Monophemus, The Cyclops Leader
- Sa’akara, the Gamerunner
- Doggon, the Shar’khan of Sixseas
- Lerxos, the Ancient Sphinx



Coop Overlays cards