
FINAL TITAN
RULEBOOK

WHO WILL BECOME THE FINAL TITAN?

Across the multiverse, every world is shaped by the stories it tells. Some are ancient myths, some are grand legends and many of them these days come straight from the pages of comic books.
And as it turns out, the multiverse is really bad at saying no to cool ideas.

With so many worlds creating their own heroes, monsters and gods, things started to get crowded. Too many champions, too many egos, too many chosen ones. So the multiverse did what it always does when things get messy. It created an arena and said: "All right. Settle this."

Each world sends its greatest Titan. They fight for glory, pride, bragging rights and officially for balance. When the dust settles, only one remains.
The Final Titan.

WHAT IS THIS GAME ABOUT?

In this draft battler, players recruit a team of legendary Titans from across time, myth, and fantasy, each with unique abilities. Your Titans are then sent into the arena, where they'll face off in intense dice duels. Pick your fights wisely, support your Titans with upgrade cards, and outwit your foes. The last one standing becomes the Final Titan and wins the game!

How to Play Video

COMPONENTS

Note: Tokens are not considered limited components. So if you run out, use a suitable replacement.

100 TITAN CARDS



50 UPGRADE CARDS



35 STATUS TOKENS



29 "1 LIFE" TOKENS



9 "5 LIFE" TOKENS



2 DICE



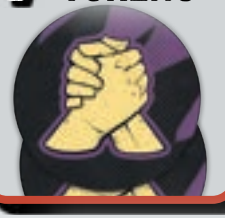
5 CHAMPION / CHALLENGER TOKENS



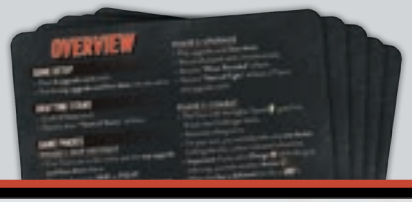
2 CHARGE TOKENS



4 TEAM POWER TOKENS



5 OVERVIEW CARDS



4 ULTIMATE FORM TOKENS



TITAN CARD ANATOMY

Here are examples of two Titans: a standard Titan and an advanced Titan.



Max Life

Speed

Name

Flavor Text

Ultimate

Attack Chart

No Marking (Standard Titan)



Armor

Ability

Ultimate Form

Team Power

Marking (Advanced Titan)

GOLDEN RULES

The Golden Rules of *Final Titan* are fundamental to the rest of the game rules. Remember them well!



1 **When a card directly contradicts the rules, the card takes precedence.**

Example: *The rules say that the Titan who wins a fight stays in the arena. However, if a Titan says "After I win a fight, I return to my bench", then it does not follow the general rule.*

2 **When a card says that something happens, and another one says that it cannot happen, the "cannot" effect takes precedence.**

Example: *If a card says that a Titan gains 1 Cursed token, and another one says that it cannot gain any Cursed token, the second card wins.*

3 **When resolving a card's effect, always resolve as much as you can, and ignore any part that is impossible to perform.**

Example: *If an effect says that all opponents discard 1 random card from their hand, but one of them has none, that player is ignored and the others must still do it.*



WINNING AND LOSING



Each player recruits a team of Titans who will fight against other players' Titans in 1 vs 1 duels.

If all Titans of a player are defeated, that player is eliminated from the game. All cards remaining in their hand go to the discard pile.

The last player remaining in the game becomes the *Final Titan* and wins the game!

SHORT OVERVIEW OF THE GAME

GAME SETUP

- Deal **4 upgrade cards** each.
- Put the **top upgrade card face down** into the arena.

DRAFTING TITANS

- Draft **3 Titans** each.
- Resolve their **"Start of Game"** abilities.
- The first player is the one whose Titan has the highest Speed value.

GAME PHASES

PHASE 1: SKIP OR FIGHT

- **SKIP**: Put 1 upgrade card face down into the arena.
  OR
- **FIGHT**: Send 1 Titan into the arena and take all face down upgrade cards.
- Players proceed in clockwise order until 2 Titans are in the arena, then go to *Phase 2: Upgrade.*

PHASE 2: UPGRADE

- The Titan with the higher Speed goes first. If tied, the Challenger starts.
- Play upgrade cards **face down**.
- Reveal all played cards simultaneously.
- Resolve **"When Revealed"** effects.
- Resolve **"Start of Fight"** abilities of Titans and upgrade cards.

PHASE 3: COMBAT

- Alternate taking turns.
- On your turn, you normally take only **1 Action** (rolling the die), unless indicated otherwise.
- **Important:** if you roll a **Charge** while the gray side is up, you take another **Action**.
- When the **foe is defeated** (no life or KO!), **you win the fight**.
- **Victory reward:** you draw 1 upgrade card.
- Perform the **clean-up** steps.
- Go back to *Phase 1: Skip or Fight.* The next player is the one to the left of the previous Challenger.

GAME END

- Phases 1 to 3 are repeated until only one player remains.

GAME SETUP

1. Shuffle the Titan cards and the upgrade cards separately and put them as two face-down decks to the side of the table. Leave some space next to each deck for a discard pile.

2. Set up the token and dice supply: separate and place all tokens out by type (or leave them in the box insert) within reach of all players, along with the 2 dice.

3. Deal each player **4 upgrade cards** into their hand. Then take the top card of the upgrade deck and place it face down in the arena.





STANDARD CARDS AND ADVANCED CARDS

For your first games, it is recommended to play only with the standard Titans and standard upgrade cards. These are beginner-friendly and do not use Blessed, Cursed, or Minion tokens. Once you know the game, you can add the advanced Titans and advanced upgrade cards (marked with the ◉ icon as shown in the Titan Card Anatomy section).



DRAFTING TITANS



FOR YOUR FIRST GAME:

Deal 3 random Titans to each player instead of drafting Titans.

To start the draft, **lay out 3 Titans face up** in the center of the table. The youngest player takes the first turn. Then players proceed to the left around the table.

On your turn, choose 1 Titan, take it, and put it face up in front of you. Then replace it with a new Titan from the top of the deck. This way, there are always 3 different Titans to choose from.

This continues until each player has **3 Titans** face up in front of them. This area is called their *bench*.



Now resolve all **"Start of Game"** abilities of all Titans, if any.



Now go to *Phase 1: Skip or Fight.*

NOTE ABOUT YOUR BENCH:

The Titans on your bench do not have life tokens. They cannot take damage but they can gain status tokens. Life tokens are used only in the arena.



DETERMINING THE FIRST PLAYER

The first player is the one whose Titan has the highest Speed value. If there is a tie, the tied players compare the Speed value of their Titan with the next-highest Speed value, and so on. If all compared values remain tied, choose a random first player among the tied players.

GAME PHASES

The game is played in 3 different phases:

Phase 1: SKIP OR FIGHT
Phase 2: UPGRADE
Phase 3: COMBAT
then go back to ***Phase 1: SKIP OR FIGHT***

Phase 1: SKIP OR FIGHT

On your turn, you must choose to **SKIP or FIGHT.** As long as players choose to SKIP, turns continue to the left around the table until a player chooses to FIGHT. If you don't have any upgrade cards in your hand or if only 2 players remain in the game, you **must** always choose to FIGHT.

SKIP

You must choose 1 upgrade card from your hand and put it **face down** in the arena. The next player on your left must now choose one of the two options as well.

OR

FIGHT

You must choose 1 Titan from your bench and send it into the arena. Then take **all** face-down upgrade cards from the arena and put them into your hand.

After you choose to FIGHT:

- If your Titan is **alone** in the arena, they become the ***Champion***. Then all other players determine the ***Challenger***. To do so, the next player on your left continues and must choose to **SKIP** or **FIGHT**, and so on around the table. As you are already the Champion, you do **not** participate in this new round.
- If you enter the arena and there is already a Champion, you become the Challenger. When two Titans are in the arena, go to *Phase 2: Upgrade*.

ARENA Setup:

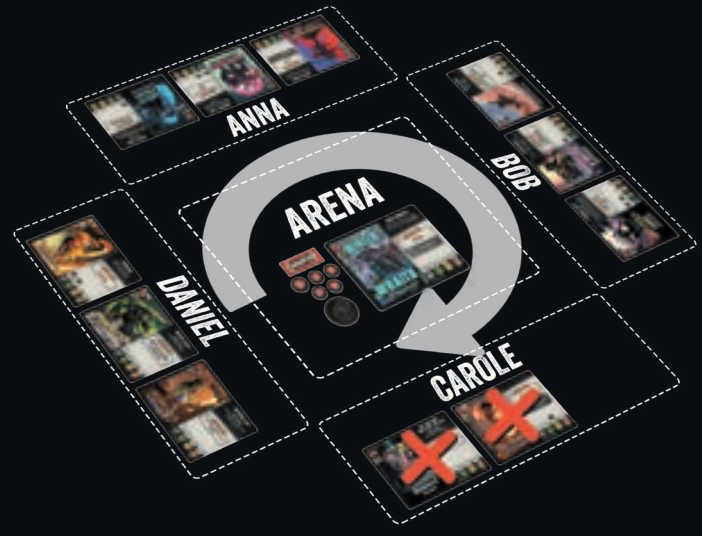
When a Titan enters the arena, take life tokens equal to their max life value and put them next to them. Put also a Charge token there, with the **gray side up**. Add a double-sided Champion/ Challenger token with the corresponding side up.





EXAMPLE: *Anna, Bob, Carole and Daniel are seated at the table, in the order their names are listed. Carole has sent a Titan from her bench into the arena, who becomes the Champion. Now, to determine the Challenger, all players except Carole take turns.*

- *Daniel is the next player on her left. He chooses to SKIP. To do so, he puts 1 upgrade card from his hand face down in the arena.*
- *Then Anna chooses to SKIP and pays the same price: 1 upgrade card.*
- *The next player is Bob and he chooses to FIGHT. He sends a Titan from his bench into the arena, who becomes the Challenger. Then he takes the 2 face-down upgrade cards from there and puts them into his hand.*



Phase 2: UPGRADE

In this phase and the next, only the 2 players participating in the current 1v1 fight will be playing.

First, both players have an opportunity to play upgrade cards. Each upgrade card provides an additional ability to the Titan, **but only for the duration of this fight**. All the upgrade cards played will go to the discard pile when the fight ends.

Starting Player: The player whose Titan has the higher Speed value becomes the starting player. If the Speed values are tied, the Challenger becomes the starting player.

Perform the following steps in this order:

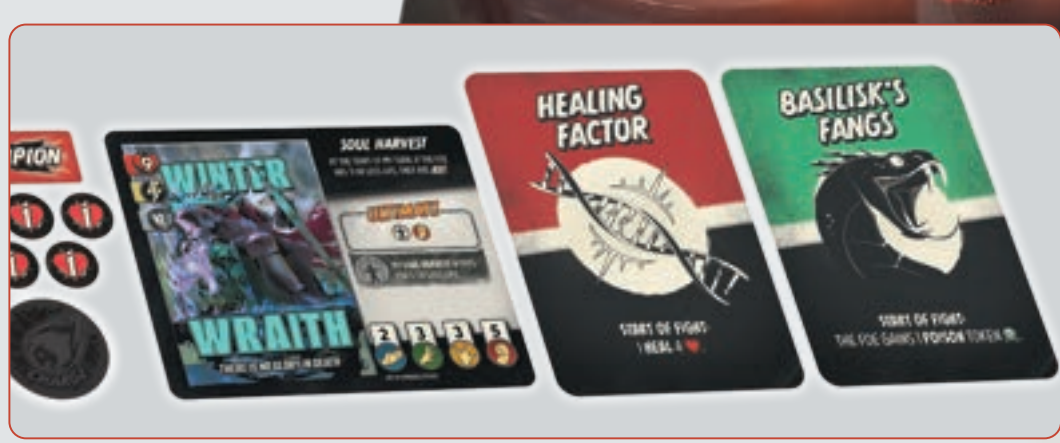
A The starting player may play any number of upgrade cards **face down** next to their Titan. Then the other player may do the same.

B Players simultaneously reveal their played upgrade cards, if any.

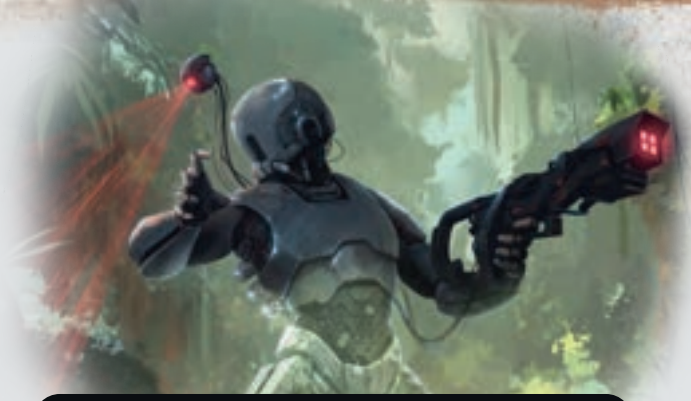
C The starting player resolves "**When Revealed**" effects on played upgrade cards, in the order of their choice. Then the other player does the same.

D The starting player resolves all **"Start of Fight"** abilities (on Titan and upgrade cards) in the order of their choice. Then the other player does the same.

Now go to *Phase 3: Combat*.



Phase 3: COMBAT



Now it is time for the 1 vs 1 fight! Both players take 1 die and alternate taking turns. Your Titan must attack the other Titan (called "the foe") by rolling 1 die. The fight ends when one of the two Titans is defeated.

The starting player takes the first turn of the fight.

STARTING YOUR TURN

At the start of your turn, you must first resolve all effects of your Titan that say *"at the start of my turn"*. These include your Poison and Fire tokens. If there are multiple such effects, you may choose in which order you resolve them.

TAKING AN ACTION

On your turn, you normally take only one Action. However, your Titan might also gain Action tokens or trigger specific effects that grant you additional Actions. These apply even on the turn they are gained. If you still have any unspent Actions when your turn would end, you **must** instead take another Action. This continues until you have used all of your available Actions.

To take an Action, simply **roll 1 die** and resolve first the corresponding **primary effect** and then the **secondary effect** (if any) indicated on the attack chart of your Titan.

Primary effect: In most cases, it will deal a specific amount of damage to the foe. Remove life tokens from them accordingly, and return them to the common supply.

Secondary effect: After the primary effect is resolved, you must resolve the secondary effect, if any.



EXAMPLE OF A PRIMARY EFFECT:

Your Titan, Impulse, deals 3 damage when you roll . The foe loses 3 life tokens.



The amount of damage can be increased in two ways:

- by gaining Power tokens (see the section about Power tokens)
- by passive abilities that say, for example, "I deal +2 damage".

ROLLING A MISS



If you roll the blank side of the die, it is a **Miss**, and nothing happens as your attack has missed the foe.

ROLLING A CHARGE

If you roll a Charge, something exciting happens. Instead of attacking, you focus your energy towards a greater blow.



When the fight starts, the Charge token of your Titan has its gray side up.



If you roll a Charge while the gray side is up, flip your Charge token over to its colored side, then **take another Action**.



If you roll a Charge while the colored side is up, it immediately triggers a super powerful effect called an **Ultimate**. Then flip your Charge token back to its gray side again. You do not take another action.

TRIGGERING THE ULTIMATE

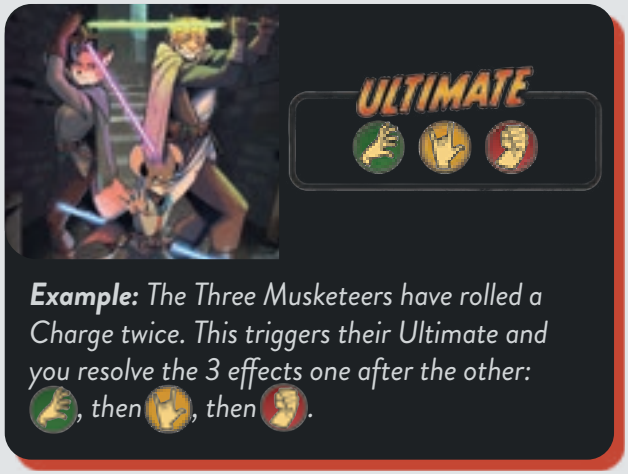
ULTIMATE All Titans have an **Ultimate**. When this big effect is triggered, you must immediately resolve all effects of the **Ultimate**, one after the other, in the order in which they are written.



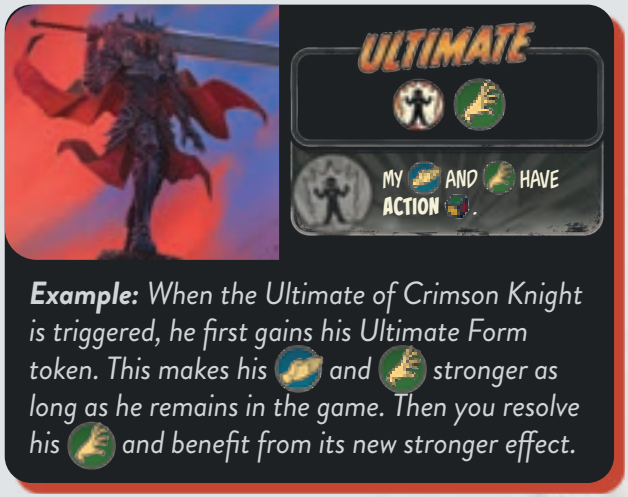
This is the **Ultimate Form** icon. When you resolve this icon, your Titan gains its **Ultimate Form** token. Take this token from the common supply and put it on top of the card in the dedicated space. This unlocks a greater ongoing ability, which is active as long as this Titan remains in the game.



If the Ultimate Form token was already on your Titan when triggering the Ultimate, nothing happens to the token, but you still resolve all other effects that are part of the Ultimate.



***Example:** The Three Musketeers have rolled a Charge twice. This triggers their Ultimate and you resolve the 3 effects one after the other: , then , then .*



***Example:** When the Ultimate of Crimson Knight is triggered, he first gains his Ultimate Form token. This makes his and stronger as long as he remains in the game. Then you resolve his and benefit from its new stronger effect.*

DEFEATING THE FOE AND WINNING THE FIGHT

Players continue alternating turns, with each Titan taking one or more Actions per turn, until one player wins the fight. To win the 1 vs 1 fight, you must defeat the other Titan (called "the foe").
The foe can be defeated in two different ways:

if they lose all their life tokens

or

if they are KO!

VICTORY REWARD:

when you win the fight, you **draw 1 upgrade card** from the deck.

CLEAN-UP

Then perform the following clean-up steps:

What happens to the foe when they are defeated?

- They go to the discard pile.
- Their life tokens, status tokens, and Ultimate Form tokens go back to the common supply.
- Their face-up upgrade cards go to the discard pile.

What happens to your Titan when you win?
You stay in the arena and become (or remain) the Champion.



You keep:

- Your current life tokens. You do **not** heal back to max life.
- Your status tokens (except Fire tokens).
- Your Ultimate Form token.



You lose/discard:

- Your Fire tokens.
- All your played upgrade cards.
- Your current Charge, if any. Flip it back to its gray side.

DETERMINING THE NEXT PLAYER

The next player is the one sitting **to the left of the Challenger** from the previous fight.

Exception: If that player also fought in the previous fight, the next player is the one to their left.

Now go back to *Phase 1: Skip or Fight*. The player who is the Champion does not participate in that next phase.

GAME END

Phases 1 to 3 are repeated until only one player remains.

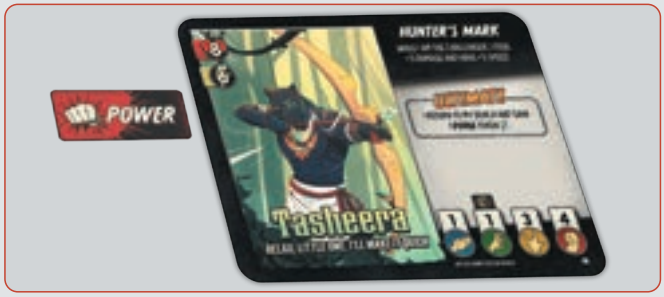


ICONS, EFFECTS, AND STATUS TOKENS

STATUS TOKENS

Status tokens grant additional abilities to a Titan.

- They are taken from the common supply and placed next to the Titan.
- There is no limit to how many they can have. Status tokens stay as long as the Titan is in the game and normally carry over between fights.



HOW TO GAIN STATUS TOKENS

Status tokens are put into play by upgrade and Titan card effects. These effects are mandatory and come in 3 different forms:

- Some make your Titan in the arena gain status tokens.
  Example: *"I gain 2 Dodge tokens."*

- Some make the other Titan in the arena (called "the foe") gain status tokens.
  Example: *"The foe gains 4 Poison tokens."*

- Some let you choose any Titan, in the arena or on any bench, and make them gain status tokens.
  Example: *"A Titan gains 1 Power token."*

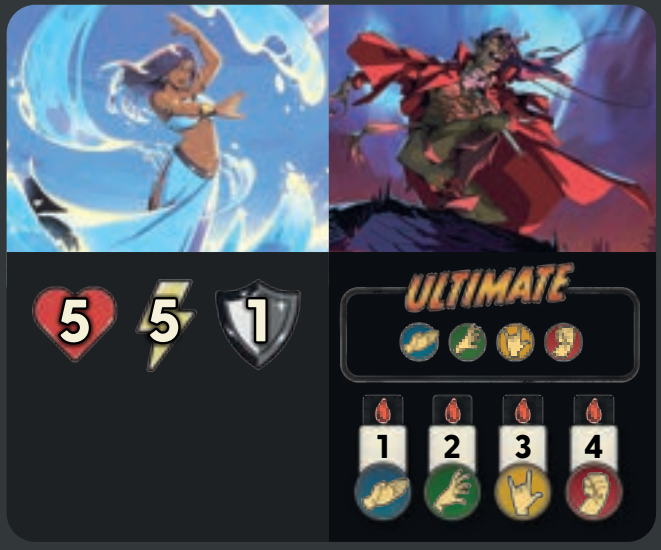
ICONS AND EFFECTS

There are many other icons and effects you will encounter on cards. They are described in detail here.

ARMOR VALUE

If a Titan has an armor icon in their top left corner, they have the indicated armor value. If they do not have an armor icon, their armor value is 0. See the section "Titan Card Anatomy" for examples.
A Titan's armor value reduces the damage they take by the indicated amount. This applies ***every time*** **they take** damage.

Exception: your armor does **not** reduce damage from Poison or Fire tokens you have.



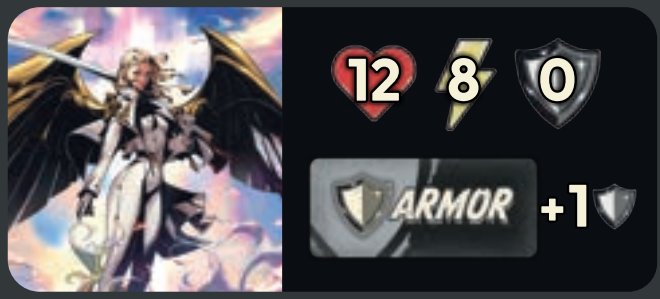
Example: *Water Dancer has an armor value of 1. The foe, Fang, triggers his Ultimate:* . *The effects are resolved in this order, one after the other. Instead of taking 1, 2, 3, and 4 damage, Water Dancer takes only 0, 1, 2, and 3.*

Your armor does not protect you from the following effects: KO!, , and icons (see later sections about these icons).

The armor value can be increased in two ways:
- by gaining Armor tokens
- by passive abilities that say, for example, "I have +2 armor".

ARMOR TOKEN

Each Armor token your Titan has **increases their armor value by 1**.



Example: *Your Titan, Archangel, has an initial armor value of 0. However, she gained 1 Armor token from another Titan, Hepharion. So, her armor value is now 1.*

POISON ICON

When you resolve this icon, the foe **must** gain 1 Poison token from the common supply.

This icon does **not** deal any damage by itself. Therefore, it is unaffected by the foe's armor value, Dodge tokens and Minion tokens.



Example: *Your Titan is Arachnidra and you roll . Therefore, you take 1 Poison token from the common supply and place it next to the foe.*

POISON TOKEN

While your Titan has 1 or more Poison tokens, they have the following ability:
"At the start of each of my turns, I take 1 damage for each Poison token I have."

- You take this damage only once before you take your first action.
- Poison token damage stacks. So, if you have 3 Poison tokens, you take 3 damage at once (not 3 times 1 damage one after another).
- **Important:** The damage is **unaffected** by your armor value and your Dodge or Minion tokens.

Example: *The foe, Arachnidra, makes your Titan gain 4 Poison tokens. So, at the start of your turn, you always take 4 damage.*

FIRE ICON

When you resolve this icon, the foe **must** gain 1 Fire token from the common supply.

This icon does **not** deal any damage by itself. Therefore, it is unaffected by the foe's armor value, Dodge tokens and Minion tokens.



Example: *Your Titan is Pyro and you roll . Therefore, you take 2 Fire tokens from the common supply and place them next to the foe.*

FIRE

FIRE TOKEN

While your Titan has 1 or more Fire tokens, they have the following ability:
"At the start of each of my turns, I take 1 damage for each Fire token I have. Then I gain 1 additional Fire token. At the end of each fight, I lose all my Fire tokens."

- You take this damage only once **before** you take your first action.
- Fire token damage stacks. So, if you have 3 Fire tokens, you take 3 damage at once (not 3 times 1 damage one after another).
- **Important:** The damage is **unaffected** by your armor value and your Dodge or Minion tokens
- After you take the damage, you gain 1 additional Fire token. So, on your next turn you will take more damage.
- Unlike other status tokens, these do not carry over between fights. They go back to the common supply at the end of the fight.

Example: *The foe, Pyro, makes your Titan gain 2 Fire tokens. So, at the start of your next turn, you take 2 damage. Then you gain 1 additional Fire token, which means you will take more damage on your next turn, and so on.*

HEAL

When a Titan heals, they gain life tokens equal to the indicated amount. A Titan **cannot** exceed their max life value indicated in the top left corner.



Example: *Your Titan is Leviathan and has currently 13 life. At Start of Fight, you are supposed to heal 8. However, your Titan's max life value is 16. Therefore, you only heal 3.*

SPECIAL MOVE

When you resolve this icon, you trigger the Special Move ability that is indicated in the top part of your Titan with the same icon.

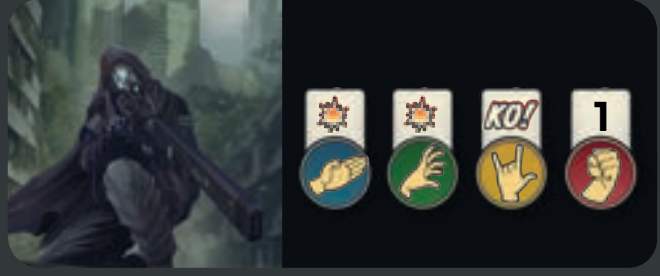


Example: *Your Titan is Azurian and you roll against Hepharion. This triggers his Special Move that says "If I have more speed than the foe, I deal 5 damage with Drain." Azurian has more speed than Hepharion, so he immediately deals 5 damage to him with Drain.*

KO!

When you resolve this icon, the foe is **defeated** immediately.

This icon does **not** deal any damage by itself. Therefore, it is unaffected by the foe's armor value, Dodge tokens and Minion tokens.

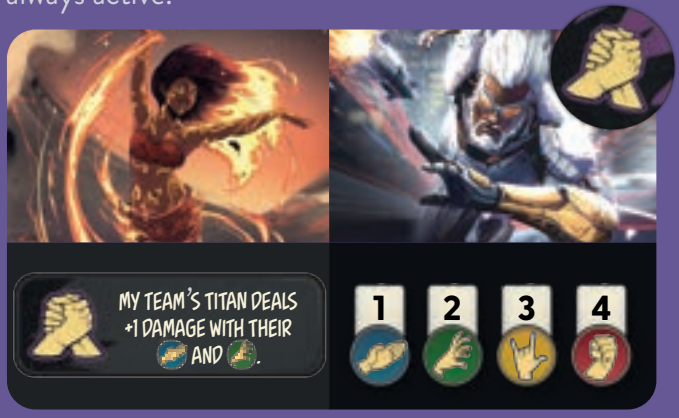


Example: *Your Titan is Elite and you roll against Crimson Knight who is therefore immediately defeated, regardless of his armor value of 1.*

TEAM POWER

Normally, a Titan's abilities are only active when they are in the arena. However, some Titans have a Team Power. This is an ability that is **always active,** regardless of whether they are in the **arena** or on their **bench.**
It affects their **entire team** including themself.

When you participate in a fight and have a Titan with a Team Power (in the arena or on your bench), take 1 Team Power **token** from the common supply and place it next to the arena as a reminder that it is always active.



Example: *Your Titan in the arena is Steelforce. You also have Fire Dancer on your bench, who has a Team Power. This ability is always active and will enhance Steelforce during the fight.*

POWER TOKEN

Each Power token your Titan has grants them the following ability:
"Whenever I deal damage, I deal 1 more damage."

- Power token damage stacks. So, if you have 2 Power tokens, the damage you deal is increased by 2 and the total damage is dealt at once.
- Power tokens increase **all** kinds of damage, including from special abilities that deal damage directly, like that of Gunslinger described below.

Example: *Your Titan, Gunslinger, gained 2 Power tokens from another Titan, Demon Dave. At the Start of Fight, Gunslinger's ability triggers. It says "I deal 3 damage." His 2 Power tokens increase the total damage to 5, dealt in one blow.*

- An effect that does **not** deal any damage in the first place is **unaffected** by Power tokens.
- If an Ultimate includes multiple effects, they are resolved one after the other and **each one** is affected by Power tokens separately.

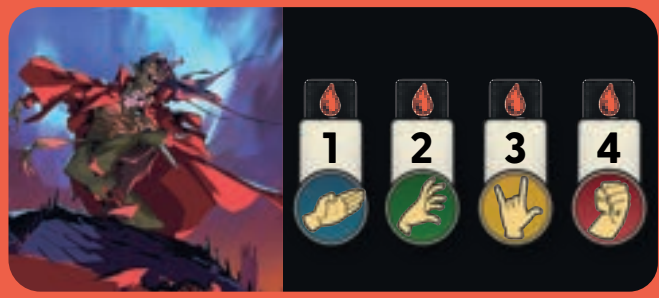


Example: *Your Titan, Fire Dancer, gained 1 Power token from another Titan. Later, she triggers her Ultimate:* . *Her 1 Power token increases the damage she deals by 1. So, her* *deals 5 damage instead of 4. Then her* *is unaffected by the Power token because it does not deal any damage in the first place. The same is true for her second* .

Important: All the same rules above apply also to passive abilities that say for example "I deal +2 damage".

DRAIN ICON

When your Titan deals damage with Drain, they "drain" the life out of the foe. So, they deal damage to the foe and heal themself **at the same time**, by the same amount.



Special cases for Drain:

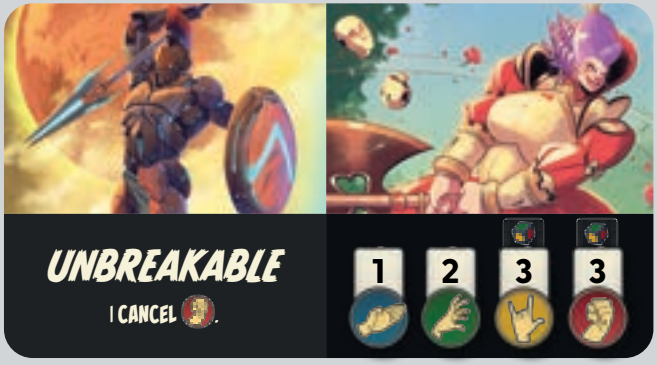
- If damage is increased for any reason, Drain is also increased.
- If damage is reduced for any reason, Drain is also reduced.
- When you drain life, you **cannot** exceed your max life.
- You **cannot** drain more life out of the foe than they actually have.

Example: *You are supposed to deal 2 damage with Drain. However, the foe has only 1 life left. Therefore, you drain only 1 life and the foe is defeated.*

- If your die roll is "canceled" by the foe, you do **not** drain any life (see the section about Cancel).
- If the foe uses a Dodge or Minion token, you do **not** drain any life.

CANCEL

Some Titans have the ability to cancel a specific die roll of the foe. This ability is active as long as the Titan is in the arena. When a die roll is canceled, it is ignored entirely. So, **all** its effects are canceled. This includes all additional icons or effects related to it. **Nothing** happens from this die roll and it cannot trigger any other effects.



Example: *Your Titan, Neo-Leonidas, has an ability that says "I cancel .". As long as he is in the arena, he will cancel* ***all*** *die rolls of the foe that are . The foe is Queen of Hearts and she rolls . So, she is supposed to deal 3 damage and then take another Action . However, all effects of this die roll are canceled. Therefore, she does not deal any damage and does not take another Action.*



BLESSED / CURSED TOKENS

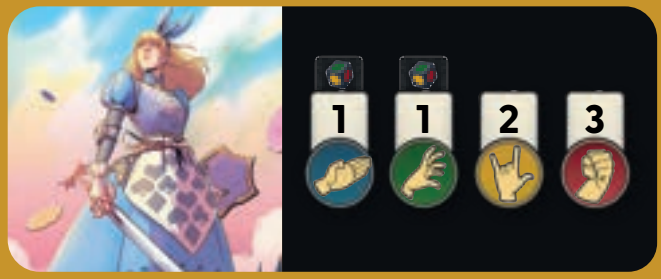
If your Titan has 1 Blessed or Cursed token, **you roll 2 dice instead of 1** whenever you take an Action. If it is a Blessed token, you choose which die to resolve. If it is a Cursed token, the foe chooses instead. The other die is ignored entirely.

- If you roll **doubles** (for example: and), you resolve only 1 die and lose this token.
- Your Titan can only have one of these two tokens. If they have one and would gain the other, they lose the one they have instead. If they would gain a second one of the same type, they just keep the one they have.

Example: *Your Titan, Twilith, has 1 Blessed token. You roll 2 dice: and a Miss. You choose to resolve , and the Miss is ignored entirely. On your next turn, you roll and . So, you resolve only 1 and lose the Blessed token.*

ACTION ICON

When you resolve this icon, you take another Action. This means that you roll the die again and resolve its effect.



ACTION TOKEN

Each Action token your Titan has grants them the following ability:

"On each of my turns, I take 1 additional Action ."



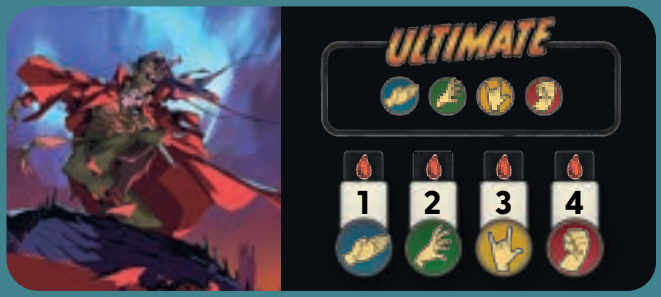
Example: *Your Titan, Hydra, has 2 Action tokens. So, instead of taking only 1 Action on your turn, you always take 3 Actions . If you gain more Action tokens, they apply during the turn they're gained as well.*

DODGE TOKEN

Each Dodge token your Titan has grants them the following ability:

"If I would take damage, I must lose this token instead to take no damage."

- This is mandatory. You cannot choose to save it for later. You **must** lose it if you would take damage.
- It does not protect you from effects that are not damage, for example the KO! icon or effects that make you gain status tokens.
- **Exception:** you **cannot** lose it to prevent damage from Poison or Fire tokens you have.



Example: *The foe, Fang, triggers his Ultimate: . First, his would deal 1 damage to you. Your Titan, Buzzkill, has 1 Dodge token left. So, you must lose it to prevent the damage. Then the remaining effects resolve: . You have no Dodge tokens left, so you take all the damage from these.*



MINION TOKEN

Each Minion token your Titan has grants them the following ability:

"If I would be defeated from damage, I must lose this token instead to take no damage."

- This is mandatory, like for Dodge tokens.
- It protects you **only if** a single instance of damage dealt at once would be enough to defeat you.
- It does not protect you from effects that are not damage, for example the KO! icon or effects that make you gain status tokens.
- **Exception:** you **cannot** lose it to prevent damage from Poison or Fire tokens you have.

Example: *The foe would deal 3 damage to you. Your Titan, Valeria, has 2 life left and 2 Minion tokens. Since this damage would be lethal, you must lose 1 Minion to prevent the damage. You still have 1 Minion token left.*

SPECIAL CASES & CLARIFICATIONS

SPECIAL CASES

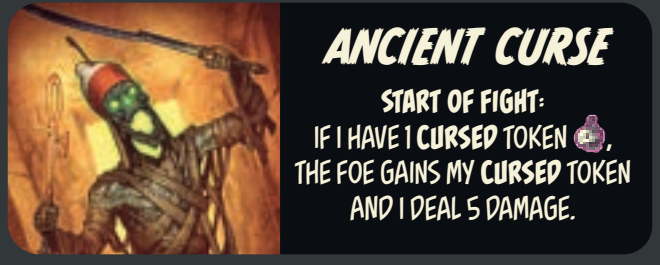
What if a Titan returns to the bench during the fight?

- A few Titans have this ability (Glitch for example).
- In that case, she is put back on her bench and heals back to **max life** (her life tokens go back to the common supply).
- She loses her face-up upgrade cards and her current Charge, if any. She keeps her other tokens (except Fire tokens).
- The other Titan remains alone in the arena and **wins the fight**, gaining the victory reward as usual.



In some cases, multiple effects or icons will be resolved. They are resolved one after the other, in the order in which they are written.

***Example:** Your Titan is The Old King. At Start of Fight, you resolve the two effects, one after the other, in the indicated order. First the foe gains your Cursed token. Then you deal 5 damage.*



What about any remaining effects waiting to be resolved when a Titan is defeated?

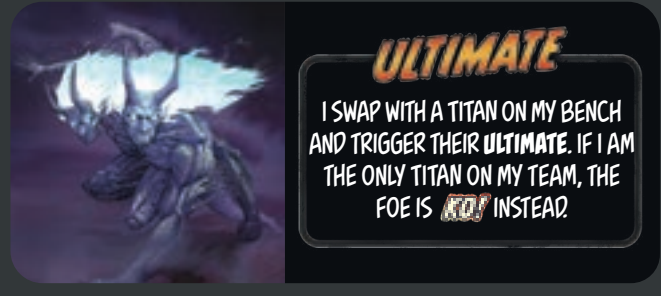
When the foe is defeated, the fight ends immediately. You do not resolve any remaining effects.



***Example:** You have The Three Musketeers and trigger the Ultimate. You resolve the 3 effects one after the other: , then , then . If your defeats the foe already, then you do not resolve and .*

What if a Titan swaps with another Titan during the fight?

- A few Titans have this ability (Skinwalker for example).
- In that case, he is put back on his bench and heals back to **max life** (his life tokens go back to the common supply).
- He loses his current Charge, if any. He keeps his other tokens (except Fire tokens).
- The new Titan entering the arena continues the same fight with the same face-up upgrade cards.
- It is not the start of a new fight. Start of Fight abilities are not triggered.



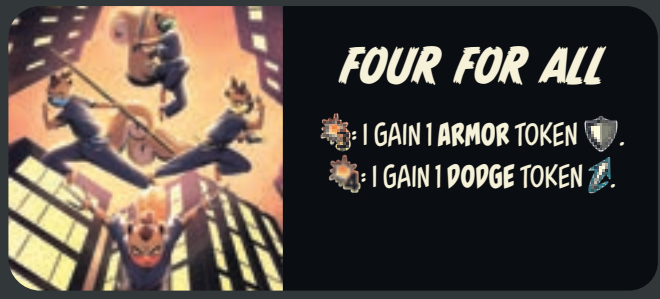
What if both Titans are defeated at the same time?
This is rare. If that happens, they both lose the fight and no one gains the victory reward.

What if the deck of upgrade cards runs out?
If that happens, shuffle the discard pile to form a new deck.

CLARIFICATIONS

If any amount of damage would be affected by multiple effects at the same time, resolve them in this order:

1) Effects that increase damage (for example Power tokens or passive abilities)
2) Cancel
3) Armor value
4) Effects that replace damage (for example from Steelforce)
5) Dodge or Minion token



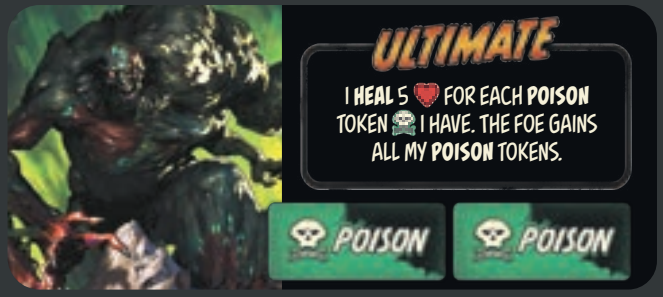
Example 1: *Your Titan is The Enforcers and they already gained 1 Armor token and 1 Dodge token. The foe is Medic Mira. She rolls , so she would deal 1 damage to you. This damage would be affected both by your Armor token and your Dodge token. When resolving those in the correct order, it turns out that Armor resolves first. This reduces the damage from 1 down to 0. Therefore, you do not lose your Dodge token.*

Example 2: *Your Titan, Steelforce, has an initial armor value of 0. However, he gained 1 Armor token from another Titan, Hepharion. So, his armor value is now 1. He also has an effect that replaces damage, which makes it so that he always takes only 1 damage. The foe is Alekeeper. She rolls , so she would deal 4 damage to you. The Armor token resolves first and reduces it from 4 down to 3. Then your replacement effect resolves, making you take only 1 damage instead.*



When you resolve an effect that says "for each", count the number of corresponding items, then resolve the effect **at once**, as a single instance.

Example: *Your Titan is The Great Abomination and he currently has 2 Poison tokens. Now you trigger his Ultimate, which says "I heal 5 for each Poison token I have." Therefore he heals 10 at once. He does not heal 5, then heal 5 again.*



If multiple effects would trigger **at the same time**, the player whose turn it is (also known as the active player) resolves all their effects **first**, in any order they choose. **Then** the other player does the same for their effects.

Example: *Your Titan is Queen of Hearts. She has an ability that says "When I roll a Miss, I gain 1 Power token." The foe is Cheshire Cat. He has an ability that says "When the foe rolls a Miss, I deal 3 damage." It is your turn and you roll a Miss. You resolve your effect first, so you gain 1 Power token. Then the foe resolves his effect and deals 3 damage to you.*

When you roll a die, it is usually resolved immediately. However, some effects might make you ***ignore*** your roll entirely. In that case, it is **not** resolved and does not trigger any other effects.

Example: *Your Titan is Impulse with the upgrade card Sharpshooter, which says "When I roll a Miss, I ignore it entirely and reroll." The foe is Cheshire Cat. He has an ability that says "When the foe rolls a Miss, I deal 3 damage." It is your turn and you roll a Miss. You resolve your effect first, so the Miss you have rolled is ignored entirely and you reroll. The foe should resolve his effect afterwards but he cannot because your Miss was ignored entirely.*

Note: The same is true for the die you ignore entirely due to Blessed/Cursed tokens.



Some Titans have an effect that triggers when a specific event occurs. In this case, that triggered effect is resolved immediately as an **interruption** and does not wait for another effect to finish resolving.



Example: *The Old King gives his own Cursed token to Genesis 1.0, which makes him lose his Blessed token instead. This triggers an effect which resolves immediately: Genesis 1.0 fully heals. After this interruption, The Old King's effect finishes resolving, dealing 5 damage to Genesis 1.0.*

Resolving Rules Questions in the Spirit of the Game

Unexpected interactions are likely in a game with so many Titans where each of them has unique abilities. It's all part of the fun! If you encounter a tricky interaction during the game, and you cannot find the answer in this rulebook, we recommend that the person who owns the game makes a quick judgment call. This preserves the flow of the game, which is the most important thing.

After the game, if you are still curious, you can look up the actual ruling in our online FAQ.

OPTIONAL RULE: BETTING

Players can agree to play the game with the optional betting rule. If they do, Betting is a phase added between *Phase 1: Skip or Fight* and *Phase 2: Upgrade*.

Phase 1: SKIP OR FIGHT
BETTING
Phase 2: UPGRADE
Phase 3: COMBAT
then go back to ***Phase 1: SKIP OR FIGHT***

Players who have a Titan in the arena do **not** participate in the *Betting Phase*. All other players may now place bets on which Titan will win the fight.

YOUR CHOICE

Each non-fighting player has a choice. You can either:
bet on the current Champion
or
bet on the current Challenger
or
not bet at all
If you do **not** have any upgrade cards in hand, then you **cannot** bet.

HOW TO PLACE BETS

To place a bet, take the double-sided Champion/Challenger token and place it under your hand with the side showing the Titan you are betting on. Then all players reveal their bet. Now go to *Phase 2: Upgrade*.

HOW TO RESOLVE BETS (at the end of the fight)

At the end of the fight (see *Phase 3: Combat*), check which Titan has won the fight:

- If your bet was right, you **draw 1 upgrade card** from the deck.
- If your bet was wrong, you must **discard 1 upgrade card** of your choice.



2 PLAYER MODE (1 vs 1)

The 1 vs 1 mode will keep you on your toes as you're always fighting! Make the following adjustments to the previous rules. The minor tweaks described below give you more tactical options.

GAME SETUP

Deal each player 5 upgrade cards in hand (instead of 4).

DRAFTING TITANS

Recruit your team of Titans until each player has a total of 4 Titans face up in front of them (instead of 3).

Phase 1: SKIP OR FIGHT

On your turn, you must always choose to **FIGHT** and you cannot choose to **SKIP**.

Phase 2: UPGRADE

No changes.

Phase 3: COMBAT

No changes.

Optional Rule: BETTING

There are no bets in this mode.



2 VS 2 MODE

You form a team with a teammate and play against 2 other players. Your team will send Titans into the arena and face enemy Titans. When all Titans of the opponent's team are defeated, your team wins the game.
Make the following adjustments to the previous rules:



GAME SETUP

Sit next to your partner and deal each player 4 upgrade cards in hand. You may not reveal or describe your cards to your teammate, but you may otherwise communicate and discuss strategy.

DRAFTING TITANS

You may discuss picks with your teammate. Draft until each player has 3 Titans and put them in front of you.

Phase 1: SKIP OR FIGHT

On your turn, you must always choose to **FIGHT** and you cannot choose to **SKIP**. When your Titan is defeated, your team must send another Titan. Decide as a team, which of your Titans you send into the arena.

Phase 2: UPGRADE

You and your teammate both may play any number of your upgrade cards from your respective hand to support your Titan. They are played face down, then all are revealed at the same time. They will go to the discard pile at the end of this fight, as normal.

Phase 3: COMBAT

Any Team Powers from your teammate's Titans are applied to your Titans as well.

Optional Rule: BETTING

There are no bets in this mode.

SOLO & CO-OP MODE (1–3 players)



You need to know the basic rules of the game before you learn this mode.

In the solo or cooperative mode, you play alone or together with one or more teammates against an **enemy team** of several Titans. If they are all defeated, one after the other, you win the game together. But beware: they will benefit from **permanent upgrade cards** which **accumulate** after each fight, turning the game into an increasingly difficult challenge. If all Titans of all players are defeated, you immediately lose the game together.

Make the following adjustments to the basic rules:

GAME SETUP

Deal each player 4 upgrade cards in hand. You may not reveal or describe your cards to your teammates, but you may otherwise communicate and discuss strategy. Do **not** put the top card from the upgrade deck face down in the arena.

To form the **enemy team**, take a number of random Titans as a face-down deck as indicated in the table below for your player count and desired difficulty level.

Player count / Difficulty Level	1	2	3
Easy	2	4	6
Standard	3	5	7
Hard	4	6	8
Very Hard	5	7	9
Insane	6	8	10

For every Titan the enemy team has, also deal **1 upgrade card** at random into a separate face-down deck for them. This is considered to be the "hand" of the enemy team.

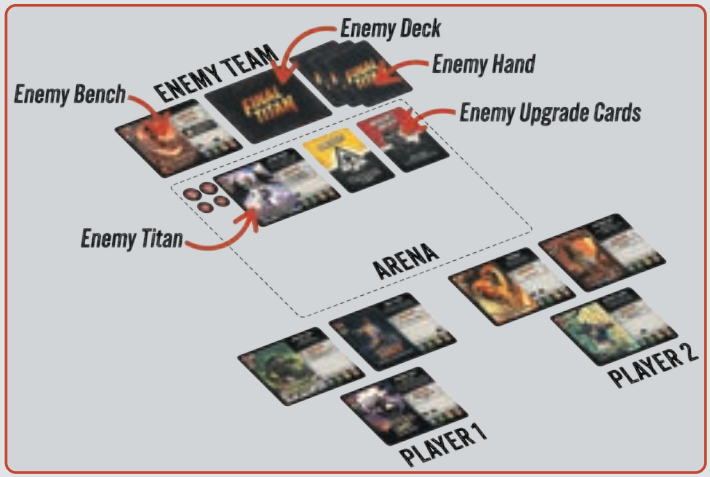
DRAFTING TITANS

There are no changes to how the draft works. It ends when each player has a total of **3 Titans** on their bench in front of them.

Phase 1: SKIP OR FIGHT

The first Champion of the game comes from the enemy team: **reveal their top Titan card** and place it in the arena. Then reveal their next Titan card and place it on the enemy bench (if this has a Team Power, it is now considered active). This will be the next foe to enter the arena later.

Reveal the top upgrade card from the "hand" of the enemy team and put it next to the enemy Champion to upgrade them. This upgrade card will never go to the discard pile. Instead, it will remain active **until the end of the game** and will upgrade every foe you will fight.



If the current Champion in the arena is from the enemy team, to determine who will be the Challenger, you do **not** choose **SKIP** or **FIGHT.** Instead, you simply decide with your teammates which player sends which Titan into the arena.

If the current Champion in the arena is from any player's team, the next foe from the enemy bench enters the arena as the Challenger.

Then once again reveal the next Titan card from the enemy team and place it on the enemy bench.

Phase 2: UPGRADE

To help your Titan win the fight, **all players** may play any number of their upgrade cards from their hand in any order. They are played face down, then all are revealed at the same time. They will go to the discard pile at the end of this fight, as normal.

Phase 3: COMBAT

Any Team Powers from your teammate's Titans are applied to your Titans as well. If you win the fight, you draw 1 upgrade card as a reward, as usual. In addition, reveal the top upgrade card from the "hand" of the enemy team and add it to the other face-up upgrade cards belonging to all foes. It will also remain active **until the end of the game**. These permanent upgrade cards **accumulate** after each fight, making each foe harder to defeat than the one before!

If the enemy team has only one Titan left (for the upcoming last fight of the game), reveal and add **all** remaining upgrade cards from the "hand" of the enemy team instead of only one.

Optional Rule: BETTING

There are no bets in this mode.

Clarifications for Solo & Co-op Mode

- If the foe would have to make a decision, players opt for the one that is the most in favor of the foe.
- Some Titan cards and upgrade cards have a special icon in their bottom right corner to indicate that they cannot be used by the enemy team. When such a card is revealed for the enemy team, discard it and replace it with another random card from the main supply.
- If the foe would "return" to their bench, they form a queue with the other Titans of the enemy team and they will enter the arena in queue order.

CO-OP CHALLENGES

To help you begin your solo or co-op journey, we created a set of Challenges that you can take on alone or with a friend. These Challenges let you fight against predefined enemy teams of Titans together with their upgrade cards. Use these pre-defined Titans and upgrade cards along with the Solo/Co-op mode rules. This makes it easy to learn the flow of the coop mode before you move on to playing solo or coop games against a randomized enemy team.

Prepare the enemy decks following the order in which the Titans and upgrade cards are listed below.



FOR 1 PLAYER:

- **3 Titan cards:** Crimson Knight, Impulse, Final Boss
- **3 upgrade cards:** Dracula's Blood, Power Potion, Berserker's Brew

FOR 2 PLAYERS:

- **5 Titan cards:** Crimson Knight, Impulse, Chessmaster, Karate Guy, Final Boss
- **5 upgrade cards:** Dracula's Blood, Power Potion, Hermes's Boon, Shadow Step, Berserker's Brew

FOR 3 PLAYERS:

- **7 Titan cards:** Crimson Knight, Impulse, Chessmaster, Karate Guy, Gunslinger, Sobek, Final Boss
- **7 upgrade cards:** Dracula's Blood, Power Potion, Hermes's Boon, Shadow Step, Sharpshooter, Basilisk's Fangs, Berserker's Brew

Find more Co-op Challenges online

GODSPARK EXPANSION

Ignite your Godspark!

In this truly godlike expansion, you'll gain access to 15 unique gods and mythical Titans, along with a powerful new type of upgrade cards.
Expect divine blessings—and some dangerous new curses.

Unleash Legendary Upgrades!

Legendary upgrade cards are bound to their Titan and unleash unique, devastating effects when paired correctly. But beware: anyone strong enough to wield them can harness their power. Choose wisely... and rule like a god.



Make the following adjustments to the rules of the base game.

GAME SETUP

Put all legendary upgrade cards as a separate deck to the side of the table.

LEGENDARY UPGRADE CARDS

A Titan with the keyword **"Legendary Upgrade"** always uses their corresponding legendary upgrade card.

When you resolve **"Start of Game"** abilities, search for the matching legendary upgrade card. Then play it on that Titan. It remains attached to them **until the Titan is defeated**.

When they win a fight, it remains attached to them, unlike regular upgrade cards.

When they are defeated, their legendary upgrade card **goes to the hand of the player who won the fight**. It is then treated as a regular upgrade card. It can be used to SKIP, or played in a later fight to upgrade another Titan, but only for the duration of one fight, as usual. Afterwards it is simply discarded like a regular upgrade card, regardless of who wins that fight.

If it is discarded for any reason, it goes back to the legendary upgrade deck.

Learn more about this expansion

MINDBUG EXPANSION



They are in control!

This expansion features 15 unique Titan cards and 10 upgrade cards inspired by our very own *Mindbug* universe.

You can't escape them, not even in another game!

Each card showcases a fresh interpretation of iconic characters and abilities—perfect for longtime fans and an exciting introduction for newcomers alike.



Learn more about this expansion

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WHAT DO MY TITANS DO?

This is my **max life value**.

This is my **speed value**.

This is my **armor value**. It reduces the damage I take by the indicated amount.

This **life token** placed next to me represents 1 life point.

I deal **damage** to the foe (here 4 damage).

I deal damage with **Drain**. This means I deal damage to the foe and simultaneously heal myself the same amount as the damage I dealt.

The foe gains **1 Poison** token.

The foe gains **1 Fire** token.

I trigger my **Special Move** that is indicated in the top part of my card.

I take another **Action** (I roll the die again and resolve its effect).

The foe is **defeated** immediately (unaffected by Dodge/Minion).

I **heal** myself by the indicated amount. I cannot exceed my max life value.

When the foe rolls this icon against me, all its effects are **canceled.**

This is my **Charge** token. It has its gray side up at the start of fight. If I roll a Charge while its gray side is up, I flip it to its colored side and take another **Action**.

If I roll a Charge while the colored side is up, I trigger my **Ultimate** for a big effect, then I flip it back to its gray side.

I gain my **Ultimate Form** token. This unlocks a greater ongoing ability, which is active as long as I remain in the game.

My **Team Power** is always active, regardless of whether I am in the arena or on my bench. It affects my entire team including myself.

STATUS TOKENS

Whenever I deal damage, I deal 1 more damage.

My armor value is increased by 1.

On each of my turns, I take 1 additional Action.

I roll 2 dice instead of 1. If I'm blessed, I choose which die to resolve. If I'm cursed, the foe chooses instead. If I roll doubles, I lose this token. I can only have 1 Blessed or Cursed token. If I would have both, I immediately lose both instead.

If I would take damage, I must lose this token instead to take no damage (mandatory).

If I would be defeated from damage, I must lose this token instead to take no damage (mandatory).

At the start of each of my turns, I take 1 damage for each Poison token I have (unaffected by Armor/Dodge/Minion).

At the start of each of my turns, I take 1 damage for each Fire token I have (unaffected by Armor/Dodge/Minion). Then I gain 1 additional Fire token. At the end of each fight, I lose all my Fire tokens.