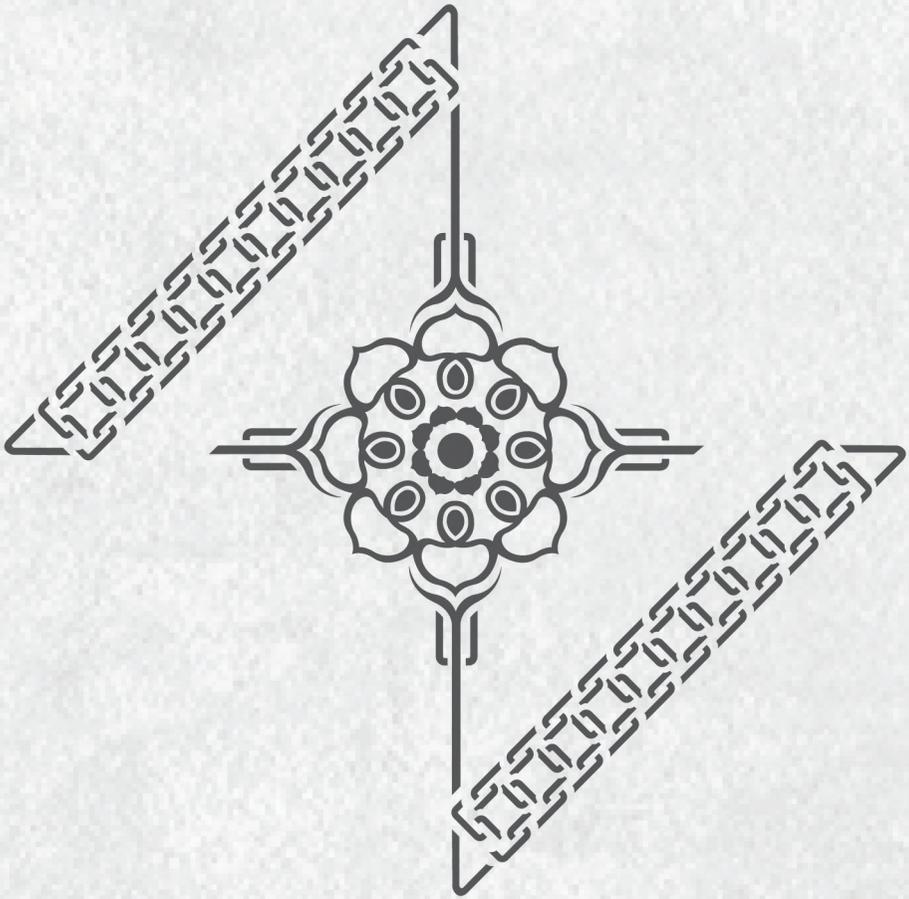


B E N E A T H

NEXUS

RULEBOOK





NEXUS IS A RUINED METROPOLIS LOCATED AT THE
CROSSROADS OF THE WORLD. AT THE CENTER OF NEXUS
IS THE DUNGEON.

WHETHER THE CITY WAS BUILT AROUND THE DUNGEON
OR THE DUNGEON WAS PART OF THE CITY THAT FELL INTO
RUIN AND LOST IN DARKNESS, NO ONE KNOWS.

WHAT IS KNOWN IS WEALTH AND MAGIC
LIE DEEP BENEATH NEXUS,
AND BRAVE HEROES FROM ALL ACROSS THE LAND
COME TO NEXUS AS IF LED BY FATE'S SUBTLE HAND.

B E N E A T H

N E X U S

Beneath Nexus is an easy-to-learn, asymmetrical
dungeon-crawling card game for 3 to 6 players.
One game should take between 60 and 90 minutes.

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GAME CONTENTS

THIS FIRST VERSION OF BENEATH NEXUS
CONTAINS THIS RULEBOOK AND 225 CARDS.
THOSE 225 CARDS CONSIST OF:

- 6 OVERSIZED HERO CHARACTER CARDS
 - 6 BLUE HP CARDS
 - 1 PURPLE ETHER CARD
 - 72 HERO ABILITY CARDS
- 4 OVERSIZED BLIGHT LORD CHARACTER CARDS
 - 60 SPELL CARDS
 - 34 MONSTER CARDS
 - 5 RED HP CARDS
 - 27 RELIC CARDS
- 10 OVERSIZED DUNGEON CARDS



SETUP

Before setting up to play, one player chooses to act as the Blight Lord, an ancient evil responsible for corrupting the City of Nexus centuries ago. The rest of the players are the courageous Heroes who have delved beneath Nexus to reclaim the once great city from the cruel Blight Lord.

HERO SETUP

Each Hero player selects one Hero character. The Hero players then take their corresponding deck of twelve Hero Ability cards (reference the guide below to see which decks belong to which characters). These decks are shuffled and placed face down, then the players each draw three cards from their Ability deck to create their starting hand. Heroes each get one blue HP jewel card to track HP. Each Hero begins with 12 HP.

HERO ICONS



BAATAR



TOA



LUNJA



KOREMA



VAIRIN



LOACH

BLIGHT LORD SETUP

The Blight Lord chooses 1 Blight Lord character card and takes that character's corresponding deck of 10 Spell cards along with the Monster deck. The unique Blight Lord Spell deck and the deck of 20 standard Blight Lord Spell cards are combined and placed face down. The Blight Lord shuffles the Monster deck (red) and the Spell deck (purple). After shuffling each deck, draw two cards from the Spell deck, plus one additional Spell card for each Hero being played. (For example: if there are three Heroes playing the game, the Blight Lord would draw 5 Spell cards.) This amount is the Blight Lord's starting hand size for the rest of the game. The Blight Lord starts the game on the Master character card side.

BLIGHT LORD ICONS



FIENDS OF
ADELPNOS



LAMASHTU



BLIGHT
LORD



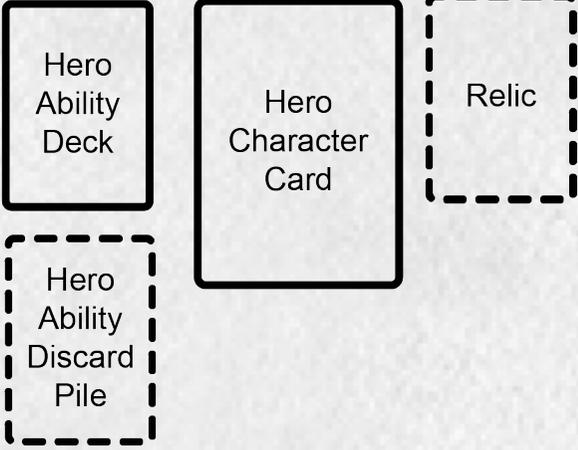
ARIAH



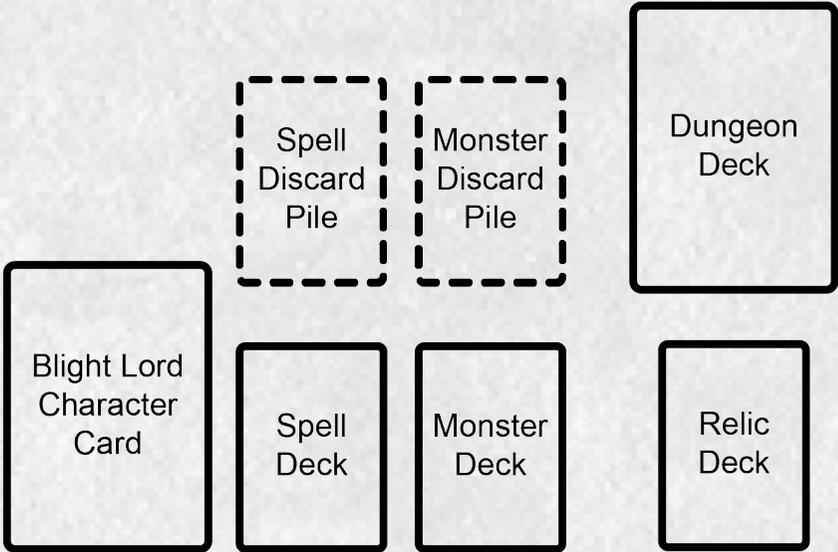
APEP

REMAINING SETUP

The Dungeon and Relic decks are shuffled separately and placed face down within reach of the Blight Lord. Draw three Dungeon cards and spread them out face down in the center of the table. You are now ready to begin the first encounter of Beneath Nexus!



Center of Play Area





HOW TO PLAY

Beneath Nexus is comprised of three encounters between the Heroes and the evil inhabitants of Nexus. Each encounter is divided into rounds which are further divided into turns.

The Heroes win the game when they've survived by completing all three encounters. The Blight Lord wins when all Heroes have fallen within one encounter.

THE FIRST ENCOUNTER

The game begins when the Heroes flip face up one of the three face down Dungeon cards in the center of the table. Then the Blight Lord sets up the encounter according to the rules on the Dungeon card. The Blight Lord can track Monster HP with the red HP jewel cards found in the game box. Each Monster's starting and maximum HP is shown in the red gem at the top of a Monster's card.

Most of the time, an encounter ends when all monsters in play have been destroyed (their HP reduced to 0), or when all the Heroes have fallen (been reduced to 0 HP). Sometimes, the Heroes will choose a Dungeon card with special conditions for completing the encounter (the Blighted Gate, for example). Heroes must complete those special conditions to end the encounter.

Once the encounter has been set up, the first round begins. Every round begins at the start of the Blight Lord's turn. Once the Blight Lord and all heroes have taken one turn, the round ends. A new round then begins at the beginning of the Blight Lord's next turn.

THE BLIGHT LORD'S TURN

On the Blight Lord's turn, the Blight Lord is granted one action per hero in the game (for example: if there are three heroes in the game, the Blight Lord may take three actions). The Blight Lord's available actions are represented on Spell, Monster, and the Blight Lord's character card by a circular green gem. The Blight Lord can activate any one action on a Spell, Monster, or the Blight Lord character card once per turn.

Spell cards are discarded after being activated. Persistent Spell cards are left in play until the end of the encounter.

The Blight Lord may not stack more than one of the same spell on any one target.

Similarly, Summon spells are treated as Monsters after they are activated and stay in play until destroyed. Summons and Monsters are destroyed and then discarded when their HP is reduced to zero. Be sure to separate the Spell and Monster discard decks. Summons go in the Spell discard deck.

After the Blight Lord has taken all of their actions, they end the turn by drawing back up to their starting hand size. If they have more cards than their starting hand size, they draw no cards. If the Blight Lord has drawn all cards from a deck, reshuffle the discard pile and place it face down to create a new deck.

The Blight Lord has a maximum hand size of ten cards. The Blight Lord may not draw more than ten cards.

The Blight Lord also has Reaction cards that are represented by circular yellow gems. The Blight Lord may play a Reaction card in response to any other player's action or reaction **on any turn**. Reaction cards are discarded after being played.

THE HERO'S TURN

Each hero takes their own turn in order according to their speed: first fastest, fast, slow, then finally slowest. If multiple heroes have the same speed, they may decide what order to go in each round.

Heroes may take one action during their turn. Available Hero actions are represented on the Hero's character card and Ability cards by a circular green gem. Some Relics also give Heroes additional actions. Relic actions may only be used by the Hero who claimed the Relic.

If a Hero is granted another action on their turn (from Baatar's Cover Fire ability, for example), they may only activate any one action once per turn.

Ability cards are discarded after being resolved. Persistent ability cards stay in play and are discarded at the end of the encounter.

After a Hero has taken their action, they end their turn by drawing 1 card. If a Hero has drawn all of their Ability cards, reshuffle the ability discard deck and place it face down to create a new deck.

Heroes have a max hand size of six cards. Heroes may not draw more than six cards.

Heroes also have Reaction cards that can be played in response to any other player's action or reaction **on any other player's turn**. Reaction cards are represented by circular yellow gems. Reaction cards are discarded after being played.

FALLEN HEROES

A Hero falls when they take enough damage to reduce their HP to 0. Fallen Heroes are taken out of turn order, discard all of their ability cards in play and in their hand, and do not gain any new Relics if the other Heroes survive and complete the current encounter. Fallen Heroes cannot use their passive abilities.

Healing abilities do not revive fallen Heroes.

IN BETWEEN ENCOUNTERS

If at least one Hero survives and completes an encounter, any fallen Heroes heal to 6 HP. The surviving Heroes each draw one card from their Ability deck. Then, the Heroes will draw one Relic card per surviving Hero plus one (three surviving Heroes yields four

Relics). They then choose 1 Relic card to discard and distribute the remaining treasure amongst themselves. If a Relic card has a purple border, it is a Cursed Relic. Cursed Relics can not be discarded when revealed.

Some Dungeon cards do not allow Heroes to gain new Relics in between encounters. Make note of when such Dungeon cards are chosen so that the Heroes do not loot more treasure than intended.

In between encounters, the Blight Lord draws up to their starting hand size and may choose any number of Spell cards in hand to discard. They then draw Spell cards equal to the number of Spells they discarded.

When the Blight Lord and Heroes complete these end of encounter steps, the game progresses to the next encounter.

The second encounter begins with the Blight Lord spreading three new Dungeon cards face down in the center of the table and progresses in the same fashion as the first encounter. If the Heroes survive and complete this second encounter, all players proceed to the end of encounter steps.

After completing the second encounter, the Heroes must face the Blight Lord directly in the final encounter.

THE FINAL ENCOUNTER

No Dungeon cards are used in the final encounter; the Heroes complete the final encounter and defeat the Blight Lord by reducing its many HP jewels to 0. Rounds and turns follow the same rules as the first two encounters

To begin the final encounter, the Blight Lord flips their character card over to the Monster side, revealing new abilities for the Blight Lord to use. Each ability on the Monster side has a HP jewel next to it. The Blight Lord has access to the first passive and one ability per Hero from the top down (three Heroes gives the Blight Lord the passive at the top and the next three abilities). The available abilities' associated HP jewels are treated as Monsters. Use the red dials to track the HP for these abilities. Unlike monsters, the Blight Lord does not lose the abilities when the individual HP jewels are destroyed.



RESOLVING EFFECTS

Beneath Nexus is designed to be an easy-to-learn game, but all the effects from the Blight Lord, Heroes, and Relics can become confusing for anyone. Please follow this basic rule if multiple effects must be resolved within a turn:

Multiple effects from actions, reactions, and passives are resolved in the order they are activated with the most recently activated effect resolving first and the earliest activated effect resolving last.

Think of it like the first effect activated is on the bottom of a stack with the next effect activated being put on top of it. The effect on top must be resolved before the effect below is dealt with.



Blight Lord: Master character card

-  Grey gems indicate passive abilities that are activated by special conditions on any turn.
-  Green gems indicate actions that the Blight Lord can activate on the Blight Lord's turn. The Blight Lord chooses the target(s) of Blight Lord character card actions.



Blight Lord: Master character card

-  Grey gems indicate passive abilities that are activated by special conditions on any turn. The Blight Lord gets the top passive automatically.
-  Red gems indicate the max HP of a Monster. The Blight Lord gets one gem & ability per Hero from the top down.
-  Green gems indicate actions that the Blight Lord can activate on the Blight Lord's turn.



Monster card

-  Red gems indicate the HP of a Monster. Monsters are destroyed and discarded when their HP is reduced to zero.
-  Grey gems indicate passive abilities that are activated by special conditions on any turn.
-  Green gems indicate actions that the Blight Lord can activate on the Blight Lord's turn. Heroes choose the target(s) of Monster actions.



Spell cards

-  Green gems indicate actions that the Blight Lord can activate on the Blight Lord's turn. Action Spells are discarded after being activated.
-  Yellow gems indicate reactions that the Blight Lord can activate on any turn in response to another player's activated effect. Reaction Spells are discarded after being activated.



HERO CARDS



Hero character card



Hero character card



Blue gems indicate the max HP of a Hero. A Hero has fallen when their HP is reduced to zero.



Grey gems indicate passive abilities that are activated by special conditions on any turn.



Green gems indicate character actions that the Hero can activate on that Hero's turn.



Green gems indicate actions that a Hero can activate on that Hero's turn. Action Abilities are discarded after being activated.



Yellow gems indicate reactions that a Hero can activate on any turn in response to another player's activated effect. Reaction Abilities are discarded after being activated.



Relic/Cursed Relic Cards



Purple gems indicate Relics that Heroes earn between encounters. Relics stay in play throughout the game.



Grey gems indicate passive abilities that the Hero has access to.



Yellow gems indicate new reactions that the Hero has access to,



Green gems indicate new actions that the Hero has access to on their turn.



Dungeon Card

Dungeon cards provide the rules and win conditions for the first two encounters.

Before the first or second encounter begin, the Blight Lord shuffles the Dungeon deck and spreads three Dungeon cards in the center of the table face down. The Heroes then choose one of those three Dungeon cards to flip over. The Blight Lord then sets up the encounter according to the selected Dungeon card.



GAME TERMS

Attack: A target is attacked when it is dealt damage by any source.

Charge: Certain cards gain points when specific conditions are met. These points are called charges.

Destroy: Effects that “destroy” a target immediately reduce that target’s HP to 0.

Destroyed: A monster card is destroyed when its HP is reduced to 0. A monster card is discarded when it is destroyed.

Ether: Ether is a resource unique to the hero character, Toa. One ether is gained whenever Toa takes any amount of damage and, when used, heals Toa. Spending one ether heals Toa one HP. Ether can only be spent by ability effects that spend ether (Spend 1 Ether, for example).

Guard: A card with the guard ability must be targeted by players if they are able to do so. At least 1 point of scatter damage must be applied to a guard monster in play before damage can be scattered to other monsters.

Hidden: A card with the hidden tag cannot be targeted if there are other targets available in the encounter that do not have the hidden tag. If scatter damage occurs, at least 1 damage must be dealt to all other monsters in play before dealing damage to a hidden monster.

Persistent: Spells that stay in play until the current encounter ends are persistent. Only one copy of a persistent spell may be in play at a time.

Play: A card is played when a player activates the action or reaction listed on the card.

Reaction: A reaction is represented on the cards by yellow gems. Reactions are played in response to another player’s action or effect.

Scatter: An action with scatter allows the player to divide the damage or healing of that action however they choose among any number of available targets. Scatter abilities may target only one hero or monster.

Source: A source is the card on which an action, reaction, or passive is listed.

Spell: A spell is any card with a purple back that can be played from the Blight Lord’s hand.

Summon: A summon is a spell card that, when played, becomes a Monster.

For a more challenging game, grant the Blight Lord one action per player on the Blight Lord's turn. If that's not challenging enough for the more masochistic heroes, try allowing the Blight Lord to choose the Dungeon cards for the first two encounters.

QUESTIONS? CONCERNS?

Feel free to email us at info@silverclutchgames.com with any feedback you have. We'd love to hear your thoughts!

Keep an eye on www.silverclutchgames.com for news and updates on Beneath Nexus as well as new games coming soon.



To all of our amazing artists, designers, filmmakers, family, friends, and playtesters:

We couldn't make this game what it is without you. Thank you for your hard work, honesty, and support throughout our first year.

To all of our Kickstarter backers:

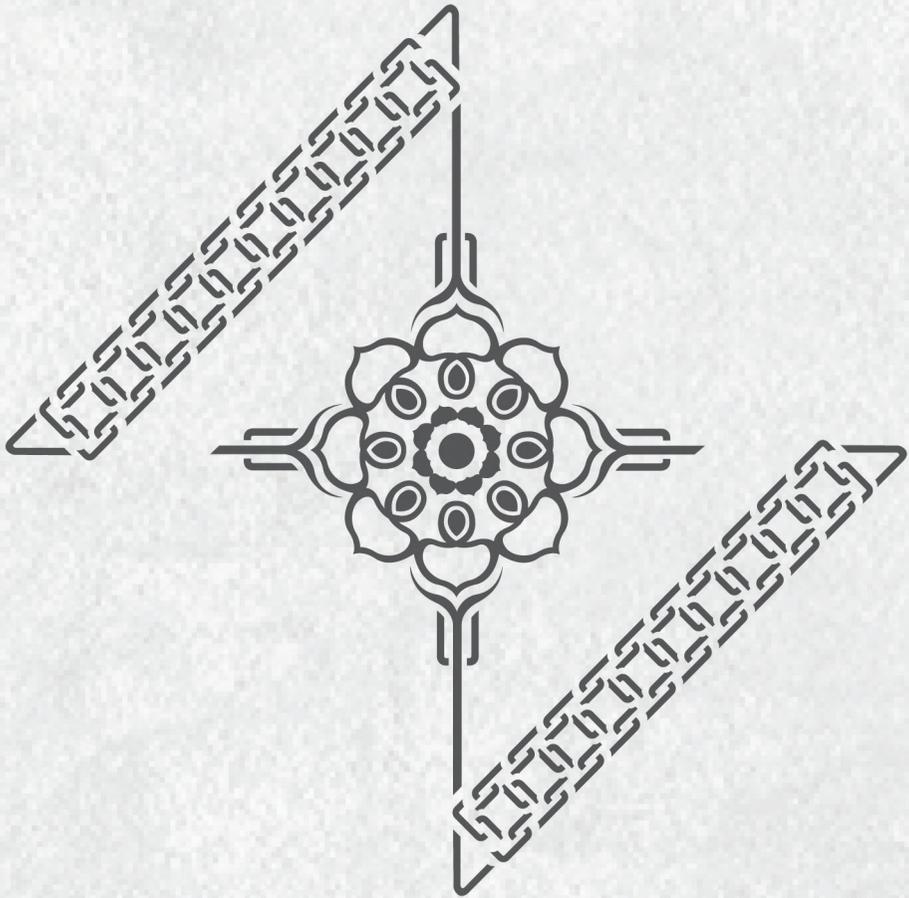
Your interest and trust in our ability to deliver a quality game has been a constant source of inspiration and motivation. We owe you big time!

To the University of the Arts, the Corzo Center for the Creative Economy, the Knight Foundation and Drexel University:

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We thank you from the dungeons of our hearts for your support of our first game.

Chris Visco & Tom Panico



DISCOVER WHAT SECRETS LIE...

B E N E A T H
N E X U S



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