



SHARDS OF INFINITY

INTO THE HORIZON

RULES

INTRODUCTION

The shards have awoken, their twisted voices whispering into the minds of the Shard Masters, stoking the flames of war with every word.

Rez, trained to resist the shard's corruption, watched as the other masters grew more paranoid and violent, watched as their armies swelled, and tensions rose.

Desperate to prevent the impending war, he decided to destroy all the shards. Rez channeled his will into his crimson blade and sent a wave of destructive energy across the planet, causing the shards to crack and split.

The separated fragments transformed into monstrous shadows of their former masters. They are called the Ingeminex and they wreak havoc upon all the factions.

You are a Shard Master, and time is running short. The Ingeminex slaughter your people, foreign armies gather at your borders, and every night you can hear your shard whispering in your dreams. "The last war is here," it says. "I offer you the power to crush your enemies, to gather all the shards, and rule the world. Will you take it, or will you be destroyed?"

Shards of Infinity: Into The Horizon is an expansion for Shards of Infinity. The rules covered here deal exclusively with the features unique to Into the Horizon. For rules on how to play the base game, refer to Shards of Infinity's Rulebook or visit: <http://shardsofinfinity.com/how-to-play/>

CONTENTS AND SET UP

- > **60 Cards:**
 - > 30 Black-Bordered Center Row Cards
 - > 30 Purple-Backed Destiny Cards

Before playing, shuffle the 30 black-bordered cards into the Shards of Infinity Center Deck. Then, shuffle together the 30 purple-backed Destiny cards in a separate deck. After setting up the Center Row as normal, flip 6 random Destiny cards face up to create a Destiny Row nearby.

Leave space for Ingeminex cards that may appear from the Center Deck. If you are not playing with the Relics from the *Relics of the Future* expansion, you can remove the Ingeminex card *Corruption* from the Center Deck before playing.



DESTINIES

Destinies grant you powerful new abilities. Once per game, if you have reached 5 or more on your turn, you may gain one of the available Destiny cards from the Destiny Row. Place your chosen Destiny card in front of you. You may use its abilities for the rest of the game. You may only gain one Destiny card per game, so choose wisely!



How will Destiny cards shape your decisions?

Gaining a Destiny card does not cost any resources and can be done at any time on your turn. When a Destiny is gained from the Destiny Row, it is not replaced with a new card, there are simply fewer available choices for the other players.

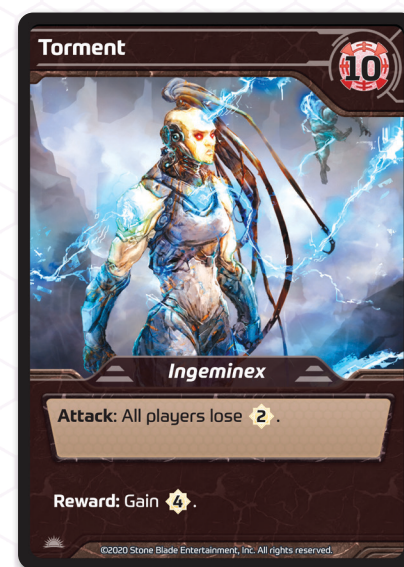
THE INGEMINEX

The Ingeminex were born from the shards, ravaging the land as monstrous shadows of their former masters.

They lurk within the Center Deck, waiting for a moment to emerge and attack!

When an Ingeminex card is revealed from the Center Deck, do not place it in the Center Row. Instead, place it face up near the Center Row in its own space. (Add another card from the Center Deck to fill the still empty space in the Center Row.) There is no limit to the number of Ingeminex that can be active at a time. Add more space for additional Ingeminex as they appear.

Each of the Ingeminex has a unique "Attack" effect that triggers once, at the end of the turn it is revealed. These effects impact all players, not just the person ending their turn.



Only the person defeating an Ingeminex can claim its reward!

During your turn, you can spend equal to the number indicated in the upper-right corner of the Ingeminex card to defeat it. (This is similar to using to defeat an opponent's Champion.) Place it on the bottom of the Center Deck and gain the listed reward. Do not replace the Ingeminex with a new card from the Center Deck, like you would for a card in the Center Row. **If you defeat an Ingeminex on the same turn it is revealed, do not trigger its Attack effect.**



F.A.Q.

Q: What happens if I use an effect to recruit the top card of the Center Deck, like with the Destiny card *The Shard Defiant*, and the revealed card is an Ingeminex?

A: When an Ingeminex is revealed, it must immediately go into its own unique location in play. It cannot be put into a player's discard pile, hand, or deck, for any reason. After putting the Ingeminex into its space, reveal the next card from the Center Deck to resolve the recruit effect.

Q: Should I play with *Corruption* in the Center Deck if I am not playing with the Relic cards from the *Relics of the Future* expansion?

A: No. You will not be able to gain the reward unless you are playing with Relics. Either remove *Corruption* from the Center Deck before playing, or ignore the card when it's revealed and flip the next card from the Center Deck.



Q: What happens if a card like *Duplication Fabricator*, *Legion Carrier*, or *Oblivion Gatekeeper* says to reveal the top card of my deck, but I have no cards in my deck?

A: At any time, if your personal deck is empty and you need to draw a card or reveal a card from the top of your deck, shuffle all the cards in your discard pile to replenish your deck. If you need to draw or reveal multiple cards and your deck runs out in the middle of the draw, shuffle the discard pile to replenish the deck and draw any required cards.

Q: If I defeat the *Malice* or *Agony* Ingeminex, can I gain a Destiny if I don't have 5? Does gaining a Destiny this way count as my only Destiny for the game?

A: These rewards allow you to gain additional Destiny cards beyond the typical 'one per game' limit. In addition, you do not need to have 5 to gain the Destiny card from the reward. If you have not already done so, you can still acquire a Destiny when you reach 5 after gaining either of these rewards.

Q: If the effect of *Cinder Scars* is copied, does the copy get the 3 bonus?

A: Copying an effect does not count as playing the card. In this case, the copied effect would grant 3, but the original card would not get the 3 bonus.

Q: How do Destinies and Ingeminex cards work in the cooperative Campaign Mode of the *Shadow of Salvation* expansion?

A: These cards behave just as they do in other modes. The Ingeminex present an additional threat to your Campaign Mode team, but you can add the Destiny cards as a way to further boost your power!

Q: If I cause a player to lose 1 with an effect, like with *Oblivion Gatekeeper* or the Destiny card *The Chains that Bind*, does it count as dealing unblocked damage for cards like *Blood for Blood*?

A: No. Causing a player to lose 1 does not count as dealing damage. These effects are not considered damage and they also can not be prevented by 1.

Q: What happens if the game would end from multiple players going below 1 at the same time, for example, from *The Chains that Bind* Destiny?

A: The game ends in a tie.

Q: If I play a card that has no cost, such as a *Crystal*, *Blaster*, or a *Relic*, does it count as having played an even or odd cost card?

A: No, cards with no cost are neither even nor odd.



GLOSSARY

Attack: An effect on an Ingeminex card, which will trigger at the end of the turn the Ingeminex is revealed.

Faction: Ally and Champion cards are all from one of the five major Factions, which are: Homodeus, Order, Undergrowth, Wraethe, and Aion.

Relic: These are powerful cards unique to each Character, introduced in the *Relics of the Future* expansion. You may recruit one of your two potential Relics when you have earned 10.

Reset: The opposite of exhaust. Your exhausted Champions will normally reset at the end of your turn. Using an effect to reset a Champion during your turn allows you to exhaust it an additional time.

Reward: When you defeat an Ingeminex by spending 1 you immediately gain the rewards listed on the card.

Warp: Warp allows players to Fast-Play Allies from the Center Row without paying 1. Warp allows you to Fast-Play Allies that normally cannot be Fast-Played. After you Fast-Play a card with Warp, it goes to the bottom of the Center Deck at the end of the turn.

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Actual components may vary from those shown.

WARNING! Not suitable for children under 3 years due to small parts. Choking hazard.