

BOUNDLESS HORIZONS

COLLECT, EXPLORE, CONQUER

USER GUIDE

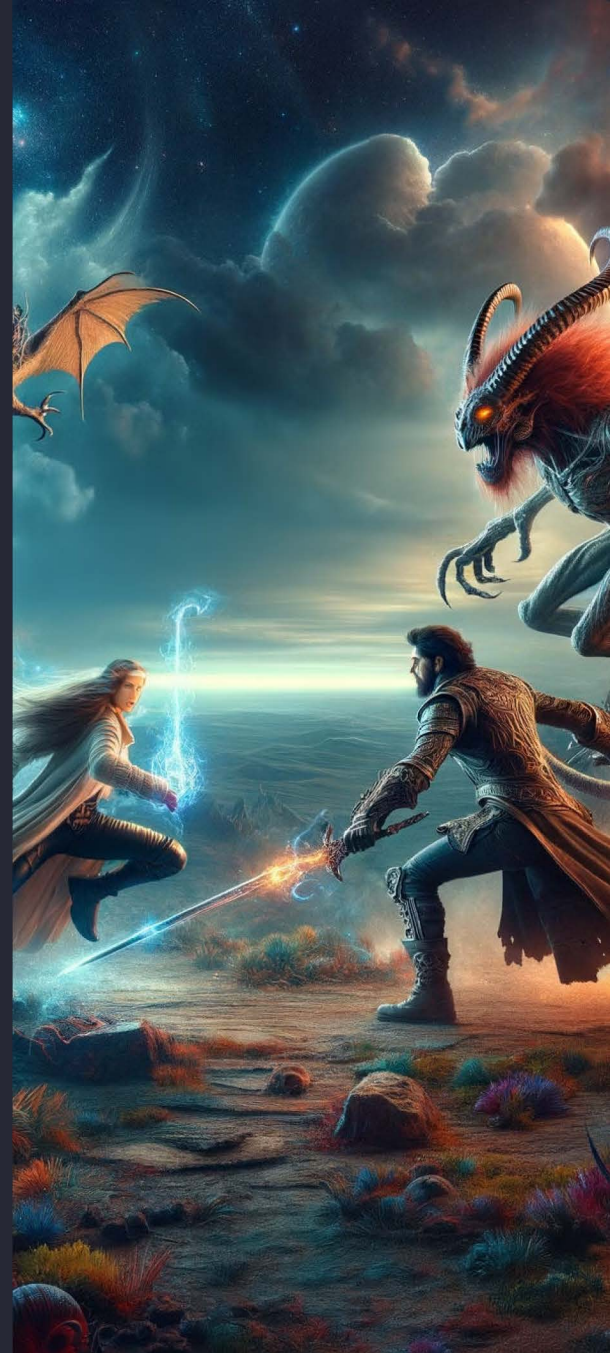


Welcome to the world of **Boundless Horizons**! This user guide will provide you with all the information you need to embark on your intergalactic trading card game adventure. Whether you're a seasoned trading card game player or new to the genre, this guide will help you understand the game mechanics, explore different game modes, and familiarize yourself with the game components.

The adventure takes place in a fascinating universe, where different interconnected planets offer a variety of environments, creatures, and challenges. Each player is a cosmic explorer determined to collect unique components scattered throughout the magical realms of these worlds. In this epic cosmic journey, you will be challenged to master the art of summoning powerful creatures, to use unique abilities, and to navigate through ever-evolving terrains and planets.

PvP Mode: A Cosmic Adventure

The brave explorers challenge each other in epic duels, where magic and skill merge in a clash of power. With monsters lurking from the shadows and extraordinary abilities ready to be evoked, every encounter is a test of dexterity and intelligence. But the pinnacle of glory lies in the legendary Unique Components, fragments of ancient power that await only those brave enough to face their destiny.





PvE mode: United adventurers

The adventurers unite as one force against the dominion of evil threatening the cosmos. They explore unknown lands, face hordes of terrifying monsters, and harness extraordinary abilities to overcome epic challenges. Together, they confront the darkness, seeking the legendary Unique Components that will lead them to save the universe from eternal darkness.

PvE mode with Companion APP: Synergy

The adventurers come together to discover the legendary lands, fight terrifying monsters, and solve ancient puzzles, all in order to obtain the unique components and defeat the threat that plagues the cosmos. The virtual assistant accompanies them everywhere with a reassuring voice and wise advice, guiding the group through the adventures, providing vital information on the unique components, and suggesting strategies to overcome obstacles. Together, adventurers and a virtual assistant face epic challenges and venture into uncharted territories, determined to complete their mission and protect the universe from the imminent threat.



The Objective of the Game

"**Boundless Horizons**" immerses players in an intergalactic story where they are space adventurers seeking fame and fortune. The goal is to accumulate 5 unique components from distant worlds by completing epic challenges and defeating powerful monsters scattered across the cosmos. Only the most cunning and skilled will gain the prestige needed to win the game.



Game Generals

1 Planets and Terrains

Players will traverse different planets, each characterised by unique landscapes and extraordinary creatures. From the Cloud Kingdom on Nimbus Prime to the Spirit Forest of Eundoria, adventures change depending on the planet explored.

3 Mission and Unique Components

Each player's mission is to complete their own set of unique components from distant worlds. These components act as keys to unlock the ultimate power and conquer the game. Each encounter with monsters, acquisition of skills and discovery of items will determine the fate of each star explorer.

2 Creatures and Monsters

The cosmos is inhabited by a wide range of creatures, from friendly aliens to powerful space dragons. Some of these creatures can become valuable allies, while others turn into hostile monsters ready to challenge explorers across the galaxies.

4 Atmosphere and Style

Boundless Horizons offers an immersive, cosmic experience, with detailed illustrations and evocative text transporting players through the galaxies. The enchanting atmosphere and captivating design contribute to a unique gaming experience in a vast universe of planets and pitfalls.

Types of cards

Terrain

The game terrain is determined by these cards and affects the dynamics of the game. Some cards can also summon special monsters or provide strategic advantages.

1

2

3

4

5

Monsters

Monster cards represent the player's allied forces and at the same time fearsome opponents to be defeated. Each monster has unique characteristics, attack conditions and rewards for defeat.

Action/Ability Cards

The action/skill card deck offers the player several strategic options, including power-ups, special attacks and unique abilities.

Special Object Cards

These cards offer powerful bonuses and special abilities. They can be obtained by defeating monsters or purchased at a price of 15 coins each.

Legendary Monster Cards

Legendary monster cards represent the incredible and frightening monsters that rule over truly fearsome territories. Each legendary monster comes into play with a unique component.

Required Game Components

Before embarking on your adventure, familiarize yourself with the monster cards, abilities, special objects, and terrain. Each component plays a crucial role in your journey, influencing your decisions and game strategies. The setup is simple yet rich with possibilities: shuffle the decks, distribute the cards, and prepare for an epic adventure!

- **50 Monster Cards**
- **5 Legendary Monster Cards**
- **50 Special Object Cards**
- **25 Terrain Cards**
- **100 Action/Ability Cards**
- **100 coins**

You also need 1 d6 and one d20 for each player.

Initial Setup



Shuffle Decks

Thoroughly shuffle the Terrain, Monster, Ability, and Special Object decks before beginning gameplay.



Player Setup

Each player receives 2 Monster cards, 2 Ability cards, 10 coins, and 1 Ability tracking dice to start.



Starting Terrain

Draw a Terrain card to determine the starting planet and its unique characteristics for the game.

Changing Terrain and Monster Summoning

At the start of each player's turn, if there are no terrain monsters (other than players' monsters) alive in game, a new terrain card is revealed. The active terrain card's level determines how many monsters the players must summon into the game as terrain's monsters.

If the revealed Terrain card is Legendary, the corresponding Legendary Monster is summoned from the Legendary Monster deck. These ancient, powerful creatures present formidable challenges for players to overcome.



Unique Game Components

Each monster that enters the game on the new terrain (terrain monsters, not player monsters) may be the guardian of a unique component. Rolling a d6 with a result of 1 or 6 determines the presence of the unique component. A second d6 roll determines the specific unique component.

Action Points (PA)

Action Points (PA) represent the primary resource for performing actions during the game. Players can spend PA to summon allied monsters onto their own game field, play action/ability cards at any time (even during opponents' turns), and activate abilities of their own monsters or objects.

- **PA Allocation:** At the start of each player's turn, the PA counter is reset to 4 if it is less than 4, or increased by 1 if it is already 4 or higher. This value can be further modified by cards and player abilities.
- **Using PA:** PA are consumed to perform actions like playing cards, activating abilities, and engaging monsters. The cost in PA is indicated on each card, action, or ability.

User turn Gameplay

1 Draw a card

On each turn, the player have to choose to draw an Action/Ability card or a Monster card to expand their strategic options.

3 Utilize abilities and objects

Players can activate their Abilities or use Special Objects, consuming 1 PA per use to gain powerful effects.

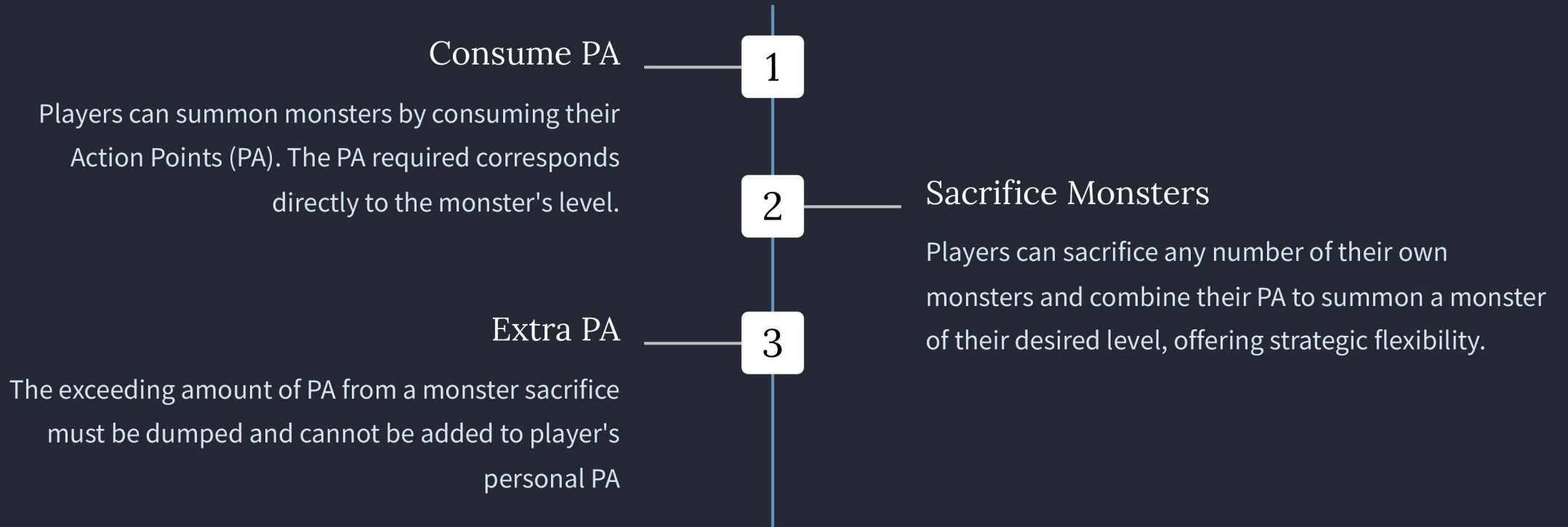
2 Summon a monster

Player can summon monster buy consuming PA or sacrifice other monsters of one's own possession. The PA needed to summon a monster correspond perfectly to the monster level number.

4 Attack

Players can choose to attack against monsters on the terrain or explore the galaxy without attacking.

Summoning Monsters



Use of Action/Ability Cards

Action/Ability cards offer players strategic options, such as enhancements, special attacks, and unique abilities. To use these cards, players must spend 1 PA. After the card's effect is applied, it is then removed from the game.

Players can utilize their Action/Ability cards at any time, during their own turn or their opponents' turns, providing flexibility and opportunities to gain an advantage.





Special Objects



Acquire

Defeat monsters or purchase Special Objects for 15 coins each. No PA required to acquire them.



Assign and activate

Assign Special Objects to player or monsters to grant powerful enhancements and abilities by consuming 1PA.

Monster Fights

Attack Declaration

The attacking player spends 1 Action Point to declare which of their monsters will attack which opponent's monster. This attack cost is consumed immediately.

1

Attempt to Meet Conditions

The attacker rolls dice to try and satisfy the defending monster's attack requirements. If successful, the attack proceeds. If not, the defender counterattacks.

3

Update Life Values

If the attack is successful, the attacker's damage is applied to the defender's life points. Then the game checks if the defender is defeated.

5

Mandatory Re-attack

If the defender survives, the attacker must attempt to meet the conditions again. This cycle continues until one monster is defeated.

7

Assign Rewards

Once a monster is defeated, the victorious player receives the rewards indicated on the defeated monster's card, such as coins or components.

9

2

Determine Attack Conditions

The attacker examines the defending monster's card to identify the specific conditions that must be met to successfully attack, such as rolling a minimum dice value.

4

Counterattack

If the attacker fails to meet the conditions, the defending monster immediately counterattacks, inflicting damage on the attacker's monster.

6

Check for Defeat

If the defending monster's life reaches 0 or below, it is defeated and removed from the game. The victor receives rewards like coins or special items.

8

Use Abilities

Monsters may have special abilities that can be used separately from attacks, with their own unique rules and effects.

Combat Outcomes



Coins

The winner could be given some coins.



Special Objects

The winner may get special objects.



Unique Components

The winner could win a unique component.



Others ???

Who knows...

Scoring and Victory

Players accumulate unique components by defeating powerful monsters throughout the game. Once a player's collection is complete with five distinct components, they trigger the epic climax of the game. The victorious player not only establishes themselves as an extraordinary cosmic adventurer, but also becomes the champion of the universe, ready to dominate the boundless frontiers of infinity.

5

Unique Components

The player must collect 5 different unique components to win the game.

1

Champion

The winner becomes the champion of the universe.

Additional Rules

Monster Limit	A player can have a maximum of 5 Monster cards on the terrain and 5 in their hand.
Action/Ability Limit	A player can have a maximum of 5 Action/Ability cards in their hand.
Monster Attacks	A Monster can only attack or defend once per turn.
Defeat Conditions	If a Monster's life points value falls to 0 or below, it is defeated and removed from the game.

The Cosmic Adventure Begins

Now, brave adventurers, are you ready to traverse the endless boundaries of the cosmos and face terrifying monsters, earning unique components and gathering epic rewards? In the cosmic challenge that lies ahead, remember that eternal glory is reserved only for those who dare to challenge and surpass the limits of the possible.

Let the cosmic adventure begin!