CASTING SHADOWS™

SHADOWS

THE ICE STORM EXPANSION

RULE BOOK

WHAT'S IN THE BOX

3 HEX TILES

10 STATUS TOKENS

2 REFERENCE CARDS

2 DOUBLE-SIDED PLAYER BOARDS

2 MEEPLES

1 HEX TILE REFERENCE SHEET

MAIN DECK
24 cards
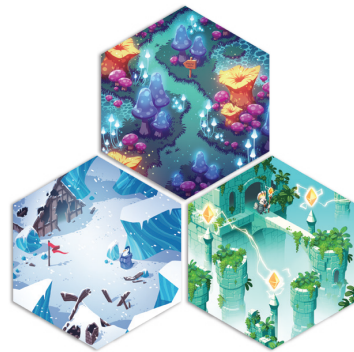
COUNTERSPELL DECK
4 cards

COMPANION DECK
4 cards

INTRODUCTION

This Casting Shadows expansion introduces 2 new playable Characters and 3 new Hex tiles, allowing you to play with up to 6 players on an expanded Map. With this expansion, you can Freeze and Stun your enemies to limit their movement and Resource Pools. Will this new magic lead you to victory, or will it bring your demise?

HOW TO START

Adding The Ice Storm Expansion to your Casting Shadows base game allows you to play with up to 6 players and expands the Map to include 10 Hex tiles. We recommend still using 7 Hex tiles if you plan to play with 2-4 players and using 10 Hex tiles if you plan to play with 5-6 players.

To set up the Map with 10 Hex tiles:

Take all Hex tiles from the base game and expansion boxes, and place the **Ancient Rune Hex tile** **1** and the **Mushroom Bog Hex tile** **2** on the table to create the center of the Map. Place the **Dusty Desert Hex tile** **3** and the **Underground Volcano Hex tile** **4** on opposite sides of the center of the Map. To complete the Map setup, have each player place their Home Hex tile on the table as shown. The youngest player is considered Player 1, Player 2 is the the player on their left, and so on. If you are playing with fewer than 6 players, you may fill the rest of the Map with any remaining Hex tiles.

Home Hex tiles and their corresponding Characters:

*Frost Polarpaw +
Frost the Merciless*

*Talon Lightfeather +
Talon the Dark Storm*

After the Map is set up, place your Meeple on your Home Hex tile. Next, shuffle the **Counterspell deck** **5** (including all base game and expansion cards), then place it face down on the table next to the Dusty Desert Hex tile.

Shuffle the **Main deck** **6** (including all base game and expansion cards), then flip 1 card face up next to each of the remaining Hex tiles (excluding Dusty Desert) on the left and right sides of the Map. Place the remaining cards face down within reach of all players. Leave space near the Main deck for a **discard pile** **7** .

Shuffle the **Companion deck** **8** (incuding all base game and expansion cards), then place it face down on the table within reach of all players. Flip the top 3 cards face up next to the Map to form the **Companion Portal** **9** . This is the area from which you will summon Companions.

Place all **tokens and dice** **10** near the play area within reach of all players.

Once you've completed the setup steps, the play area should look like something like this:

Player 1 goes first, and gameplay will proceed clockwise. Players continue taking turns until they are eliminated from the game. The last player standing wins!

The Ice Storm Expansion introduces 2 Status Effects: *Freeze* ❄ and *Stun* ✳. Freeze stops you from traveling to another Hex tile, and Stun limits the number of Resource dice you can roll. You can only be affected by 1 Freeze token and 1 Stun token at a time. This expansion includes 10 double-sided Status tokens, with 1 side representing the Freeze Status Effect and the other side representing the Stun Status Effect.

❄ FREEZE TOKEN

If you start your turn with a Freeze token on your Player Board, you are Frozen and cannot Travel during your turn. If another player Freezes you during your turn, you cannot spend any of your remaining Action points to Travel. If you started your turn Frozen, remove the Freeze token from your Player Board at the end of your turn.

✳ STUN TOKEN

If you start your turn with a Stun token on your Player Board, you are Stunned and can only roll 4 Resource dice at the start of your turn instead of 5. If another player Stuns you during your turn, the player who Stunned you may choose and remove a Resource from your Resource Pool. If you started your turn Stunned, remove the Stun token from your Player Board at the end of your turn.

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