

QUARRIORS!

RISE OF THE DEMONS



When we last left off, our four friendly Quarriors were happily gaining Glory in the eyes of the Empress Quiana, exploring the Wilds, and capturing Quarry. What an enviable life!

But what are these dark shadows creeping into the Wilds? Why can I not go hunting for Quarry without having to spend hours cleaning this otherworldly ichor off my finest Quarrying boots?

All of these questions will be (somewhat) answered in...wait for it...

Quarriors: Rise of the Demons!

(Hope you enjoyed that fancy lettering, it was very expensive.)

GAME COMPONENTS

20 QUARRY DICE



x10

CORRUPTED QUIDDITY DIE
TRIPLE BURSTS!
THEY WERE ON SALE!



x5

CORRUPTED SPELL DIE
CORRUPTED HIGH-FIVE!



x5

DEMON DIE
WE TOTALLY
SUMMONED A DEMON!

(Probably not a good idea.)

19 POWER CARDS



CORRUPTED SPELL CARDS
COME ON REACH FOR IT!

DEMON CARDS
OOO SCARY DEMON GUY!



CORRUPTED QUIDDITY CARD
BETTER WASH
YOUR HANDS AFTER!

**1 RULEBOOK : YOU'RE CURRENTLY
READING IT, DUH!**

WHAT'S NEW!?

In this Quarriors Expansion, you will find new "Corrupted" versions of the 10 creatures in the original Quarriors game, as well as the all-new Demonic Overlord class of Creature, the Corruption Spell, and a new Basic die (Corrupted Quiddity)!

There are a couple things you should probably know before you try playing with the expansion:

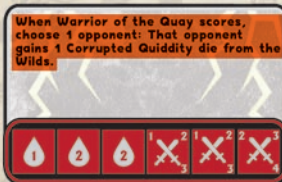
SETUP

Setup works in exactly the same way as the basic Quarriors game, except you now have another Basic die—Corrupted Quiddity—which is used in every game. This means that you will have 14 cards in the Wilds instead of 13.



WHERE'S THE COST?

Corrupted Quiddity dice are so bad, you can't capture them directly from the Wilds! You can, however, gain them from effects of your own or your opponents' dice. If a die instructs you or an opponent to "gain a Corrupted Quiddity die from the Wilds," it means exactly that! Take the named die from the Wilds and put it in your Used Pile. If there are no dice in the Wilds to take, ignore the effect (unless of course an alternate effect is stated!).



TRIPLE BURST!

In addition to being simply evil, the Corrupted Quiddity die has a face that shows not one, not two, but three Burst symbols! When you roll this face, use the ability described on the Corrupted Quiddity Power Card (don't get excited, you probably won't be happy about it). Why a triple Burst? Stay tuned to future Quarriors expansions to find out!

TRIPLE BURST



QUIDDITY

O, QUIDDITY?

This Quarriors Expansion introduces a new Quiddity value: 0! The Corrupted Quiddity die has two faces that have the Quiddity symbol, but with a 0 inside. If you roll this symbol, the die gives you nothing for your turn.

Cast this Spell to destroy all Creatures (including yours). **Remove Corruption Incantation** from the game and gain 1 Corrupted Quiddity die from the Wilds.



REMOVE FROM THE GAME

Some cards in this Quarriors Expansion will ask you to permanently remove dice from the game. This is not the same as culling! When you remove a die from the game, it is gone for good: place it way off to the side or even back in your Quarriors Expansion box so you won't be tempted to put it back in your bag!

LOSING GLORY

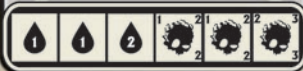
It is now possible for a player to lose Glory during the course of the game. The minimum Glory you can have is 0, so if a player with 0 Glory is forced to lose Glory, his Glory total remains 0.

* Choose 1 opponent: That opponent gains 1 Corrupted Quiddity die from the Wilds.

* When Questing Wizard is summoned, * choose 1 opponent to lose 1 Glory.



Ghostly Spirit takes no damage from any opponent who rolled a Corrupted Quiddity die on his turn. You may assign damage to Ghostly Spirit up to its defense value, but it is not destroyed by this damage.



WAS THAT SUPPOSED TO HURT?

Some Creatures (like the Corrupted Ghostly Spirit) are immune to some types of damage. These Creature cards say "takes no damage" from a type of Creature, Spell, or player. A Creature with this ability cannot be destroyed by damage from that source. But, you can assign that type of damage to the immune Creature each time you are attacked, up to its defense value (but not more than that!) to protect your other Creatures.

HOW DO I PLAY WITH THIS?

Here are a few ways we recommend you play with the *Quarriors: Rise of the Demons* expansion:

1. *Quarriors, with a hint of Corruption:* Shuffle the expansion cards in with the base Quarriors game and deal them out randomly like you normally would. A typical game should have 1-3 Corruption cards in it and give you a taste for some of the new mechanics.
2. *Quarriors, with a side of Corruption:* Shuffle the expansion cards separately and flip over 4-5 cards to start the Wilds, then fill in the remainder with cards from the base game. This is a good mix of old and new.
3. *Quarriors, with two scoops of Corruption:* Shuffle the expansion cards separately and use all the corruption you can handle to start the Wilds, then fill in what little remains with cards from the base game. Corruption overload!
4. *Quarriors, the democratic way:* You and your play group can diplomatically agree to set up the Wilds any way you choose, as long as nobody is mean about it.

CREDITS

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