

IMMORTAL PATHS

RULES

The Elementals have challenged the greatest heroes in the land to take the Immortal Paths: an ancient challenge of fire, earth and water. Many have tried but few win.

Each Hero must make their way across nine obstacle challenges of fire, Earth and Water.

Summon bridges of Stone, Wood or Rope bridges to build the longest possible connected paths that create powerful point multipliers and gain you the highest score to win.



Watch your challengers - choose your bridge summoning cards wisely. Seek your advantage at every turn! Choose poorly and you will join those who fell in peril.

The highest score will crown the next champion of the Immortal Paths!

Read on to begin your adventure...

IMMORTAL PATHS

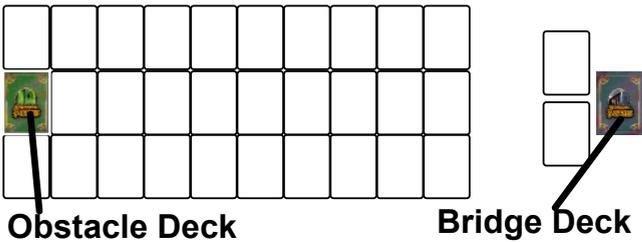
Cards in Immortal Paths

92

 **4X2 (8)**  **21X3 (63)**  **7X3 (21)**
 Players Bridges Obstacles

Two Player Setup

Two Player setup



Features of Obstacles and Bridge Cards

Element Connectors
Fire, Water and Earth

Obstacle Cards

Bridge Cards

Stone Bridge (Fire)

Wood Bridge (Water)

Rope Bridge (Earth)

Point Value Symbol

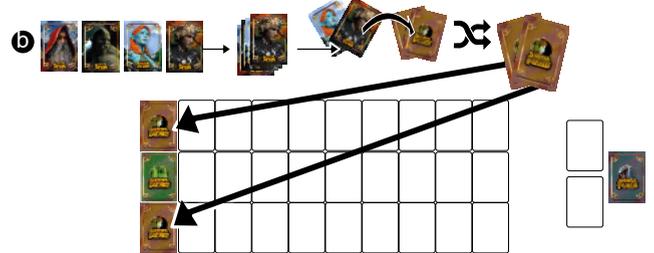
Point Value Number

How to Play

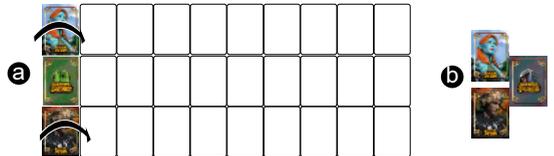
- Sort the player cards into two piles. Shuffle the first pile. Each player randomly chooses a card.



- Remove the unused player cards from the second pile and then give it a shuffle. Next randomly place the remaining face down player cards above and below the obstacle deck.

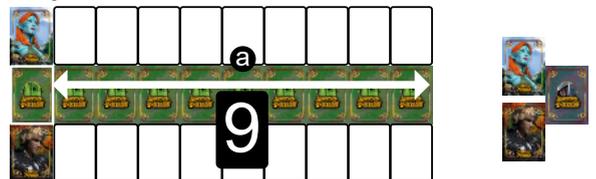


- Flip the two player cards over to reveal where each player will lay their line of cards



- Place the other two player cards in the same order, in front of the trick deck. This sets the play order for the first round. The player order will change based on the choices of bridge cards players select each round. There are 9 rounds in total.

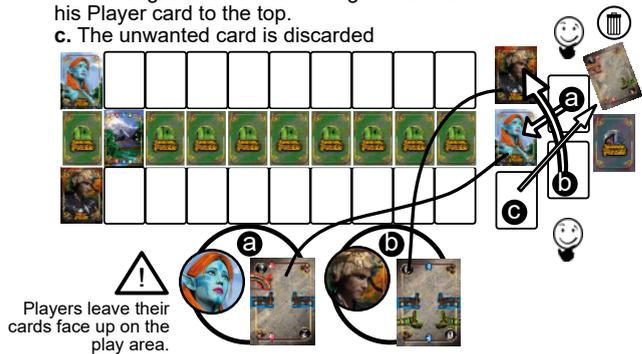
- Deal out **9 obstacle cards** from the top of the deck in a straight line.



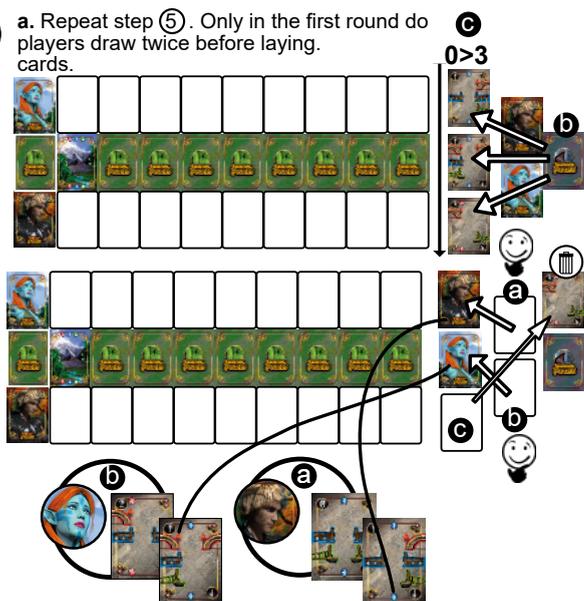
- Turn over the first obstacle in the line.
 - Deal **3 bridge cards**. Always deal 1 more card than there are players.
 - Sort bridge cards 0 value at top and 3 value at the bottom.



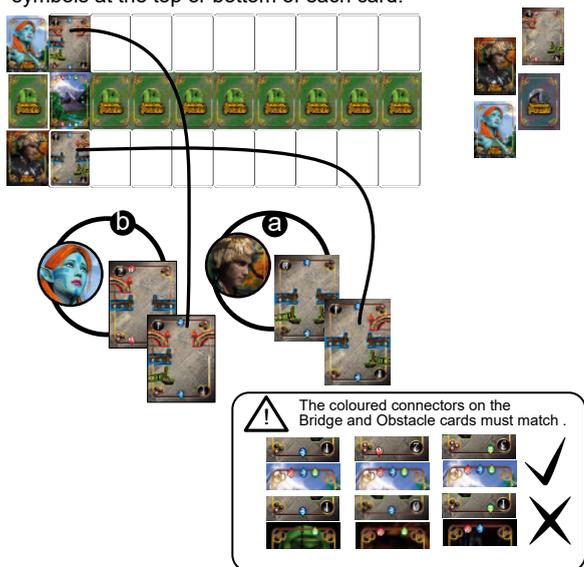
- 5 a. The Elf has chosen the second bridge card. She moves her Player card to where her chosen bridge card was.
 b. The knight takes the first bridge card and moves his Player card to the top.
 c. The unwanted card is discarded



- 6 a. Repeat step 5. Only in the first round do players draw twice before laying cards.



- 7 a. b. Each player tries to place their bridge card above or below the obstacle card and connect it with one of the coloured symbols at the top or bottom of each card.



- 9 a. Flip over the next obstacle card in the line.



- 10 Repeat step 5 and 7.

- 11 The next bridge card placed must make at least one bridge (e.g. the blue Wooden bridge) and have a matching coloured top or bottom connector with the obstacle card.

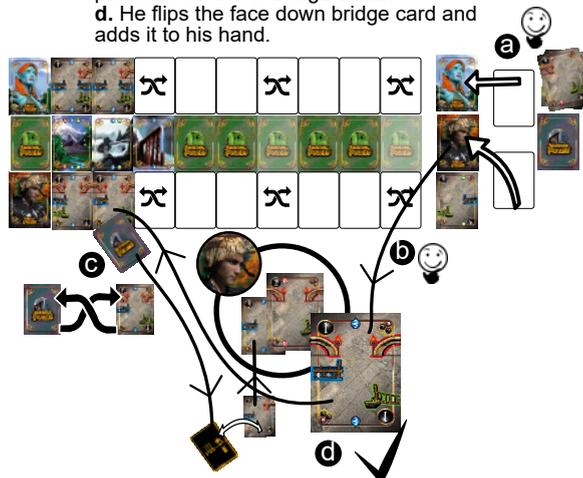


- 12 Repeat step 9

- 13 On the 3rd, 6th and 9th rounds players can choose to swap one card in their line with one in their hand. They can either swap a face down or face up card or switch two cards in their line. Players can only swap or switch one card. Not both. The swapped card must create a new bridge and have the correct coloured connectors with the obstacle.

Swapping Round (3rd, 6th or 9th Round)

- a. Players choose their bridge cards as normal.
 b. The Knight sees he can replace his face down bridge card with the card he has just chosen.
 c. He swaps the face down card for the new card and puts it in his line of bridge cards.
 d. He flips the face down bridge card and adds it to his hand.



- 14 Repeat steps 5 7 9 until 9 rounds are completed. Repeat step 13 if needed on the 6th or 9th round. When all 9 rounds have been played the next phase is scoring.

Scoring

Once 9 rounds are completed start scoring for each player.



Total up the points of each complete chain of connected bridge cards in the Player's line of bridges of the same type. Then multiply those points by the number of complete bridges in the chain.

If a player has 3 Wood bridge cards connected in a chain they have two complete bridges. They add the total point value of those cards together and then multiply by the two bridges to find the total score of that chain. Do this for all the Stone, Wood and Rope Bridges as below. The winner is the player with the highest total number of points.

15

5 Points $1 \times (1+1) = 2$

16 Points $4 \times (1+1+1+1) = 16$

8 Points $2 \times (1+1+1) = 4$

$5+16+8=29$

6 Points $2 \times (1+1+1) = 6$

2 Points $1 \times (1+1) = 2$

7 Points $1 \times (1+1) = 2$ and $1 \times (1+2) = 5$

$6+2+7=15$



29



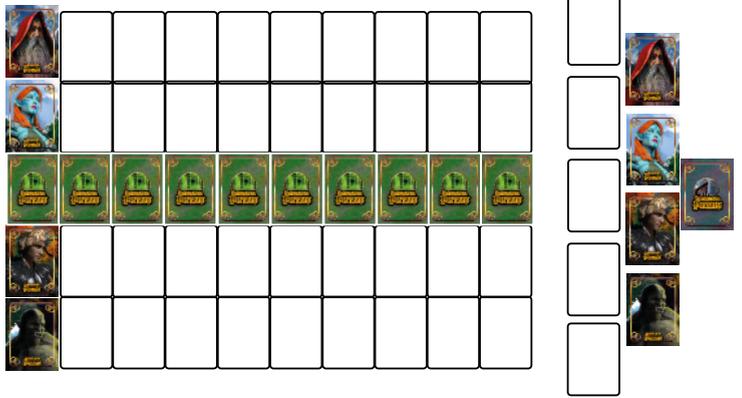
15



Watch How to Play Immortal Paths: bit.ly/ipcgame

3 or 4 Player Games

A 3 or 4 player game is simply a matter of adding more players above or below the Obstacle card line as below. The rules of play are exactly the same.



If you enjoy playing Immortal Paths or have any suggestions please visit our website and get in touch.

Without your support and your valuable investment we can't make games. We appreciate you spending your money and we do our best to make a great product.

Love Skateboarding? Why not play Line: The Skateboard Card Game. If you know how to play Immortal Paths - you know how to play Line!



www.bluedonutstudios.com/Line



The original game mechanics was designed by Adam Carter-Groves. The art and design was created by Marcus Pullen.

Second edition rules

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