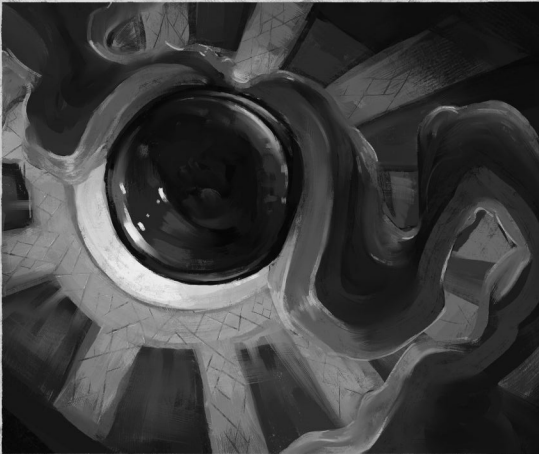


SHARD OF POWER
YOUR MAGES IN PLAY
ARE WORTH 3.



SHARD OF NATURE
AT THE BEGINNING OF YOUR TURN, YOU MAY
CHOOSE A CARD IN THE DISCARD AND
PUT IT ON TOP OF THE DECK.



SHARD OF FATE
AT THE BEGINNING OF YOUR TURN,
YOU MAY LOOK AT THE TOP
OF THE DECK.



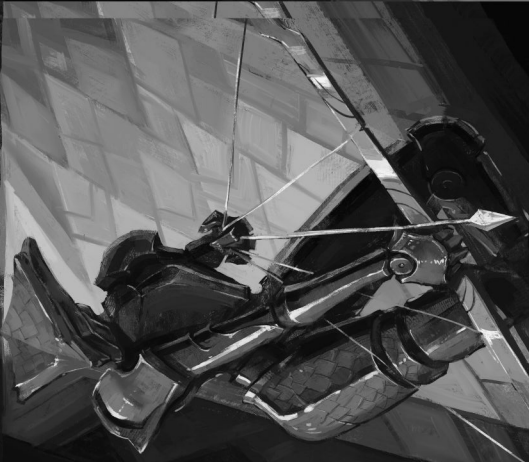
SHARD OF TIME
YOU PLAY FIRST IN THE ROUND.
AT THE BEGINNING OF YOUR FIRST TURN EACH
ROUND, YOU MAY RETURN THIS CARD FROM
THE BOARD TO YOUR HAND.



SHARD OF ZEAL
DURING YOUR TURN YOU MAY
PLAY AN ADDITIONAL CARD.
YOU WIN TIEBREAKERS.



SHARD OF FORTUNE
AT THE BEGINNING OF YOUR TURN, YOU MAY
DISCARD A CARD FROM YOUR HAND.
IF YOU DO, DRAW A CARD.



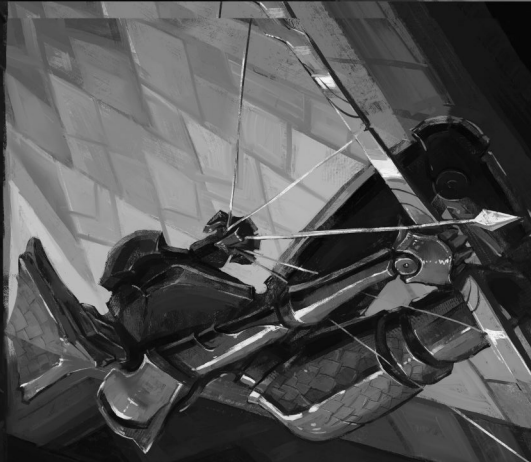
▼ **FRONTLINE SCOUT** ▼
WHEN PLAYED, IF YOU HAVE NO OTHER SCOUTS IN PLAY, DRAW A CARD.



▼ **RECRUITER SCOUT** ▼
WHEN PLAYED, LOOK AT THE TOP CARD OF THE DECK. IF IT'S A MAGE OR WARRIOR REVEAL IT AND PUT IT IN YOUR HAND.



▼ **RECKLESS SCOUT** ▼
WHEN PLAYED, YOU MAY DISCARD ANOTHER CARD IN PLAY. ITS OWNER DRAWS A CARD.



▼ **FRONTLINE SCOUT** ▼
WHEN PLAYED, IF YOU HAVE NO OTHER SCOUTS IN PLAY, DRAW A CARD.



▼ **RECRUITER SCOUT** ▼
WHEN PLAYED, LOOK AT THE TOP CARD OF THE DECK. IF IT'S A MAGE OR WARRIOR REVEAL IT AND PUT IT IN YOUR HAND.



▼ **RECKLESS SCOUT** ▼
WHEN PLAYED, YOU MAY DISCARD ANOTHER CARD IN PLAY. ITS OWNER DRAWS A CARD.



◆
◆
• FIRE MAGE •

WHEN PLAYED, YOU MAY DISCARD ALL SCOUTS IN PLAY.



◆
◆
• ORACLE MAGE •

WHEN PLAYED, DRAW 2 CARDS, THEN PUT 2 CARDS FROM YOUR HAND ON THE TOP OF THE DECK.



◆
◆
• MEDDLING MAGE •

WHEN PLAYED, YOU MAY CHOOSE TWO SHARDS IN PLAY, THEIR OWNERS EXCHANGE CONTROL OF THEM.



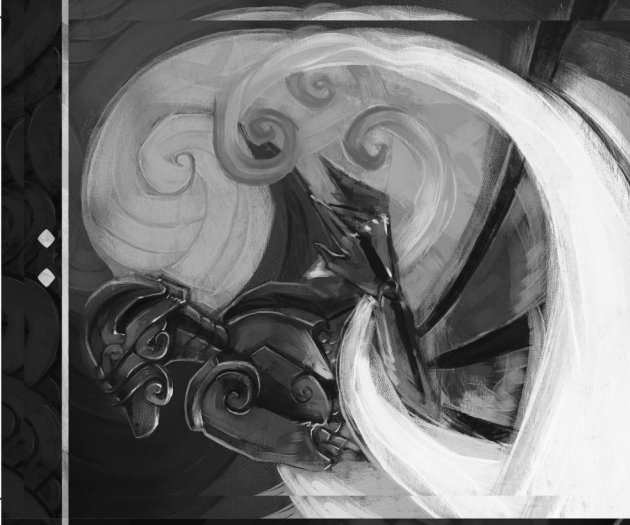
◆
◆
• FORGE MAGE •

WHEN PLAYED, LOOK AT THE TOP CARD OF THE DECK. IF IT'S A SHARD REVEAL IT AND PUT IT IN YOUR HAND.



◆
◆
• SPIRIT MAGE •

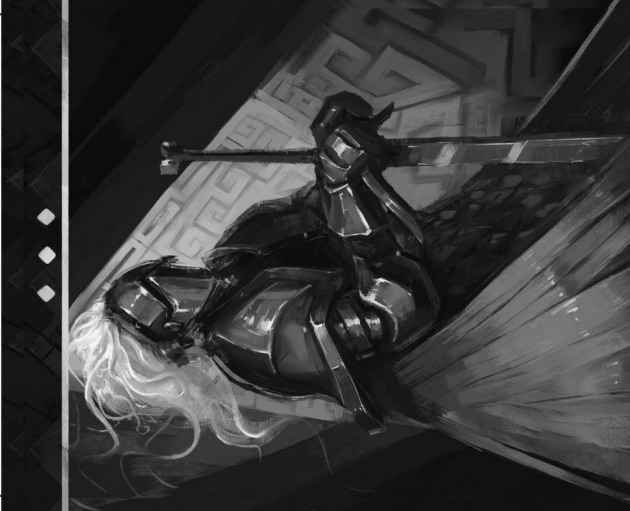
WHEN PLAYED, YOU MAY COPY THE ABILITY OF A UNIT IN THE DISCARD.



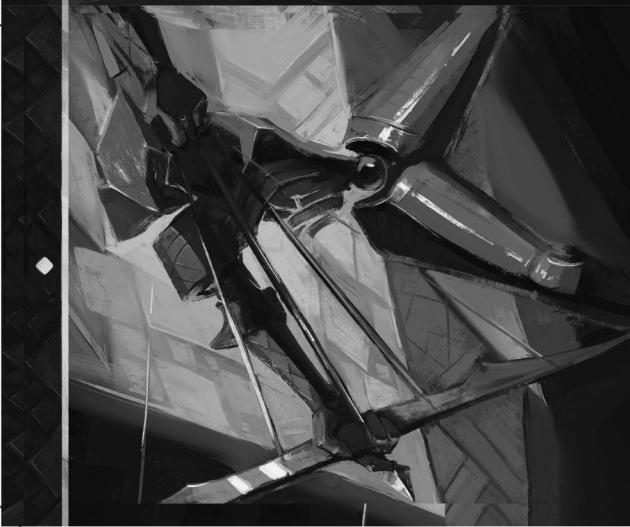
•MAGE•



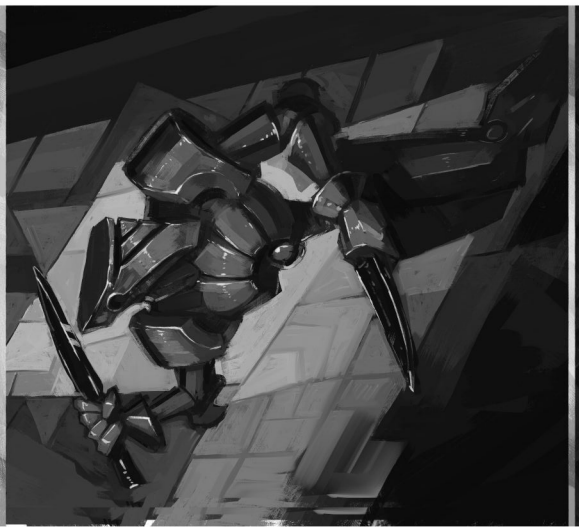
•MAGE•



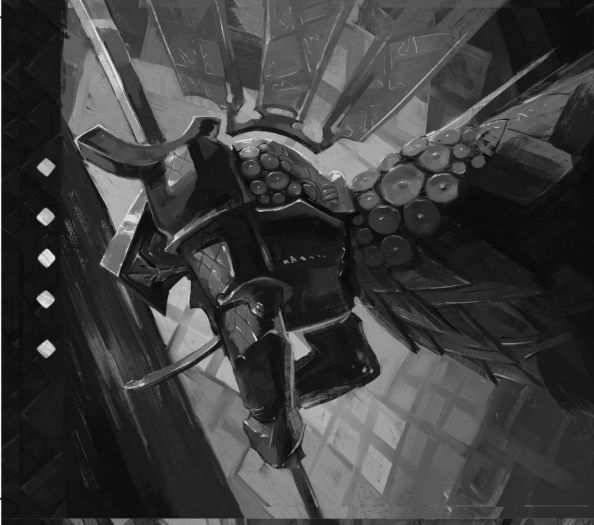
-WARRIOR-



▷SCOUT▷

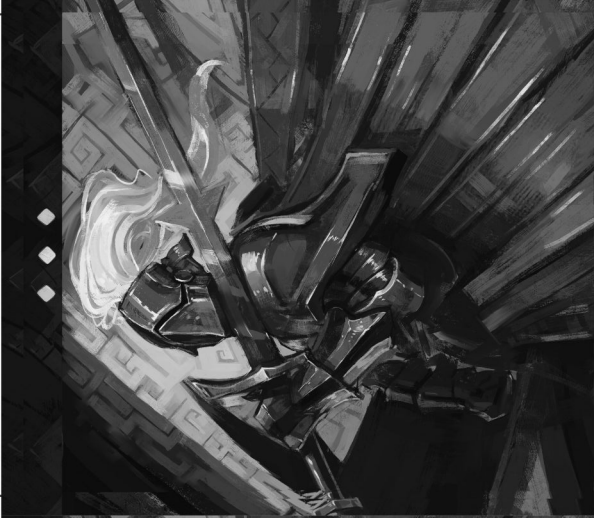


▷SCOUT▷



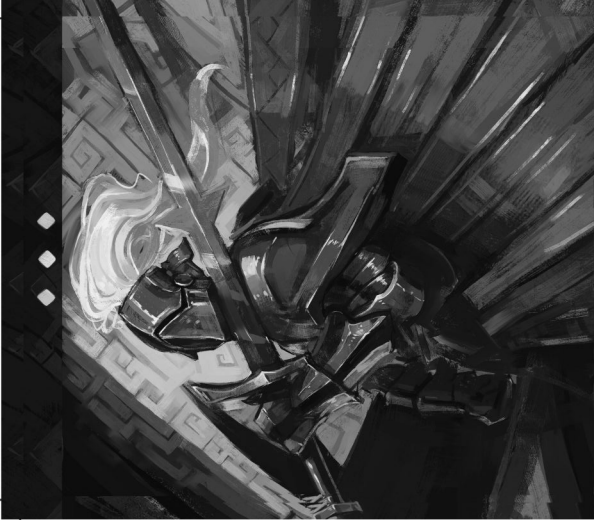
▲ **TITAN** ▲

WHEN PLAYED, DISCARD ONE OF YOUR OWN
UNITS IN PLAY. IF YOU CAN'T,
DISCARD THE TITAN.



■ **WARRIOR** ■

WHEN PLAYED, CHOOSE A CARD IN THE
DISCARD AND PUT IT ON THE TOP OR
BOTTOM OF THE DECK.



■ **WARRIOR** ■

WHEN PLAYED, CHOOSE A CARD IN THE
DISCARD AND PUT IT ON THE TOP OR
BOTTOM OF THE DECK.



Remnants of long forgotten past known as Shards have appeared again in the world. Ancient Guardians are waking up from their eternal slumber to fight over their possession. Amass an army of Guardians and collect all of the Shards.

Components

- ◆ 20 card deck
- ◆ 5 supplementary cards
- ◆ 10 victory tokens

Game Modes

Depending on the number of players, you will be playing slightly different game modes. The game is best learned when playing the Duel game mode.

Duel (2 players)

Set up: Set aside the 5 supplementary cards. Find the cards Shard of Time and Shard of Zeal and randomly assign one of these to each player. These are the initial Shards and they start the game in play. Shuffle the rest of the cards to form a face down deck. The player who owns Shard of Time plays first.

How to play: Waking Shards is played in a series of rounds. Each round represents a skirmish for the Shards. Each round will consist of several turns.

Playing a round: Each player draws 4 cards from the deck, chooses one of their cards and discards it. It's recommended that players reveal their discarded card simultaneously so as not to give information to the opponent! All discarded cards are placed face up next to the deck to form the discard. You can now start taking turns.

Tips and hints:

- ◆ If a player has no cards in hand, they can still use their Shards as normal during their turn.
 - ◆ If you miss with Recruiter, Scout or Forge Mage, put the card you looked at back on top of the deck.
 - ◆ When using Shard of Fortune or Shard of Nature you can turn the card sideways to show that it's already been used this round.
 - ◆ If Shard of Fortune or Shard of Nature are discarded or change owners, they reset and their ability can now be used once again.
 - ◆ Initial Shard cards have marks on them to remind you which ones to use with different numbers of players
- Note:** If the deck ever runs out of cards, shuffle the 5 supplementary cards and use them to form a new deck. At the end of the round take the 5 supplementary cards and set them aside again before starting a new round.

USE ONLY ONCE PER ROUND

Unit's Power



Taking a turn: During your turn, if your hand is not empty you must play one card. Put the card in play, in front of you, read it out loud and apply all its effects. After a card has been played, your turn ends and your opponent plays their turn. Keep taking turns until all players' hands are empty.

End of the round: When all players' hands are empty, the round ends. Players then count the total power of the Units they have in play. The player with the strongest army wins the round and gets a victory token. If players are tied for the strongest army, the tiebreakers are as follows:

- ◆ The player who owns Shard of Zeal wins.
- ◆ No one owns it? Then the player with the most Units in play wins.
- ◆ Still tied? Then the player who played earliest in the round wins.

If Shard of Time is no longer in play, the winner of the round plays first in the next round. To play the next round, take all the Units in play and all cards in the discard and shuffle them back into the deck. Shards stay in play!

Winner: The first player to collect 3 victory tokens wins the game.

Free For All (3-4 players)

Note: This game mode is best enjoyed among advanced players.

The rules for Free For All are the same as in the Duel game mode with the following exceptions:

Set up: Initial Shards are Shard of Time, Shard of Zeal and Shard of Fate for 3 players, plus Shard of Power for 4 players.

Playing a round: At the start of each round players draw 3 cards and discard 1 (instead of drawing 4 and discarding 1.)

Taking a turn: Turn order is clockwise.

Winner: For 3 players, the first player to collect 4 victory tokens wins. For 4 players, the first player to collect 3 victory tokens wins.