

Welcome to the Arena of a Thousand Masks, the greatest spectacle in the realm of Edera!

In this enchanted arena, the quirkiest clans clash for glory... and, more importantly, for legendary loot.

Each player commands a motley crew of fighters: valiant knights, spellcasting frogs, explosive goblins, raging ravens, strategic turtles, cunning golems, even a purple visitor who can bend reality itself.

Over six intense battle rounds, positions shift, abilities trigger, and the arena constantly throws new surprises. At the end of the sixth round, the team with the most loot wins.

Fast-paced, clever, and full of twists, *Epic Melee* is a vibrant clan-versus-clan brawl where any card can change the tide of fate.

OBJECTIVE OF THE GAME

At the end of six battle rounds, the player with the highest total Loot points wins the game.

CONTENTS

- 54 cards



- 18 Gold Loot tokens



- 18 Silver Loot tokens



- 6 double-sided player aids (French / English)



- 2 rulebooks (French / English)

- 1 Giant Frog Summon token



- 1 Lich token



- 1 Initiative marker



- 6 Goblin Loot tokens



SETUP

- 1 Shuffle the 42 Loot tokens (Gold, Silver, Goblin) separately and place them in distinct face-down piles in the middle of the table.
- 2 Place the Giant Frog Summon and Lich tokens within easy reach.
- 3 Each player takes a player aid (recommended for first-time players).
- 4 Randomly choose a first player. They receive the Initiative marker.
- 5 Shuffle all 54 cards and deal 7 cards to each player.





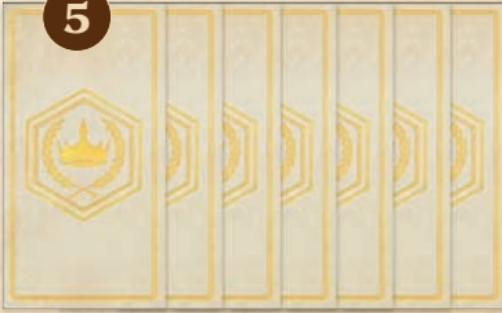
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BATTLE ROUND OVERVIEW

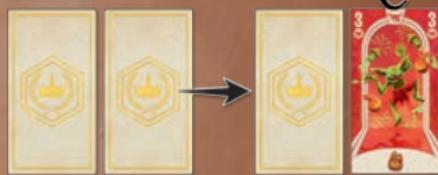
Each battle round is played in several steps:

1. Card Selection

Each player simultaneously chooses two cards from their hand and places them face down in front of them, side by side.

2. Partial Reveal

All players simultaneously flip the **card on the right** face up.



Ulysses chooses two cards from his hand and places them face down in front of him. Ulysses and the other players flip the card on the right face up. The card on the left remains hidden.

3. Engagement

The player with the Initiative marker goes first. On their turn, they must engage one of their two cards:

- **They may engage the card on the right**, leaving it face up in play, and return the hidden card on the left to their hand.
- **Or they may engage the hidden card on the left**, flipping it face up and returning the card on the right to their hand.

If the engaged card has an immediate effect, it is resolved as soon as the card is engaged.



It's Ulysses's turn. He decides to return the revealed card on the right to his hand and flip the hidden card on the left to trigger its effect.

4. Passing the Initiative marker

After engaging a card, the active player must choose another player who has not yet taken their turn and pass them the Initiative marker. That player becomes the next to act.

The last player to engage a card keeps the marker and will be the first to play in the next battle round.

5. End of a Battle Round

Once all players have engaged a card, the battle is resolved:

- The player(s) with the highest combat value each take a **Gold Loot token**.
- The player(s) in second place each take a **Silver Loot token**.

The value of Gold and Silver Loot remains hidden from the other players until the end of the game.



Let's say two Light Mages with a value of 4, one Boom-Boom Goblin with a value of 3, and one Lich Raven with a value of 1 have been played. The two Light Mages win the round, and their owners each take a Gold Loot token. The Goblin, with the next highest value, earns its owner a Silver Loot token. The tokens' values must remain hidden from the other players.

END OF THE GAME

At the end of the **6th battle round**, the game ends with one card remaining in each player's hand. Each player reveals all their **Gold and Silver Loot tokens** and adds up their values, along with any **Goblin Loot tokens** they may have. The player with the highest total wins the game.

Tiebreakers:

- In case of a tie, the player with the highest total value of Gold Loot tokens wins.
- If still tied, compare the highest total value of Silver Loot tokens.
- If the tie persists, the tied players share the victory.

ABOUT LOOT TOKENS

- Loot tokens have **hidden values** ranging from 1 to 3 points.
- Some tokens also display **special symbols**.
- At the end of the game, **each pair of identical symbols** grants **1 bonus point**.



CARD EFFECTS

Each card has a combat value and a unique ability. There are 9 different types of cards:



White Knightess



- **Combat Value:** ?
- **Ability:** Her value equals the **number of cards in your hand** at the moment you engage her (including the one you return to your hand).

Ulysses engages his face-up White Knightess and returns his hidden card to his hand. He now has 5 cards in hand, so her value is 5.

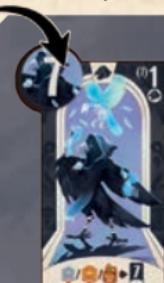


Lich Raven



- **Combat Value:** 1
- **Ability:** You may **sacrifice one of your Loot tokens** (Gold, Silver, or Goblin) to **transform your Lich Raven into its true form**. Take the Lich token (value 7) and place it on the card.

Return the token to the center at the end of the round. Only one transformation is allowed per round.



Ulysses engages his Lich Raven and chooses to activate its ability. He discards one of his Goblin Loot tokens and places the Lich token on the card. Its value becomes 7. All Lich Ravens played later in this round will stay at value 1.





Strategist Turtle



- **Combat Value:** ?
- **Ability:** At the end of the round, its value equals **2 times the total number of Strategist Turtles** in play.



Ulysses has played a Strategist Turtle. Another player has done the same. There are 2 in play, so each has a value of $2 \times 2 = 4$.



Little Folk



- **Combat Value:** 2
- **Ability:** At the end of the round, if one or more Little Folk are present, **the ranking is reversed**: the lowest combat value wins the Gold Loot, and the second-lowest takes the Silver. This mechanic lets the Little Folk aim for the top... as long as they avoid certain opponents like Ravens or Golems!



Ulysses has engaged a Little Folk. At the end of the round, the ranking is reversed. The Lich Raven (value 1) wins and gets a Gold Loot token. The Little Folk (value 2) comes second and gets a Silver Loot token.



Golem

- **Combat Value: 3**
- **Ability:** At the end of the round, if one or more Golems are present, **the loot rewards are reversed**: winners get Silver, second place gets Gold. Combined with Little Folk, the effect can be quite surprising!

A Golem has been engaged, so loot rewards are reversed. The Light Mages (value 4) win but take Silver Loot. The Goblin and the Golem (value 3) come second and earn Gold Loot.



With both a Little Folk and a Golem in play, the rankings are reversed, but so are the rewards. The second-lowest value now receives Gold Loot. The Little Folk (value 2) wins the round and gets Silver. Both the Golem and the Goblin (value 3) win Gold.



Boom-Boom Goblin



- **Combat Value:** 3
- **Ability:** Immediately after engaging this card, draw a **Goblin Loot token** and place it face up in front of you.



Ulysses engages a Boom-Boom Goblin and immediately draws a Goblin Loot token, placing it face up in front of him.



1



Summoner Frog



- **Combat Value:** 3
- **Ability:** The first player to engage this card immediately places the **Giant Frog Summon token** on it. Its value becomes 5. Any other Summoner Frogs played this round do not activate their ability and stay at value 3. The token is returned to the center at the end of the round.



5

Ulysses is the first to engage a Summoner Frog. He places the Giant Frog Summon token on it, increasing its value to 5. Any Summoner Frogs engaged later in the same round remain at value 3.



• Combat Value: 4

- **Ability:** When engaging this card, choose left or right. All players (including you) who have already engaged a card must **pass it to their neighbor** in the chosen direction. If you are the first player, the effect does nothing.



Ulysses engages EZ and chooses “to the left.” All players who have already engaged a card pass it to their left-hand neighbor (who has also already played).



Light Mage



• Combat Value: 4

- **Ability:** The Light Mage **wins all ties** at the end of the round. He ranks above all other players who tie with him.



Ulysses plays a Light Mage. At the end of the round, he ties with two EZs. Because the Light Mage wins ties, Ulysses takes the Gold Loot. The EZs take Silver.

The Lich Raven, with value 1, comes last.



Remember:

**Every card matters. Every decision can turn the tide.
Welcome to the Arena of a Thousand Masks.**



Credits

A game by Florian Fay

Illustrations by David Sitbon

Graphic design by David Sitbon and Ulric Maes

Layout by Tia Pernici

Rules and fluff by Emmanuel Beltrando

Production by Marine Nouvel and Emmanuel Beltrando