ZONEPLEX
EVOCATION
EXPANSION

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EVOCATION EXPANSION
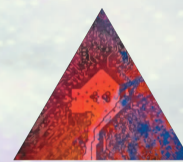
3-5 Players:

Setup: Remove all 9 Neutral Spirit Chamber Tiles and 2 Wall Tiles. Replace these with all the expansion tiles. Shuffle the Action Card deck, then find and set aside 1 of each Fear type (Blue, Green, Purple, Master). Reshuffle the Action Card deck and set stacking order as normal. Take Fear cards that were set aside and place them near the playing area. These will represent the starting Fears for the Evocation Stacks.
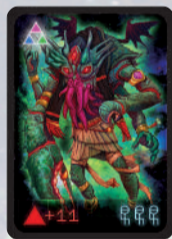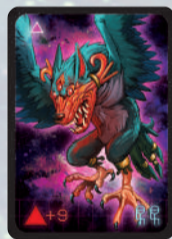
Evocation Fear Stacks

▲ Rules ▲

Movement:
Placement/Movement Action Cards represent mandatory amount of tiles to draw + place and **maximum** player movement. So players can choose, for example, 1-3 steps on draw of a 3▲▲▲ card.

Spirit Stone Placement + Dark Power Tiles:
Players can place their Spirit Stones on **any** tile in the game, **except** The Eye. When placed on the tile, usage of the tile (drawing a relic, teleporting, or evoking) is blocked for all players until the Stone is removed. Players may also place Stones on Dark Power Tiles which give combat bonuses when the stone is sacrificed. Sacrificing a Spirit Stone placed on a Dark Power Tile in combat automatically causes 3 damage to the encountered Fear. This modified stone placement allows players an upper hand in combat by having Stones readily available on the board. A player cannot place a stone at the end of combat, which Evocation Tiles often (but not always) trigger. Placing Stones on tiles that are **not** Spirit Chambers does not award Influence points.

Evocation Tiles & Evocation Fear Stacks:
There are four Evocation Fear stacks for each Fear class that house Fears that came into play and defeated the players. The Fears can be evoked when player movement ends on corresponding Evocation Tiles. When a Fear defeats a player (or players) in combat, instead of the Fear card remaining in the discard pile, players lay the Fear card face up on the corresponding Evocation Stack. When a player ends their movement on an Evocation Tile they evoke the top Fear of the corresponding Fear class from the Evocation Stack (Blue, Green, Purple, or Master) and engage in battle. A player can ask for other player's assistance. If the Fear defeats the player(s) then it remains on top of its stack. If an Evocation Stack is depleted, the next Fear of that type to defeat the players starts a new stack. Until then, that Evocation Tile is inactive. **_Relic_**

note: If a player is moved by another player via the Bull Statue Relic onto an Evocation Tile, then evocation + combat is automatically initiated for the player that was moved. That player that was moved can still ask for the other players' assistance in combat.

Sacred Symbol Cards + Scoring:
In Evocation, revealing Sacred Symbol Cards and scoring Influence Points occurs only after the first player has attempted to enter The Eye or the game ends with the Action Cards running out.

If the player who attempted to end the game by entering The Eye does not score a decisive win then they are banished! They must re-enter the Zoneplex from the Base Board and Influence Points are scored throughout the entire game.

1-2 Player(s) Challenge Mode

Overview: The Evocation expansion for 1-2 Players drastically changes the Zoneplex game. The game becomes a race to defeat + collect one of each Fear type (Blue, Green, Purple), complete a final mission, and head into The Eye before the Action Cards run out. Influence points are not used in this mode.

Setup: Remove all 9 Neutral Spirit Chamber Tiles, and the 2 Evocation Master Fear Tiles, and keep all 8 Wall Tiles and remaining Evocation Tiles. Mix tiles face down and randomly generate the Zoneplex pyramid from the bottom up, keeping in mind that walls cannot block entrance to The Eye.

Place tiles horizontally as you randomly generate the Zoneplex.

Remove **all** Fear cards from the Action Card deck and sort them by Fear class. Add 1 Master Fear in each Fear Class deck and shuffle the 3 decks. Place the 3 decks face up near the base board.
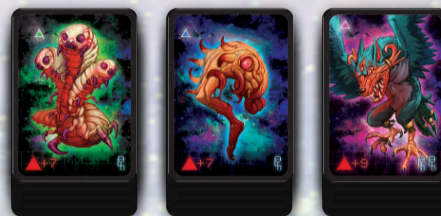
Shuffle the remaining movement-only Action Cards and remove 10 cards (for **2 players**) and 30 cards (for **1 player**) and return them to the game box.

Remove or skip all Influential Relics from the Relic Card deck. From the Bonus/Kickstarter cards remove: The Operator, Relic Smasher, Kronos Serpent, and Imago. For **1 player** also remove: Bull Idol, Canopic Jar, Shield of Negation, Statuette of Jealousy, Mummy Hand, and Sentry Eye.

Player Setup: Standard player setup but only 2 Monkles are needed — one for moving through the Zoneplex and one for the WMS meter. Players may not view their Sacred Symbol Card when received, it is hidden even to themselves.

▲ Rules ▲

Movement:
Players use the Evocation ruleset for movement (i.e. Action Cards represent max-movement).

Tile Placement:
There is no tile placement in Challenge Mode.

Dark Power Tiles act as Cursed Tiles in Challenge Mode, thus weakening players passing through them by -1 Warrior Monk Strength.

Evocation Fear Stacks:
Fears are not fixed on top of their respective Evocation Stacks in Challenge Mode. If the Fear defeats the player then it is cycled to the back of its particular Evocation Stack. A player can

choose to face a Fear and take the fall in order to cause a new Fear to emerge on the top of its stack. That player would lose -1 WMS as normal.

Combat & Spirit Stones:
In Challenge Mode, since the Fears are strong, placed Spirit Stones sacrificed in combat have a fixed damage and do not require a dice roll. It works as so: 4th Stone placed = 4 damage, 3rd = 3 damage, 2nd = 2 damage, 1st = 1 damage. One does not have to keep track of the order the Stones were placed on the tiles, simply the total amount of placed Stones one is sacrificing. For example, if one sacrifices 3 of the 4 Stones they have on the play area they would damage the Fear by 6. If all 4 Stones are sacrificed then a damage of 10 would occur. Combat works in the same order as in base Zoneplex where Stones are sacrificed first, then the Warrior Monk's attack via a die roll + WMS. Additionally, since it is a one-on-one or solo game there is no assisting another player in combat. Upon successful combat a Player goes up +1 WMS and gathers Relics.

Placing Spirit Stones: In Challenge Mode, Spirit Stones can only be placed on Sacred Spirit Chamber Tiles, as in the original Zoneplex rules.

How To Win:
Upon capturing the 3rd Fear, the Player reveals their Sacred Symbol Card. This is their final mission, where they must place one spirit stone on a corresponding Sacred Spirit Chamber Tile before entering The Eye. If the Action Cards run out before a player enters The Eye, the Zoneplex has successfully vanquished the intruding Warrior Monk(s). Bang on the table repeatedly for dramatic effect.

Advanced 2 Player Mode (Zonemaster):
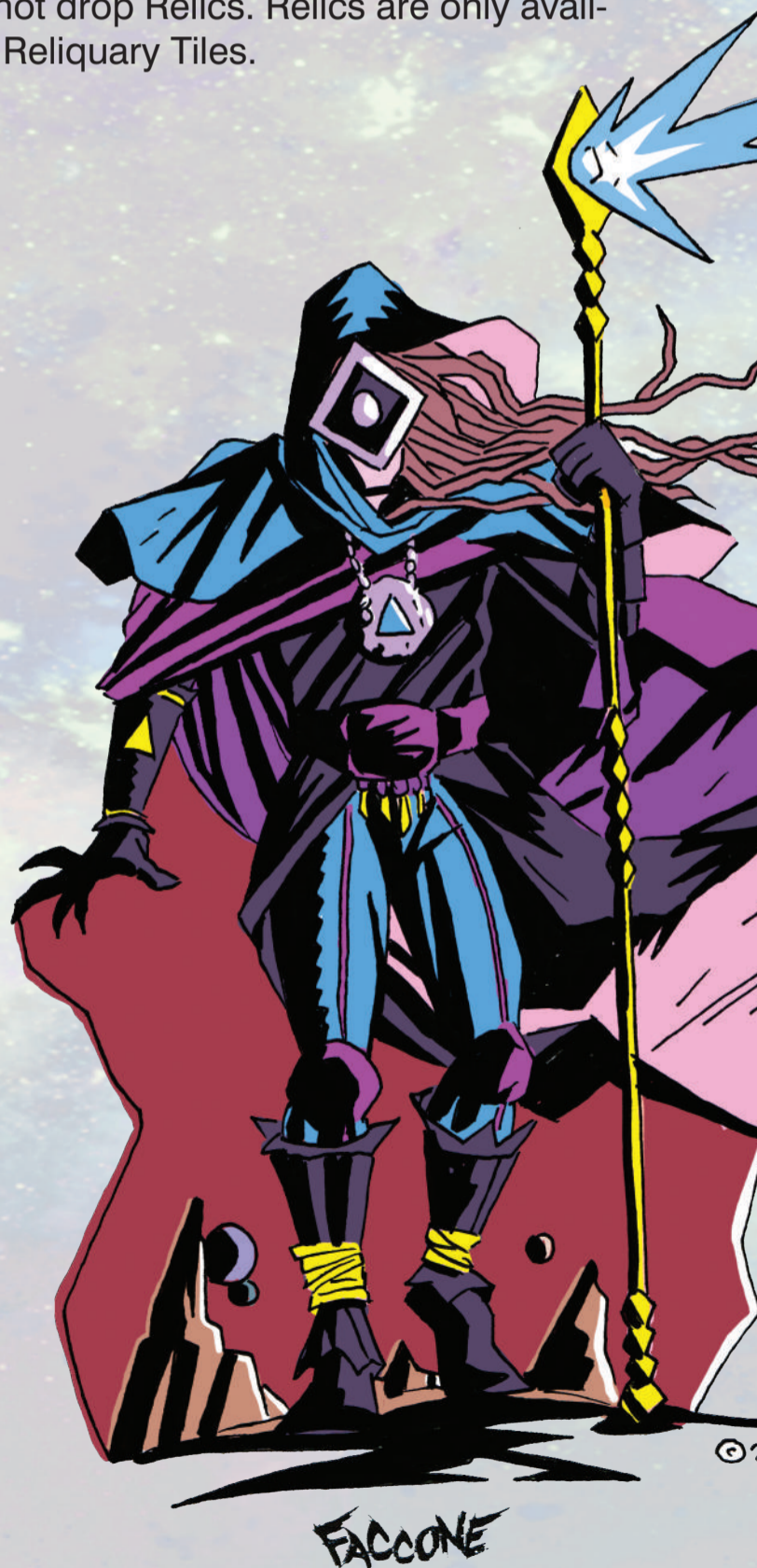No Action Cards are removed from play. A third Monkle is placed on the Influence Meter.

Players score their Influence when they have a complete Fear set and reveal their Sacred Symbol Card. They can then place Stones throughout the Zoneplex to increase their Influence. A Warrior Monk may enter The Eye before the other Warrior Monk has a complete set of Fears to win. If both players have a complete set, and thus reveal their Influence, the base game rules apply in regards to entering The Eye and having a decisive win with the included +2 Influence Bonus for entering The Eye. If the Action Cards run out, the player with the highest Influence wins! Usage of Influential Relics is optional.

Variant: Use the same Evocation Tile/Stack setup as in the 3-5 player game, thus allowing the Master Fears to be evoked at will.

Advanced 1 Player Mode (Gauntlet):
Fears do not drop Relics. Relics are only available from Reliquary Tiles.

FACCONE

VENDETTA SHEET	
PLAYER 1	PLAYER 2
TOTAL WINS:	TOTAL WINS:

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