



Day Of The Event

Thanks so much for taking time to help build the Lightseekers community. To help you with any demonstrations you may wish to perform, we have created these handy guidelines that we recommend following. To begin, demo the game sitting across from an individual player or by teaching two players who are seated across from each other. Provide a short overview of the game as well as core rules. Play is then performed by players themselves, with oversight to ensure adherence to the rules and speedy pace of play.

Pre-Game:

- 1) Prepare demo decks (use provided Intro Packs or bring your own). There should be 36 total cards: 1 Hero, 5 distinct Combo cards, and 30 Action cards (no more than 3 of each individual card).

Game Explanation:

- 1) Introduce the Hero card
 - a) Each deck is built around a Lightseekers Hero
 - i) Starting health is on the bottom right of this character.
 - (1) Move the health tracker on your mat to this number.
 - (2) Your goal is to reduce your opponent's health to zero.
 - (3) Your maximum healing is 35.
 - b) Each Hero is a part of an order – Astral, Dread, Mountain, Nature, Storm, or Tech.
 - i) Avoid using Dread or Astral decks with inexperienced players as these are more complex.
 - c) The three circles on the card represent the Elements available to the Hero. They allow the Hero to play action and Combo cards that require any of these Elements.
 - d) Each Hero has a specific trait. Some feature an ability, but we'll explain that in a minute.
- 2) There are three different types of Action cards (show examples)
 - a) Attack cards have sword icons and must be directed at your opponent.
 - b) Defend cards have shield icons and are directed at yourself. The effects can't be applied to other Heroes unless otherwise specified.
 - c) Buff cards either have empty corners or contain a rotation symbol. Buff cards are placed on the table when played, in the order they were played from left to right, and their effects linger as long as they stay in play.
 - i) If the top corners are empty, it stays in the play indefinitely.
 - ii) Rotating buffs with circles in the corners rotate 90° counterclockwise at the beginning of your turn.
 - iii) Rotating buffs with an irregular shape in the corner only rotate when their effect is triggered.
 - iv) If a rotating buff gets to a position where its current top left corner is empty or it's back to its original upright position, it has Expired and is discarded.
- 3) Combo cards are powerful spells available to the Hero (show examples)
 - a) To play a Combo, the Hero must have access to all Elements listed on the Combo.
 - b) They also need to pay for it using cards from their hand.
 - i) Cards used as payment must match all the Elements on the Combo card.
 - ii) Other Combos can also be used to pay for Combos.
 - c) Cards used to pay for a Combo are returned to the deck and the deck is then shuffled.
 - d) A combo takes up your entire turn, but you automatically draw a card at the end of your turn.



- 4) At the start of your turn:
 - a) Handle any effects on Heroes or buffs (in that order)
 - b) Rotate all buffs
 - c) Discard any buffs that have expired
- 5) Then, you can either play a Combo or perform up to 2 actions:
 - a) Play an action card
 - b) Use an ability
 - c) In order to play a card of a specific Element or use an Ability on a card with a specific Element, your Hero must be able to use that Element.
 - i) Basic access (silver ring) means they can only perform one action requiring that Element per turn.
 - ii) If they have superior access (gold ring), this restriction does not apply.
- 6) Draw Step. Explain that the draw step is the very last part of the turn. At the very end of your turn, draw 1 card for each action you didn't perform. Players can always pass their turn and draw 2 cards.
- 7) If you played a Combo, draw one card.
- 8) Are you ready to get started?
 - a) The player going first draws four cards (Visionary should always go first)
 - b) The player going second draws five cards
- 9) I'm here to answer any questions you may have (only provide help when asked)
- 10) When the game is over, ask if they have any questions. Thank them for playing and offer a booster pack or promo time as a thank you.

What Makes a Great Demo

- 1) Enthusiasm! Be positive. Have fun. Get them excited about playing Lightseekers!
- 2) If playing, try to keep the game close and dramatic.
- 3) Be present and available. Answer questions. Compliment strong play.
- 4) Feel free to slip in other points to note throughout the game/event