



# SHARDS OF INFINITY INTO THE HORIZON

## RULES

### INTRODUCTION

*The shards have awoken, their twisted voices whispering into the minds of the Shard Masters, stoking the flames of war with every word.*

*Rez, trained to resist the shard's corruption, watched as the other masters grew more paranoid and violent, watched as their armies swelled, and tensions rose.*

*Desperate to prevent the impending war, he decided to destroy all the shards. Rez channeled his will into his crimson blade and sent a wave of destructive energy across the planet, causing the shards to crack and split.*

*The separated fragments transformed into monstrous shadows of their former masters. They are called the Ingeminex and they wreak havoc upon all the factions.*

*You are a Shard Master, and time is running short. The Ingeminex slaughter your people, foreign armies gather at your borders, and every night you can hear your shard whispering in your dreams. "The last war is here," it says. "I offer you the power to crush your enemies, to gather all the shards, and rule the world. Will you take it, or will you be destroyed?"*

Shards of Infinity: Into The Horizon is an expansion for Shards of Infinity. The rules covered here deal exclusively with the features unique to Into the Horizon. For rules on how to play the base game, refer to Shards of Infinity's Rulebook or visit: <http://shardsofinfinity.com/how-to-play/>

## CONTENTS AND SET UP

- > **60 Cards:**
  - > 30 Black-Bordered Center Row Cards
  - > 30 Purple-Backed Destiny Cards

Before playing, shuffle the 30 black-bordered cards into the Shards of Infinity Center Deck. Then, shuffle together the 30 purple-backed Destiny cards in a separate deck. After setting up the Center Row as normal, flip 6 random Destiny cards face up to create a Destiny Row nearby.

Leave space for Ingeminex cards that may appear from the Center Deck. If you are not playing with the Relics from the *Relics of the Future* expansion, you can remove the Ingeminex card *Corruption* from the Center Deck before playing.



## DESTINIES

Destinies grant you powerful new abilities. Once per game, if you have reached 5 or more on your turn, you may gain one of the available Destiny cards from the Destiny Row. Place your chosen Destiny card in front of you. You may use its abilities for the rest of the game. You may only gain one Destiny card per game, so choose wisely!



**How will Destiny cards shape your decisions?**

Gaining a Destiny card does not cost any resources and can be done at any time on your turn. When a Destiny is gained from the Destiny Row, it is not replaced with a new card, there are simply fewer available choices for the other players.

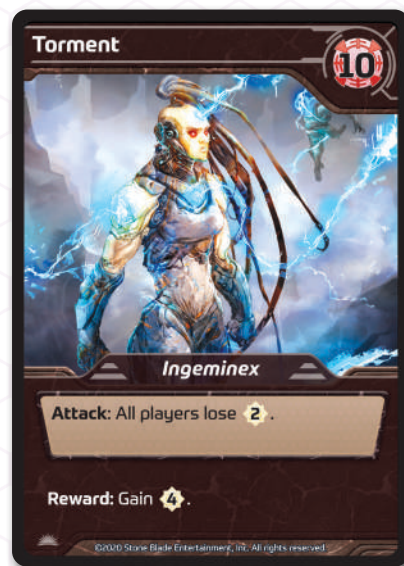
## THE INGEMINEX

*The Ingeminex were born from the shards, ravaging the land as monstrous shadows of their former masters.*

They lurk within the Center Deck, waiting for a moment to emerge and attack!

When an Ingeminex card is revealed from the Center Deck, do not place it in the Center Row. Instead, place it face up near the Center Row in its own space. (Add another card from the Center Deck to fill the still empty space in the Center Row.) There is no limit to the number of Ingeminex that can be active at a time. Add more space for additional Ingeminex as they appear.

Each of the Ingeminex has a unique "Attack" effect that triggers once, at the end of the turn it is revealed. These effects impact all players, not just the person ending their turn.



**Only the person defeating an Ingeminex can claim its reward!**

During your turn, you can spend equal to the number indicated in the upper-right corner of the Ingeminex card to defeat it. (This is similar to using to defeat an opponent's Champion.) Place it on the bottom of the Center Deck and gain the listed reward. Do not replace the Ingeminex with a new card from the Center Deck, like you would for a card in the Center Row. **If you defeat an Ingeminex on the same turn it is revealed, do not trigger its Attack effect.**





## F.A.Q.

**Q: What happens if I use an effect to recruit the top card of the Center Deck, like with the Destiny card *The Shard Defiant*, and the revealed card is an Ingeminex?**

A: When an Ingeminex is revealed, it must immediately go into its own unique location in play. It cannot be put into a player's discard pile, hand, or deck, for any reason. After putting the Ingeminex into its space, reveal the next card from the Center Deck to resolve the recruit effect.

**Q: Should I play with *Corruption* in the Center Deck if I am not playing with the Relic cards from the *Relics of the Future* expansion?**

A: No. You will not be able to gain the reward unless you are playing with Relics. Either remove *Corruption* from the Center Deck before playing, or ignore the card when it's revealed and flip the next card from the Center Deck.



**Q: What happens if a card like *Duplication Fabricator*, *Legion Carrier*, or *Oblivion Gatekeeper* says to reveal the top card of my deck, but I have no cards in my deck?**

A: At any time, if your personal deck is empty and you need to draw a card or reveal a card from the top of your deck, shuffle all the cards in your discard pile to replenish your deck. If you need to draw or reveal multiple cards and your deck runs out in the middle of the draw, shuffle the discard pile to replenish the deck and draw any required cards.

**Q: If I defeat the *Malice* or *Agony* Ingeminex, can I gain a Destiny if I don't have 5? Does gaining a Destiny this way count as my only Destiny for the game?**

A: These rewards allow you to gain additional Destiny cards beyond the typical 'one per game' limit. In addition, you do not need to have 5 to gain the Destiny card from the reward. If you have not already done so, you can still acquire a Destiny when you reach 5 after gaining either of these rewards.

**Q: If the effect of *Cinder Scars* is copied, does the copy get the 3 bonus?**

A: Copying an effect does not count as playing the card. In this case, the copied effect would grant 3, but the original card would not get the 3 bonus.

**Q: How do Destinies and Ingeminex cards work in the cooperative Campaign Mode of the *Shadow of Salvation* expansion?**

A: These cards behave just as they do in other modes. The Ingeminex present an additional threat to your Campaign Mode team, but you can add the Destiny cards as a way to further boost your power!

**Q: If I cause a player to lose 1 with an effect, like with *Oblivion Gatekeeper* or the Destiny card *The Chains that Bind*, does it count as dealing unblocked damage for cards like *Blood for Blood*?**

A: No. Causing a player to lose 1 does not count as dealing damage. These effects are not considered damage and they also can not be prevented by 1.

**Q: What happens if the game would end from multiple players going below 1 at the same time, for example, from *The Chains that Bind* Destiny?**

A: The game ends in a tie.

**Q: If I play a card that has no cost, such as a *Crystal*, *Blaster*, or a *Relic*, does it count as having played an even or odd cost card?**

A: No, cards with no cost are neither even nor odd.



## GLOSSARY

**Attack:** An effect on an Ingeminex card, which will trigger at the end of the turn the Ingeminex is revealed.

**Faction:** Ally and Champion cards are all from one of the five major Factions, which are: Homodeus, Order, Undergrowth, Wraethe, and Aion.

**Relic:** These are powerful cards unique to each Character, introduced in the *Relics of the Future* expansion. You may recruit one of your two potential Relics when you have earned 10.

**Reset:** The opposite of exhaust. Your exhausted Champions will normally reset at the end of your turn. Using an effect to reset a Champion during your turn allows you to exhaust it an additional time.

**Reward:** When you defeat an Ingeminex by spending 1 you immediately gain the rewards listed on the card.

**Warp:** Warp allows players to Fast-Play Allies from the Center Row without paying 1. Warp allows you to Fast-Play Allies that normally cannot be Fast-Played. After you Fast-Play a card with Warp, it goes to the bottom of the Center Deck at the end of the turn.

## CREDITS

### Into the Horizon Lead Design

Justin Gary

### Into the Horizon Lead Developer

Jason Zila

### Additional Game Design / Development

Gary Arant, Jared Saramago,  
Ryan Sutherland, Mataio Wilson

### Project Management

Gary Arant, Mataio Wilson

### Graphic Design

Denver Miller III, Jessica Eyler, Kris Aubin

### Illustrations

Aaron Nakahara, Peter Klijn, Rod Mendez

### Creative Development

Justin Gary, George Rockwell III

### Story and Flavor Text

George Rockwell III

### Public Relations

Bryan Hughes

© 2021 Ultra PRO

© YEAR IELLO for the translated version  
IELLO - 9, avenue des Érables, lot 341  
54180 Heillecourt, France  
www.iello.com

Made in Jiaxing, China by Whatz Games  
Actual components may vary from those shown.

WARNING! Not suitable for children under 3 years due to small parts. Choking hazard.





# SHARDS OF INFINITY

## SHADOW OF SALVATION

### RULES

#### CONTENTS AND SET UP

- 1 Rez Character Dial with Health and Mastery Tracker
- 107 Cards, including:
  - 36 Boss Attack Cards
  - 24 Shadow Champion Cards
  - 8 Gray-Bordered Poison Seed Cards
  - 9 Black-Bordered Center Deck Cards
  - 2 Gray-Bordered Relic Cards
  - 18 Gray-Bordered Saved Cards
  - One 10-card starting deck
- 1 Boss Health and Mastery Tracker
- 12 Hack Tokens
- 1 Battle Book

#### CLASSIC MODE

**Shards of Infinity: Shadow of Salvation** is an expansion for **Shards of Infinity**.

To use Shadow of Salvation in combination with the classic gameplay of Shards of Infinity, simply shuffle the 9 standard black-bordered Cards into the Center Deck. You may also use Rez as a 5th possible starting Hero, including his two unique Relics.

#### Errata

We've made a change to the card **Cloud Oracles**. If you have the Relics of the Future expansion, you'll want to replace Cloud Oracles with the new copies included in this expansion. If you don't have Relics of the Future, just add the new Cloud Oracles into the Center Deck.

For the full rules on how to play the game, refer to the **Shards of Infinity's Rulebook** or go to: <http://shardsinfinity.com/how-to-play/>

#### CAMPAIGN MODE

Shadow of Salvation introduces a brand new way to play Shards of Infinity, via a 2-5 player cooperative Campaign Mode. In this mode, players will team up as Decima, Ko Syn Wu, Rez, Tetra or Volos to alter the course of history.





#### Set up

Set up the game as you would a normal game of Shards of Infinity, by shuffling all black-bordered cards with the standard Shards of Infinity card back to form a Center Deck. Each player should shuffle their own starting deck as normal. All players begin the game at **50** and **0**.


Choose a player to be Team Leader. The Team Leader has the authority to break ties in case the team can't agree on a decision. We suggest that the most experienced Shards of Infinity player is the Team Leader or that you assign Team Leader randomly if all players are familiar with the game.

Next, read through the Battle Book until you face a Boss Battle. The Battle Book will give you specific instructions on how to set up the battle, including how to build the Fate Deck.

#### The Fate Deck

To build the Fate Deck, find the six Attack cards that match the Boss you are fighting. Each Boss will also specify two Shadow Champion groups that they lead. These groups are Abberant , Glitch , Necrotic  and Talos . Find those two groups and shuffle them together with the Attack cards and you should have a Fate Deck of 18 cards.



Use the Boss Health and Mastery Tracker to set the Boss's starting Mastery to **0** and Starting  to whatever is indicated on their Boss page in the Battle Book.



Each Boss Battle is very different, so pay attention to any other starting conditions or special powers located on the Boss page in the Battle Book.



Gameplay in the campaign will alternate between Boss Turns and Player Turns. The Boss takes the first turn.

**Novice Mode:** If your group is inexperienced playing Shards of Infinity, we recommend skipping the first Boss turn in each battle to make the game a bit less challenging.



#### Boss Turns






To play through the Boss turn, each player, starting with the Team Leader, will draw a card from the Fate Deck. If the Fate Deck is empty and a card needs to be drawn, reshuffle the Fate discard pile to reform the Fate Deck.




When a player draws an Attack card, execute the effects of that card. If it is an **Ongoing** Attack, it will then remain in front of the player it was dealt to.









Boss Attack cards often cause the boss to gain . If this causes the Boss to meet or cross one of their  thresholds for the first time, trigger that ability. **Ongoing** Boss abilities remain active after the boss crosses the Mastery threshold.


When a player is dealt a Shadow Champion, that player should put it into play in front of themselves. Some Champions have Ambush effects that will complete when the Champion is played. All Shadow Champions are considered to be controlled by the Boss. Players are not considered to control any Shadow Champions in front of them.

After completing any Ambush effects, a Shadow Champion will attack the player who drew it. When Shadow Champions attack, they deal damage equal to their . Combine the  of all Shadow Champions in front of you and assign their damage in the following order:



- Shadow Champions will prioritize destroying your Champions, starting with the highest  down to the lowest , destroying any that it has enough  to destroy. If there is a tie, the player makes the decision.
- Shadow Champions will not attack champions that they cannot destroy.
- Finally, any remaining  will be used to deal damage to the player.
- Boss Attack  will only be used to deal damage to the players unless the card otherwise states.

Once damage is assigned to a player, that player may reveal cards with  from their hand to prevent damage. It is possible for players to be dealt damage multiple times during the Boss turn. A  may only be revealed once during the Boss turn, however any unused  can prevent damage later in the turn.


For example: If a Shadow Champion attacks you for , and you reveal a card with , you will take . Leave this card face up as a reminder that you used it. If later during the Boss turn you are dealt an additional  from another effect, your remaining  will only prevent  of the , but you won't be able to use it for the full  again.

At the end of the Boss turn, players should return any revealed  cards to their hand. After each player has been dealt a Fate card and all Shadow Champions have attacked, it is the end of the Boss's turn. The players will take the next turn.

#### Player Turns








In general, players will play their turn much in the same way as they would in a classic game of Shards of Infinity. Players can use  to buy new Allies and Champions and use their  to deal damage to Shadow Champions and the Boss.


However, in this game mode, **players take their turn simultaneously**.

This means players can choose to recruit or Fast-Play Mercenaries from the center row in any order. Because this is a cooperative game, players are encouraged to work together to build their decks. However, each player may only use their  to buy cards for themselves. If there is a dispute over which player should get a card (or any other team decision), the Team Leader should make a decision for the team.




*Strategy Tip:* When in doubt, picking cards that match the faction color of your hero and/or other cards you've already taken is a decent strategy.







#### Defeating Shadow Champions



Players may assign  to Shadow Champions to defeat them. In order to defeat a Shadow Champion, players must assign  equal to that Shadow Champion's . Players may spend their  individually or combine  together in order to defeat Shadow Champions. Once players assign  equal to that Shadow Champion's , put the Shadow Champion into the Fate discard pile.

**Shadow Champion Experience:** Whenever a Shadow Champion in front of you is defeated, gain .

After assigning damage to Shadow Champions, all remaining damage is dealt to the Boss.

One last change in Campaign Mode is that when a card would gain , instead of healing only to yourself, you may instead give it to yourself or any other player. Keep in mind that each batch of  cannot be divided, but if you gain  multiple times in a turn, you may heal a different player each time.

Example: Brian plays a card that gains . He cannot give  to Devin and  to Arya. Instead, he can give one player . However, if Brian plays a card that gives  later in the turn, he may assign that  to the same or a different player.

After all players have finished playing cards, spending  and dealing , it is the Boss's turn again.



Ending the Game

When the players reduce the Boss to 0, the players are victorious!

If any player is reduced to 0, any surviving players have one last turn to avenge their fallen comrades. Any Champions or Attacks in front of fallen players stay in front of that player.

Players with at least 1 may play one additional Player turn. At the start of the next Boss turn, if the Boss is not defeated, the Players are defeated.

Keep in mind that in Shadow of Salvation, defeat is not always the end. Follow the story in the Battle Book to continue forward.

Regardless of who wins, all players reset their +, , and starting decks at the start of each Boss encounter.

Saved Allies and Champions

At certain points in the campaign, players will be given new cards for their starting deck. These cards stay in your deck from game to game until you complete the campaign, even if they were banished or somehow another player took them in previous games. All other cards, +, , and are reset in between boss fights so that only your starting cards and Saved Allies and Champions are maintained from battle to battle.

GAMEPLAY VARIANTS

Heroic Difficulty Campaign Mode

In addition to the Normal and Novice Modes described above, you can increase the challenge of the campaign by playing Heroic Mode.

Heroic Mode

Whenever the boss would gain , it gains twice that much instead.

You Can’t Save Them All!

This variant is an alternate way to gain Saved cards while playing through the Shadow of Salvation Campaign that can provide more varied gameplay.

Instead of making a lineup of six Saved cards, deal out two random cards to each player. Players may only choose from the two cards that they were dealt.

Shadow Summoning Draft

This mode allows you to use Shadow Champions in the classic Shards of Infinity player vs. player game.

At the start of the game deal out five random Shadow Champions to each player face down. Each player will choose three of those five Shadow Champions. Set those champions aside face down and discard the rest.

At any time on their turn, a player may pay 3 to summon one of the three Shadow Champions they’ve drafted. When you summon a Shadow Champion, complete any Ambush effects. During your turn you may Exhaust Shadow Champions to gain their

. Unlike in Campaign Mode, Shadow Champions in front of you are under your control and will fulfill the requirement for any Inspire cards. When a Shadow Champion is destroyed, remove it from the game.

5 Player Alliance Mode

In this classic Shards of Infinity variant, each player will be allied with each player sitting on their right and left. The other two players are your enemies. Players win the game by defeating both of their enemies, regardless of if their allies have been defeated or not. It is possible in this mode that two players will meet this condition on the same turn. In this case, both players share an Allied Victory!

As with a normal game of Shards of Infinity, players choose who will go first randomly, then each player after that gains 1, 2, 3 and 4 accordingly.

Single Boss Mode

This Mode is for players who are looking for the cooperative experience, but without the length of a full campaign. For this Mode, players may choose any of the six Boss Battles to play against.

Before the start of the game, use the rules detailed in the Variant You Can’t Save Them All! This will mean that all players begin the game with one Saved card in their Starting deck.

When setting up the Fate deck for the Boss you selected, instead of using the Shadow Champion groups listed on the Boss page, choose two Shadow Champion groups at random.

Proceed from there to play against the Boss Battle that you selected as detailed in the Battle Book.

F.A.Q.

Can I use Thorn Zealot or Ghostwillow Avenger to destroy Shadow Champions?

Yes! Assuming you Unify or have enough respectively, Shadow Champions may be destroyed like other champions in the game.

When assigning Shadow Champion damage, if there are two Champions with the same + total, which one should be destroyed?

You decide. Any time that the rules do not specify which decision to make, the players are able to choose the outcome.

If there are three Simulacrons in play, do they do quadruple damage?

No. Simalacrons can only deal double damage, regardless if there are two or three of them in play.

If I use + to heal other players, after I have played Entropic Talons in play, do I gain ? If another player uses their + on me, do I gain ?

Only + used on you will be turned into . Cards you play to heal other players will not be converted into .

What happens if one of my Saved cards is banished? What happens if one of my Saved cards is taken by another player?

At the end of each battle, when you reset your + and , you’ll also reset your deck to include any Saved cards that you have lost or that were given to other players.

If the Boss loses , then regains at a later point in the game, will their threshold ability trigger a second time?

No. One time Mastery thresholds will NOT be triggered a second time. Ongoing powers do not remain on if a boss is below the appropriate Mastery threshold, but will turn on again once the Boss meets the appropriate threshold.

Does each player need to pay 5 to close an Unstable Rift?

No. Players will combine their gems in order to close Unstable Rifts. This means that one player can pay 2 if another player pays 3 to collectively pay the 5 required to close the rift.

When Dominatus is put into HAVOC Mode at 15, does the HAVOC Mode’s 14 ability trigger?

No. Dominatus’ HAVOC mode abilities only trigger if he is in HAVOC mode when he hits that Mastery threshold for the first time.

When I am dealt an Attack or Shadow Champion card that refers to the enemy, does it affect me?

When playing in Campaign Mode, Shadow Champions and Boss Attack cards are always controlled by the Boss, so each player is considered the enemy. When playing in Shadow Summoning Draft, however, each other player is your enemy.

GLOSSARY

Ambush: Shadow Champions abilities that trigger when they are played.

Saved Allies and Champions: Cards earned by players during the campaign that remain in your starting deck for the rest of the campaign.

Upgrade: Saved Allies with Upgrade will replace a card in your deck when you acquire them.

Warp: Warp allows players to Fast-Play Allies from the center without paying . Warp allows you to Fast-Play Allies that normally cannot be Fast-Played. After you Fast-Play a card with Warp, it goes to the bottom of the center deck at the end of the turn.

CREDITS

Shadow of Salvation Lead Design  
Ryan Sutherland

Additional Game Design / Development  
Gary Arant, Justin Gary, Mataio Wilson, Jason Zila

Project Management  
Mataio Wilson, Gary Arant

Graphic Design  
Denver Miller III

Illustrations  
Peter Klijn, Rod Mendez, Aaron Nakahara, Thien Nguyen, Thomas Verguet

Creative Development  
George Rockwell, Ryan Sutherland, Justin Gary

Story and Flavor Text  
George Rockwell

Public Relations  
Bryan Hughes

Cultists Program Testers  
Parrish Danforth, Glover Parker, Randall Parker, Nathan Revere, Vanessa Shields, Joseph Summa

© 2019 Ultra PRO  
© YEAR IELLO for the translated version  
IELLO - 9, avenue des Érables, lot 341  
54180 Heillecourt, France  
www.iello.com

Made in Jiaxing, China by Whatz Games  
Actual components may vary from those shown.  
WARNING! Not suitable for children under 3 years due to small parts. Choking hazard.