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Portal Hunters

1.1 The Legend

In an era where magic and technology blend in an unstable union, the continent stands at the center of a struggle for power and survival. Ancient portals have reopened, unleashing forgotten forces and legendary creatures. Onceflourishing realms are now fractured into warring factions, each led by Hunters with extraordinary abilities. It is said that in ancient times, the Precursors maintained the balance between arcane arts and mechanical ingenuity. Scattered across the continent, ancient structures lay forgotten, regarded as mere powerless ruins. Recently, these dormant portals have begun to awaken, opening rifts to unknown lands and emitting mysterious energies. It is believed these portals are the work of the Precursors — their masterpiece, or perhaps their downfall. Their unexpected reactivation has disrupted the world's balance, igniting conflict and unprecedented ambitions. Now, Hunters emerge from the shadows: mages who bend the elements, engineers who craft technological wonders, cunning rogues, devout paladins, furious berserkers, and wise clerics. Each seeks to uncover the secrets of the

portals and leave their mark on the fate of the continent.

1.2 The Game

In *Portal Hunters*, you will command a company of Hunters, each with unique traits and extraordinary abilities. Using a customizable deck of cards, you will guide your company through deep strategies, manage vital resources, and face rival Hunters in thrilling battles.

- Unique Hunters and Classes: Choose from various classes including mages, engineers, rogues, paladins, berserkers, and clerics. Each class offers special abilities and distinct playstyles, allowing you to create powerful synergies within your company.
- **Deep Strategy:** Plan your actions carefully across the game phases, managing valuable materials like Crystals, Ingots, and Oil to activate abilities and empower your Hunters.
- **Dynamic Combat:** The interactive combat system allows you to react in real-time to opponents' moves, using abilities and creative tactics.
- Resource Management: Gather and use materials to enhance your Hunters with powerful weapons and armor, and discover rare scrolls and artifacts. Every decision matters in maintaining balance between offense and defense.
- Evocative Setting: Explore mysterious territories, uncover ancient portals, and brave the dangers of enemy traps. Each match is a unique journey across the continent.

1.3 Core Qualities

Customization: Build your own deck with a wide variety of cards, crafting unique combinations that match your company's style.

- **High Player Interaction:** Game mechanics encourage constant interaction between players, making every match unpredictable and exciting.
- Perfect Balance: Every class and ability is balanced to offer a fair experience where strategy and clever thinking
 with a bit of luck lead to victory.
- Immersive Art and Design: Venture into a visually stunning world, with detailed illustrations that bring Hunters and the lands of the continent to life.

1.4 Let's Begin

Are you ready to write your story? Gather your Hunters, sharpen your strategies, and prepare to dive into a world where every decision can change the course of battle. Whether you choose to dominate with magic, engineering, or sheer brute strength, the fate of the continent lies in your company's hands.

Game Elements

2.1 Battlefield

The battlefield represents the playing area, where players place their cards and all other game elements.



Figure 2.1: Battlefield

2.2 Materials

The game features 3 types of materials:

M Ingots,

Crystals,

Oil.

Materials are required to play cards or use abilities and are removed from the game once used. Each player's materials can be tracked using physical tokens or the official app.

2.3 Cards

Cards are the main component of the game and can enter the battlefield in different ways depending on their type. Below are the main components of the cards.

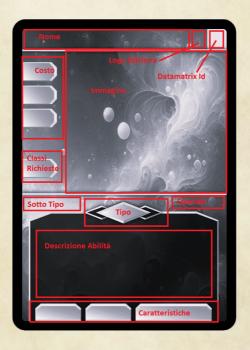


Figure 2.2: Card

➤ Requirements

- a cost in materials;
- a minimum aura level of the hunter;
- one or more required hunter classes.

► Attributes

- materials or resource deck cards to gain;
- aura, defense, and damage values.

► Abilities

- passive abilities, always active;
- activatable abilities, available by paying the cost shown on the card.

$2.3.1 \bigstar Hunter$

Hunter cards, in red, are the company members and protagonists of the game. Hunter cards are divided into classes: Rogue, Engineer, Mage, Paladin, Cleric, Berserker.

The subtype instead indicates the hunter's race, such as elf, orc, or human.

The following attributes are shown at the bottom of hunter cards:



- **Q** Aura: represents the hunter's power, required to play increasingly powerful scroll and portal cards;
- **Defense**: indicates the minimum amount of damage that, once taken, causes the hunter's death;
- Damage: indicates the amount and type of damage the hunter can inflict during combat. Unlike other attributes, damage is represented by a combination of dice and a fixed value. See the "Dice" section for calculation.

Each hunter can have both passive and activatable abilities. Hunters may activate only one activatable ability per turn, whether from themselves or from an assigned artifact or equipment card, by rotating it 90 degrees.

Hunters may cast only one scroll card per turn if requirements are met.

Each hunter can be assigned the following cards: armor; one-handed weapons, or 1 two-handed weapon; artifact.

Note

Each player may have a maximum of 3 hunters on the battlefield. To recruit a hunter, the required material cost on the card must be paid. If a player recruits a fourth hunter, they must place an already fielded hunter on top of the revealed hunter pile. All equipment assigned to the replaced hunter goes to the inventory.

2.3.2 ★ Territory

Territory cards, in green, represent the battlefield and are fought over by hunters. With territory cards, players draw cards and gain materials. Each territory card shows:

Materials: quantities of raw resources available to all players.

Resources: the number of resource cards players draw.



Note

Territory abilities are always passive and apply to all players unless otherwise stated.

2.3.3 ★ Equipment

Equipment cards, in grey, can be assigned to hunters during the game, enhancing their stats and possibly granting activatable abilities or effects. They are divided into three types: • One-handed weapons, • Two-handed weapons, and • Armor.



The subtype specifies the item represented (e.g., sword, heavy armor, bow).

Equipment has the same attributes as hunters: aura, defense, and damage.

When assigned to a hunter, their stats are added together.

Equipment cards can be played directly onto a hunter or added to the inventory for later assignment.

To play equipment cards, the indicated material cost must be paid. If the card shows one or more class icons, only those classes may play or equip it.

Each equipment card may have both passive and activatable abilities.

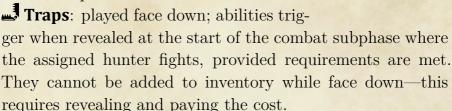
Activatable abilities may only be used if the equipment is assigned to a hunter.

2.3.4 ★ Artifact

Artifact cards, in blue, can be assigned to hunters and grant them activatable abilities and effects. They are divided into three types.

Tools: activatable at any time, like equipment.

Weapons: cannot be activated during the battle phase.



Artifact cards may be played directly on a hunter or placed in the inventory for later assignment.

To play Tool and Weapon cards, the material cost shown must be paid.

Trap cards are played face down for free, but the cost must be paid when revealed. If a revealed trap's requirements aren't met, it is removed from the game, and the player must pay the closest possible amount using their available materials.

Class icons limit card usage to those classes. Artifacts may have passive or activatable abilities.

Abilities are only active if the artifact is assigned to a hunter.



$2.3.5 \bigstar Scroll$

Scroll cards, in yellow, allow hunters to trigger special effects immediately when played and add an element of surprise. Scroll cards are of two types:

Stratagems: may be played at any time. Players may respond with more stratagem

or activatable abilities alternately.

Rituals: cannot be played during the battle phase. Players may respond alternately with stratagems or activatable abilities.

When players respond to scrolls with stratagems or abilities, effects resolve as a stack: the last played effect resolves first, and so on.

Scrolls take effect and remain on the field until the end of the turn. To play scrolls, pay the material cost indicated. Class icons restrict play to specified classes.

To use a scroll, the hunter must have an aura value equal to or greater than the value shown.



$2.3.6 \bigstar Portal$

Portal cards, in purple, allow your party to play on territory controlled by the opponent, even one already in play.

They can be used offensively or defensively to flee battle and may have other effects or additional costs.

Portals used offensively remain on the field until the end of the turn; those used defensively remain until the end of the next turn.



A hunter that activates a portal may not play scroll cards while on the field.

Portal cards have no material cost unless stated.

Class icons restrict usage to specified classes.

The hunter must also have an aura value equal to or greater than the one shown.

When a portal is played, the attacking player cannot retreat from battle.

2.4 Decks

The game uses 3 face-down card decks, each containing different types of cards.

2.4.1 ★ Hunter Deck

The hunter deck must contain at least 6 hunter cards. All hunters must be unique.

2.4.2 ★ Territory Deck

The territory deck must contain at least 6 territory cards. All territories must be unique.

2.4.3 ★ Resource Deck

The resource deck must contain at least 45 cards of type equipment, scroll, portal, or artifact. A maximum of 3 copies of each card may be present.

2.5 Piles

Several face-up piles are present on the battlefield—visible and accessible to all players.

2.5.1 ★ Discard Pile

The discard pile holds all cards discarded or destroyed during the game, such as: hunters killed in battle, resources discarded from hand, or destroyed artifacts.

2.5.2 ★ Revealed Hunters

When players reveal a hunter from their deck, they place it on top of the revealed hunter pile. After setup, each player must always have one revealed hunter; if the pile becomes empty after recruiting, another must be revealed. Players may recruit only the top hunter of the pile.

2.6 Inventory

After playing equipment or artifact cards, players may place them in their inventory instead of assigning them directly. These may be assigned in later enhancement phases. When a hunter dies, all their assigned equipment and artifacts go into the inventory for reuse in later turns.

2.7 Hand

Players hold a group of resource cards in hand, hidden from opponents to preserve surprise. During setup, players start with 6 cards in hand, which is also the hand limit during the game. At the start of each turn, players must discard any excess cards, choosing which to discard.

2.8 Dice

Dice are used to determine non-fixed values such as action success or damage dealt by weapons. With a bit of luck, players can emerge victorious from dire situations where defeat would be certain without dice. Below is a table of the dice used in the game.

Die Shape	Card Symbol	Description
	≅ 4	4-sided die
\Diamond	≅ 6	6-sided die
\bigoplus	≅ 8	8-sided die
\Leftrightarrow	≅ 10	10-sided die
	≅ 12	12-sided die
	≌ 20	20-sided die

Example

Damage is defined as a combination of dice and a fixed value. For example, if I fight with a weapon dealing 2\overline{10}6+1 damage, I roll two 6-sided dice and add 1 to the total. If a card allows or forces a reroll, the previous result is ignored and replaced with the new one.

2.8.1 ★ Game Support App

The official app is designed to assist players during games and with managing their cards. With intuitive features, it allows tracking of collections, decks, and game statistics quickly and easily.

App Features:



Figure 2.3: App

- **Album:** Access the album section to manage and browse your card collection. You can view which cards you own and which are missing.
- **Decks**: Create, edit, and save your decks directly in the app. Organize cards according to your strategies and save decks for future games.
- Tokens and Stats: During gameplay, the app lets you:
 - Track accumulated material tokens.
 - View and update Attack, Defense, and Aura values in

real time.

- Record any permanent penalties affecting your characters.
- Roll virtual dice to resolve game situations.
- Advanced Search: Scan the datamatrix on a card to:
 - View its digital version in your language.
 - Add it directly to your collection.
- **Digital Manual:** Browse game rules, strategies, and insights directly from the app—ideal for resolving doubts without interrupting gameplay.
- Multi-device Support: Compatible with smartphones and tablets on Android and iOS for optimal experience on any device.

How to Download the App:

- iOS: Available on the Apple Store. Download via this link.
- Android: Available on Google Play Store. Download via this link.

2.8.2 ★ Damage Types

Each card capable of dealing damage also specifies its type. This allows other cards to modify the attack or defense only for the specified types.

- X Melee Damage
- . Magic Damage
- · Projectile Damage

Warning

Projectile damage always implicitly includes the Ranged Attack effect, while for the other damage types this effect must be explicitly stated on the card itself or added by another card to be present.

Note

When referring to combat damage, it means the total damage the hunter can deal during combat, including both their personal damage and that of their equipment.

2.9 Effects

Effects are keywords that encompass an ability present on a card.

Note

All the effects described below, except for permanent penalties, end their effect by the end of the turn.

Warning

Effects with a numerical value can be overwritten by an ability only if the new effect has a higher value.

Exception: probability effects are always overwritten, regardless of value.

Example: The Burn 2 effect can overwrite Burn 1, but

Burn 1 cannot overwrite Burn 2.

2.9.1 ★ Probability

Success X

The associated positive effect is activated only if, by rolling an $\boxtimes 10$, the result is equal to or greater than the success value.

Fail X

The associated negative effect is activated only if, by rolling an $\Xi 10$, the result is equal to or lower than the failure value.

Infallible

The Success effect is removed from the associated ability.

2.9.2 ★ Defense

Dodge

The lowest-valued combat damage die from the opponent is removed. The hunter may choose to use this effect only once per turn.

Barrier

The highest-valued combat damage die from the opponent is removed. The hunter may choose to use this effect only once per turn.

Resistance [damage type]

X Reduces by X the damage taken from sources containing the specific type, even if mixed.

Mixed Grip

If the hunter equips only one weapon with this effect, they receive the bonus listed on the card.

Fury

The hunter may reroll the lowest attack die.

Ranged Attack

The hunter may choose to use the Ranged Attack to deal their combat damage before the opposing hunter deals theirs. In this case, they must perform an aiming roll with the condition: "Fail 3: no damage is dealt". The rest of the hunter's and their weapons' damage, without the Ranged Attack ability, is still dealt afterward, simultaneously with the opponent's damage. If the hunter decides not to use the Ranged Attack effect, combat damage is dealt simultaneously with the opponent's damage.

Surprise Attack

The effects of permanent penalties that the hunter is about to suffer are negated. The hunter deals combat damage before receiving the opponent's combat damage, even if the opponent has Ranged Attack.

2.9.4 ★ Utility

Recycle X

During the enhancement phase, the player may discard X cards from hand and obtain X materials of their choice.

2.9.5 ★ Instant Penalties

Instant penalties have an immediate effect.

Burn X

Success 6: the opposing hunter suffers X magic damage.

Shock

The opposing hunter suffers 2 magic damage if they are equipped with heavy armor or shields.

Inhibit

The target's abilities cannot be activated in response to this effect. If the target is a hunter, they also cannot respond with stratagems or resource abilities assigned to them. Inhibit takes effect immediately when declared.

2.9.6 ★ Temporary Penalties

Temporary penalties are effects that last until the end of the turn.

Silence

The target hunter cannot use scrolls or activatable abilities until the end of the turn.

Deactivate

The target loses all abilities until the end of the turn.

Vanish

The target remains out of play until the end of the turn. If the target is a hunter, any artifacts or equipment assigned to them return to the inventory.

2.9.7 ★ Permanent Penalties

Permanent penalties are effects represented by permanent counters that remain on the hunters even after the end of the turn. They can only be removed by specific abilities or scrolls.

Weaken X

The affected hunter has aura -X.

language Poison X

The hunter has defense -X.

3 Oil Bath X

The hunter has damage -X and the Burn effect on them also gains the Infallible effect.

Duel Mode

Except for alternative game variants, the match is played by 2 players who face off by sending their company of Hunters into battle, aiming to conquer the opponent's territories. Below are the phases that make up the entire match.

3.1 Setup

Before the game turns begin, each player performs the following actions:

- 1. The player gathers 12 materials of their choice;
- 2. The player reveals the top hunter card. If they have the required materials to recruit it, they pay the cost and do so. Otherwise, they reshuffle their hunter deck, reduce their materials by 1, and try again. If, after several attempts, the material count reaches 0, the player loses the game;
- 3. The player may recruit up to 2 additional hunters if the remaining materials are sufficient;
- 4. The player draws 6 cards from their Resource deck;

5. Once both players have completed these actions, they roll 1∑10. The player with the highest roll chooses whether to start on offense or defense.

3.2 Game Turn

A game turn includes the following phases:

$3.2.1 \bigstar Phase 1 - Exploration$

- 1. The attacking player may play a portal card, if they do not already have one in play. This allows them to play the turn on a territory owned by the opponent—either the next one in their deck or one already on the battlefield;
- 2. The attacking player may play scrolls or activate abilities, and the defending player may respond with scrolls or abilities;
- 3. The defending player may play scrolls or abilities, and the attacking player may respond with stratagems or abilities;
- 4. If the attacking player does not have a portal in play, the top territory from the defending player's deck must be revealed;
- 5. The revealed territory indicates which resource cards and materials to gather. Both players collect the indicated materials and draw the respective number of cards from their Resource decks.

$3.2.2 \bigstar \text{Phase } 2 - \text{Equipment}$

➤ Attacker Equipment

In this phase, the attacking player may reveal a new hunter card from their deck to potentially recruit it. If the attacking player decides to replace a hunter with a newly recruited one, the replaced hunter is placed on top of the revealed hunter pile, replacing the new recruit. The attacking player may play equipment or artifact cards to equip them directly, equip them from the inventory, reassign them between hunters, or return them to the inventory.

▶ Defender Equipment

The defending player performs the same actions as described in the previous subphase.

$3.2.3 \bigstar \text{ Phase } 4 - \text{Confrontation}$

- 1. The attacking player may play a scroll or activate an ability, and the defender may respond with stratagems or abilities;
- 2. The defending player may play a scroll or activate an ability, and the attacker may respond with stratagems or abilities;
- 3. The attacking player decides whether to attack or retreat;
- 4. If the attacker chooses to attack, the defender may retreat only by playing a portal card;

5. If a player retreats, all of their hunters are defeated, and the game proceeds to the "Conclusion" phase.

$3.2.4 \bigstar \text{Phase 5} - \text{Battle}$

▶ Combat 1

- 1. The defending player chooses one of their hunters and one of the opponent's hunters who have not yet fought. These hunters must engage in combat. If the defender has more hunters than the opponent, they may assign additional hunters to fight together;
- 2. The attacking player may activate abilities or play stratagems, and the defender may respond;
- 3. The defending player may activate abilities or play stratagems, and the attacker may respond;
- 4. Both players roll their combat damage dice;
- 5. The attacker may activate abilities or play stratagems, and the defender may respond;
- 6. The defender may activate abilities or play stratagems, and the attacker may respond;
- 7. Combat damage is assigned to the hunters. If a hunter fights against multiple opposing hunters, they may choose how to distribute the damage;
- 8. The winner is the hunter with the highest remaining defense after combat. The defeated hunter card is rotated 180 degrees.

If a hunter's defense is reduced to zero or less, they die at the end of the battle and are sent to the discard pile. If both hunters have the same remaining defense or both die, they are both defeated.

► Subsequent Combats

The actions from the previous subphase are repeated until all hunters have fought. The player who chooses the next pair of hunters alternates after each combat.

$3.2.5 \bigstar Phase 6 - Conclusion$

The player with the most undefeated hunters on the battle-field wins the turn and gains the territory. In case of a tie, the territory remains with the defending player. The territory is rotated 180 degrees if the attacker wins. Each player removes any scrolls or portals played during the turn and places them into the discard pile. All previously rotated hunter cards are returned to their original position, and all surviving hunters recover their full defense points. Players must discard any excess cards from their hand.

3.3 End of the Game

A player wins the match if, at the start of a turn:

- 1. They have conquered 3 territories;
- 2. The opponent has no more hunters on the battlefield.

If at the start of a turn neither player has hunters on the battlefield, the match ends in a draw.

Adventure Mode

Adventure Mode offers a compelling game experience, designed to explore the mechanics and strategies of **Portal Hunters** in an adventurous setting. Each player begins by acquiring **3 Adventure packs**, which contain cards specific to a single class. This format encourages immersion into the themes and playstyle of the chosen class, making each match unique and engaging.

4.1 Game Setup

- Acquiring the Packs: Each player acquires 3 Adventure packs. Inside each pack you will find:
 - Cards tied to a single class.
 - A combination of hunter cards, abilities, weapons, and items exclusive to that class.
- **Deck Building:** Players open their packs and select cards to build their deck.
 - The resulting deck must follow the general 1v1 mode rules, with no restriction on the number of copies per card.

- There is no need to own a pre-built deck: the cards obtained from the packs will form the entire deck.

4.2 Game Rules

- Once the decks are completed, players face off following the standard rules of 1v1 mode.
- The goal remains to make the best use of your class-specific cards to overcome your opponent, leveraging synergies, abilities, and strategies unique to the chosen class.

Adventure Mode is designed to add an extra layer of unpredictability and creativity to your challenges.

Iconography

5.1 Card Types

Icon	Category	Represents
0	-	Portal
A	-	Territory
- <u>L</u>	Artifacts	Tool
£.	Artifacts	Weapon
<u></u>	Artifacts	Trap
الس و و « م	Scrolls	Stratagem
()	Scrolls	Ritual
Ť	Equipment	Armor
14.	Equipment	One-handed Weapon
75	Equipment	Two-handed Weapon

Icon	Category	Represents
	Hunter	Engineer
8	Hunter	Rogue
0	Hunter	Cleric
AIN	Hunter	Berserker
<u> </u>	Hunter	Mage
M	Hunter	Paladin

5.2 Attributes

Icon	Category	Represents
0	Materials	Oil
	Materials	Ingots
	Materials	Crystals
	-	Resources
@	-	Aura
	-	Defense
X	Damage Types	Melee Damage
O CONTRACTOR OF THE PARTY OF TH	Damage Types	Projectile Damage

Icon	Category	Represents
B	Damage Types	Magic Damage

5.3 Permanent Penalties

Icon	Туре	Represents
*	Tokens	Oil Bath
	Tokens	Poison
*	Tokens	Weakening

5.4 Other

Icon	Туре	Represents
<u>&</u>	Activation Costs	Card destruction
1.	Activation Costs	Material cost
1 ≅ 6	Dice Types	1 six-sided die