



OPHIDIAN 2360 MULTIPLAYER RULES

Ophidian can be played with 2-4 players. In a 3 or 4 player game, some additional rules are needed.

Play always passes to the left. When a player loses Momentum, the next player to the left gains Momentum. If a player Roars to make a positive action negative, the Momentum still passes to the next player, not necessarily the player that Roared.

When a player destroys a card that is worth VP, it is placed in its owner's Funeral Pyre, and the player that destroyed it gains its VP which is added to their score. Players should keep track of their own VP total, and this information is open/available to all.

If a player destroys their own card, the player with the lowest VP total gains the VP for it. If there is a tie, the player with the highest Cheer among the tied players gains the VP.

Players may only Attack opponents to their immediate left and right. In a 3-player game, anyone can Attack anyone, but in a 4-player game, each player will have an opponent that they cannot Attack. They may still play Quick-Hits, Pumps, and perform abilities which target that player and their cards.

If a player is eliminated in a 3-4 player game, the size of the game is reduced and play continues until one player achieves a Victory Condition.