



Object of the game

A game for 2 Players. Where players will alternate taking turns until a player has won the game by destroying their opponent's castle.

On a player's turn, using their **resources** and their **cards**, they can **summon characters**, **move them** and **cast spells**, to win **fights** on a **map** in order to damage the opponent's castle.

Components

To play Leviatel Legends: Battle for Valtia, you'll need the following components:

1. Two Decks of 15 cards each



A deck with 15 cards.

2. Red, Green, and White Dices



3. Life Counter



4. Tokens



1. Energy



2. Turn



3. Coin

5. Game Board



6. Two Player Boards



Game Setup Preview

You now need to arrange the components as visually described in the preview below and follow the setup steps on the next page:



The setup steps marked with numbers in the preview can be found on the next page:

Game Setup

Steps to setup a game

1

Place all components as shown in the preview and **choose a side**.



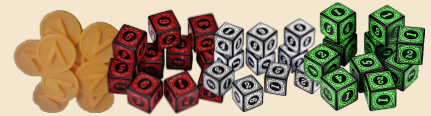
2

Both players place their tokens in the 1st turn slot, as shown in the example preview.



3

Create a supply of dices and coins within reach.



5

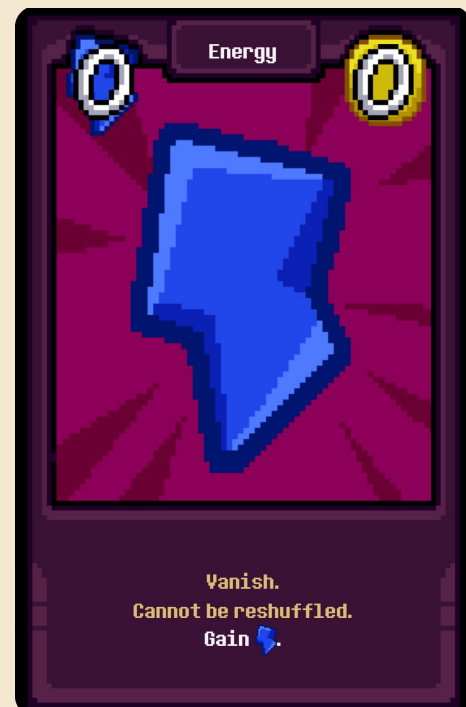
Determine which player will go first. The second player gets this extra card in their hand.

4

Set the castle's health.

Consult the following table to decide how much health you want to play with. **It's recommended to start with 5.**

Match type	Average Time	Health
Quick Match	15min	5
Long Match	30 - 45 min	10
Extended Match	1h - 1h30 min	15



Compensation for Going Second

6

Shuffle the deck and place it in the deck slot.



Need a deck?

Select one of the pre-made decks using this QR code.



7

Draw cards from the deck until you have **five** in your hand.



An example hand of a starting player with 5 cards

8

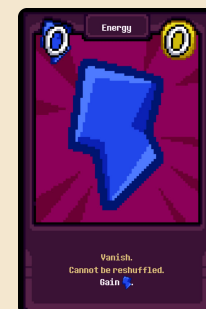
Optionally, you can reshuffle and draw once more.

Note: You can't reshuffle the extra energy card.

This card can't be reshuffled



An example hand of the second player with 5 cards



Turn Sequence

The turn has no set time limit.

During their turn, a player can make as many actions as they want, as long as they are able to do so.

When the player is satisfied with their actions, they pass the turn to the next player.

On a player's turn, they need to:

1. Manage resources
2. Play cards
3. Update the board state.

1. Resources

Energy (⚡) and Coins (🪙)

- Manage Energy (⚡) and Use the Energy Track (🏞️)

To manage your ⚡, move your **energy token** forward or backward on the **energy track** to match your current amount. The maximum energy a player can hold at any time is 8.

A

The player have 2 energies



B

The player spent 1 energy



C

The player gain 6 energies



• Manage Coins (🪙)

You should have a supply of 🪙 within reach, serving as a bank.

When you gain a 🪙, take it from the bank supply and place it near your player board.

There is no specific place for the 🪙, but they must be visible to your opponent.

Coins are cumulative and can be saved from turn to turn.



Examples of Where to Place Coins



• Trade Resources

Players can also gain resources through trades. Trades are only possible during a player's turn.

On their turns, players can make **three types of trades**.



• Manage Turns and Use the Turn Track (🐉)

Turns are counted up to turn 5, but the game continues beyond this point.

To track turns, move your turn token forward or backward on the turn track to match your current turn.



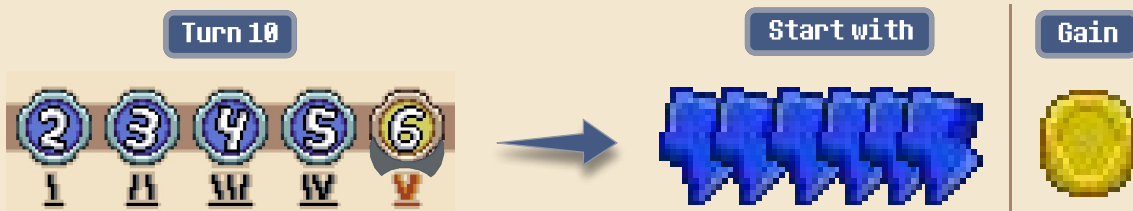
• Resources gained each turn

The progression of turns results in an improvement in the resources gained at the beginning of each turn, as shown below.

The player always starts with an amount of 🐉 equal to the value indicated above the current turn. **Any remaining 🐉 from the previous turn is ignored.**

Note: From turn 5 onward, the player also gains **1 coin** (🪙) per turn.

Examples of resources gained



2. Play Cards

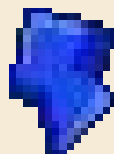
• Card Properties



Movement

The directions the card can move.

The player must spend both resources to play a card



Energy cost

The amount of energy the player must spend to play the card.



Coin cost

The amount of coins the player must spend to play the card.



Attack

Damage dealt to other enemies and enemy castle.



Defense

If a card defense reaches 0, the card dies.



Rarity

Used in deck-building to balance how many copies of the same rarity a card can have in a deck.

• Deck

Each player starts with a **15-card deck**. Shuffle the deck and place it in the deck slot.



Need a deck?

Select one of the pre-made decks using this QR code.



• Deck building (Optional)

If you want to build a custom deck instead of using a pre-made one, it must consist of **15 cards** with a **maximum of 2 copies of the same card**.

The deck must also contain a maximum of **1 legendary card**, **3 epic cards** and **5 rare cards**.

Rarities

No max

Max: 5

Max: 3

Max: 1

Deck

Quantity: 15

Examples of wrong card choices

The max number of legendary cards is 1.

The max number of copies of each card is 2.

• Player Hand

Each player should always have **5 cards in hand** if there are cards available in the deck to draw.

Therefore, at the start of the game, the player draws cards until they have 5.



An example hand of a starting player with 5 cards

Remaining deck: 10 cards.



• Mulligan

If a player doesn't like the cards in their hand, they can place them back into the deck and shuffle again.

The second player gets an extra energy card.

Note: You can't reshuffle the extra energy card, as stated on its effect.



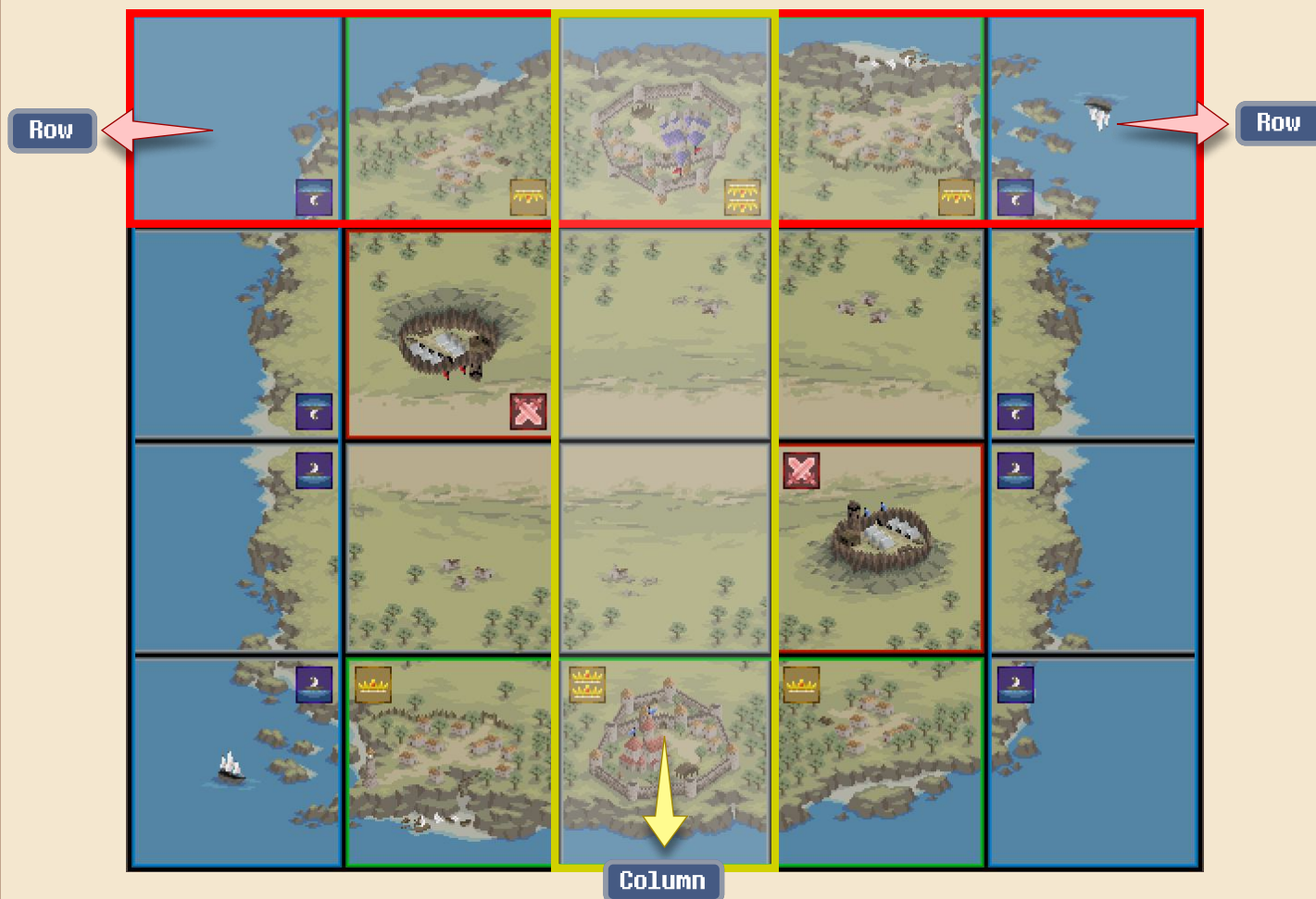
These cards can be reshuffled.



This card cannot be reshuffled

• Board

The board consists of **5 columns** and **4 rows**, creating a total of **20 areas**.



• Areas

An **area** refers to a specific position on the map where characters can be placed and moved.

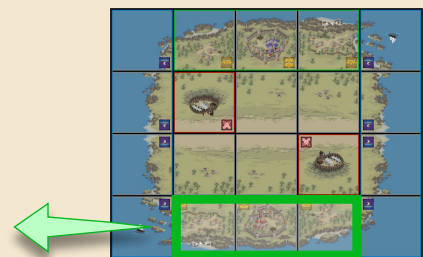


• Spawning Areas (👑👑)

These are the areas where you **can summon allies** and where the enemy must reach to **inflict damage on you**.



Note: Attacking the castle in the center area deals double damage.



• Spawning Areas (Exceptions)

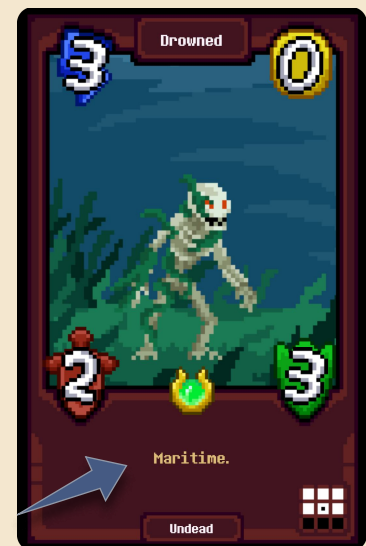
These cards are exceptions to the spawning rule.

Cards with **"Maritime"** in their effect can **only** be summoned in the coastal areas of the defensive row, as shown below.



Can spawn here

Can spawn here



• Area Capacity



Each area can hold a **maximum of 2 characters**.

If all spawning areas are full, you cannot summon any more cards until there is available space.



• Play a card

To play a card, select one from your hand and **choose a spawn area** with available space.

Place the card in that area and **pay its cost** in  and .



• Movement Sickness

When a character enters the field, **it cannot move that turn.**

To symbolize this, place the character card horizontally like in the example.



• Draw a card

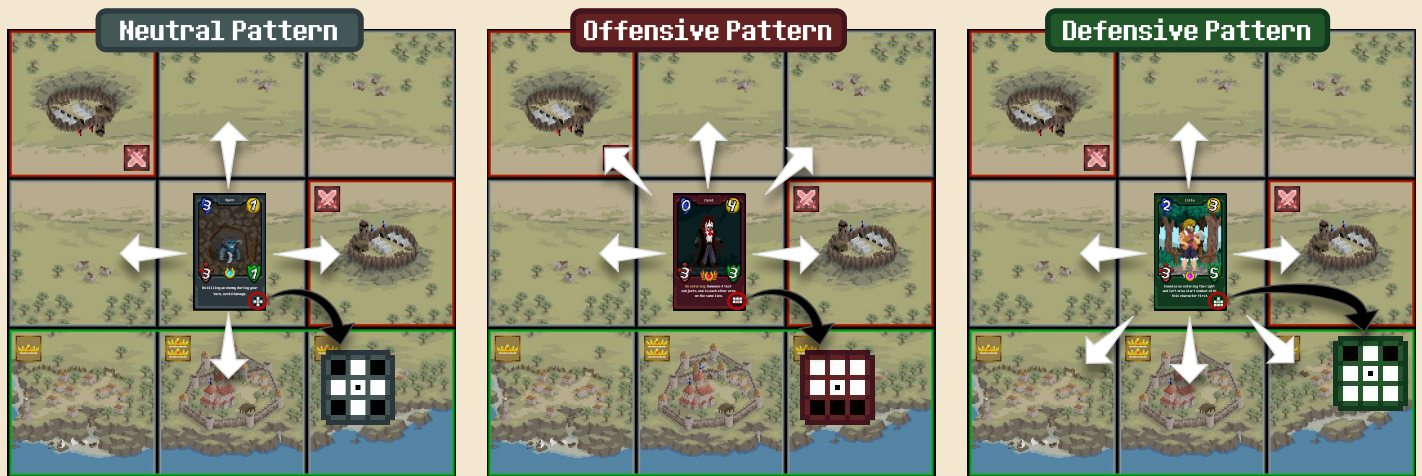
After playing a card from your hand, as you should always have **5 cards in hand**, if there are cards available in the deck, **you can draw a card.**

Note: Draw cards until you have 5 again.



• Move a character

Allies can only move to adjacent spaces as visually described on their card. There are **3 types of movement patterns** a card can have.



• Movement

You can move multiple allies per turn, but each ally **gains movement sickness** after moving, meaning they **cannot move again until the next turn**.

Moving an ally by 1 area costs **1 energy** (🔵).



• Movement Blocking

Note: You **can't** move a character to an area that already has 2 characters.


You need to move one of them out before moving another character in.




• Movement () (Exception)

There is a special area named “Coastal Area”, where a character does **not gain movement sickness**.

This means that after entering, the card **can move again** if the player chooses to.

Note: Moving an ally by 1 area costs 1 energy ().

A “Coastal Area” is represented by this icon () and is located in the leftmost and rightmost columns.



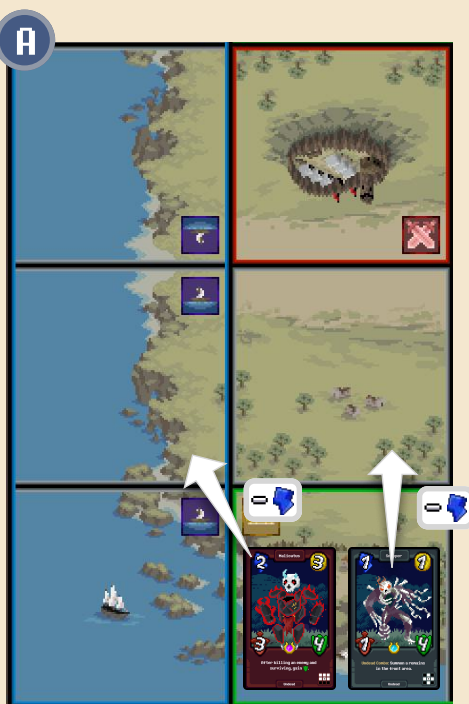
Area Icon






Locations

• Coastal Area () (Example)

Below is an example of two characters moving in a turn. The character that entered the “Coastal Area” could move again, while the other could not.



In this example, we can observe that the player moved 2 characters in one turn and spent a total of (  ) on movement actions.

Energy Before Moving



Energy After Moving



• Fort Area (🏰)

The “Fort Area” is the last special area in the map.

This area grants to all allies in the area 🏰 at the **end of your turn**.

A “Fort Area” is represented by this icon (🏰) and is located in the positions marked on the map example.



• Attack Buff (🏰)

A character's attack value (🏰) can change during the game.

To update the attack value (🏰), place a **red dice** above the attack property icon.

Below is an **example** of a card that ends its turn in the “Fort Area.”



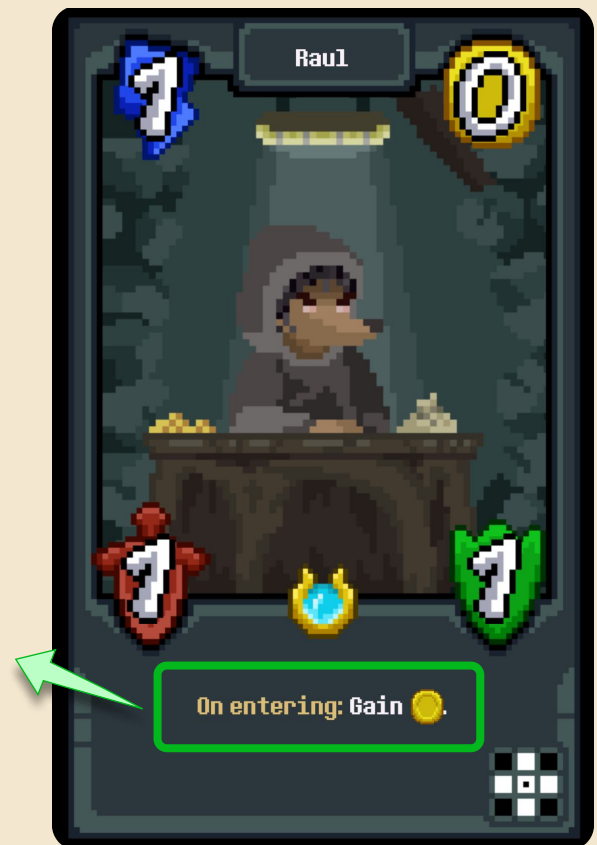
• Card Effect

Each card can have its own **effect**, which might include:

1. Granting buffs
2. Dealing damage
3. Gain resources
4. Other crazy effects

Each card can also have **trigger points** that activate its effects. For example, a card with the **keyword** “On Entering” means that when the card enters the board, it will trigger the effect “Gain 🪙.”

Note: The meanings of all **keywords** can be found in the **glossary** at the end of the rule book.



• Defense Buff (♥)

A character's defense value (♥) can change during the game.

To update the defense value (♥), place a **green dice** above the defense property icon.

Below is an example of using a **card's effect** to give (♥) to an ally.



• Temporary Buff (🛡️)

Some cards grant 🛡️ to a character for a certain duration or under specific conditions. For this, we use (🛡️), which represents a **temporary attack buff**.

Note: There are no cards that provide temporary defense, and there will never be. **The only temporary buff that exist is for attack.**

Use **white dice** to indicate the buff, as shown below. You can place it near the attack property (🛡️).

Note: In the example below, the buff is temporary because it only applies while the card is alive and in the center area.



Other Examples



• Excessive Buffing

The buff dice have a maximum value of 6.

When a card's buff exceeds 6, an additional die is placed next to it, and **their values are summed**.


In the example on the right, the card has a total of **7 defense**.



3. Fights

• Start a Fight

When an ally attempts to **enter an area occupied by an enemy**, a **fight occurs** to determine who remains in the area.

Moving an ally by 1 area costs , but you **must win the fight to occupy the area**.


Enemies are identified by their cards being placed facing away from your perspective.



When a fight starts, **it should be resolved immediately**, before performing any other actions.

The ally is starting an attack.





• Fight

Both characters deal damage to each other. If a character's  number reaches 0 or less, the card dies.

The damage dealt is equal to the  number, which also reduces the target's  number.

Additionally, attackers receive damage equal to the target's  number.

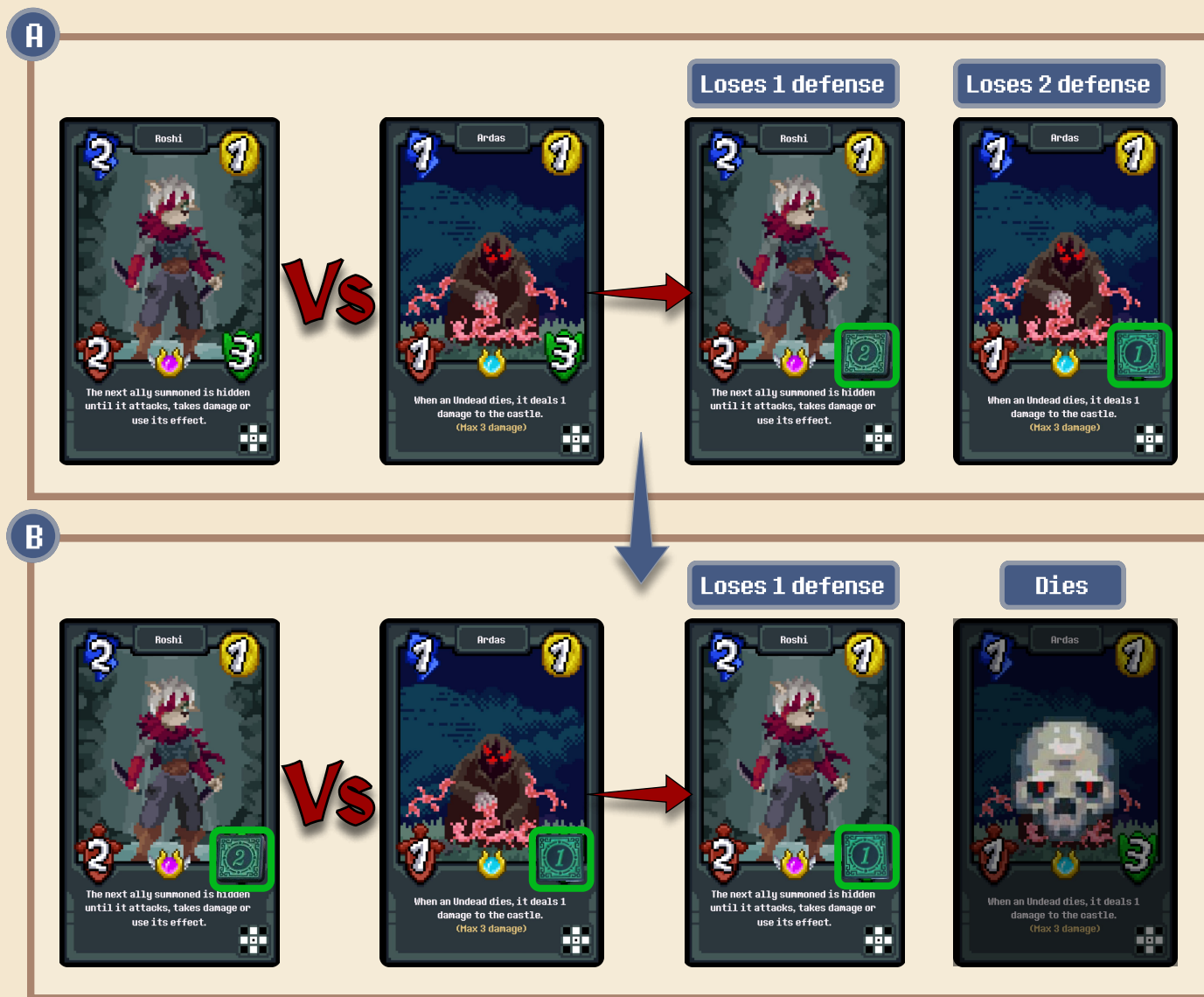
When there's a change in  or  numbers, a dice is placed on top of the base number to show the current value.



• Extended Fight

Fights can last more than one round of attacks, since **opposing characters cannot coexist in the same area**, they will continue to fight until only one remains.

In the example below, there were two rounds of attacks before one of the characters was defeated.

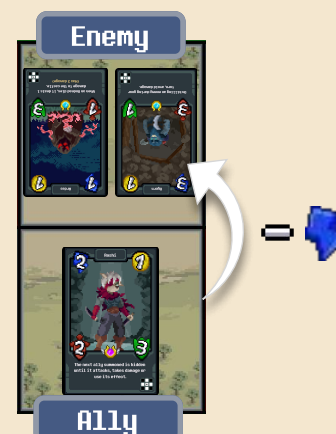


• 1 vs 2 Fight

In a **fight against two enemies**, the **attacker can choose** which one to attack first.

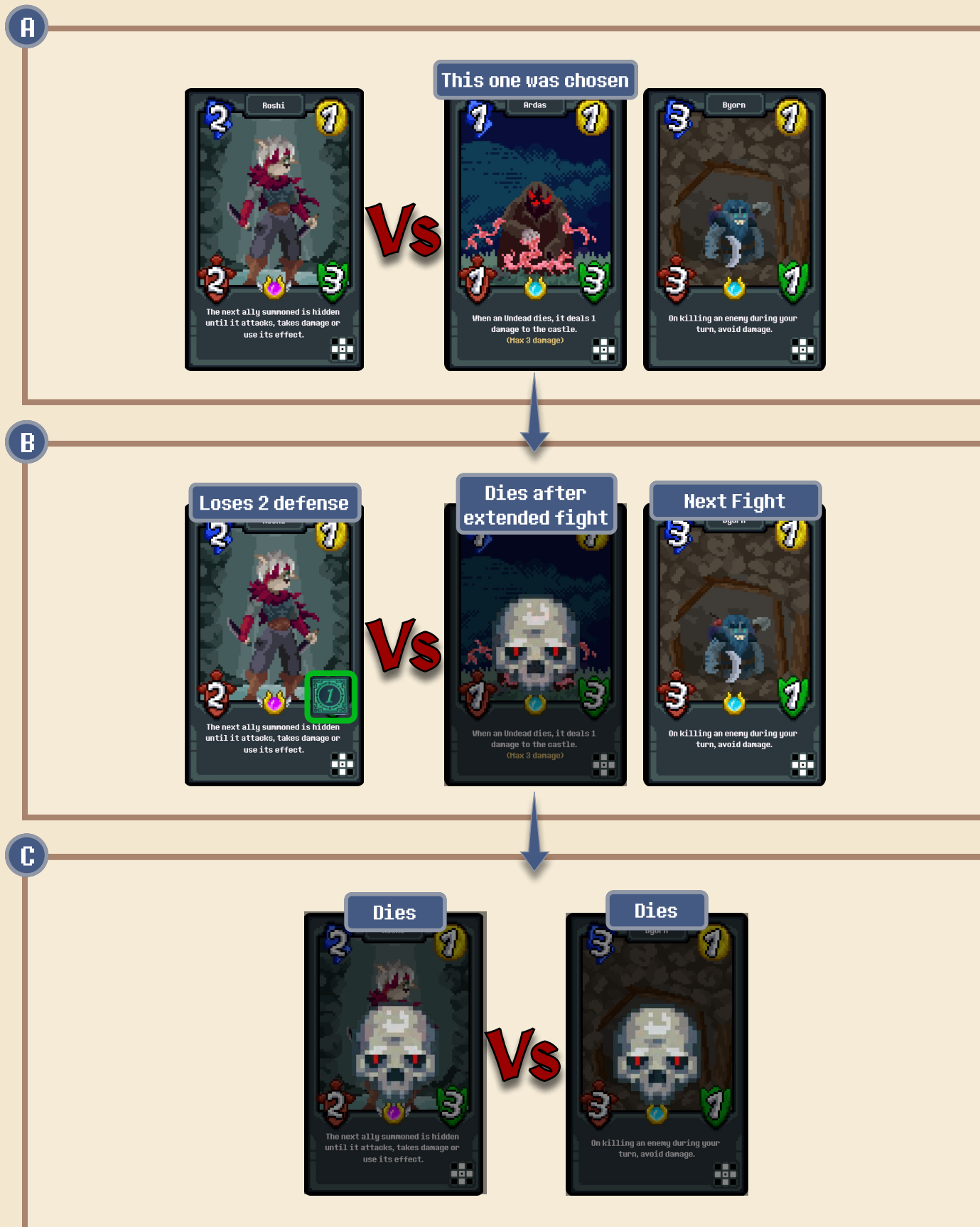
The attacker continues to attack that enemy until one of them is defeated or both are.

Afterward, if survived, the attacker engages in combat with the **remaining enemy**.



• Fight (Example)

Tip: In this example, the player chooses to **attack the weaker card first** and then the stronger one. This strategy allows the player to potentially **defeat both enemies using a single card**.



• Summon during a Fight

Some characters have effects that summon new characters upon death.

In a **(1 vs 2 fight)**, if a card with such an effect dies, it creates a new **(1 vs 2 fight)**. The **attacker then chooses** which of the newly summoned characters to attack first.

In the example below, the **“Skeleton”** card summons a **“Remains”** card upon death.

A

Player can choose

B



C

They fought! Player can choose again

D



Tip: In this example, the player chooses to attack the other card first, rather than the newly summoned one, to maximize his advantage on the board.

• Protecting

There are cards with a **"Protectable"** keyword, which is crucial in fights.

Cards with this keyword **are always the last to be attacked** in a (1 vs 2 fight), meaning the attacker cannot choose to target them first.



• Graveyard

When a card dies, it is placed **face down** in the player's graveyard, located to the left of the player's board, as shown in the example below.



• Vanish (Exception of Graveyard)

There are cards with the **"Vanish"** keyword, meaning **they do not go to the graveyard** when they die. For these cards, you can place them wherever you like, as long as they are not mixed with the important card piles.

Example of placement



• Discard a card

After turn 5, a player can choose to **discard a card** to the graveyard and **gain 1 energy** (♣) in return. This can be done a **maximum of 2 times per turn**.

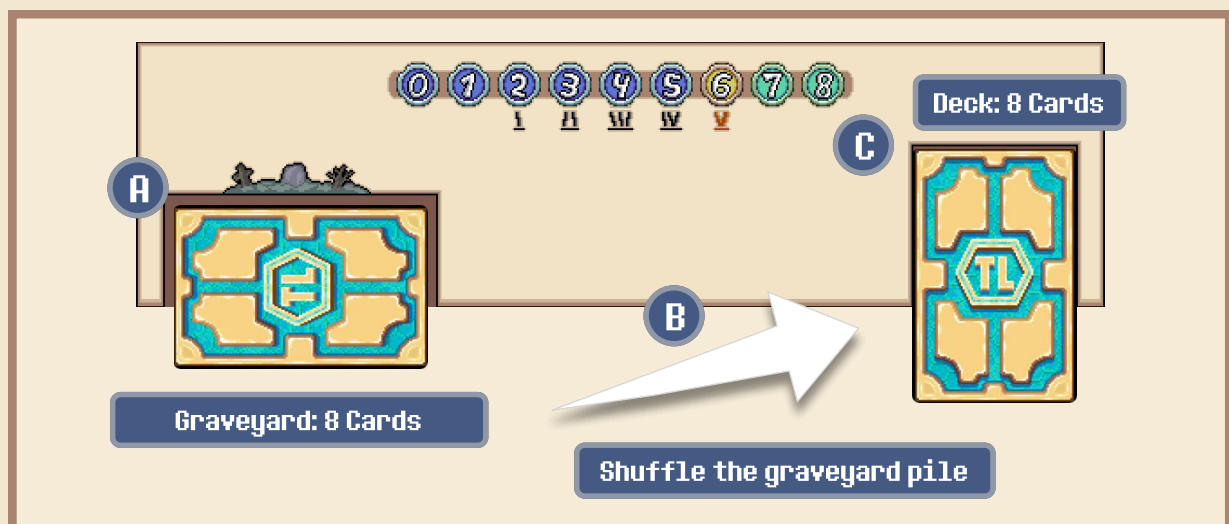


• Restore Deck

When the player has drawn all cards from their deck, they can choose to **lose 3 castle health** to draw a **new deck** at any time during their turn.




To create this **new deck**, **shuffle** all cards from the graveyard, place them back into the deck pile, and **deduct 3 castle health**.

Note: If you have fewer than 5 cards in hand, you can draw cards from the deck until you have 5 again.



• Spells

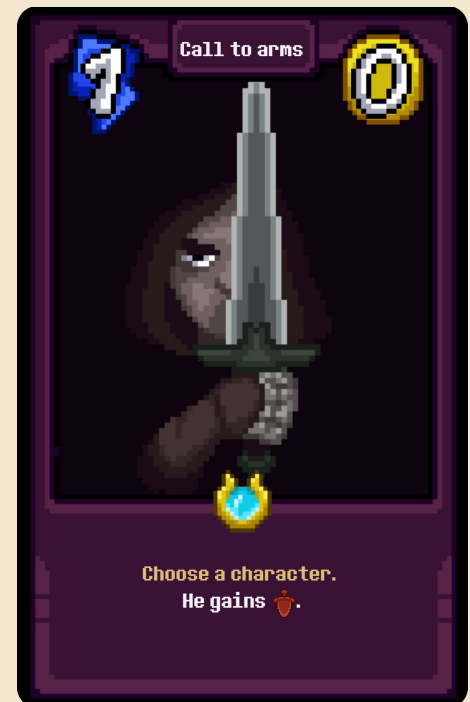
Spells are unique cards that differ from character cards.

They don't have  and  values, they have only  and  costs.

When played, **spells apply immediate effects** to the board or characters on it.

After a spell is played, it is shown to the opponent to see, then **goes directly into the graveyard**.

The example below demonstrates the use of the spell card shown on the right.



• Spell (Example)

In the example below, the player starts by **choosing a character** to receive the buff. After applying the effect, the spell card **goes directly to the graveyard**.



• Castle Health

To win the game, **you need to inflict damage on the enemy's castle**. The amount of castle health is determined at the beginning of the game.

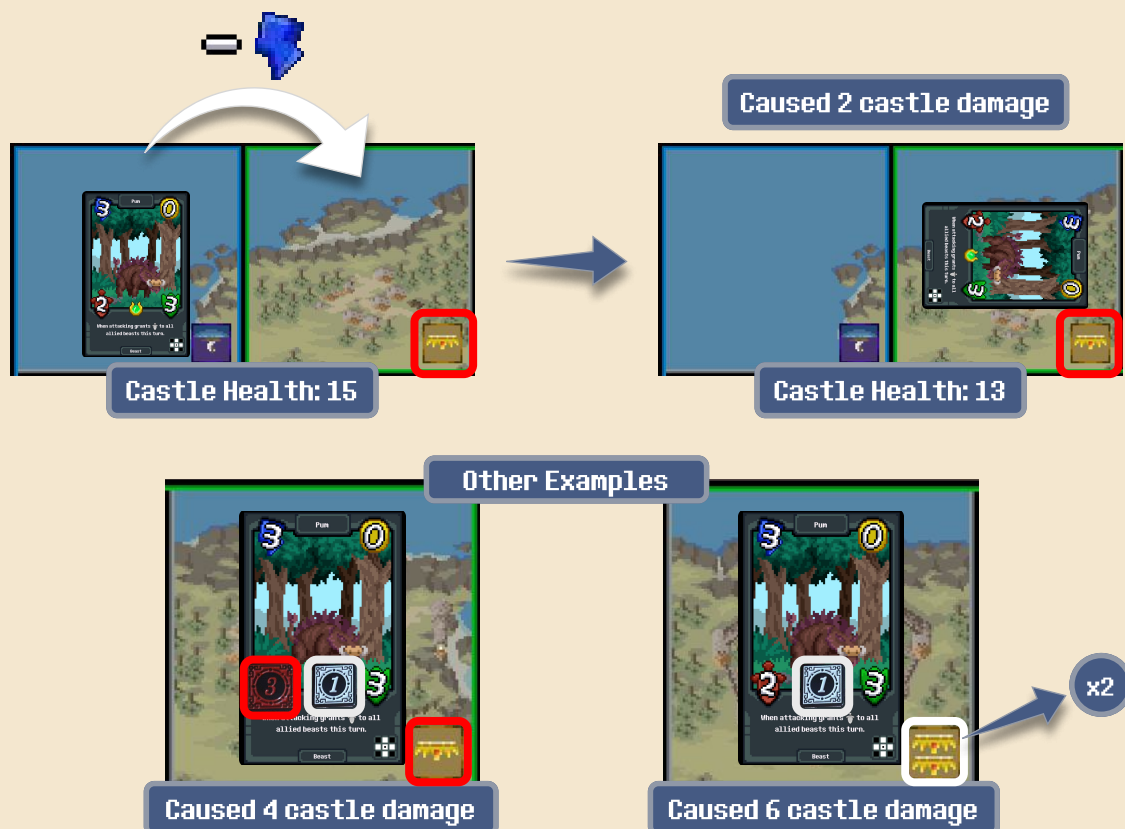
Consult the table below to choose the castle health for your game.

Match type	Average Time	Health	
Quick Match	15min	5	1. Quick Match: Ideal for short games and new players.
Long Match	30 – 45 min	10	2. Standard Match: Suitable for a balanced gameplay experience.
Extended Match	1h – 1h30 min	15	3. Extended Match: Provides a longer, more strategic game.

Note: It's recommended that new players start with the Quick Match mode.

• Damage the castle

This is done by moving an ally into an enemy spawn area (👑 or 👑). The amount of **castle damage dealt is equal to the character's** 🛡️. If the character enters the castle area (👑), the damage dealt is doubled.



• Defending the castle

To defend the castle, you should **place characters in the spawn areas**.

When an enemy attempts to enter these areas, they must **first engage in combat with your characters**. Only if the enemy survives the fight can they enter and cause damage to your castle.



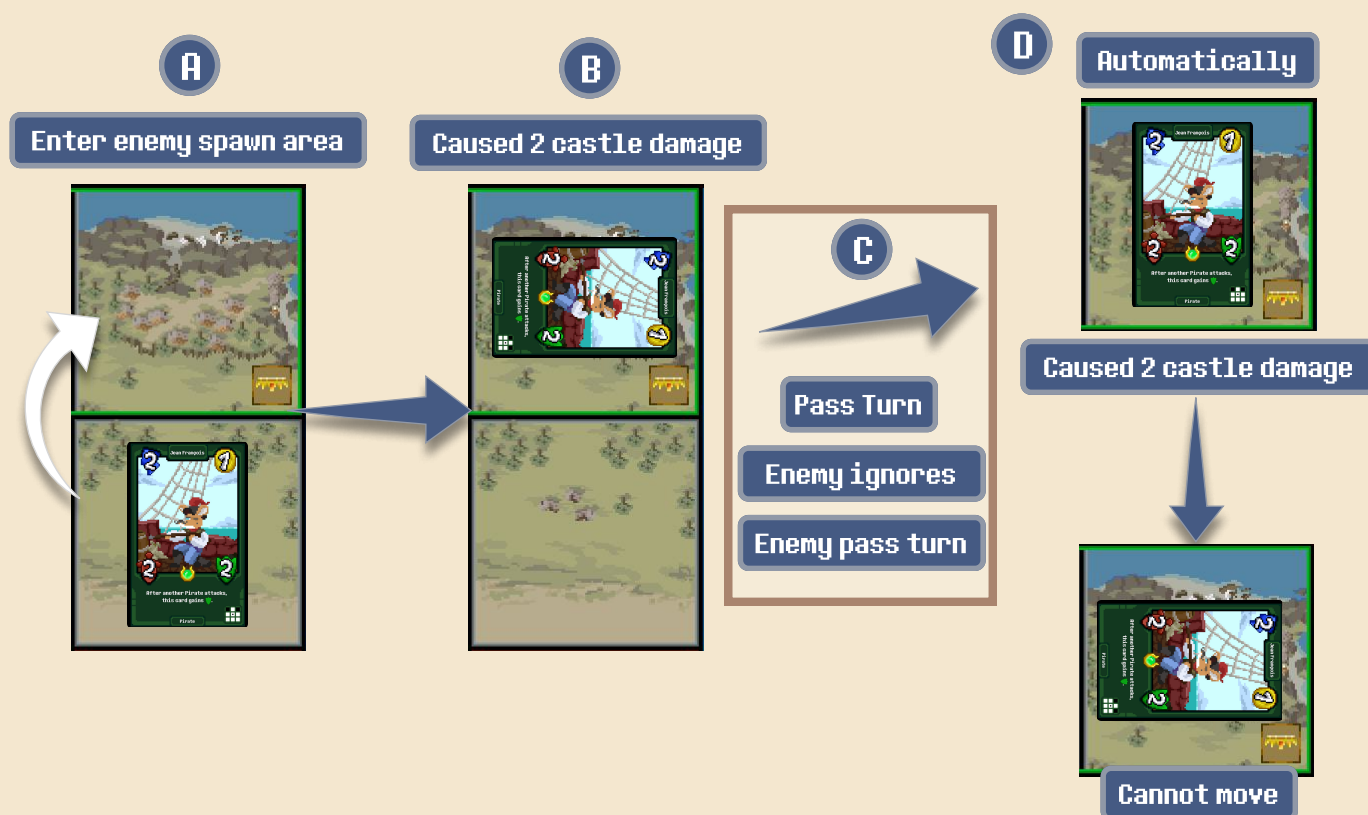
• Spawn in an area occupied by an enemy

A player can spawn a character in an area occupied by an enemy. When this occurs, the two characters **immediately start combat**.



• Not defending the castle

When it's your turn and you have an enemy in a spawn area but **choose not to remove it**, during your **opponent's next turn**, the enemy character will **automatically deal damage** to your castle and **will be unable to move**.



• Win the game

The game is won by the player who first **reduces the opponent's castle health to 0**.

You can **update the castle health** counters using the designated game component, as shown in the example below.



Glossary

Area: A square on the map that can hold up to 2 characters.

Examples



Column: A vertical line of areas on the map.

Example



Row: A horizontal line of areas on the map.

Example



In Center: Occupying an area within either of the two central rows on the map.

All In Center Areas



Front Area: The area directly in front.

Example



Maritime Characters: Characters with this label can only be summoned in one these two areas and cannot be summoned in standard areas.

Example



Front Allies in the same column: This refers to all allies in any area directly ahead in the same column.



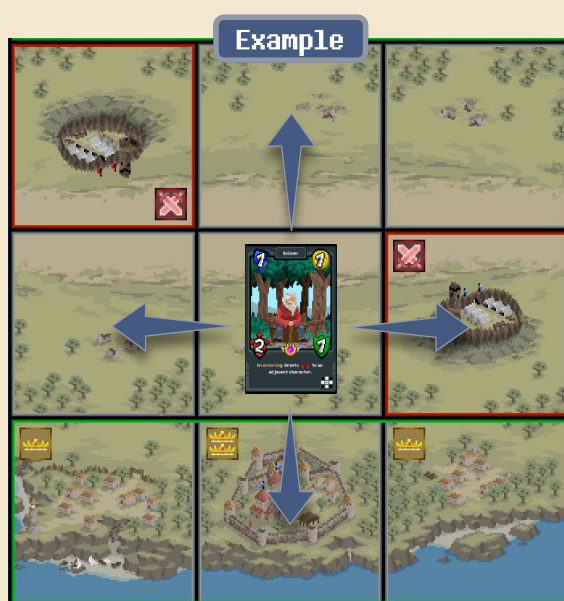
Opposite area in same column: The corresponding area in the same column on the opponent's side of the map.



Adjacent areas: A area is adjacent to another if they share an edge.

The area occupied by the character is also considered adjacent.

Diagonals are not adjacent.



Credits

Version 17

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