

SHADOWS & SYNDICATES

GAME RULES

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1. Victory Conditions and Conceding

The KT of the opponent's Leader drop to 0, or the opponent concedes the match. A player may concede the match at any time through a clear statement or gesture. The match is thereby officially considered lost.

2. Counting

KT are counted exclusively in increments of 10. Characters' KT cannot rise above 60 and cannot fall below 0.

3. Card Text

Card texts are interpreted literally, taking all game rules into account.

4. Game Materials

The game is played with a complete Player's Edition Set of a single series. Different editions are not mixed or played against each other.

5. KT Status

The current KT values must be clearly visible at all times to everyone involved in an ongoing match (players, referees). For this purpose, dice, other clearly recognizable aids, or the official Shadows & Syndicates KT Tracker App may be used.

6. Game Formats

Sumo Rush	(Team of 4 characters and 12 FX cards per player)
Controlled	(Team of 6 characters and 16 FX cards per player)
Fiasco	(Team of 8 characters and 20 FX cards per player)

7. Usage of Formats

A match is always played entirely in the chosen format. Changing the format during an ongoing match is not permitted.

8. Mulligan and Card Swapping

There is no mulligan at the start of the game, and no cards are swapped during an ongoing match.

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9. Slot

An area the size of a card within the team zone in which character and FX cards can be placed is referred to as a slot.

10. Slot Pile

Multiple cards lying on top of each other in a slot within the team zone are called a "slot pile." Only the top card of a slot pile is played with.

- Face-down characters in the team zone do not take part in the game, do not act, and are immune to all attacks and effects.
- All characters below the top character card in the pile are rested (60 KT).
- Character cards may not be placed on FX cards. FX cards that lie on characters must first be destroyed by the opponent.

11. Game Preparation

- 1) The players determine a starting player (e.g. by rolling dice). The starting player chooses their faction (Green or Red); the other player receives the remaining faction.
- 2) The faction that a player does not play in this match is placed face down as the base for the discard pile.
- 3) Leader and Family of the chosen faction are placed face up as the core team in the team zone (Leader to the right of center, Family to the left of center).
- 4) The remaining character cards of the faction are shuffled and set aside face down as the "Character Draw Pile."
- 5) Depending on the chosen format (Sumo Rush, Controlled, Fiasco), 2, 4, or 6 supporter characters are drawn one after another from the draw pile and placed immediately.
- 6) All FX cards are shuffled; depending on the format, 12, 16, or 20 FX cards are set aside as the "FX Card Draw Pile." The remaining FX cards go to the discard pile.
- 7) For each character, the starting KT values are transferred to the used aid (e.g. dice or app).
- 8) The player who is not the starting player performs the first turn of the match.

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12. Player

If a player must skip one or more turns, they rotate their faction card sideways for that duration. Which side the card is showing (white/black) does not matter.

13. Characters

Each character has a maximum capacity of 60 KT (rested) and leaves the playing field at 0 KT. If a character leaves the playing field, it is placed on the discard pile and does not return to the ongoing match.

Characters entering the game must always occupy empty slots first, unless a card text states otherwise. If all slots are occupied, the new character is placed on top of an existing character and thereby becomes a bodyguard.

If a character must skip a turn, it is turned face down for the duration of the lock.

14. Duo Characters

Duos always enter an ongoing match together. If a part of the duo is drawn, it is placed into an empty slot. If no slot is empty, it becomes a bodyguard. Immediately afterwards, the duo partner is searched out from the character draw pile, and the draw pile is then shuffled again and set aside face down.

The duo partner must also always occupy empty slots first. Only if no slot is empty does it become a bodyguard. It is not permitted to bring the duo partner into the game at a self-chosen later time.

Duo characters do not need to lie directly next to each other for their skills to take effect, but neither the duo character executing the skill nor the duo character the skill is meant to affect may be face down.

15. Bodyguards

A character lying on top of one or more characters in a slot is referred to as a bodyguard. All characters lying beneath a bodyguard are automatically rested (60 KT).

16. Moving Bodyguards

A rested bodyguard (60 KT) can change slots. If it moves into an empty slot, it becomes a normal character.

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17. Penalties

Players are not required to check face-down characters for penalty effects; doing so is not a rule violation. Penalties apply exclusively to top character cards. As long as a character is face down, it is inactive for all penalty effects—meaning it does not trigger any penalty, nor is any penalty applied to it. As soon as the character is turned face up and moves to the top position, all corresponding penalties take effect immediately.

18. Turn Sequence

Players take turns alternately. Exactly one action must be executed per turn. Voluntarily passing is not permitted.

If an action requires executing multiple steps, all associated steps together count as a single action. There is no set time limit for thinking time within a turn. Thinking time serves exclusively for decision-making and may not be used to wear down the opponent or artificially delay the game process.

19. Actions

On their turn, a player chooses one of the following actions:

- Execute a normal attack.
- Trigger an active skill if the character has 60 KT (rested).
- Draw and apply an FX card.
- Use a stored positive FX card with a black text banner.
- Move a bodyguard to another slot.

If an action affects an opponent's character that is immune due to passive or active conditions, the turn is considered executed and its execution failed. Costs are not refunded.

20. Draw Piles

Cards from draw piles are always drawn and used individually before the next card may be drawn. Drawing multiple cards in advance to make a selection is not permitted.

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21. Normal Attack

A normal attack is free and inflicts 10 KT damage on characters or FX cards.

22. Skills

The costs of a skill are always deducted before executing the skill, and only then is the effect of the skill carried out.

Skill costs are always deducted from the current KT of the character triggering the skill, unless a card text specifies otherwise.

Yellow active skills cost 10 KT and can only be executed if the triggering character is rested—meaning it has 60 KT at the moment of triggering.

Red active skills are free and can be triggered regardless of the current KT value, unless a card text specifies additional conditions for triggering the skill.

Passive abilities cause no costs.

The Leader's One-Time Skill may only be used once per match. After execution, the faction card is flipped to the black side.

A paid skill counts as activated. If it cannot be fully executed (e.g., because 3 FX cards should be drawn, but only 1 remains in the pool), it is resolved as far as possible. If a skill finds no valid target upon execution, the turn counts as spent and the execution as failed. In both cases, costs are not refunded.

If a skill affects both players, each player carries out the effects exclusively on their side for their own cards.

Skills containing a permanent condition ("As long as...") count as Permanent Skills once paid, for as long as the condition stated on the card is met.

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23. FX Cards

FX cards are applied exclusively to one's own characters, never to opponent characters. Characters may never be placed on top of FX cards or inserted underneath them; however, FX cards may be placed on top of other FX cards.

All FX cards must be applied immediately upon drawing, with one exception: FX cards with a black text banner and positive effects do not have to be applied immediately upon drawing. They may be stored face up or face down, collected, and applied at a self-chosen time during an ongoing match. However, only one of these stored FX cards may be applied as an action during a turn.

If multiple FX cards must be drawn in a single turn, multiple positive effects may be applied to one character, provided that the card text of one of the FX cards does not require a specific usage.

Used or destroyed FX cards are placed on the discard pile and do not return to the ongoing match.

If the effect of an FX card cannot be fully executed, it is executed as far as possible and then placed on the discard pile.

If the effect of an FX card finds no valid target upon execution, its effect is not applied and the FX card is placed on the discard pile.

FX cards with a head symbol lying on a character may not be moved by the character's owner or removed without reason, and can only be destroyed by the opponent.

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Glossary

- **Action:** Exactly one action must be executed per turn. Voluntarily passing is not permitted. Actions include executing a normal attack, triggering an active skill, drawing an FX card, using a stored FX card, or moving a bodyguard.
- **Bodyguard:** A character lying on top of one or more characters in a slot. All characters lying beneath a bodyguard are automatically rested and have 60 KT. A rested bodyguard can change slots and becomes a normal character if it moves into an empty slot.
- **Core Team:** The initial team placed face up in the team zone, consisting of the Leader to the right of center and the Family to the left of center.
- **Discard Pile:** The pile for cards that leave the playing field, such as characters whose KT drops to 0, or used and destroyed FX cards. The faction that a player does not play serves as the base for the discard pile.
- **Draw Pile:** Face-down piles of cards set aside separately for characters and FX cards. Cards are always drawn and used individually, and drawing multiple cards in advance to make a selection is not permitted.
- **Duo Characters:** Characters that always enter an ongoing match together. If a part of the duo is drawn, it is placed, and immediately afterwards the duo partner is searched out from the character draw pile and placed.
- **FX Cards:** Cards applied exclusively to one's own characters. They must usually be applied immediately upon drawing. FX cards with a black text banner and positive effects do not have to be applied immediately and can be stored to be used later as an action. FX cards with a head symbol can only be destroyed by the opponent.
- **Game Formats:** The predetermined team sizes for a match, which include Sumo Rush (4 characters, 12 FX cards), Controlled (6 characters, 16 FX cards), and Fiasco (8 characters, 20 FX cards). Changing the format during an ongoing match is not permitted.
- **KT:** The counting unit counted exclusively in increments of 10, which cannot rise above 60 or fall below 0. Each character has a maximum capacity of 60 KT and leaves the playing field for the discard pile at 0 KT. The match is won if the opponent's Leader's KT drop to 0.
- **Normal Attack:** A free action that inflicts 10 KT damage on characters or FX cards.

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Glossary

- **Penalty:** Negative effects that apply exclusively to top character cards. As long as a character is face down, it is inactive for all penalty effects and does not trigger any penalty.
- **Rested:** A state where a character has a maximum capacity of 60 KT. All characters lying beneath a bodyguard or the top character card in a slot pile are automatically rested. This state is required to execute yellow active skills or to move a bodyguard.
- **Skills:** Abilities where costs are always deducted from the current KT before executing the skill. Yellow active skills cost 10 KT and require the character to be rested. Red active skills are free and passive abilities cause no costs. Permanent skills count as permanent as long as the condition stated on the card is met. The Leader's One-Time Skill may only be used once per match.
- **Slot:** An area the size of a card within the team zone in which character and FX cards can be placed.
- **Slot Pile:** Multiple cards lying on top of each other in a slot within the team zone. Only the top card of a slot pile is played with, while characters below do not act, are immune to all attacks, and are rested.
- **Supporter Characters:** Characters drawn from the draw pile that do not belong to the core team. Depending on the chosen format, 2, 4, or 6 supporter characters are drawn and placed.
- **Team Zone:** The game area where the core team and slots for character and FX cards are placed. New characters entering the game must occupy empty slots first, and if all slots are occupied, they are placed on top of existing characters as bodyguards.