

## Overview:

Players (Streya) in GOTHIES are sleeping as they sleep, they battle in the dream world of Meedlan in the Underworld of Xibalba. Streya build decks through card purchases and attack other players through the use of song. Each attack reduces the number of timestones the player has. Timestones provide the sand that allow Streya to dream and remain in Meedlan. When players are reduced to 0 timestones, they wake up and lose the game. The last player with timestones remaining is the winner.

## Competitive Game Setup:

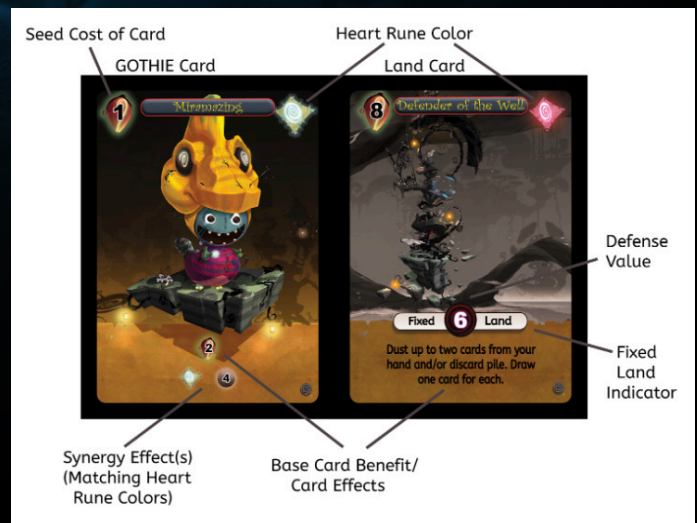
- Place (12) Starter Cards for each player in their starting decks This consists of 1 each of the blue, green, red and purple heart rune cards and 8 Wishing Seed Cards.
- Place the (10) Wishing Well Cards face up in the center of the table either to the far left or right of the playing field.
- Place the remaining cards (Play Deck) face down on the opposite side from the Wishing Well Cards
- Pull the top 5 cards from the top of the play deck and place them face up across the center of the play field. This is the Mercado.
- On the opposite end of the Mercado from the play deck, players will place their dusted cards; this is the Dust Pile.
- Distribute tokens to each player for counting their Timestone Total. Each Player will begin with 42 timestones. (It is recommended to use point tracking apps if players do not wish to use tokens)
- It is optional to pass out Streya Tokens with a player number on them. (In Cooperative play, this is required)

## Game Start:

- Each Streya shuffles their starting deck and lays it face down to their right. To determine player 1, one player holds a streya token in each closed hand. The other player chooses to see who is player 1. Streya 1 draws four cards and all other players draw 5 cards. For the rest of the game, each player will draw 5 cards to replenish their hand each turn.

## Play:

Cards have multiple icons that give information to the Streya:



Each Streya starts with 12 cards in their deck - 8 Wishing Seed and 4 Heart Rune Cards. The Wishing Seed cards grant seed power (buying) and the heart rune cards offer song power (attack) and can trigger synergy early in game.

Except for the first turn where each Streya draws at the start of the game, the turn actions are as follows:

1. Each Streya will play their cards and carry out any effects, buy and/or attack
2. After their round of play is over, they discard all played cards that do not remain in the area of play
3. Draw to their hand size of 5 (shuffle if needed)

During the 1st step, the player can:

- Play cards and generate song/seed power or gain additional timestones
- Use any static abilities from land cards that are still in play
- Purchase cards from the Mercado
- Attack the chosen Streya with song power

Each of these steps can be repeated if able.

When Streya play cards, there are two types of cards that can be played: GOTHIE Cards and Land Cards. GOTHIE cards have illustrations of various GOTHIES, while land cards have giant creatures and a defense value in a swirl in the middle of the card.

## Land Cards

Land cards stay on the playing field and provide defense to the player. Land cards that feature the “Fixed Land” bar in the center of the card MUST be removed from play before the owning Streya can be attacked directly. Other land cards are considered walking lands and are not required to be removed before attacking their Streya. Lands provide a defense value that serves as the attack threshold of required from the opponent to remove the card from play.

It is an advantage to have them remain in play as they provide static effects that can be used once per turn, and your opponent must use precious song power to remove them from play. Additionally, fixed land cards act as a shield until they are removed. If a Streya cannot generate enough song power to overcome the defense value on the land card, it cannot be removed.

Land Card Base Effects/Benefits can only be activated once per turn, and any “or” effects are chosen at time of activation. Synergy effects of land cards, if applicable, will activate when another card of the same rune color is played, or another land card with the same rune color remains in play. This synergy effect can be used once after activation each turn.

**GOTHIE Cards** do not remain on the field, and will generate song or seed power, or timestones, in most instances; although, some also have text effects that will trigger when played.

Synergy effects indicated in the lower part of the card “effect section” can be used as a part of the playing step of the turn. Some may affect the other Streya, such as discarding a card. Those effects must be called out as you play to force your opponent to carry it out. Synergy effects are always indicated by a colored rune immediately to the effects’ left. Some may be a bonus value, and some may have instruction. Build synergies in your deck, as this is the key to victory.

## Dusting Cards:

When a torn card icon appears on the card, this indicates that a card can be removed from play and placed in the dust pile (except for wishing well cards - see Wishing Well card rules). When the Streya does this, the benefit is immediately to the right of the icon.. The dusting mechanic is to help thin your deck and allow the highest value cards to come up more often, allowing you to maximize card efficiency and synergy. Some cards have an ability that allows you to choose the card that gets dusted. Cards dusted in this manner do not trigger a dust effect if on the card.

## Buying from the Mercado

As you play your cards, you generate seed power to purchase new cards for the price in the top left corner of the card. After purchasing a card from the mercado, the new card is placed on the top of the discard pile, face up unless otherwise instructed on the card. After a card is purchased from the Mercado, another card is flipped over from the play deck to replace the purchased card. Streya can purchase multiple cards per turn if able. The Streya can also choose not to purchase.

## Attacking other Streya

Each player’s timestone count is the amount of dream power they still have. As cards are played, song power builds and can be used to attack other Streya. A strong attack is the key to driving your opponent(s) to and forcing them to wake up, allowing you to win!

## Wishing Well Cards

Sometimes, you may have a little bit of seed power left over. In this case, you may purchase a wishing well card. These cards provide extra seed power, and when dusted, a little bit of song power.

When dusted, these cards return face up to the Wishing Well pile. They can re-enter the game when purchased again. The game begins with 10 Wishing Well Cards.



## Cooperative Game Setup:

The rules for cooperative play are the same as competitive as it relates to all the deckbuilding and card mechanics, with the exception that the Streya are defending the Well of Ceiba against the game itself. The well begins with 55 Timestones. Any card effects that grant Timestones improve the health of the well. Streya's attacks are always directed at monsters and Joombies.

- Each player begins with a 10 card starter deck, removing 2 wishing seed cards.
- The play deck and mercado is placed in front of the players. The Mercado consists of 7 cards in this variant.
- The Well token is placed on the other side of the play deck from the players, in the middle of the play area
- Each Streya takes a Streya token. This determines if you are an odd or even-numbered Streya, which will be covered in the monster attack section
- The monster deck is placed face down near the well, accessible to all Streya
- The Joombies are placed face up in a stack near the monster deck
- Tokens labeled '1' '2' and '3' with well icons are placed about 12 inches (30 cm) to the left and even to the well, at about 6 inches (15cm) and 12 inches (30 cm) away from the well, respectively. All monsters and Joombies will begin their attacks in zone 3 and gradually move closer.

## Game Play:

The action order in cooperative/solo play is different. In this mode, the order is:

- Clear face up cards (discard)
- Draw
- Play

In other words, played cards remain face up in front of the Streya until it is time for them to play another round. The player starts their turn by clearing their down cards, then drawing, then playing cards and discarding remaining unused cards, if any.

## Mulligan Rule:

When the 1st mercado is uncovered, any cards that cost more than 5 may be returned to the bottom of the play deck and replaced.

Turns 0 and 00: This are the player prep rounds. Each Streya draws 5 cards and buys cards, and that will constitute the turns for the Streya. Reshuffle your decks and prepare for turn 1.

Turn 1: The Streya goes through their turn actions, first one, then the others in Streya number order. Then the monsters take their turn, in this order:

- Monsters on the board attack
- Move monsters up one zone
- Draw new monster(s) and place in zone 3

Using Timestones or a spin down die, track the turn number. During turns 1-5 the monsters will release a single monster. In turns 6-10 they will release 2, in turns 11-15 they release 3, and turns 16-20 they release 4. Once the players reach round 20, they have won the game and have defended the Well of Ceiba!

If playing a 4 person cooperative game, double the amount of monsters released. This will require monsters and Joombies from two sets of the game.

When monsters attack, use the attack symbols (O, E or A) on the card to determine which Streya is attacked and the lean of the monster (right or left), determines which GOTHIE is potentially possessed. Monsters with an O on their seed icon attack Streya 1 and/or 3. Monsters with an E attack Streya 2 and/or 4. Monsters with an A attack all Streya. Monsters that lean to the player's left will attack the face up GOTHIE(s) on the leftmost side of their face up cards. Monsters that lean right attack the rightmost GOTHIE(s).

Monsters can combine attacks, this is covered in the Attacking section.

## Possession of GOTHIES

When monsters attack in zone 2 or 3, they do not attack the well, rather they attack and try to possess your GOTHIES. The possession mechanic is simple, if the attack power of the monster is higher than the seed cost of the GOTHIE, AND the heart rune color of the monster and the GOTHIE match, the GOTHIE is possessed.

Possessed GOTHIES are placed in zone 3, and a Joombie with a matching heart rune color is drawn to overlay the card. The Joombies join the attack during the monster turn, except that they do not attack GOTHIES and only attack lands in zone 3.

Joombies can be redeemed by attacking with song and overcoming the attack power on the Joombie. At that time, the GOTHIE is placed in the discard pile for the Streya who owns it, and the Joombie is placed at the bottom of the Joombie deck

## Land Cards

Land cards are considered obstacles to protect the Well of Ceiba in zone 1. When turned up, they are placed in front of the player that owns them, but even with the well so they can be identified. For the cooperative game, all lands will remain in play until destroyed by the monsters. While in play, they grant all synergies on the card and act as if they are fixed lands

## How to Win

There are two conditions that allow Streya to win the cooperative mode:

1. Survive the onslaught of wave after wave of monsters and Joombies for 20 turns, where the Well of Ceiba still has timestones at the end of turn 20.
2. Raise the health of the Well of Ceiba to 100.

Accomplishing either wins the game.

## Attacking Monsters and Joombies

Monsters in zones 3 and 2 only attack GOTHIE cards from afar. Once they reach zone 1, they attack lands and the Well. Monster attacks are combined based on the row and attack symbol on the monster. Monsters within the same row and with the same attack icon and lean will attack together. For example 3 monsters are in zone 2. 2 monsters have an A attack icon, and lean left. One monster has an A icon and leans both left and right. The 2 monsters attacking left will attack together, then the single monster attacking both left and right will attack. Monsters attacking all Streya and monsters with a single attack always attack first. Monsters are defeated by an attack that meets or exceeds their own attack value.

Joombies will always destroy, so they can attack any lands in play from any zone they occupy. They can also attack the well from zones 2 and 1.

## Attracting Monsters

A monster card is turned up in zone 3 when GOTHIE songs cause dissonance. Dissonance is caused by GOTHIES with complimentary heart runes attacking with 5 or more total song shown combining their attack on a single target with GOTHIES that have dissonant heart runes and also show song power of 5 or more. If a monster is defeated with 8 song, but the GOTHIES team up for 10, this still causes dissonance. The pairs of runes that are complimentary are:

Purple, Yellow and White  
Green, Orange and Black

Red and Blue are always resonant with any other color.

In other words, if GOTHIES are paired with others that are not in the same resonant set, they will create dissonance.

(Note: Yellow, Black, Orange and White heart runes will be introduced with future expansions of the GOTHIES Deckbuilding game)