
The
Journey
TCG
Rulebook

Welcome, Adventurer!

The apocalyptic visions in your sleep, you've seen them too, haven't you? They're calling it The Omen, a curse placed upon us from a dark entity known only as The Nightking. He has made his intentions clear through these nightmare visions. We are gathering strong fighters like you to be ready for when The Omen comes to pass, to defend our world from The Nightking!

Build your party of three Adventurers and equip them with a deck of **Items**, **Equipment**, and **Abilities**. Face off against your opponent's party to train for the coming battle. Combine your **Basic Attacks** and advanced techniques to bring their **HP** to 0 and knock them out to win the fight!

Objective

Be the last party standing to win! You lose if either of the following happens:

- All of your Adventurers are **Knocked Out** *(reduced to 0 HP)*.
- You attempt to draw a card, but both your **Deck** and **Cycle** are empty.

If you're the last player in the game who hasn't lost, you win!



If you are new to Journey, use the starter deck included with this product, grab a friend, and read on to learn how to play. When you're ready to build your own deck, skip to the end of this document!.

Setup

1. Place your **Party** of three **Adventurers** in a horizontal line in the middle of the table.
2. Set each Adventurer's HP to their **Max** HP. *(We recommend using a die to track HP.)*
3. Shuffle your **Deck** and place it close to you.



4. Leave space for your **Destroyed** *(a)*, and **Cycle** *(b)* zones near your deck, and for **Hidden** *(c)* zones beneath each Adventurer.

5. Randomly choose a player to gain **Priority**. *(We recommend rolling a die.)*

You're now ready to play!



Adventurer Card Anatomy



1. **Name** – This Adventurer's name.
2. **Agility** – When they take their Action.
3. **Max HP** – The highest their HP can be.
4. **Faction** & **Class** – Determines which cards they can use and how their Special stat behaves.
5. **Effects** – Rules unique to them.
6. **Basic Attack Damage** – The amount and type of damage for their Basic Attack.
7. **Special** – Their unique statistic with rules specific to their Subfaction.
8. **Magic Defense** – Reduces Magic Damage dealt to them.
9. **Physical Defense** – Reduces Physical damage dealt to them.
10. **Rarity** – How likely it is to find this card in booster packs. *(No game function.)*
11. **Card Code** – An identifier unique to each card. *(No game function.)*

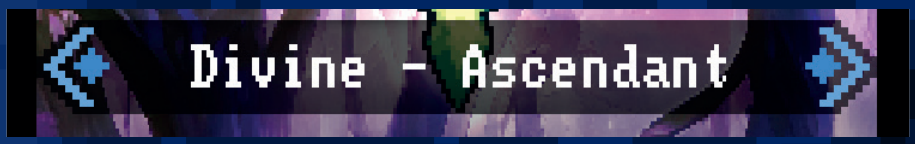
Deck Card Anatomy



1. **Name** – This card's name.
2. **Cost** – How much Energy it takes to Use.
3. **Type** – For Items and Equipment, this states its Type.



   For Abilities, this states the Faction and Class that can Use it.



4. **Effect** – What it does when played.
5. **Flavor Text** – More info about how this fits into the world of The Journey. *(No game function.)*
6. **Rarity** – How likely it is to find this card in booster packs. *(No game function.)*
7. **Card Code** – An identifier unique to each card. *(No game function.)*

Gameplay

Battle Blocks

The action in Journey takes place over a series of **Battle Blocks**. In each Battle Block, each Adventurer takes an **Action**, spending **Energy** to use cards and **Basic Attacks**.



You *(bottom)* have Priority. At 6 Agility, you may choose to have your Kodi act first, or their Protus, or their Jasper.

For each Battle Block, perform the following steps:

1. Each player draws a **Hand** of 3 **Cards** from their deck.
2. Each Adventurer takes their **Action**, in descending order of **Agility**. If two Adventurers have equal Agility, the player with **Priority** chooses which takes their Action first. *(Choose at the time those Adventurers could take an Action.)*
3. After all Adventurers have completed their Actions, each player **Cycles** any cards remaining in their hand.
4. Pass **Priority** to the other player.

After each Battle Block, if no player has won, proceed to a new Battle Block.

Actions

During your Adventurer's Action, they can perform as many Effects as you wish *(provided they can pay the cost)*. Most Effects come from cards in your hand and require Energy to use.

Energy

Your Adventurer has 3 **Energy** during their turn. Most effects cost Energy to use.

-  **Quick Effects** *(white icon)* cost 1 Energy to use.
-  **Full Effects** *(any other color)* cost **All** of an Adventurer's remaining Energy to use.
- **Free Effects** *(no icon)* don't cost any Energy.

As soon as an Adventurer has no more Energy, they become **Exhausted** and their Action ends immediately.
When an Adventurer becomes Exhausted, turn them 45 degrees sideways.



Tip: Since Full effects immediately exhaust your Adventurer, try to use as many Quick effects as possible before finishing your Action with a Full!



For instance, you can play a **Potion**, then a **Dissolver** *(both Quick Effects)*, then finish off with a **Wind Bomb!**

Using Effects

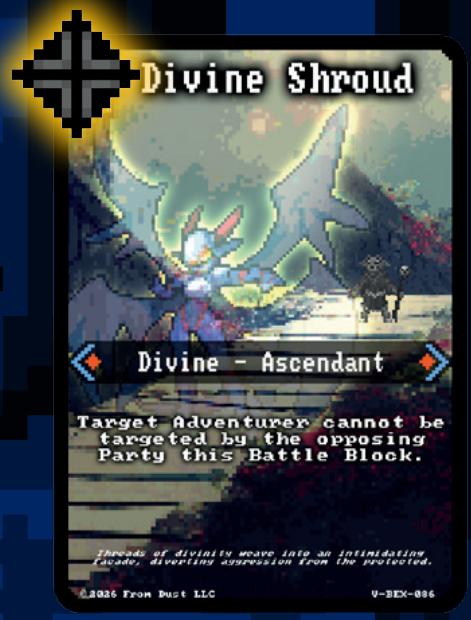
During their Action, your Adventurer **Uses** as many **Effects** as you like, one at a time, resolving each Effect fully before using the next one.

- **Play Card** *(Quick, Full, or Free)* – Play a card from your hand. See Playing Cards below for more details.
- **Use Power** *(Quick, Fill, or Free)* – Use the Power printed on your Adventurer.
- **Basic Attack** *(Full)* – Attack an enemy Adventurer! See Basic Attack on page 28 for more details.
- **Focus** *(Full)* – Add a Focus Token to this Adventurer. Then you may draw a card.

To Use an Effect, follow the steps below:

1. **Declare** the effect and all of its choices.
2. Your opponent may **Respond**.
3. **Confirm** that your choices are still valid.
4. **Resolve** the Effect.

Hidden Effects



Cards with black Cost icons are **Hidden**. When and Adventurer plays a Hidden card, put it **Face-Down** in the Hidden zone below their card *(without showing your opponent)*.

You may flip a Hidden card face up to Use it when:

- It's one of your Adventurers' turns
- You can to Respond to an Effect
- A Battle Block begins or ends

If you and your opponent flip Hidden cards at the same time, the player with Priority decides who Uses their card first.

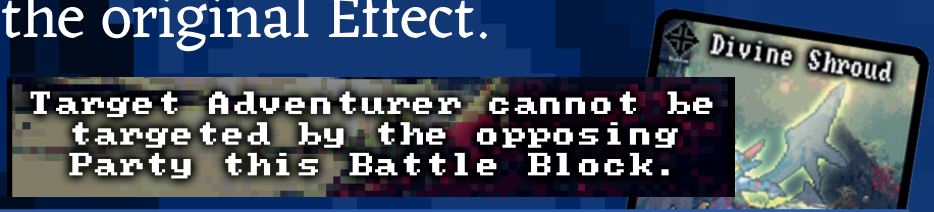
Effect Steps

1. **Declare** – Reveal the Effect you're using from your hand or on the table, make any choices in its text *(including its target)*, and indicate what resources *(Energy, Focus, etc.)* you'll use to pay for it *(if applicable)*. All choices must be legal.



Your Rovil uses **Frozen Feather**. You choose to target your opponent's Allie. It's a Full Action, so you'll use all of your Energy.

2. **Respond** – Your opponent may choose to Use a Hidden Effect. If they do, Use that Effect before continuing the steps for the original Effect.



Your opponent responds by flipping **Divine Shroud**, targeting Allie!

3. **Confirm** – Check to see that everything indicated in step 1 is still legal. If not, you may change any illegal choices to different legal ones and return to step 1. If you can't *(or choose not to)* make a legal choice, void the Effect.



Allie is no longer a valid target, so Rovil needs to make a different choice. He chooses to **Change the Target** to your opponent's Gador instead.

4. **Resolve** – Spend the resources you indicated, then execute the Effect's instructions in its text box.



Your opponent doesn't respond, so Frozen Feather resolves! Rovil spends all of his remaining Energy, then deals 2 Ice damage to Gador.

Step Back

Instead of taking their Action, you may have your Adventurer **Step Back**. After all other Adventurers have taken their turn, any Adventurers who Stepped Back then **Step Forward** and take their Actions in descending Agility order. Adventurers may only Step Back once per Battle Block.



Kodi and Gurok both Stepped Back. After all other Adventurers have taken their Actions, Kodi and Gurok Step Forward. Kodi will act first since his Agility is higher than Gurok's.

Void

An Effect may be Voided if it no longer has any valid targets, or by instructions on some cards. A Voided effect **Does Not Resolve.**



Using Cards

Your deck contains Items, Abilities, and Equipment. During an Adventurer's turn, they can **Use** the cards in your hand, as well as any Abilities written on their Adventurer card.

Tip: Any cards left in your hand Cycle at the end of the Battle Block, so try to use as many of them as you can!

Abilities

Abilities are advanced techniques performed by your Adventurers, identified by the **Star** icon in their upper left corner. Abilities may only be used by Adventurers who have the **Faction** or **Class** on the Ability's Type line.

When you Use an Ability, perform the Effect written in its text. After resolving an Ability, Cycle it.



Any Warrior may use Phaseblade, but only a Rogue may use Assault.

Adventurer Powers

Some Adventurers have Powers written on their cards. You may Use these Powers as if their were cards your hand.



Talia's "Sway" is a Full Action Power.

Items

Items are useful objects, identified by the **Gem** icon in their upper left corner. Items can be used by **Any Class**.

When you Use an Item, perform the Effect written in its text. After resolving an Item, Cycle it.



Any of your Adventurers may use the Old Chest.

Equipment

Equipment cards attach to Adventurers, giving them persistent benefits for as long as they're equipped.

You may attach an Equipment to an Adventurer during their turn. Attaching equipment is a **Free Action**.

Only one Equipment can be attached to an Adventurer at a time. If a second Equipment is attached, Cycle the first one.

Diana takes no damage from Items for as long as Junk Armor is attached to her. If she wants to equip the Amberstone Ring, she'll need to Cycle the Junk Armor.



Focus

Focus is a resource your Adventurers gain by using the **Focus Action**. Focus can be spent to perform powerful effects.

If an Ability, Item, or Boost contains Focus icons, the Adventurer must spend that many of their Focus to use it.



In addition to its Full Action Energy cost, Zalax needs to pay 1 of his Focus to Use Burning Ray.

Tags

Some common card effects are condensed into bracketed **Tags**.

- **[Lasting]** – Cards with this tag have a persistent effect, and remain in play until another card's effect removes them.
- **[Boost]** – As you play a card with Boost, you may choose pay the cost to the left of the colon to perform the effect to the right of the colon. *(If you choose not to Boost, skip this entire line of text.)*
- **[Required]** – This card may only be attached to an Adventurer with the required property *(like a Faction or Class)*.

- **[Enhancement]** – Enhancement cards attach an Adventurer and remain in play, just like Equipment. There is no limit to how many Enhancements can be attached to an Adventurer. Which Adventurer it can attach to is specified by the card:
  - **Self** – Attaches to the Adventurer who played it.
  - **Ally** – Attaches to any other Adventurer in the party.
  - **Party** – Attaches to either Self or Ally.

  Some Enhancements specify other properties, like a class. These enhancements must attach to an adventurer with those properties.

Cycling Your Deck

After resolving, most cards are **Cycled**. To Cycle a card, place them face down in your Cycle zone.

Cycled cards will eventually **Return to Your Deck**. If you must draw and your deck is empty, shuffle your Cycled cards to create a new deck.



If you have no Cycled cards and you must draw from an empty deck, **You Lose the Game**!

In addition to being Cycled, cards can also leave play by being **Destroyed**. To Destroy a card, place it face up in your Destroyed zone. Destroyed cards are nearly impossible to retrieve, so destroy wisely!

Combat

Damage and HP

To **Knock Out** the opposing party of Adventurers, you'll need to reduce their **Hit Points** *(HP)* to zero by causing **Damage** to them. Damage dealt to an Adventurer reduces their HP by that amount.

Adventurers can be **Healed** to restore their HP. Healing an Adventurer increases their HP by that amount, up to their max HP.

An Adventurer who is reduced to 0 or fewer HP is **Knocked Out**. Flip Knocked Out Adventurers face down, and cycle any cards attached to them. A Knocked Out Adventurer **Ceases to Exist**: they can't be targeted or affected by anything that doesn't specifically affect Knocked Out Adventurers.

Basic Attack

Basic Attacks are Full Actions that any Adventurer can perform to cause damage to an opponent.

To make a Basic Attack, choose an Adventurer, then deal Damage to them equal to your **Basic Attack Damage** stat. The type of damage you deal depends on your Basic Attack Damage stat's icon: a **Sword Deals Physical** damage, while a **Wand Deals Magic** damage.

An Adventurer may attack their own party *(but not themselves)*.



Protus Basic Attacks Menja. His Basic Attack Damage is 2. Its type is Physical, so it's affected by Menja's 1 Physical Defense. Protus deals a total of 1 Damage to Menja.

Damage Types

Damage comes in a variety of **Types** that can be resisted by your Adventurers. Any Effect that causes damage will specify the type of damage it deals.

- **Physical Damage** is the most common type. Adventurers reduce any Physical damage they receive by an amount equal to their  **Physical Defense** stat.
- **True Damage** is not affected by any Defense stat.
- All other named types *(ice, fire, earth, etc.)* are **Magic Damage**. Adventurers reduce any Magic damage they receive by an amount equal to their  **Magic Defense** stat.

Unless specifically referenced by another effect, damage types don't have any other special rules *(fire damage behaves the same as ice damage, and so on)*.

Factions

Each Adventurer belongs to a Faction: a combat style that determines how they behave in battle. Factions have Classes that each come with a Special stat that gives them a unique power!

Warriors

Warriors are straightforward fighters who specialize in dishing and taking massive amounts of Physical damage.

Rogues

If an attacking Rogue has more HP than their target, their Basic Attack Damage Stat becomes equal to their Special.



Berserkers

Berserkers can become **Berserk** from certain effects. While Berserk, their Basic Attack Damage Stat becomes equal to their Special, and they can't play Ability cards.



Shackles of Pain is making Gurok Berserk, changing his mere 1 to a mighty 4!

Augmentors

Augmentors support their party with better card selection and helpful buffs.



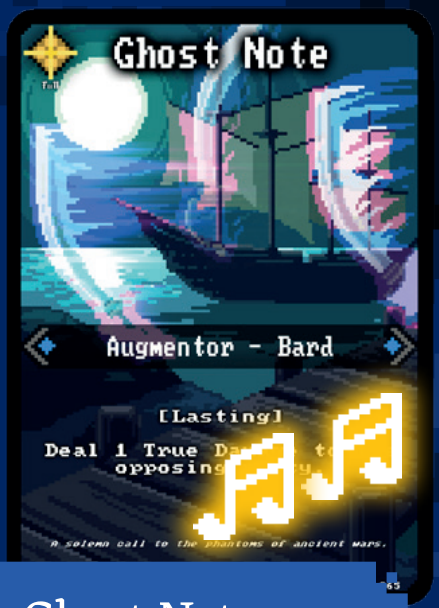
Strategists

If you have a Strategist in your party, instead of Cycling all of the cards in your hand at the end of the Battle Block, you may choose to keep a number of cards equal to the Strategist's Special and carry them into the next Battle Block.

Bards

Bards' **[Lasting - Echo]** Effects repeat multiple times. When a [Lasting - Echo] Effect enters play:

1. Add counters to it equal to the Bard's Special.
2. Resolve it as usual. Keep it in play.
3. At the beginning of each Battle Block, **Repeat Step 2**, then remove a counter from it.
4. If you can't remove a counter in Step 3, Cycle it.





Lyssa Uses Ghost Note. Her Special adds **2 Counters** to it. In addition to echoing right now, Ghost Notes will echo again at the start of the next Battle Block.

Mages

Mages are mystical combatants who can cast devastating and versatile spells.

Dark Mages

When a Dark Mage takes the Focus action, they gain Focus counters equal to their Special *(instead of 1)*.

Spellweavers

Spellweavers have **Unlimited Energy**; instead, they may Use a total number of Quick and Full cards equal to their Special each turn. *(Non-card effects like Basic Attacks and Focus are used normally.)*

Cards played this way are **Woven**. Set aside Woven cards instead of Cycling them immediately, then Cycle those cards at the end of the Battle Block.



Divines

Divines preserve your precious HP, keeping your party healthy for as long as possible.

Exorcists

At the end of each Battle Block, if an Exorcist lost HP during that Battle Block, they regain HP equal to their Special.

Ascendants

As a Full Action, an Ascendant may pay 1 Focus to heal any Adventurer for a number of HP equal to the Ascendant's Special.



Oblok can weave 2 cards, and their deck is empty. They choose to weave Mind Link to gain some Focus, then Old Chest to spend it to draw two cards. Since their deck is empty, they shuffle their Cycle back into their deck before drawing. However, Mind Link and Old Chest aren't shuffled, since woven cards cycle at the end of the Battle Block instead.

Building Your Party

Ready to lead your own party of Adventurers into battle? Here's what you'll need:

- Your party must be composed of exactly **3 Adventurers** with different names.
- Your deck must contain between **20-30 Cards**.
- Your deck must contain no more than **2 Copies** of cards with the same name.

Card List

Curious about all the cards you can find? Check out the card list tool at:

https://www.journeytcg.com/cardlist

Glossary

Ability *(20)*: A card usable only by a specific Faction and/or Class.

Adventurer *(6)*: One of three members of your Party.

Agility *(11)*: How early in the Battle Block this Adventurer acts. Ties are decided by the player with Priority.

Ascendant *(35)*: A Divine Class that heals others.

Attribute *(6)*: One of the numbers at the top of an Adventurer card; Agility and Max HP.

Augmentor *(32)*: A Faction devoted to assisting allies.

Bard *(33)*: An Augmentor Class with Lasting effects.

Basic Attack *(28)*: As a Full Action, deal your Basic Attack Damage to any target.

Battle Block *(11)*: One round of the game. Draw a hand of 3 cards, all Adventurers act, Cycle all remaining cards, and pass Priority.

Berserker *(31)*: A Warrior Class that goes Berserk for heavy damage.

Boost *(24)*: You may choose to pay this cost to perform this Effect.

Class *(30)*: An Adventurer's specific play style that defines what their Special stat does.

Cycle *(26)*: To put a card in your Cycle zone. If your deck runs out of cards, shuffle your Cycle into it.

Dark Mage *(34)*: A Mage Class that quickly gains Focus.

Deck *(36)*: Your chosen collection of 20-30 cards that you draw from during the game.

Defense *(29)*: Reduces the matching damage type.

Destroy *(26)*: Destroyed cards don't get Cycled and are extremely difficult to retrieve.

Divine *(35)*: A Faction devoted to healing.

Echo *(33)*: A repeating Lasting effect used by Bards.

Energy *(14)*: A resource for Using effects. Each Adventurer has 3 Energy during their Action.

Enhancement *(25)*: This attaches like Equipment.

Equipment *(22)*: A card that attaches to an Adventurer until either of them leaves play.

Exorcist *(35)*: A Divine Class with gradual self-healing.

Faction *(30)*: An Adventurer's general play style.

Focus *(23)*: As a Full Action, gain 1 Focus token, then draw a card. Focus tokens are spent on some cards' effects.

Free *(14)*: This costs no Energy.

Full *(14)*: This costs all remaining Energy.

Hand *(11)*: The cards you can play this Battle Block. The default hand size is 3. There is no maximum hand size.

Heal *(27)*: To restore lost Hit Points.

Hidden *(15)*: This costs all remaining Energy and comes into play face down. Flip it to perform its Effect.

HP *(27)*: Hit Points. Reduced by damage and increased by healing. You are Knocked Out at 0 HP.

Item *(21)*: A card usable by any Adventurer.

Knock Out *(27)*: At 0 *(or less)* HP. Knocked Out Adventurers don't exist for most effects.

Lasting *(24)*: This remains in play until Cycled.

Mage *(34)*: A Faction devoted to powerful Abilities.

Magic *(29)*: All damage types other than Physical or True, resisted by Magic Defense.

Party *(5)*: Your group of 3 Adventurers. Knock Out the opposing Party to win!

Physical *(29)*: A damage type resisted by Physical Defense.

Priority *(11)*: The player with Priority decides how to break Agility ties.

Quick *(14)*: This costs 1 Energy.

Required *(24)*: This may only attach to a card with the Required property.

Rogue *(30)*: A Warrior Class that targets injured foes.

Spellweaver *(34)*: A Mage Class with unlimited energy.

Stat *(6)*: One of the numbers at the bottom of an Adventurer card; Basic Attack Damage, Special, Magic Defense, and Physical Defense.

Step Back *(18)*: To delay your Action. After all other Adventurers have acted, Step Forward and act.

Strategist *(32)*: An Augmentor Class that retains cards.

Tag *(24)*: A package of special rules on a card.

True *(29)*: A damage type that can't be resisted.

Use *(19)*: To play an Effect on a card.

Void *(19)*: To immediately Cycle a card in play without performing its Effect.

Warrior *(30)*: A Faction devoted to Basic Attacks.

Woven *(34)*: Cards played by Spellweavers are Woven, and are cycled at the end of the Battle Block.

Credits

Game Designers: John Leonard, Dakota Weber
Graphic Designers: John Leonard
Rulebook: Jovial Graphics
Illustrators: Carita Laz, John Leonard, Trista Semmel
Special Thanks to our family, friends, and playtesters who have helped make this Journey possible!

Icon Reference

Stats


Health


Agility


Phys. Basic Attack


Magic Basic Attack


Phys. Defense


Magic Defense

Classes


Berserker


Rogue


Strategist


Bard


Dark Mage


Spellweaver


Exorcist


Ascendant

Energy



Other


Focus


Passive Effect

Rarity


Basic


Advanced

Valiant


Heroic


Fabled