



SEITHER

CHRONICLES

TRADING CARD GAME



Pirate

8+

BATTLE GUIDE



THEBATTLEBUNNIES.COM



SEITHER

CHRONICLES

TRADING CARD GAME

ABOUT THE GAME

These cute, but fierce bunnies are ready for battle!

In *Seither Chronicles*, based on the popular book series 'The Battle Bunnies', you command an army competing for **Seither** — magical water that gives Creatures their powers. Engage in fast-paced, strategic combat over **3** rounds. Outmaneuver your opponent and collect the **most Seither** to win!

To start, choose a **60-card** deck showcasing your Bunny class. As the saga continues... customize your ultimate deck over time as more cards and classes like the Sorcerers and Spartans are released in future sets.

Prove you have the superior tactics and prowess by leading your Battle Bunnies to victory!

GAMEPLAY & WINNING

- Each Game is **3** Rounds.
- Each Round is a max of **7** Turns or *Hops*.
- The Player with the **Most Seither** at the end of the Round is the Winner. Play **3** more Hops if a tie.
- The Player to Win **2** out of **3** Rounds is the Champion!



PROLOGUE

WHAT YOU NEED TO PLAY:

- **2** Players, 1 vs. 1
- Each player uses a **60** card deck
- **Dice** (approx. 10 ea.) to keep track of Seither Points & Break
- **Playmats** are recommended for the best game experience!
- **Hop Tokens** or Coins to track Hops
- **Calculator** for your Seither Pool



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PARTS OF A CARD

CLASS ICON:

Indicates which Class the Card belongs to.

SEITHER POINTS: The card's Power level. This is the card's Base Resource of Health.

ROW ICON: This symbol tells you which Row on the field this card is played on.

1ST ROW: COMBAT 2ND ROW: RANGED 3RD ROW: ARTILLERY

WEAPON TYPE: The level and/or origin of Inventory.

ABILITY TYPE: Indicates how and when an Ability is used.

ABILITY: An ability is an effect on a Card. Each ability is activated differently indicated by the Ability Type. Read each card to make sure you understand exactly how it works.

CARD TYPE: Indicates what kind of card this is and therefore how it is played.

DAMAGE/DEFENSE: Amount of Damage dealt or Defense from a Shield.

DAMAGE DEFENSE

SEITHER COST: Amount of Seither reduced from the Creature in order to Attack.



CARD TYPES



CREATURES

A character that is put into battle to attack and defend for Seither! They may possess special abilities to give players an edge.

- Up to 3 copies of each unique creature card in a deck.
- Play 1 Creature or Artillery per turn.

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HEROIC CREATURES

A main character from the Novels with strong attributes and abilities. They will lead the way in battle defending and attacking for Seither.

- Only 1 Hero "Class type" per deck ie. Viking, Pirate, etc.
- Play 1 Creature per turn, Heroic or otherwise.



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CARD TYPES



ARTILLERY

Cards played in battle that offer additional damage support while battling for Seither! Played on the Artillery Row.

- Up to 3 copies of each unique artillery card in a deck.
- Play 1 Artillery or Creature card per turn.

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INVENTORY

Includes weapons, shields, potions & special armory that a player can equip to **Only Creatures** in play. Must Equip a **Base** item *before* Upgrading to a **Forged** item the *following* turn. Once upgraded, discard the base card.

- **Forged** items must match it's base **Origin**, unless no Origin is specified (example below of No Origin - "Base")
- Play up to 1 **Inventory** item per creature, per turn.
- Creatures may have up to 2 **Inventory** Cards equipped, unless it's **Two-Handed**; limited to 1 shield & a weapon or 2 weapons.
- Weapons/Shields can **only** be equipped to Creatures of their respective class, indicated by the **Class Icon/Runes** on that card.

NOMAD

- "Nomad" inventory can be equipped to **any** class of creature.

- "Nomad" creatures can equip inventory of other classes.






Make sure your Row icons match when equipping Weapons to Creatures!

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WEAPONS

WEAPON CARDS

- Indicated by the Damage Icon  (Bottom Left)
-  - Combat Weapons may **only** be used on Combat Creatures.
-  - Ranged Weapons can target **any** Creature/Artillery in play.

ONE-HANDED: A Creature may have up to 2 of these equipped.

TWO-HANDED: A Creature may only have 1 of these equipped.




DRAGON ATTACK

- Equip this card to a Dragon in play. Dragon Creatures may not use Inventory cards, so use your Dragon Attack cards to Deal Damage.

SHIELDS

DEFENDING

Shields offer a defense power, indicated on the Bottom Left of the Card next to the  icon. This amount represents how much Damage is blocked. If the attack is greater than the Shield's block, that amount of Seithr is deducted from the Creature.



When a Shield has reached its **Break** limit, it's placed in the Feral Pile. Any effects/abilities the shield was providing are no longer active. Because of this, a player may choose **not** to block with a shield & take the full amount of damage.

A defending Creature may block multiple attacks in one turn, as long as their shield doesn't break!

POTIONS

EQUIP/THROW: Each Potion card will specify the conditions of the effect when either equipping it &/or throwing.

A player may choose to leave a Potion equipped vs "Throwing" the potion. The **Throw** effect is triggered when the player chooses to Target a creature in play. After being thrown, the potion is moved to the Feral Pile. A player must wait 1 full turn after equipping a potion to throw it, unless otherwise specified.



WEAK/POTENT: Similar to "Base" inventory, **Weak** is the starting level of a Potion. Players must start by equipping a Weak Potion, before upgrading to a **Potent** potion, after *at least* 1 full turn. Weak potions are then sent to the feral pile. All potions are one-handed & will take up 1 equip slot on a Creature. A player may not upgrade from Potent to Potent.

STATUS EFFECTS

FREEZE: A Frozen Creature cannot use any of it's abilities, attack, or defend. To **unfreeze** a Creature, role a die or flip a coin. On an even roll/flip heads, the creature is no longer Frozen & may use it's abilities/attack/defend as usual. Role an odd # or flip tails & the creature remains frozen until the beginning of the next turn to try again. Roll a die/flip a coin per creature that is frozen. Indicate a Frozen Creature by placing a Blue Frozen Marker or by rotating the Creature card 90 degrees counter-clockwise.



POISON: A Creature that is Poisoned has their Seither reduced by 1 at the end of the player's turn that inflicted the Poison. A Creature that is poisoned may still use it's abilities, attack & defend as normal. A player indicates a poisoned creature with a Green Poison Marker, a Green Die, or by rotating the Creature card 90 degrees clockwise.

SACRED BARRIER: A temporary shield that blocks damage & effects from one attack. Indicate a Creature has Sacred Barrier with a Pink Marker or Coin.

RESOURCES

SEITHER

Seither is the game's resource that Creatures need to survive. These cards increase Creature's overall Seither. Seither Cards are not equipped, but used when a player declares which of their Creatures they are giving Seither to. Then place in the feral pile.

- Play Seither Cards during your turn *before* the attack phase.
- Use Dice to keep track of your Seither!



FLASKS & BLADDERS

- Play 1 Flask per turn.
- Play 1 Bladder per round.



SUPPORT

TREASURES

Cards that offer players additional support and resources to search for specific cards, give draw support and unique effects that help players maneuver their way through battle!

- Play **Unlimited** Treasures per turn.



CHAPTERS

These cards offer significant support & resources to players such as rescuing feral heroic creatures, drawing new cards or disrupting your opponent!

- Play 1 Chapter per turn, except the 1st Player's 1st turn.

ABILITY TYPES

ARCHER: Used once per turn during the player's attack phase, dealing damage shown on the card. Archers may only attack Foe's Creatures **Dead Ahead** of them.

BREAK: This number indicates how many **total** times a player can use it's ability *before* it is discarded. You may use this card's ability **once** per turn.

ECHO: May be used once per turn.

GLIDE: Once per turn, a Creature may move locations to an open space, on their side of the field, between the Combat & Ranged rows. Glide Creatures must be on the same row as their weapon to attack. Ex. a Glide creature cannot attack wielding a ranged weapon on the combat row and vice versa.

GUARD: Force opponent's creatures to attack this card **only**. This card must turn *feral* before your opponent can attack any other creatures or artillery in play.

IMMORTAL: When this Creature receives Feral Damage or is discarded by any means, including clean-up at the end of each round, the creature is shuffled back into your **Grimoire**.

INTERRUPT: Played in response to a card your Foe plays.

LAST WORDS: Activated when the Creature is moved from play to the feral pile after receiving damage from a foe's attack.

LINGER: This ability is active as long as this card is in play.

RALLY: Triggered **only** when played from your hand.

SACRED BARRIER: A temporary shield that blocks effects & damage from one attack. After the Creature with Sacred Barrier has received damage, Sacred Barrier is no longer active. This does not reset, unless otherwise specified.

SPY: A Creature that is played on your Foe's side. Activated when put into play. Spies can only attack & be attacked by adjacent creatures. A spy's Seither is added to Foe's total Seither.

All Spies played are considered Friendly Creatures to whomever played it. Spies can wield inventory cards & attack/defend with the limitation that they can only target adjacent creatures, unless equipped cards otherwise specify. When a Spy is removed from play, either by going Feral from attacks, effects, or abilities, it is always moved to the owner's Feral Pile.



BATTLEFIELD

Track your Turns/Hops here!

Your Grimoire (Deck) is placed on the left. Unplayed Cards return here at the end of the Round.

Your Feral Pile (Discard Pile) is placed on the right. Once cards go feral, they stay there until end of game, unless rescued.



Track Wins here!

- If you're playing without a playmat, you can still set up your play area the same way! Just use this template to help you.

READY TO PLAY

- To Start the Game, flip a coin or roll a die to determine which player will go **First**.

ROUND 1: Both players shuffle their Grimoire Deck & Draw 10 cards for their starting hand.

- Before any cards are played, both players will have the opportunity to Mulligan or exchange 1 to 3 cards from their starting hand. They will set those cards aside, face down and then draw that many cards from the top of their Grimoire. The face down cards are then shuffled back into the Grimoire.

- Performing a "Mulligan" is optional, but players **must** declare "No Mulligan" before play begins.

- Round 1: Players draw 10 cards & Mulligan.

- Round 2: Players draw 7 cards & Mulligan.

- Round 3: Players draw 5 cards & Mulligan.



- When a Player starts their turn, they will move their Hop counter to indicate what turn they're on.

- There are 7 turns (hops) in each round. At the end of the 2nd player's 7th turn, the round is over & the **Winner** is determined by who has the **Most Seither!**

GAMEPLAY

ROUND 1

There are 2 Phases per Turn:

1. PREPARE

2. ATTACK

1. To Prepare your Battlefield, the player going first begins by playing any of the following, in any order they choose:

- Treasures (no limit)
 - Creature or Artillery (1 per turn)
 - Inventory (Base; 1 inventory per creature, per turn)
- *If the inventory has Seither points (Top left # on the card),

Add this number to your Creature's Seither for it's Total Seither.

- Seither Cards
- Chapter Cards (except Player 1's first turn)
- Activate any Creature abilities

TURN 1: The player going first *cannot* play a Chapter card until their next turn. The 2nd player *can* play a Chapter card on their first turn. Both players can then play Chapters going forward.


- Creatures & Artillery are to be played on their corresponding row, indicated on the cards by the row icon (Pg. 5).




ATTACK



2. The Attack phase is the time to Attack your opponents!

A creature may attack the same turn it was played on the battlefield. A creature cannot attack without a weapon (inventory) card, unless it's Ability does damage. If using an ability to attack, the Creature may not use their weapon that turn & vice versa.

- Declare 1 of your Creatures to Attack; once per turn, per Creature.
- Target 1 of your opponent's Creatures & Attack. The Amount of Damage will be indicated on the Card's Ability or Weapon Card (Bottom left # - ).

Every time a Creature attacks, reduce it's Total Seither by the Seither Cost of the Weapon (bottom right # on the card - ). The same principle applies if inventory is removed from a Creature by any means; remove the Seither it was providing, not going below 1 . A Creature *cannot* go feral as a result of losing an inventory card & *must* have enough Seither to pay for the Attack without going feral (below 1 .

Damage does **not** reset at the end of each turn, so track your Seither with dice on top of your Cards. Each Creature attacks & resolves individually. **Multiple** attacking Creatures may target the same opposing creature.

Once attacks have been resolved, if any, your turn ends. Add up your **Total Seither** in play & resolve Status Conditions(Pg. 14), effects/abilities.

- The player going 2nd on Turn 1 may play a Chapter card.
- Each round lasts *up to* 7 turns. At the end of turn 7, the player with the **Most Seither Wins!**
- You may pass a turn at any point in the game by making no game actions & declaring a **Pass**.



Additional Rules: Remember that cards can change or go beyond the basic rules found in this rulebook. **The card is always correct.** This means you should always do what the card says — even if the rules say something different.

- If a row does *not* have any available spaces to play a Creature, you *cannot* play a Creature until a space is available. You also *cannot* swap Creatures in play.
- When you put a Creature in play, you *cannot* move it's position after it has been played on the battlefield.
- When you let go of a card, it is considered played & *cannot* be taken back or moved to another space.

ROUNDS 2 & 3

- The player who lost the previous round chooses who goes 1st and 2nd.
- At the end of each round, **all** cards that are in play will be sent to the Feral Pile.
- All cards in your **Feral Pile DO NOT** get reshuffled back into your **Grimoire** at the end of the round(s).
- Any cards that have not been played (still in your hand) are reshuffled into your **Grimoire**.
- The battlefield should be clear of all cards before the next round begins.
- Be careful how many cards you play during a round, it's important to make sure you have enough cards & resources to win future rounds!



WINNING

TAKE THE SEITHER!

The player with the **Most Seither** at the end of each Round Wins that Round!

Win 2 of 3 Rounds to Win the Game!

- Alternatively, if a player ends a round early by conceding the round, their opponent wins that round, *regardless* of Seither.

- The last way a player can **Win a Round** is if *both* players consecutively verbalize they **pass** their turn. The player with the most Seither wins the round!

WHAT IF THERE'S A TIE?

Play 3 more Turns to determine the Winner.

- If there's still a tie, the player with the most Cards in their Grimoire & Hand Wins!



KEY

CLASS RUNES

Nomad

Vikings

Pirates

Valkyries

Shamans

Sorcerers

Spartans

1st Row: Combat

2nd Row: Ranged

3rd Row: Artillery

CARD RARITY

MYTHIC

LEGENDARY

EPIC

RARE

UNCOMMON

COMMON

KEYWORDS

BATTLEFIELD: The play area in which player's play their cards & where gameplay takes place.

BLOCK: When a Creature is Defending an attack & does not receive a single point of damage, it is considered a successful Block.

DEAD AHEAD: A straight line which a Creature is targeting an attack or ability (shown on Pg. 19).

FERAL / FERAL CREATURE: A creature that is sent to the feral(Discard) pile, due to losing all of it's Seither Points.

FERAL DAMAGE: The amount of Damage that is necessary to turn a Creature Feral.

FERAL PILE: All cards that have been used or discarded from play.

GRIMOIRE: A player's deck of cards. This is where you Draw & Rescue Cards from.



HARVEST: Search your **Grimoire** for the specified card(s). The card will instruct you where to put the card. Anytime you search your Grimoire, shuffle when you're done!

HEAL: Restore an amount of Seither to a Creature. A Creature may only be healed *up* to it's Base Seither.


HIT: When at least 1 point of Damage has inflicted a target.

I/ME/MY: Refers to either the Player or Creature.

RESCUE: Search your **Feral Pile** for the specified card(s), reveal & play as instructed.

SEITHER: Determines how much Damage a Creature/Artillery can receive before turning **Feral**.

BASE SEITHER: The Creature & Weapon's (*if equipped*) Total Seither, printed on the Cards (Top left #).

Ex. If a Creature's base is 5 & the Weapon is 3, it's Base = 8 

TOTAL SEITHER: Amount of Seither a Creature/Artillery has, including modifiers.

TIPS & TRICKS

- When deciding which cards to Mulligan in your starting hand, think about **Draw Support & Variety**. Make sure you have Creatures, at least 1 Treasure (*Call to Valhalla* is the Ultimate for Turn 1), a Chapter, maybe a Base Inventory & Draw Support. Having a *King's Private Stock* or Creature that allows you to Draw cards is paramount! Artillery are also great for early Play & setting up Defense. Utilize **Guard** Creatures early.
- Going second has its advantages. You're able to see what your opponent starts with & you can utilize playing a **Chapter** card turn 1. (*King's Caravan to Harvest* a Hero or *Spartan's Order* to disrupt your Opponent's hand!) You also get to play last in the Round, a huge advantage in the Seither war.
- Consider playing a Creature with 1 more Seither than your foe's Creatures to save your Heroes & other Creatures for the future.
- You do **not** have to Play a Card each turn. If you have **more Seither** than your opponent, it may be wise to not play a Card & pass your turn. Keep an eye on how many Cards are in your **Grimoire** to ensure you have enough for future Rounds.
- Sometimes it's wise to concede a Round early if you see you're being overwhelmed, especially if your opponent has played a lot of cards. This saves Cards in your Grimoire for the next Round.
- Don't use a Shield if you want to Forge a Two-Handed Weapon!

- Be mindful of how much Seither a Creature has *after* attacking. **Attacking** too much can put them at risk of even the smallest hit, which could cost you the Game. Attacking only when necessary is fundamental in Seither Chronicles!
- Some combat weapons specifically target *ranged* Creatures. This is great for gaining access to the ranged row!
- Certain **Artillery** have unique effects that deal Damage. Artillery can target ranged Creatures, so choosing the perfect moment to fire that Queen's Cannon can really shift the tides of the Battle!
- Consider **not** Blocking an Attack to preserve a powerful Shield for later in the Battle.
- **PIRATES**: Dhug is best used Round 1 when your opponent's deck is full. *Call to Valhalla* is a great way to get Deckhands out early. Pirate King is best in later rounds, especially Round 3!
- **SHAMANS**: Control style deck, masters of manipulation & disruption. Knärf works best with Ramona, so keep this in mind. Poison has a huge effect on lower Seither Creatures.
- **VALKYRIES**: Queen Christakins is the engine of this deck, use her a little later in the round. Utilizing Glide & freezing powerful opponents are key! Supply Carriage is best early in the round.
- **VIKINGS**: Overwhelm your opponent with sheer power! King Hareld has the Highest Seither in the Game. Give Hoplite Seither to help him survive early turns. Thoben is great help when you're in a tough spot & pairs well with Pippin & Viktor.

NOTES

NOTES

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StretchRabbit



Join the Crew!

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PIRATE DECK



Jackbërd X 1
Dhug X 1
Pirate King X 1
Pirate Mothy X 1
Üstahop X 1
1st Mate X 2
2nd Mate X 1
3rd Mate X 1
Callista X 1
Drywäl X 1
Grace O' Murphy X 2
Hailie J. X 1
Hesk X 1
Mastersmith X 1
Rather Lost X 1
Sharkbait X 2
Smithee X 2
Queen's Cannon X 2
Queen Hare's Revenge X 2
Captain's Hook X 2
Golden Cutlass X 2

Kraklen' Hook X 1
The Angler X 2
Throwing Daggers X 2
Crude Shield X 2
Eagle Eye X 1
Halt! X 1
Call to Valhalla X 2
King's Private Stock X 2
Noble Retreat X 1
Salvage X 1
Second Wind X 1
Farmer's Market X 1
King's Caravan X 1
Mysterious Stranger X 1
Spartan's Order X 1
Sunken Treasure X 1
The Avenger X 2
Seither Bladder X 2
Seither Drop X 3
Seither Flask X 3



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