



NEW ITEMS NEW FOCUS NEW STRATEGY

"As you trudge through *The Unseen* and attempt to burn out this ever looming darkness, you will be gifted precious stones. As you fill your Storehouse with this treasure you will become brighter than ever before; a beacon of light and a signal for Heaven's Armies to aid your struggle. When things get intense and you and your friends need help, you will be given the authority to call on the King's aid for these warriors to join you on the battlefield. They're always at the ready, eager to empower you and your team's focus with Guidance, Faith and Explosive Light that flows abundantly from the throne of our King.

The dark presence that fills these streets never seems to let up, and now the Monarchs are moving more quickly, ever-wielding their overplayed ancient lies and rusted snares; strangling their victims while stealing and destroying anything good that they can. We need to change up our strategy. "Be vigilant and precise with your strikes; the enemy you face is crafty."

ADD TO THE SETUP

When setting up the game give each character:



1 TRACKER CARD

Place the Tracker Card to the far right of your Character's Display next to the "Armory." This is used to store your **Actions & Guidance tokens**, unequipped **Discernment Cards**, **LP Stones/Heaven's Armies Card**.



6 PRECIOUS STONES / LP

Set them to the side where they can easily be reached. These will be collected and placed in your **Storehouse** as you successfully hit or defeat a target. (See "Gaining LP Stones")

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NEW ITEMS

TRACKER CARDS

NEW ARMORY

Holding Space for all Unequipped Items.



NEW STOREHOUSE

When you hit/defeat an enemy target you will earn 1 **LP Stone**. Gather all 6 to draw a **Heaven's Armies Card**. Place the Angel card in your Storehouse and gain the **BOOST** from that Angel until played on the battlefield. Standard Angel rules apply once played.

PRECIOUS STONES

50 LP STONES



MONARCH STRIKE DIE

1 RED 8 SIDED DIE (d8)



REFINED RULES

These refinements are alterations to the base rules of the **Battle Guide**. These refined rules modify the original **Battle Guide** rules and explains how to use new items mentioned above.

By doing this, we hope to refresh and enhance your experience with the game and its re-playability.

NEW TOKEN TRACKER

Place your Actions & Guidance Tokens here.

If you haven't played *The Unseen* before, we recommend that you use these new rule refinements as they were inspired by fans of the game and their responses; we *believe they have made the game a much more refined experience.*

RULE REFINEMENT #1

RED TEXT IS THE NEW REFINED RULE

PASSING LEADERSHIP

THIS RULE REFINEMENT IS FOR PAGE 9 OF THE "BATTLE GUIDE."

RESET: AT THE BEGINNING OF EVERY CHOSEN PHASE, ALL PLAYERS FLIP THEIR TOKENS TO THE SIDES LABELED ACTION/GUIDANCE. THE LEADERSHIP CARD THEN PASSES TO THE PLAYER ON THEIR **LEFT**. THAT PLAYER IS NOW THE LEADER AND BEGINS THE NEXT CHOSEN PHASE.

"The last becomes first."

RULE REFINEMENT #2

LIGHT POINTS (LP)

LP (a.k.a. **Light Points**) located in the *bottom right* of the **Darkness Cards** is now ignored.

Ignore the "LP DECK" section on page 21 of the Battle Guide."

The following section replaces the rule.

When a **Darkness Card** is defeated, that card is immediately returned to the bottom of the **Darkness Deck** and you gain one **LP Stone** (A facet of light contained within a precious gem). Place it in your **Storehouse** on the matching color of the targeted enemy you successfully hit/defeated.



EXAMPLE: If you defeated Doubt (Blue), place 1 LP Stone in your **Storehouse** over the Blue stone image.