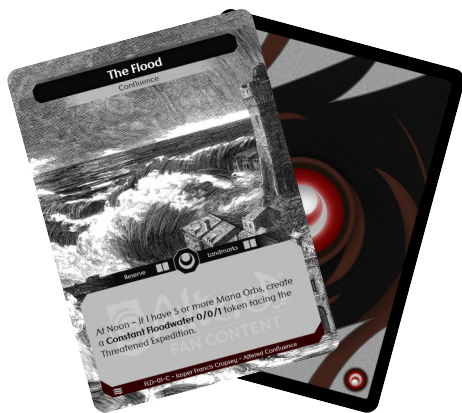


Altered Confluence

Quickstart Rules

In the midst of the Confluence, Hero and Companion have been separated and must find their way back to each other before Darkness closes in on them.

Altered Confluence lets you play out this adventure in a solo game mode using your regular Altered cards. Advance your expeditions by overcoming the obstacles an automated Confluence deck sends at you, all while being chased down by the Darkness – you win if Hero and Companion meet each other before being swallowed by Darkness!



Altered Confluence is unofficial content created by a fan of Altered. Not endorsed by Equinox. Portions of this material are the property of Equinox.

Altered Confluence is published under CC BY-NC-SA 4.0 as found at <https://creativecommons.org/licenses/by-nc-sa/4.0/>

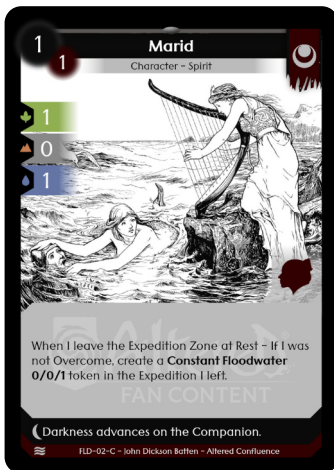
Components

In order to play Altered Confluence, you need to have a deck of Altered TCG cards – 1 Hero and a 39-card deck. Your deck must abide by standard deckbuilding rules, but no cards are suspended against the Confluence. You also need your adventure track and any additional markers and tokens for a game of Altered.

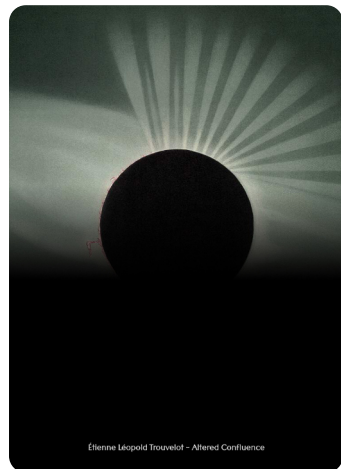
Additionally, the following pieces are required for a game of Altered Confluence:

1. A Confluence deck comprised of 40 cards –
1 Confluence ‘Hero’ card and 39 Characters, Spells, and Permanents.
2. Two Darkness cards that will cover parts of the Tumult.

Note that Confluence decks typically include 55 cards – 15 cards come in both common and rare variations. You can adjust the difficulty of the Confluence by using only some or all of the rare versions of cards. For your first game, we suggest using only common cards in the Confluence deck.



Confluence Cards






Darkness Cards

Core Rule: Overcome

While in a typical game of Altered you simply need to exceed your opponent's statistics in one terrain in order for your Expedition to advance, Altered Confluence works differently.

To advance an Expedition, you must **Overcome** each Character, Expedition Permanent, and Terrain that Expedition is faced with.

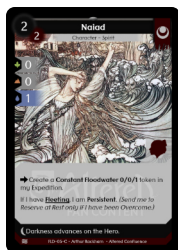
At Dusk, separately sum the , , and  statistics of each Character you played in one of your Expeditions. Then subtract the statistics of each Character and Expedition Permanent facing that Expedition from the totals (in any order). Each Character and Expedition Permanent that can be successfully subtracted from that total is Overcome.



If all Characters and Expedition Permanents are Overcome, the Expedition can face the terrain itself – for each terrain present in the Tumult Region where the Expedition is located, subtract 1 more from your totals. If this can be done successfully, that Expedition advances. Repeat this process for the other Expedition.


Two new keywords appear commonly on Confluence-specific cards referencing this rule:

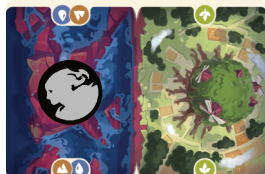
Persistent (*Send me to Reserve at Rest only if I have been Overcome*).




Constant (*I am not sent to Reserve at Rest, even when Overcome*).






In this example, the player's Hero is located in a region where the terrain is  and .



The Confluence has played a Naiad and created a Floodwater token, presenting a challenge of 2  to overcome.



The player has played a Dracaena and a Sneezzer Shroom, with total statistics of 1 , 3 , and 3 .

Subtracting the Naiad and Floodwaters' statistics leaves 1 , 3 , and 1 . Both have been Overcome.



1 point from each terrain type (1  and 1 ) can also be subtracted from the remaining statistics - this expedition progresses.

The Silver Rule

While playing Altered Confluence, you must always place newer played cards to the right of older played cards - both the Confluence's and your own! The Confluence may sometimes target a "leftmost" or a "rightmost" target. These terms are shorthand for the oldest existing target and the newest existing target. By placing your cards in the correct order, you don't have to maintain this information in your head. You may not choose to change the order of cards.

When cards change zones simultaneously (such as Characters being sent to Reserve all at once during Rest), you may choose the order they are placed into the new zone.

When tiebreaking, the Confluence always chooses the leftmost valid target when otherwise unspecified.

Setup

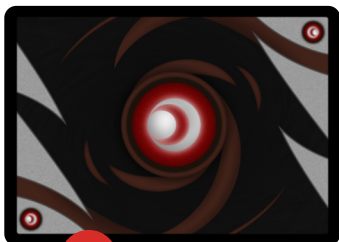
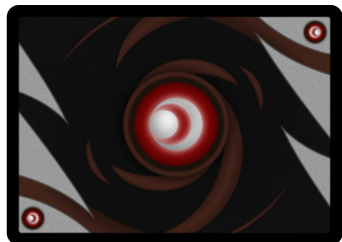
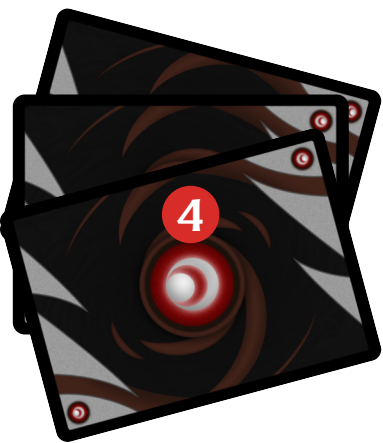
If this is your first game of Altered Confluence, ensure that your Confluence deck only includes the common (gray cabochon-marked) cards.

1. Begin by setting up the Adventure Track as usual. Then, place one Darkness card on either side of the tumult behind the Hero and Companion respectively, each covering the back half of their respective starting card.
2. Set up your own play space with your Hero and Deck, drawing your first 6 cards and choosing which 3 to put into your Mana Zone as usual.
3. Place the Confluence's Hero card above the Tumult. Shuffle the Confluence deck and place it within reach. Leave room for the Confluence's Expeditions, Reserve, Landmark, Mana, Midnight, and Discard zones.
4. Place the top 3 cards of the Confluence's deck face-down into its Mana Zone.
5. Draw 1 card (from the Confluence's deck) into the Confluence's Hand for its first turn, keeping it face down. Then, draw a second card and put it face up in the Confluence's Reserve.
6. Using the First Player marker, mark the Hero Expedition as the Threatened Expedition.

Adjusting Difficulty

Altered Confluence decks can be adjusted for different difficulties. 15 cards in the Confluence deck come in both common and rare variations. Once you have played against a fully common deck, you can replace common cards with their rare variants (if they have one) to increase the difficulty.





Gameplay

Altered Confluence generally follows the same gameplay steps as a typical game of Altered, but adds steps to run the Confluence deck throughout. New steps are italicized.

Morning

If it's the first Day of the game, go straight to Noon.
Otherwise:

1. *Change the Threatened Expedition. You are the First Player whenever the Companion Expedition is Threatened.*
2. Ready your Mana Orbs and exhausted cards. *Ready the Confluence's Mana Orbs and exhausted cards.*
3. Draw two cards from your deck.
4. Choose if you wish to place a card from your hand into your Mana Zone.
5. *Draw 2 cards for the Confluence, keeping them face-down and in the same order. This is the Confluence's hand.*

Noon

1. Activate any card with an "At Noon" trigger.
 - a. *At Noon triggers owned by the Confluence are resolved in the following order: the Confluence card, Characters in Expeditions, Landmarks, then cards in Reserve.*

Afternoon

1. Starting with the first player, players take turns playing one card at a time.
 - a. As always, you may use any number of quick actions before playing a card.

The Confluence's Turn:

1. *First, activate any quick actions the Confluence can take.*
2. *Next, if the Confluence has any remaining cards in hand, reveal the top card if its hand.*
 - a. *If the Confluence has enough mana remaining to pay for it, it exhausts the mana and plays the card, following the card's placement rules (see below).*
 - b. *If not, place that card face-down and readied in the Confluence's Mana Zone. The Confluence may place any number of cards into its Mana Zone per turn.*
3. *If the Confluence had no cards left in hand, it instead plays the most expensive (Reserve Cost) card from its Reserve that it can afford the mana for.*
4. *If the Confluence had no cards in hand and was unable to play any cards from its Reserve, it passes.*

Dusk

During Dusk, you check to see if you advance either Expedition. For each Expedition, check to see if you have Overcome all Characters, Expedition Permanents, and the terrain (see above for details). If yes, that Expedition advances.

If after resolving Dusk your Hero and Companion have met or passed each other in the Tumult, you win the game!

Night

Rest

1. Send all Characters in your Expeditions to your Reserve. If they are Fleeting, discard them instead.

2. *Send all of the Confluence's Characters into the Confluence's Reserve. If they are Fleeting, discard them instead. Remember to check for **Persistent** and **Constant** keywords.*

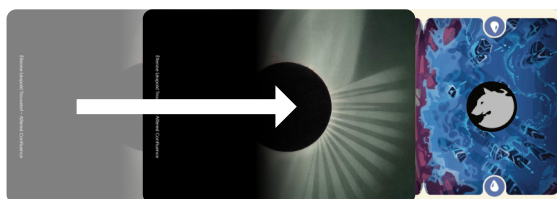
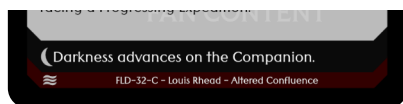
Cleanup

1. *If you have 3 or more cards in your reserve, you must discard the excess so that only 2 cards remain. Do the same for your Landmarks.*
2. *If the Confluence has more cards in its Reserve than indicated on its Hero card, discard the leftmost excess cards.*
3. *If the Confluence has more cards in its Landmarks than indicated on its Hero card, discard the lowest Hand Cost excess cards.*

Midnight

1. *Advance the Darkness by 1 Region as indicated by the previously revealed Midnight card, then send that card to the Confluence's Discard.*
 - a. *As there is no Midnight card revealed on the first turn, Darkness cannot advance during the first Midnight.*
2. *Reveal the top card of the Confluence's deck and place it in the Confluence's Midnight Zone. This is the new Midnight card.*

If the Darkness covers either Hero or Companion, you immediately lose the game.



Placement Rules

Each of the Confluence's Characters and Expedition Permanents has a placement rule indicated on the card in the bottom right corner of the art.

If a placement rule would ever be ambiguous (a character could be placed in either Expedition according to the rule), place it facing the Threatened Expedition.



Place this character facing the Threatened Expedition.




Place this character facing the Hero Expedition.




Place this character facing the Companion Expedition.



Place this character facing an Expedition in a  terrain.



Place this character facing an Expedition in a  terrain.



Place this character facing an Expedition in a  terrain.



Place this character facing a Progressing Expedition.
(A *Progressing Expedition* is an Expedition that would progress if Dusk were to start immediately.)

Tiebreaking

The Confluence may sometimes have to break a tie – for example, when it must choose between two cards with the same Reserve Cost to play from Reserve. The Confluence always chooses the leftmost legal target. If it must choose an Expedition, it chooses the Threatened Expedition.