

Sacrifight

by Andreas Michler & Axel Streubel
1–2 players • 45–90 min • Ages 10+

Advanced Rulebook

Game Components:

4x 30 hero cards, approx. 15–25 action cards per boss, 11 boss overviews, 4 player boards, 1d6 die, 1 coin, 5 health markers, 5 armor markers, 4 special ability markers, 16 check marker tiles

Story:

In a world where ancient legends and myths seemed long forgotten, the darkest figures of the past have returned - more savage, powerful, and vengeful than ever.

Creatures such as the serpent-like Tatzelwurm, the feared mountain spirit Rūbezahl, or the cruel Krampus have risen to plunge the land into chaos.

Whispers spread of an approaching darkness, threatening to consume even the bravest souls. But four rather... unconventional heroes have been brought together - whether by fate or perhaps simply by the game's designers is up for debate - to take up the fight.

These heroes must confront the legendary beasts. Only through brave sacrifices and clever use of their powers can they hope to overcome the dark forces and save the land from destruction.

Game Concept:

Sacrifight is a card-driven boss battler played over a single run consisting of 3 acts, each featuring a different boss. In Sacrifight, a player's deck changes during the game - not by acquiring new cards, as in traditional deckbuilders, but by shrinking from turn to turn.

Instead, Sacrifight is a **deck deceiver**: you start with a fixed deck of 30 cards that shrinks turn by turn. Players must cleverly manage their dwindling resources to survive long enough to face - and defeat - the final boss.

If any hero loses all their health before the last boss is defeated, the run ends in collective failure. Success requires careful planning, teamwork, and mutual support.

Throughout the game, you'll face constant decisions that shape your journey:

- **Which cards will you sacrifice** to play more powerful ones?
 - **Where will you place your cards** to both protect them from boss attacks and maximize their impact?
 - **Which cards will be lost to the graveyard** after a boss strike?
 - **Which cards will you save into your backpack** to reuse in the next fight?
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Key Mechanics:

Deck Decreaser System:

There are bronze, silver, and gold cards. To play stronger cards (silver, gold), weaker or equally strong cards (bronze, silver, gold) must be sacrificed. In doing so, players may also sacrifice cards of their fellow players in order to play their own cards. Agreements between the players are therefore unavoidable: **“May I sacrifice your silver card to play my gold one?”**

Limited Card Slots around the Boss:

A challenge for the players is that the space to place cards is limited. There is one card slot per player provided in the north, south, east, and west of the boss. With 2 players, there are therefore 2 slots each in the west, 2 in the east, 2 in the north, and 2 in the south. The players can use all the slots.

Caution: Not only through the sacrificing of cards by the players, but also through actions of the bosses, cards end up in the graveyard. Therefore, card placement is tactically extremely important, as it not only determines where the boss is attacked, but also whether he might attack a card in the next turn.

Boss Fights:

The players fight against legendary figures, each of which brings along their own deck. In addition, each opponent has special abilities, which each require new tactics. Rübzahl and company destroy your cards, deal enormous damage, heal themselves, play powerful minions, disappear quickly, or show different faces. Both card decks and the abilities of the bosses are strongly based on the background story of the respective legendary figure.

Rage Mode:

Some opponents fall into a rage mode at a certain point, with even stronger abilities: Now it's time to be quick, or you'll be overrun.

Heroes:

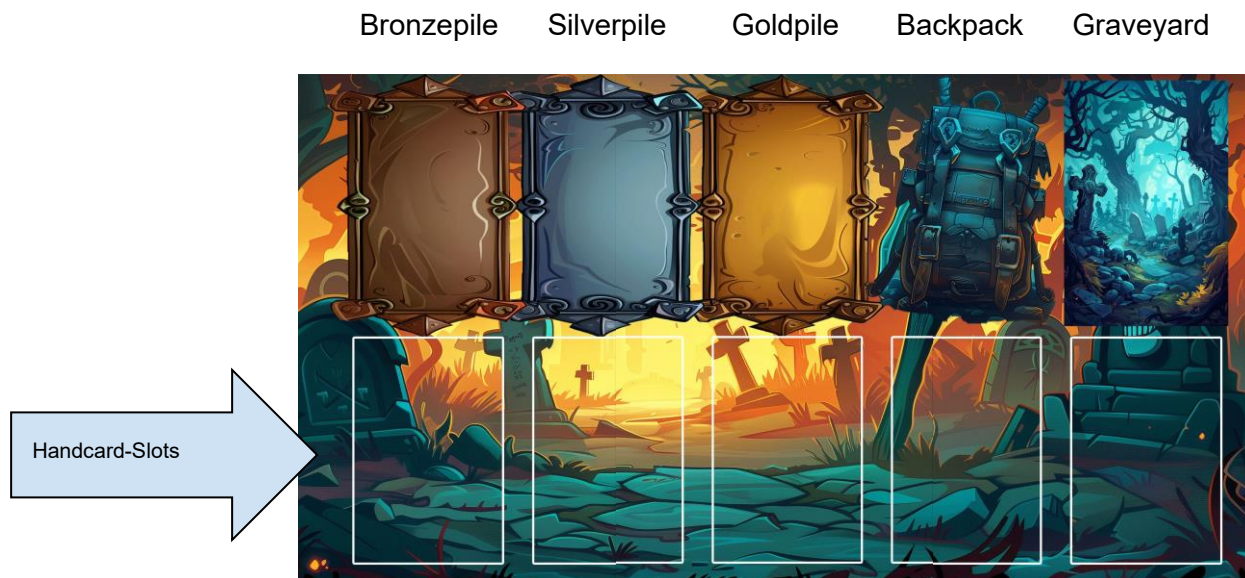
There are four heroes, each with a unique playstyle:

- **The Reckless Lumberjack:** The most straightforward character. Deals heavy damage, takes heavy hits.
 - **The Forgetful Witch:** Uses ingredients in play for card combos.
 - **The One-Eyed Hunter:** Draws quickly; hand and backpack management are key.
 - **The Resurrected Nachzehrer:** Makes increased use of sacrifice mechanics and always keeps an eye on the graveyard.
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Game Setup:

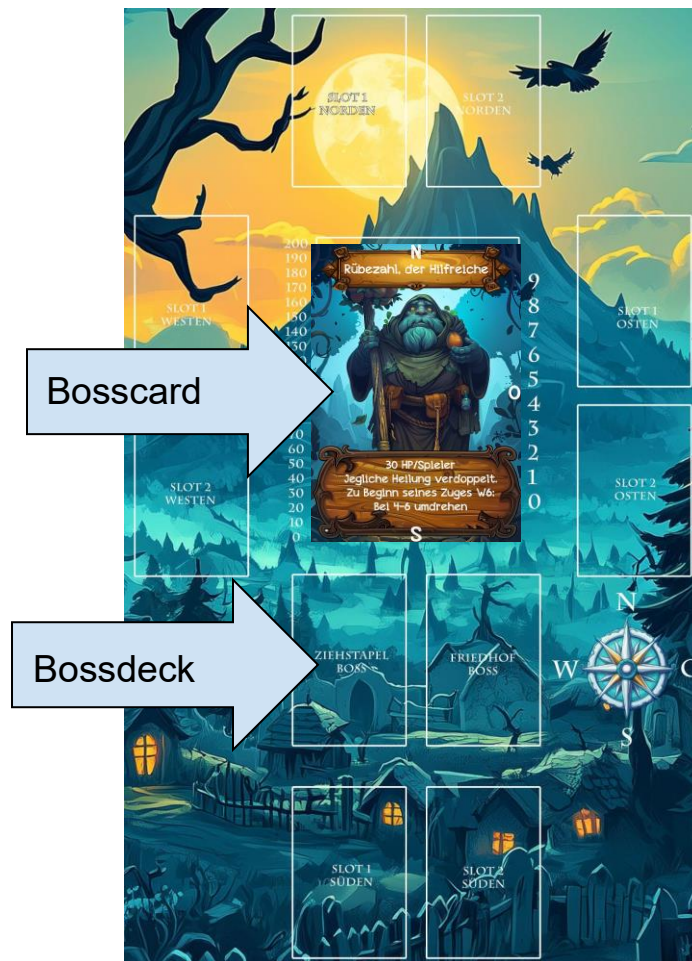
At the beginning, the players each choose a character: the Reckless Lumberjack, the Forgetful Witch, the One-eyed Hunter, or the Resurrected Revenant. Each hero deck has 30 cards with individual cards.

After choosing the hero, each player takes the corresponding player board and deck and splits it into three piles according to gold, silver, and bronze cards. They shuffle these and place the cards accordingly on the player board. The board also contains the player's Backpack (RS) and Graveyard (FH), as well as 5 hand card slots.



Now the players choose 3 bosses according to their preferences. An official run consists of 3 bosses. (But one-shots against just one boss are also possible.)

One of the three boss overviews is chosen for the first round (or drawn randomly) and placed in the center of the table. In addition, a player shuffles the corresponding boss card deck and places it on the slot below the boss designated for it. (see gameboard)



Each player sets their life point indicator to 15; this is done at the beginning of each new fight. So if a hero has, for example, only 3 hit points left after the first fight, they are refilled to 15 hit points for the 2nd boss. The armor value of all heroes starts at 0 every fight. The heroes' special move counter also starts at 0.



The boss's health point indicator is also set: the value indicated on the boss card is multiplied by the number of players.

After determining the player order, the fight can begin.

Game Flow:

To start, each player draws a total of 5 cards one after the other. They may freely choose from the three piles bronze, silver, and gold. They may look at each drawn card one after the other and then decide from which pile to draw next. The cards are laid out face-up.

First, the player(s) take their turns in the previously determined order. After that, the boss acts by executing its boss-ability (if he has one) and then revealing and resolving a card from its boss card deck.

The active player always has 2 actions unless otherwise specified by cards or boss abilities. Valid actions are:

- Play a card into a card slot – a card already in play may need to be sacrificed for this.
 - Draw a card from one of their bronze, silver, or gold piles into their hand.
 - Rescue a card already in play into the backpack. Or place a card from hand into the backpack.
 - Pass.
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Play a Card

Players can place their cards on four sides (north, south, east, west) around the boss. Each player has one slot per side of the boss available per run. For example, with 2 players, there are 2 slots each in the west, 2 in the east, 2 in the north, and 2 in the south. These slots are not bound to the players, meaning a player may also use multiple slots on one side.

When playing cards, attention must be paid to the card level:

- Bronze cards can be placed in a free slot next to the boss without sacrifice; however, they may also be played on top of other cards already in play, which are then sacrificed.
- To play a silver card, the player must sacrifice a bronze, silver or gold card already in play.
- To play a gold card, the player must sacrifice a silver or gold card already in play.

So, it is allowed to sacrifice a card of equal or stronger level instead of a weaker card. The newly played card is then placed in the slot of the sacrificed card. The sacrificed card is placed in the graveyard unless otherwise determined by sacrifice effects or other rules.



If players want to play a card and sacrifice another for it, they may also sacrifice already played cards of their teammates. The sacrificed card lands in the graveyard of the hero to whose deck it belongs. Neutral loot cards go to the graveyard of the player who sacrificed them.

Many cards have a sacrifice effect. This is triggered when a player sacrifices one of these cards to play another card into that slot.

You have played a card – now a hero ability may come into play.

Hero Abilities:

Each hero has a special ability. This means that each hero may toss the Coin of Fate once per round when playing a corresponding card. This either triggers the positive or negative effect of the hero ability; in addition, the hero definitely receives 1 point on the special move track. If this track is full, the hero may perform their special move at any time. This may be performed at any time when it is that hero's turn, on top of the 2 actions.

Example: The Lumberjack tosses the coin when he plays an attack or armor card in a round. If it lands with "No" face-up, the played card remains in play and is not triggered. With "Yes," the effect of the played card is triggered once again. **Special move:** The Lumberjack has 6 points available, which he may distribute as he wishes as individual damage or armor points.

Further abilities are...

Witch: Once during her turn, the Witch may toss the coin when playing a card, whether attack, armor, healing, or action card. With "No," the card returns to the Witch's hand. With "Yes," the player may play a card from hand that is one tier stronger. (e.g. silver instead of bronze).

Special move: The Witch may look at the top 3 cards of the boss deck. She puts one of them back on top of the boss deck and places the other two underneath the deck.

Hunter: Once per round, when an attack card is in play, the hero may toss the coin. With "Yes," the damage counts double. With "No," the Hunter must shuffle the card back into the corresponding draw pile. If a card was sacrificed when laying it out, that card remains sacrificed in the graveyard even if the player has to shuffle the attack card back into the deck after the roll.

Special move: The Hunter may retrieve a trap of his choice from the graveyard and place it directly into a free slot on the board.

Nachzehrer: With "Yes," the sacrifice effect of a card played in a round is additionally executed. With "No," the normal effect of the card is not executed; it goes directly on to the graveyard. Its sacrifice effect is still executed, as is that of any card that may have been sacrificed. **Special move:** The Nachzehrer may retrieve 2 cards from the graveyard back into hand.

Draw

If a player chooses the **Draw** action, they may take **one card of any level** into their hand. However, a **hand limit of 5 cards** applies. If, during the course of the game, cards are returned from the board to the hand and the hand is already full, these cards are placed in the **backpack** instead. If a boss card instructs a player to draw a card but the hand is full, no card is drawn.

Saving a Card

Players can **save their cards from the board** before they are destroyed or sacrificed in order to use them safely in the next battle. To do this, they use an action to remove the corresponding card from the board and place it into the **backpack**. The **sacrifice effect is NOT triggered** when saving a card.

Boss Turn

After the heroes have each performed two actions for the first time, the boss takes their turn. First, if present, the **boss ability** (as described on the boss card) is triggered. Then, the boss **draws 1 card** and resolves the instructions written on it.



For future boss turns, the exact sequence is as follows:

1. **Check any boss cards already in play** (e.g., if the boss has minions on the field)
 2. **Trigger boss ability**
 3. **Check trap/ban cards:** If a hero has trapped or banned a boss card, now is the time to roll and possibly activate the effect
 4. **Draw a card**
 5. **Check if any card in play from the heroes affects the drawn card** (trap, seal, destroy, etc.)
 6. **Resolve the card / Determine who takes damage**
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General Game Info

Once a card is played, it usually remains in play until it is **destroyed, sacrificed, or “saved”** (placed into the backpack). As long as it remains, it **blocks a slot**. Cards are always placed in **Slot 1 first**. If the boss plays a minion, it is placed in Slot 1 on the indicated side. Any card already in that slot may be **sent to the graveyard, backpack, or elsewhere** depending on the boss action card instructions.

Boss minions usually have **1 health point**. Heroes must deal **1 point of damage** to remove a minion. If a hero plays a card dealing more than 1 damage, the **excess damage is lost**—it may not be split across targets.

Sacrificed cards go to the graveyard and remain there until the end of the game unless retrieved by other card effects or abilities. If cards are sent to the graveyard by a boss effect, their **sacrifice effects do NOT trigger**.

Heroes have **attack cards, armor cards, healing cards, and action/buff cards**.

Bosses have varying amounts of health, usually around **30 or 40 per hero**. Hit points are deducted immediately when damage cards are played, or at the **start of a hero's turn** if a “damage each round” card is in play.

For cards that trigger every round or must be checked every round, there are special check marker tiles to remind the players that this card triggers again on their turn.

If a boss card or a boss ability says something like “3 damage,” each hero takes 3 damage. Unless the card explicitly states otherwise, for example: “Deal 3 damage to the hero with the most hit points, and 2 to all others.”

If hero cards say something like “2 healing” without specifying who it is for, the healing may be given to any hero.

The Witch has cards that protect her ingredient cards on the field from being removed. If the boss plays a card that says: "Remove all cards in the south," the ingredient cards remain in play. However, if he plays a minion, it still removes the ingredient in Slot 1. If the minion, however, has the additional text "Remove all cards in the south," the ingredient in Slot 2 may remain in play (provided no additional minion appears there).

If a hero or boss has armor, this is reduced first, then the health points.

There are cards whose effects affect the heroes with the fewest or most health points. If several players simultaneously have the fewest or most hit points, then both are affected by the effect.

Minion cards are marked with an (M). Cards of "Wild Mode" with a (WM).

Legendary loot cards: With a handful of bosses, the heroes can obtain legendary loot cards by completing a very special objective. If you possess a legendary loot card, it is shuffled into the gold pile. To be able to play it, you must sacrifice a gold card, unless stated otherwise on the card.

End of Boss Fight

As soon as the boss has **no health remaining**, he is defeated. The **boss loot cards** are then randomly distributed to the heroes (**each hero gets one**) and added to their decks.

All **cards from the backpack are shuffled** back into the decks.

All **remaining cards on the board** that were not saved to the backpack are now **placed in the backpack for the next round**.

Cards in the graveyard remain there.

Heroes' health is **restored to 15**, **armor is reset to 0**, a new boss is selected, and the next **act begins**.

End of Game

In Sacrifight, there is only **victory or defeat**: As soon as the **third boss is defeated**, the players **win together**.

If **any hero dies during the run**, the players **immediately lose the game**.

How many bosses can you defeat? Only true heroes will manage to take down **all 3 bosses together** and **save the land from destruction**.

If a situation arises in which the rules may not offer a clear solution, simply act to the best of your knowledge and conscience. Or call the authors.

Turn Sequence Overview

Players:

- Check cards in play / Must any boss card action be triggered?
- Apply “damage every round” effects
- Then take actions: Do I have 2 actions or has the boss limited me?
- Play a card:
 - Trigger **sacrifice effect**
 - Roll for **hero ability**, if applicable
 - Resolve card effect

Boss:

- Check boss cards in play
- Trigger boss ability
- Check trap/seal cards
- Draw a card
- Check if any player card affects the drawn card
- Resolve the card / Determine who takes damage

After the Boss Fight:

- Move backpack cards into the deck
- Move hand into the deck
- Move board cards (not saved) into the backpack for the next round
- Distribute loot
- Reshuffle individual decks

Additional Boss Information:

Rübezahl

Hitpoints: 30 per hero

Boss Abilities:

Before each of his turns, roll d6:

- On a 1–3, "Rübezahl the Helpful" appears, and all healing effects count double, for both Rübezahl and the heroes.
- On a 4–6, flip the boss overview to reveal "Rübezahl the Angry." In the following round, **all damage dealt by Rübezahl counts double.**

At the start of the battle, **6 turnip cards** (3 bronze, 2 silver, 1 gold) are shuffled into **each hero's deck**.

Loot Cards:

Rübezahl's Healing Lotion, Healthy Poison Turnip, Weather Vane, Underground Treasure

Erlkönig

Hitpoints: 40 per hero

Boss Abilities:

Erlkönig's Curse: Every time it's Erlkönig's turn, each hero takes **1 damage**.

Loot Cards:

Erlkönig's Curse, Mist Candle, Erlkönig's Renegade Son, Erlkönig's Golden Crown

Wisp

Hitpoints: 40 per hero

Boss Abilities:

If all boss cards have been played and there is no card left for the wisp to draw actively, **the wisp vanishes and the round is lost**.

Loot Cards:

Swamp Gas Grenade, Captured Ghost Light, Wisp Spark, Eternal Wisp Flame

Nachtkrapp

Hitpoints: 30 per hero

Boss Abilities:

Ability "Into the Bag": At the start of the turn, roll 1d6. The number rolled determines which direction the Nachtkrapp's beak points:

- 1 & 6: nothing happens
- 2: points north
- 3: east
- 4: west
- 5: south

Cards in the direction the beak points are **moved to the backpack**.

Crow Swarm minions cannot be attacked. They remain in their respective slot **until the next Crow Swarm card is drawn**.

Loot Cards:

Mummified Crow Claw, Tame Crow Swarm, Giant Raven's Beak, Nachtkrapp's Sack

Mysterious Egg

Hitpoints: 1 HP and 25 armor per player

The Egg is defeated when its armor value reaches 0. (The 1 HP is only formal. In principle, here the armor is the Egg's HP indicator; the players also win if the armor is at 0 and only the 1 formal HP remains.) Important: Armor can also go above the starting value through cards.

Boss Abilities:

Wild Mode begins at:

- 10 HP (1 player)
- 20 HP (2 players)

When Wild Mode begins, **Wild Mode cards** are shuffled into the deck, and the "**Wild Wolpertinger Mom**" is placed on the board.

Loot Cards:

Foul-Smelling Wolpertinger Secretion, Hard Shell Shield, Eggshell Helmet, Sharp Shell-Edge Sword

Legendary Loot: Baby Wolpertinger.

Requirement for the legendary card to enter the loot pool: The heroes must defeat the boss in such a way that its armor is at 0 at the end, but the Egg's 1 hit point still remains. The boss is still defeated in that case.

Nachzehrer's Neighbor

Hitpoints: 30 per hero

Boss Abilities:

Heals **the amount of HP damage** he inflicts on heroes.

Damage absorbed by armor **does not heal him**. Also damage from minions does not heal him.

Wild Mode begins when he has lost half his hitpoints:

- Each hero **immediately discards a random card from their hand to the graveyard**.

- All remaining cards in hand go to the backpack.
- Heroes then draw up again (as many cards as went to the backpack).
- **The Wild Mode card Sweet Plague Bird (x2) is shuffled into the deck.**

Loot Cards:

Evil Glass Eye of a Nachzehrer, Cursed Gravestone, Rotting Offerings, Cute Plague Bird

Legendary Loot: Soul of a Nachzehrer.

Requirement for the legendary card to enter the loot pool: Both Plague Birds must have been on the board.

Aufhocker

Hitpoints: 30 per hero

Boss Abilities:

When the Aufhocker draws an **Aufhocker card** (marked with an **(A)**), the heroes **only have 1 action** each in the following round.

Wild Mode begins at half HP: From that point onward, **heroes take 1 damage per round.**

Loot Cards:

Crappy Backpack, Deep Black Camouflage Cloak, Paralyzing Talisman, Werewolf Companion

Tatzelwurm

Hitpoints: 45 per hero

Boss Abilities:

At the beginning, shuffle cards of the "Normal Mode" (NM) into the deck.

Wild Mode begins at half HP:

- Remaining **Normal Mode (NM)** cards are removed from the deck
- **Wild Mode (WM)** cards are shuffled in
- From now on, **heroes take 2 damage per round**, but have **3 actions per round**

Loot Cards:

Claw Dagger, Tail Whip, Venom Fang Amulet, Fire-Breathing Dragon Puppet

Krampus

Hitpoints: 30 per hero

Boss Abilities:

Krampus has a **Kraxe** (basket frame). This mechanic blocks the **top slots** during the game.

- **Slot 1 simulates the Kraxe.**
- To **free cards** from the Kraxe, players play cards into **Slot 2**.
 - Bronze = rescue 1 card of choice
 - Silver = rescue 2 cards
 - Gold = rescue 3 cards

These cards can be played **without requiring a sacrifice**.

Loot Cards:

Freshly Bound Birch Rod, Demon Goat, Wooden Krampus Mask, Krampus Kraxe

The Wild Hunt

Hitpoints:

- Wodan: 15 HP per hero
- Frau Holle / Eternal Hunter / Wild Horde: 10 HP per hero (each)

Boss Abilities:

The Wild Hunt consists of **4 separate bosses**, each of which can **only be attacked from the direction they're positioned on the board**.

Depending on the card the boss draws, the **corresponding Wild Hunt member's action is triggered**:

- **Wodan Card:**
 - 1 damage to each hero
 - 1 healing per each hero for every Wild Hunt member still active
 - Roll 1d6: on 1 or 2, a random card from each hero's hand goes to the backpack
- **Holle Card:**
 - 1 healing per hero for each active Wild Hunt member
- **Eternal Hunter:**
 - 2 damage
- **Wild Horde:**
 - Roll 1d6: on 1 or 2, a random hand card is placed in the **graveyard**

Once a Wild Hunt member is defeated, all **corresponding cards are removed** from the boss deck.

Loot Cards:

Chainhound Puppy, Spear of Stormwinds, Snow-White Powder, Mercenary of the Wild Hunt

Legendary Loot: Hackelberg's Legendary Hunting Bow

Requirement for the legendary card to enter the loot pool: The Eternal Hunter must be defeated as the last opponent.

The Headless Horseman

Hitpoints: 30 per hero

Boss Abilities:

At the start of each turn, the Headless Horseman rolls 1d6 for the special card **"Head of the Headless Horseman."** The result determines where the head is placed.

Place one **"The Angel of Death Speaks Your Name"** card per hero into the Headless Horseman's deck.

Each player receives one "Gold Coin" card.

Loot Cards:

Withered Hand on a Stick, Heavily Worn Spine Whip, Ghostly Steed, Gold Coin (Head of the Headless Horseman)

Legendary Loot: Head of the Headless Rider

Requirement for the legendary card to enter the loot pool: The card "The Angel of Death Speaks Your Name" must be fended off.

To be continued: 2-3 more bosses are planned...

Also under consideration:

- A PVP mode: 2 heroes face off against each other. Each hero has approx. 30 hit points, and 5 slots into which they can play cards. Players can attack the opposing hero or their cards in the slots with their cards.
- Story and achievements: A small booklet with background stories for the bosses and an achievement list in which individual bosses or combinations can be "checked off." Or one in which certain "campaigns," i.e. special boss combinations, are also suggested.