



CHAOTIC USA

SILENT SANDS™



TRADING CARD GAME
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4KIDSTV

NEW GAME RULES ALSO AVAILABLE ON CHAOTICGAME.COM

RULES SUPPLEMENT

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USA ONLY

CHAOTIC

U-483434

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RULES SUPPLEMENT

Warbeasts and Conjurers:

Warbeasts are powerful beings created from raw Mipedian Mugic™ by Muges known as Conjurers. Warbeasts are unstable unless paired with one or more Conjurers. Every Warbeast has a punishing Recklessness drawback, but Conjurers reduce the damage Warbeasts would deal to themselves with Recklessness. Multiple Conjurers can work together to reduce this damage even further.

Mirage Locations:

Mirage Locations are places that appear and disappear in the shifting sands of the Mipedim Desert and other mysterious parts of Perim. Whenever a Mirage Location is the active Location and would be placed on the bottom of its owner's Location Deck (for example, at the end of a player's turn), rather than putting the Mirage Location on the bottom, place it on a space on the Battleboard which doesn't have a Mirage Location. Then, return any other Mirage Location in play to the bottom of its owner's Location Deck.

When a Mirage Location is in play on the Battleboard, its Mirage ability becomes active and its normal ability is inactive. Any combat-related Mirage abilities only apply to battles that take place at that location on the Battleboard.

Location - Mirage

Initiative: Speed

When this becomes the active Location, Mipedians gain "Invisibility: Surprise" until end of turn.

At the beginning of combat, reveal a new active Location.

Mirage: Invisibility cannot be negated.

Multiple Elemental Costs:

Some Attack Cards have abilities which require more than one Elemental Type. If the Creature playing this attack does not match all the Elements on the Attack Card, the ability does not work.

Attack

Fire, Earth: Flip the opposing engaged Creature's Battlegear face-down.

"Rule of Two" Update- Cards with Subtitles:

A card with a subtitle printed below its card name represents a different version of that card. As long as two cards have the same card name, they are considered the same card by the Rule of Two and the Uniqueness Rule. For example, both "Forest of Life" and "Forest of Life, During Aichlyys" have the card name "Forest of Life." You can play a total of two in your army.



Movement Rule Update:

Using a Mugic or ability to move a Creature does not prevent that Creature from making its normal move on the same turn. For example, if you use Phelphor's ability to move your Rothar into an open space adjacent to Rothar, you may still move Rothar when you could normally move your Creatures.

Creature - UnderWorld Conqueror Scout

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At the beginning of your Action Phase, you may move target Creature to an open space on the Battleboard adjacent to that Creature.

Everyone wants to know what's behind the Doors, but none more than him.

Diminishing Muges:

Each Tribe has a Muge whose ability counts the number of Mugic counters on it as part of its ability. You count the number of Mugic counters when the ability resolves, *not* when you play the ability, so the Mugic counter you used to pay for the Muge's ability will have already been removed when you count.