



DEMICA

BEAST EATER

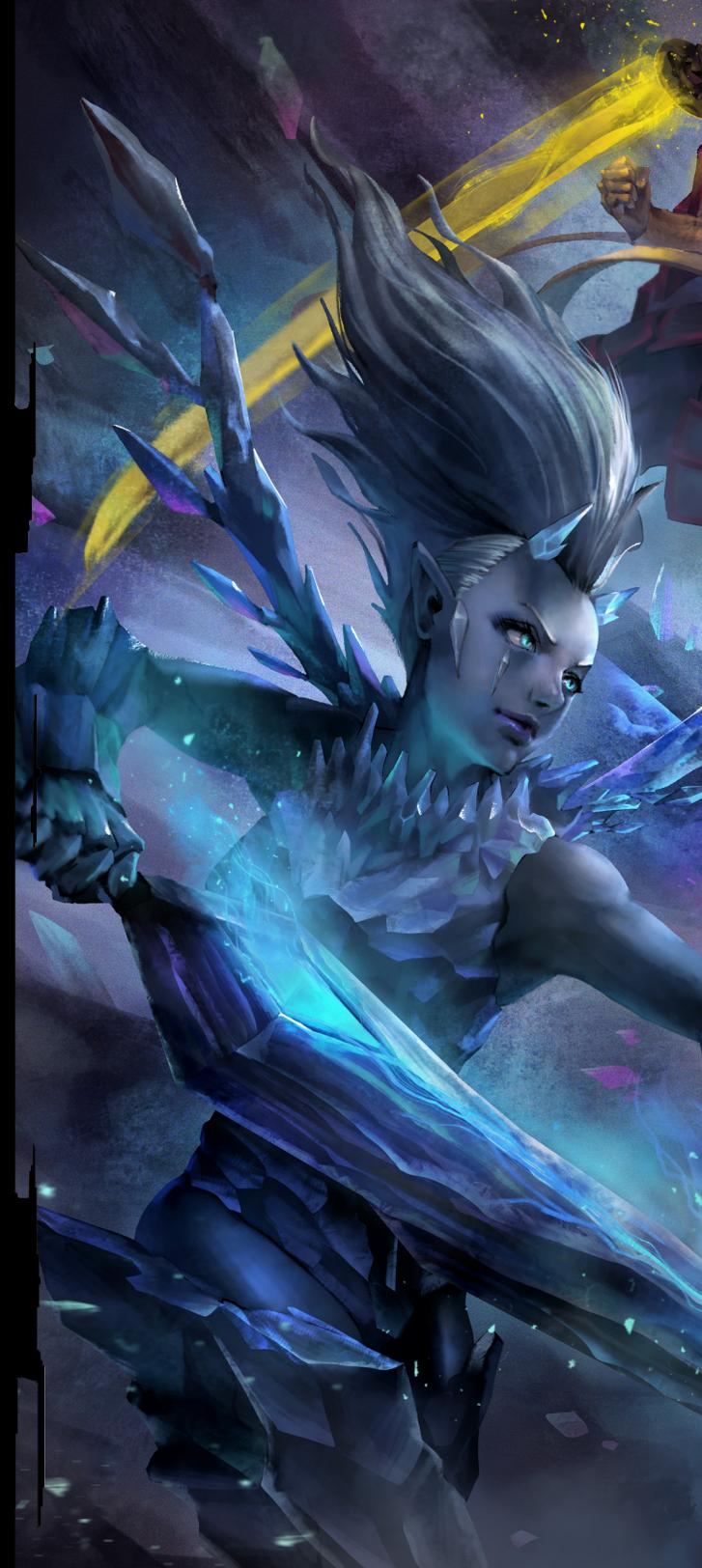
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- THE MILLENNIUM WAR -

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THE FROZEN PROMISE

The winter season has taken over our climate for years, leading to the scarcity of available resources. Our population declined drastically. We couldn't wait any longer. The Shadow Realm, a dangerous destination where untouched resources were plentiful, was the only chance at survival. No one had ever dared to cross it. A group of brave warriors volunteered to explore the Shadow Realm and seek asylum for our people. My father and I were amongst the bold.





After months of traveling, we came across a black desert. The sand was the shade of charcoal with its untouched surface glistening under the moonlight. The soil's chemical components allowed fires to last for days. It is the perfect material for keeping our villagers warm all year. Giant abundant cactus-filled the vacant areas in the Shadow Realm. A gust of crisp, cold air guided us closer to the sweet and fragrant prickly pears placed uniquely on the succulents.





Suddenly, a rumbling vibration shook the ground where a scorpion-like shadow appeared beneath the moonlight. Its rock-hard tail wrapped itself around some of our warriors while releasing its poisonous venom, instantly paralyzing us. I was able to witness first hand the terror of this beast.





Before I knew it, the beast swung its powerful tail and wrapped itself around my father. We exchanged our goodbyes with our last glance. My father used every bit of strength he had to cast a crystal spell to protect me before his death.





A thick layer of intangible shield formed around me, durable enough for a decade worth of protection from the beast. I was put into a deep sleep. My racing mind promised that someday and somehow, I will find a way to bring him and everyone back.



The Millennium Gate had awakened me. I made it my mission to avenge my people. I must bring my father back.





Alisa: Please excuse me, Master. I finally found you, Master Karma- the legendary soul keeper.

Karma: I've foreseen this moment to come. The lotus of life had come to fruition. This is when my duty as soul keeper begins. I know why you are here, crystal maiden. You wish to revive your people. The one who perished in the battle with Demica a century ago. Demica is the creature of dark magic, one of the guards of the 7 ancient artifacts. The beast holds an unimaginable power that my efforts alone can not help. The myth is, you will need to find the knights of the light to fight the darkness.





You will have to travel to the very far East searching for Samurai Watabi. Legends say that he was able to defeat an entire army with just his sword. That sword could be used to take down Demica. It is sharp enough to cut through Demica's skin.





There is also another significant hero that could potentially help destroy Demica. He was known as Dark Knight Bernardo, born with a curse with powers similar to the aura that the beast Demica carries. Dark Knight Bernardo will be able to make Demica vulnerable enough for an open chance to truly attack.





This will be the only chance at a victorious battle, to finally save your father and the villagers.

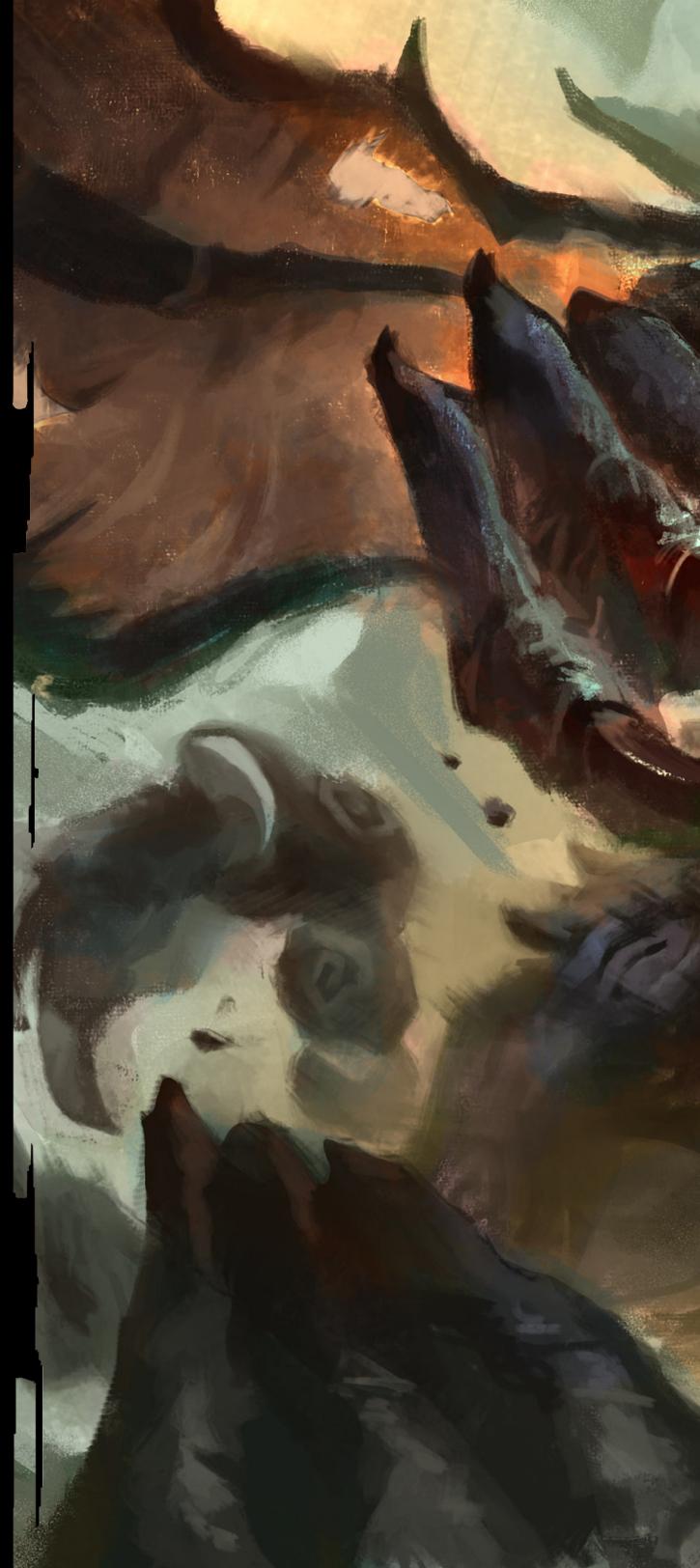




1

DEMICA

Live in the black desert, Demica is a powerful predator, it consumes mythical beasts to increase its strenght through time. The heroes also are not exceptional. Your heroes will also become weaker because there will be less beasts around to hunt while Demica is getting stronger.







COMPONENTS



- x1 Boss Miniature
- x1 Stats Card
- x9 Map Tiles
- x1 Rule Book
- x1 Reward Card
- x35 AI Card
- x4 Heroes Miniatures



ALISA
CRYSTAL MAIDEN



WATABI
SAMURAI LEGEND



KARMA
SOUL KEEPER



BERNANDO
DARK KNIGHT



HYPERNATION



IMPREVIOUS
BURROW



SWALLOW (PASSIVE)
HUNT (ACTIVE)



DEVOUR (PASSIVE)
HUNT (ACTIVE)





STINGERS



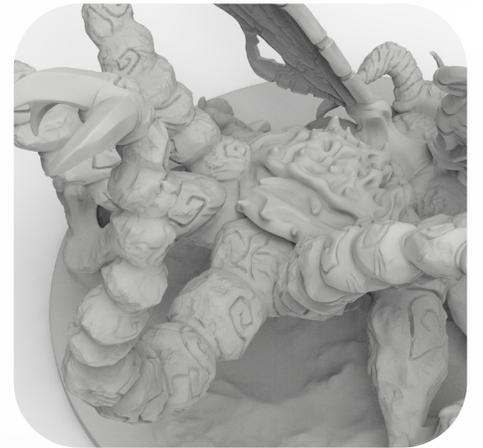
SCREAM OF TERROR



VENOM



HUNGER STRIKE



ALISA
CRYSTAL MAIDEN

PHYSICAL - TANKER - CARRY

LEVEL UP DEFENSES
♥ +2

REDUCE ENEMIES SPEED WITHIN RANGE
-1 -1

TEMPORARILY INCREASES DAMAGE
+3 +5 +7

KARMA
SOUL KEEPER

MAGICAL - HEALER - SUPPORT

TEMPORARILY IMMUNE TO MAGIC

HEAL AN ALLY WITHIN RANGE
+300

RESURRECT AN ALLY WITHIN RANGE
3HP REMAIN



76 mm height, 50 mm width



76 mm height, 50 mm width



BERNANDO

DARK KNIGHT

PHYSICAL - CARRY - INTEL

TEMPORARILY INCREASES AREA DAMAGE



TRANSFERS ATTACK DAMAGE



PULLS AN ENEMY TOWARD



76 mm height, 50 mm width



WATABI

SAMURAI LEGEND

PHYSICAL - CARRY - INTEL

DESTROYS WEAPONS IN RANGE



TEMPORARILY INCREASES ATTACK DAMAGE FOR ALL ALLIES WITHIN RANGE



3 STRAIGHT GRIDS ATTACK



76 mm height, 50 mm width

BLACK DESERT MAP

TELEPORT PORTALS

SINNER HERO'S LIVES
(3 LIVES)

SINNER'S HERO
WEAPON SHOP

SINNER'S HERO
WEAPON SHOP

SINNER'S HERO BASE

SINNER'S HERO BASE

SINNER'S HERO
TRACKER
#3

SINNER'S HERO
TRACKER
#4

MYTHICAL BEAST
CAVES ●

DEMICA SAND DUNE

BOSS 1ST LIFE
HP TRACKER

DEMICA CARD
HOLDER

BOSS 2ND LIFE
HP TRACKER

TELEPORT PORTAL
& BEAST CAVE
(Kill beast first to
use portal)

VIRTUOUS'S HERO
TRACKER **#2**

DEMICA DEFAULT
LOCATION

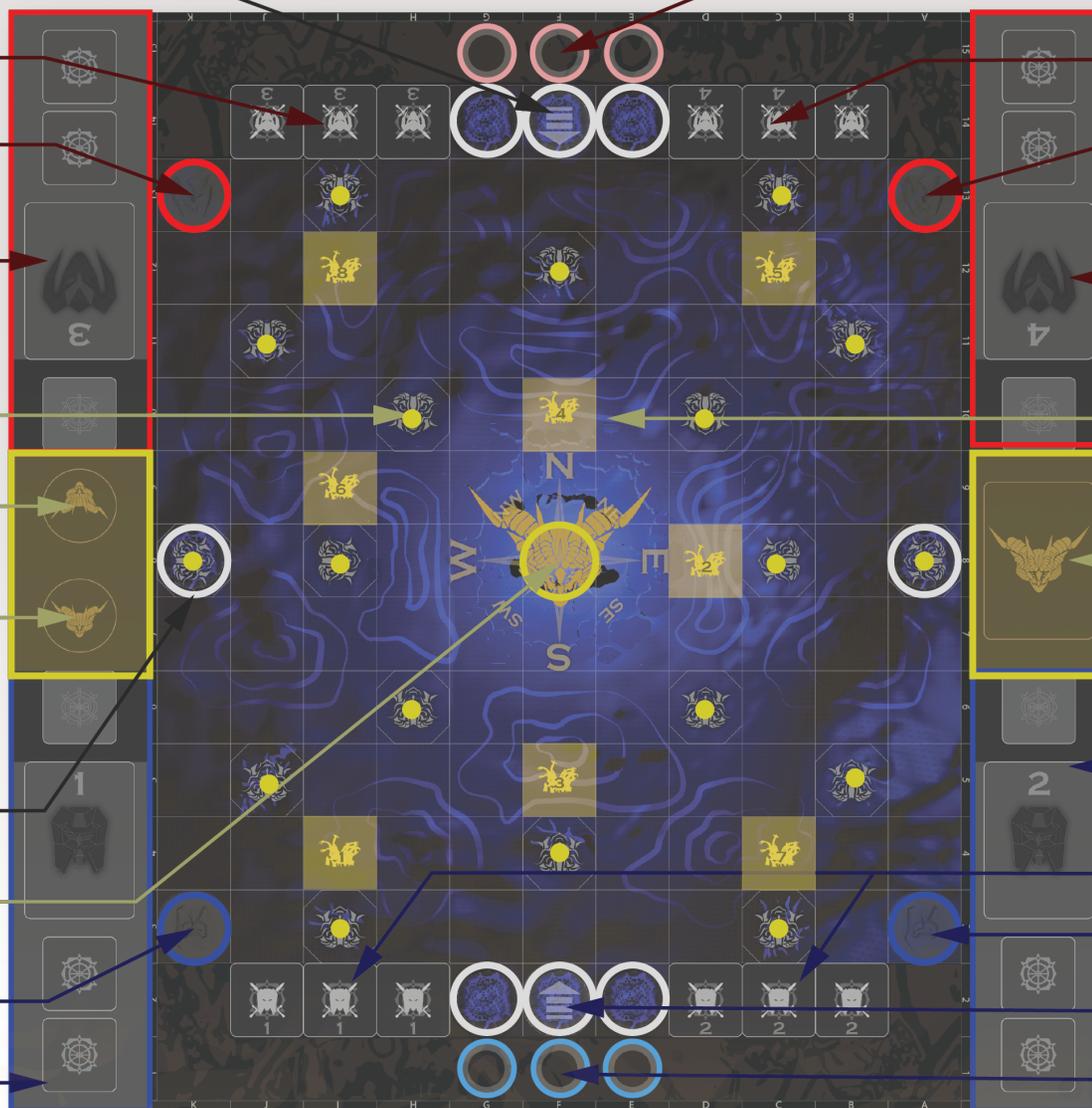
VIRTUOUS'S HERO
WEAPON SHOP

VIRTUOUS'S HERO
BASE

VIRTUOUS'S HERO BASE

VIRTUOUS'S HERO
TRACKER **#1**

TELEPORT PORTALS
VIRTUOUS HERO'S LIVES
(3 LIVES)



HERO TRACKER BOARD, WEAPON SHOP, BEAST CAVES, HERO, WEAPON, MANA CARDS

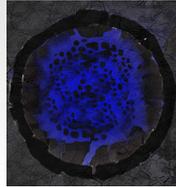
- These items are the same as competitive mode.

SPELL CARD



- Unlike in Competitive mode, Spell Cards can be face up for your team to see. Spell cards are only activated when the Boss hits you either with its default attack or skills. (Hero skill effect changes are written on the back of the Boss Stat Card.)

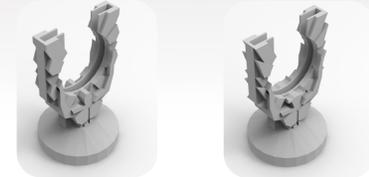
TELEPORT PORTAL



- Heroes can use the teleport ability to move to any teleport location on the map.
- Teleportation costs one turn.
- There are only 2 teleport portals available once you kill the beast that stands on top of it.

ANCIENTS

- Unlike in Competitive mode there are ancients that have defenses in this mode.
- Ancients represent the hero team's lives. Each team has 3 additional lives to use after they get killed by the boss.



DEMICA STAT CARD



BOSS DESCRIPTION

BOSS STATS

- Total health points
- Movement speed
- Hero range (grids)
- Defense points
- Attack type & points

BOSS 1ST STAGE

BOSS 2ND STAGE



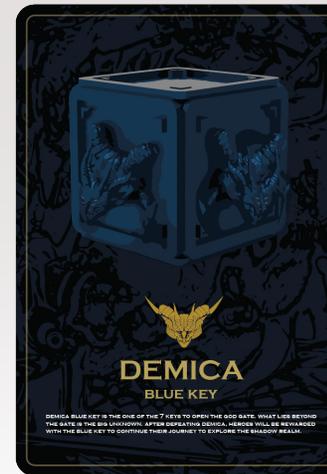
Back of stat card show hero's skills changes



Dials are set as indicated

- The Boss Stat Card introduces the Boss's origin and displays its power, strength and weakness to player. They come from a part of the Millennium Universe.
- Some hero skills in competitive mode do not work in the cooperative mode.
- All hero skill effects that are changed are revised on the back of the Boss Stat Card.
- Boss' HP is separated into 2 dials with equal HP points (e.g. 50HP will be 25HP/ dial). Set Boss power as indicated on Boss Stat Card.

ARTIFACT CARD



- After defeating Demica, players will be rewarded with a blue key, one of the 7 legendary keys needed to open the God Gate. It's a mystery what lies beyond the gate.

DEMICA INTELLIGENT CARDS



DIRECTION

- Either NSEW or specific direction Demica wants to take. For example, this would be go North West.

SPEED

- Demica goes 1 base (please note 1 demica base equals 3x3 grids).

SKILL

- This skill requires players to actively perform the act and changes from card to card.



DIRECTION

- This is location and direction that Demica wants to take. For example, this would be sand dune #1.

SPEED

- Demica flies or teleports toward the indicated direction.

SKILL

- This skill requires players to actively perform the act and changes from card to card.

Skills that need clarification

- **Ultimate Defense:** If Demica eats an hero who had activated Ultimate Defense skill. The Hero goes back to the original starting base but the hero did not lose any LIFE.
- **Resurrection:** If this skill is used, the allied hero will gain back 1 LIFE, but remains at 3HP when resurrected at its original starting base.

DEMICA INTELLIGENT CARDS

DIRECTION



- In this case, Demica simply stays put at the same location. But if there is a hero within his attack range of a 5x5, Demica is still able to attack that hero.

SKILL

- This is the skill Demica performs this turn.

DIRECTION



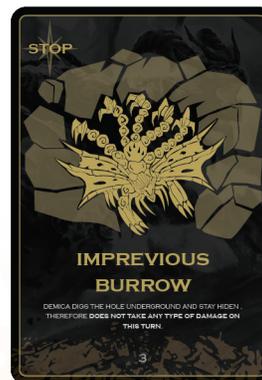
- Demica targets a specific hero as indicated by the icon. In this case, it targets Virtue hero #1

SPEED

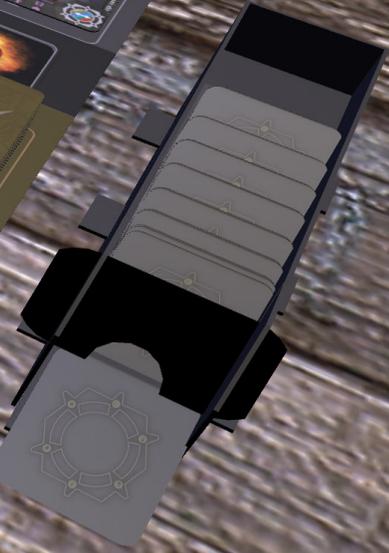
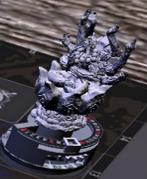
- Demica flies or teleports toward the indicated direction.

SKILL

- This is the skill Demica performs in this turn.



These are similar skill card mechanics.



4 DEMICA GAME SET UP

HERO SELECTION GUIDE

There will be 4 heroes used in each game regardless of the number of individuals

Solo: Player picks 4 heroes

3 players: One player picks 2 heroes, other players pick 1 hero.

2 players: Each player picks 2 heroes

4 players: Each player picks 1 hero

1 Place Demica in the center of the map

2 Place all 3 Sinner ancients which represent the additional lives a team can get.

3 Select the same hero token faces as chosen. Insert them into the token Dials and adjust their hero power stats accordingly.

4 Place 2 empty dials to represent the 2 boss lives. Set each dial according to the boss stats card

5 Players pick 4 Hero Cards and place them onto the indicated positions.

6 Set aside all other hero cards, beast tokens & Boss Stats & reward card.

7 Place all 3 Virtue ancients which represent the 3 additional lives a team can get.

8 Place the Millennium Gate Boss (More Expansions for Bosses on page 28-29).

9 Shuffle all the Mini Cards into the Card Dealer Shoe (Manas + Gems + Weapons + Spells).

10 Place the Boss AI cards here.

■ Add-on Hero miniatures.(Optional)

5

DEMICA GAME PLAY

- YOU WIN BY BRINGING DEMICA'S HP DOWN TO 0.
- YOU LOSE THE GAME WHEN YOU'VE USED UP ALL YOUR LIVES & ALL OF THE HEROES HAVE BEEN KILLED OR DEMICA HAS USED UP ALL OF ITS AI CARDS.



YOU WIN WHEN THE BOSS HP IS 0

- Work together with your teammates to bring Boss HP down to 0.

YOU LOSE WHEN THE BOSS KILLS ALL OF YOUR HEROES LIVES

- Your team has 10 lives in total: 4 lives when the game starts and 6 reserved lives. You lose the game when you've used up all your lives.

YOU LOSE WHEN THE BOSS HAS USED UP ALL AI CARDS

- You also lose the game if the Boss has used up all of its AI cards.



The Boss is incredibly strong, which is why the likelihood of your heroes dying are really high. However, here are a few tips to help you defeat the boss:

- **ANALYZE BOSS'S ATTACK PATTERNS**
- **HUNT THE MYTHICAL BEASTS**
- **BUILD EFFECTIVE SKILLS COMBOS**
- **STRATEGIC USE OF WEAPONS & SPELLS**
- **TRADE WEAPONS WITH OTHER PLAYERS**
- **EFFICIENT USE OF YOUR MANA**

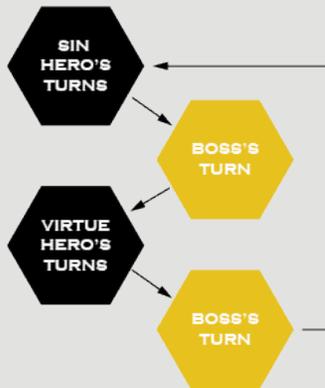
**RULE TO PLAY COOPERATIVE MODE IS 90% THE SAME AS COMPETITIVE MODE.
CHANGES IN HERO SKILLS ARE WRITTEN IN THE BACK OF BOSS STAT CARD**

6

PLAY GUIDES

1 START YOUR TURN BY DRAWING MINI CARDS FROM DEALER SHOE.

2 FOLLOW THE TURN CYCLE BELOW.



Turn diagram of sin player went first

3 ON YOUR TURN, FOLLOW THE INSTRUCTIONS ON PAGE 29 TO COMPLETE YOUR TURN.

4 AFTER EACH TURN OF EITHER THE SINNER OR VIRTUOS TEAM, PLAYERS MUST DRAW 1 BOSS AI CARD.

5 FOLLOW INSTRUCTIONS ON PAGE 29 TO COMPLETE THE BOSS'S TURN.

6 REPEAT THE CYCLE UNTIL A WIN CONDITION IS MET OR YOU LOSE. PLEASE SEE WINNING/LOSING CONDITIONS ON PAGE 26



DEMICA'S BASIC BEHAVIOR

MOVEMENT

- Demica's **1** movement speed is equal to **1** movement of its **BASE COVERAGE**.
- If Demica can't continue to move because of map limitations, it will simply **stay put at that location**.



ATTACK

- Demica attacks all heroes standing within a **5x5** (Radius of 2 grids from Demica's centered grid).



DEVOUR/HUNT SKILL

- Demica **devours anything in his path** to increase its power.



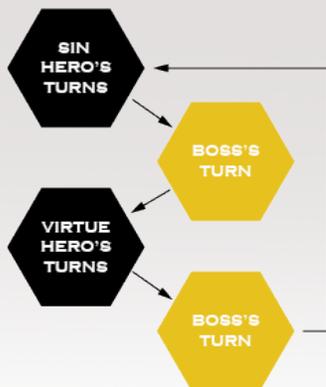
DEMICA'S SAND DUNES

- Demica appears on the indicated sand dune. It also **eats everything surrounding it**.



TURN CYCLE

- The game starts with either the sin or virtuous heroes turn then rotates to the Boss's turn, then to whichever team has not gone then rotates to the Boss's turn.
- The cycle repeats until the Boss runs out of AI cards/ dies or a winning/losing condition is met.



ON HERO'S TURN

1 DRAW 5 CARDS

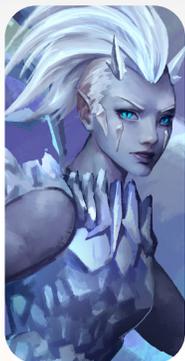
- Draw 5 cards from the card dealer. Discard all cards that are not applicable.

2 HEROES ACTIONS

- Heroes move and attack as you wish, limited only by their card attributes. Once the Hero makes an attack, it's the end of his/her turn.

BASIC CO-OP RULES

- Heroes can't share mana with each other.
- Heroes can't share weapons with each other except by trading them to any allied hero within range.
- The Boss can step on top of the beast's cave or beasts.
- The Boss's skill duration is 1 turn (after the turn of one team). For example, it will only stun heroes of the team that goes next.
- If a hero uses the disable, sleep, trap effect, the Boss is disabled by it only for 1 turn.



ON DEMICA'S TURN

1 DRAW BOSS AI CARD

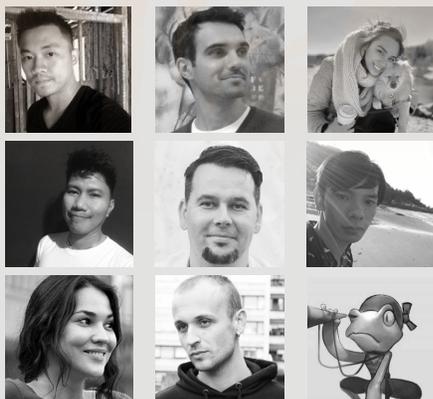
- Draw an AI Card from Boss's AI Card Deck right after each Virtuous and Sinner team's turns.



2 BOSS ACTIONS

- Boss movement, direction and attack are indicated on each AI cards. Each Boss has a unique attack style, strengths and weaknesses and it is up to players to figure out how to defeat it.





WINGED TITAN'S TEAM: Chuong Pham (CEO, Designer), Andrii Akhtyrskyi (Sculptor), Kim Kha (Assistance); Fredo Bernardo (Sculptor), Dmitry Azanov (Sculptor), Khanh Tran (Game Developer), Alisa Gafarova (Animator), Dejan Carevic (Sound Designer), Calvin Seraphinus (Illustrator).
 Not in pictures: Nicole Joseph (Editor); Collin Spanberger (Marketing coordinator); Thien Chung (Business Manager)

WINGED TITAN LLC was founded by Chuong Pham in 2018. The game is fun and full of surprises and countless exciting possibilities. It is easy to play and allows players to easily track the game stats because of the uniquely designed and patented smart dials, dealer shoes, hero cards and icons. We offer a supporting website that gives detailed hero skills diagrams for easy learning. Our carefully conceptualized character designs were inspired by colorful world cultures and proven game mechanics. The highly detailed game miniatures were lovingly made with careful craftsmanship by talented artists from around the world. These models are also magnetically attached to the smart dial and have interchangeable parts. We hope to bring you and your friends and family fun but adventurous gameplay into a fantasy world of the Millennium War. Thank you for supporting us.



ALL MILLENNIUM HEROES LINE UP





INTERCHANGABLE HERO TOKEN, EASY TO TRACK HERO STATS



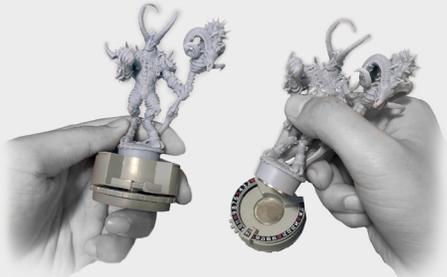
Slide top gear to track hero's health points



Turn side gear to track hero's defense points



Turn bottom gear to track hero's attack points

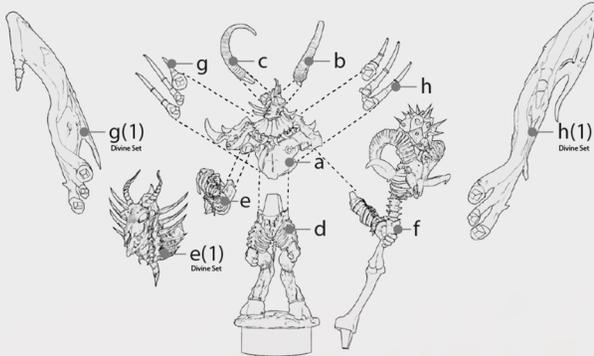


Miniature is magnetically attached to the dial

(This is the prototype image)



INTERCHANGABLE PARTS FOR CUSTOMIZATION



(connection parts are subject to be changed for better fit)



HIGH LEVEL OF DETAIL AND CONCEPT DESIGN MINIATURES





www.themillenniumwar.com