

RULEBOOK



TO MIDNIGHT™



MIDNIGHT SHOWDOWN™

Battle Game



PRESENTS:



INTRO

Updated 9/15/26 v 2.0

After a surprise attack in Pietopia, Zumoffa, Lord of Night, slipped through your fingers. Recently, he resurfaced in Shady Valley, where he has been hiding out in a great maze leading to a Midnight Gate. Arrogance and an insatiable hunger overcame him. Instead of fleeing through the gate back to the Shadow Realm, Zumoffa ordered his servants to plunder nearby farms in Shady Acres. Using the stolen provisions, they lured the little critters of the wild into the maze so Zumoffa could dine on them without straying far from the gate and freedom.

Hearing of Zumoffa's plans, you rushed to Shady Valley. You located the maze and entered, hoping to rescue the remaining critters and confront Zumoffa before he escapes through the gate. It is 7 to Midnight. Rescue the little ones of Shady Valley before it's too late!

WHO AM I?

You are a Midnight Guardian — a big city superhero! You're a long way from Pietopia, but the little critters of Shady Valley need your help! It's time to take a stand.

You know of Zumoffa's curse: The Lord of Night can't eat critters while they sleep. Sadly, they can't sleep until their needs are met. Rescue the critters before Zumoffa gobbles them up!



COMPONENTS



2 Item Decks
(21 cards each)



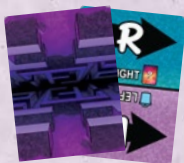
2 Critter Decks
(14 cards each)



12 Event cards



9 Battle
cards



6 Crossroads
cards



5 Guardians
(1 Sidekick)



3 Power cards



2 Player Aid cards



1 Zumoffa card



5 Health tokens



12 Battle tokens



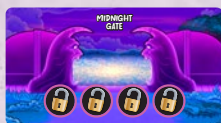
4 Lock tokens



3 Tracking
tokens



1 Active
Player token



1 Midnight Gate



1 Big Player Aid



1 Lore/comic book

OVERVIEW & GAME MODES

The story is for 1-4 players and is divided into 2 games:

- 7 To Midnight, a cooperative, rescue adventure game inside of a maze
- Midnight Showdown Battle Game, an epilogue to the story (included)

Both games are stand-alone, but are meant to be played back to back. In fact, any cards you have left over in 7 To Midnight can be used to help you win in the Midnight Showdown. (See game on p 14.)

Objective: To win the game you must rescue all of the critters in the Critter deck by Midnight (Either 14 critters or 28, if playing Standard Mode). Collect what you need and rescue critters, making good use of special locations and allies. At the end of each round, you will come to a crossroads in the maze (during the Maze Phase) and must pick a direction to travel:



If you pick the correct direction you continue with no consequences on the following round, otherwise your quest gets a little harder.

Game Over: The game ends when either A) you have rescued all of the critters in the Critter deck(s), or B) Zumoffa has been revealed and the “Final Round” is over.

Lightning or Standard Mode: Pick the Mode, difficulty, and dive in!

Lightning Mode: Lightning is a faster game than Standard and is ideal for 1-2 players. It works well with 3 also. Pick 1 of the 2 sets of cards in the game, either Critter and Item decks 1 or Critter and Item decks 2.

Standard Mode: Standard is ideal for 3-4 players, but works well with any player count. Choose Standard if you want more critter types, Events, and items. You will mix together all of the critters to form 1 big Critter deck and all of Items to form 1 big Item deck.]

Number of Guardians: In a 2-4 player game, each player controls 1 guardian. In Solo Mode, you play with 2 guardians. Whenever fewer than 4 guardians are in the game, that means the other(s) are elsewhere in the maze rushing around saving critters.

Difficulty Level: There are 3 levels of difficulty: Easy, Normal, and Hard.

Easy: Each player draws 1 Item card. Remove 1 Critter card. Removing a critter displaying 3 items is easier than a critter displaying only 1.

Normal: No Item cards are drawn at the start of the game. Use all of the Critter cards in the deck.

Hard: Same as normal, except if you pick the wrong direction in the maze you must also flip facedown an Item card in your hand. If you don't have any in your hand to flip facedown, then in Turn Order, flip 1 facedown in the affected column, if possible.

Variant Game Modes: Heroes don't always agree on how to save the day, so everyone is working independently or with a partner. Even so, if there are more than 2 critters awake at the end Zumoffa gobbles them up, and slips through the Midnight Gate to freedom. If this happens you lose. Don't let that happen!

Free-For-All: You win if you meet the criteria, above, AND have the highest total number of items listed on the Critter cards you've rescued. (Keep the critters you rescue, as this is a competitive mode.)

Example: You rescued 1 critter with 3 items, 3 critters with 2 items, and 1 critter with 1 item, so your total for the game would be $3 + 2 + 2 + 2 + 1 = 10$ Victory Points (VPs).

Teams: You and your partner win if you have the highest VPs by the end of the game (VPs are based on the number of items listed on the Critter cards your team rescued. See the example under Free-For-all for calculating VPs. Keep the Critter cards your team rescues together in a "pool").

Breaking Ties: On a tie, the player/team with the most Critter cards wins. Still a tie? The player with the most 3-item cards wins. If still a tie, then the guardian with the most 2-item cards wins.



FIELD

When the word "field" is mentioned in this book, or on a card, it always means the play area, a grid of 12 cards, including 3 columns and 4 rows (1 Event, 1 Critter, and 2 Item rows).

SETUP

Once you determine your Game Modes, pick your Difficulty: Easy, Normal or Hard, then proceed to set up the game.

1. Guardians: Pick your guardian or the optional sidekick, Dewey, and place their card in front of you, purplish side facedown. If playing Solo, pick 2 guardians.

2. Pick Deck Numbers: Pick whether you will use Decks labeled 1 or 2. Set aside the decks not matching your chosen number. In Standard Game Mode, mix Critter decks 1 and 2 together and then Item decks 1 and 2.

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ZONE

The field is divided into zones where certain card types reside. At the top of the field is the Event Zone. Below that is the Critter Zone. Two rows of Item cards make up the Item Zone. The Maze Zone is set off from the others and is used to navigate the maze.

3. Event Deck: Shuffle the 12 Event cards, draw 4 without looking at them, and place the stack facedown in the top left-most column of the field. Repeat this process for the middle and right columns. Together, they form the Event Zone.

4. Critter Deck: Shuffle the Critter deck and draw 3 cards faceup, placing the first below the left-most Event stack, the second in the middle column below the middle Event card, and the 3rd in the right column, below the right-most Event card. This forms the Critter Zone. Place the rest of the Critter deck facedown to the left of the critter in column 1.

5. Item Deck: Shuffle the Item deck, then draw 3 Item cards, and form 1 row of items below the Critter Zone. Draw 3 more Item cards and repeat to build a second row below the first. Place the rest of the Item deck facedown below the Critter deck, beside the first critter.

6. Zumoffa: Place Zumoffa's card with "Final Round" displayed faceup, to the right of the far right critter in the Critter Zone.



7. Crossroads Deck: This small deck contains only 6 cards. When mixing them together facedown, rotate some of them 180°, as there are icons on both the top and bottom of each card. Only the right-side up icon on each card is used during a game session.

Place the small deck facedown on top of Zumoffa's card.

Place any unused Critter and item decks back in the box.

8. Active Player: The player who was up the latest the previous night goes first and takes the Active Player token. If a tie, then give the token to whomever most recently helped someone in need.



9. Player Aids: Each player gets 1 Actions Player Aid. Place the big Player Aid on the table within reach, displaying the 7 To Midnight logo.

10. Intro: A player should read out loud the story or play the video: Meet the Midnight Guardians on our YouTube channel.

You are now ready to play!



Here is what the game should look like when set up:



REFRESHING THE FIELD

Throughout the game, cards you pick up from the field will be replaced with new faceup cards from their respective decks. This is called “Refreshing” and includes the initial placement of all Critter and Item cards at the beginning of the game.

Always refresh a field from left to right and top to bottom. So, if at the end of your turn there are gaps in the field, draw cards from the appropriate decks (Critter deck for the Critter Zone and Item deck for the Item Zone), and fill the gap(s).

Unlike the Critter and Item zones, the Event and Maze Zone are never refreshed.

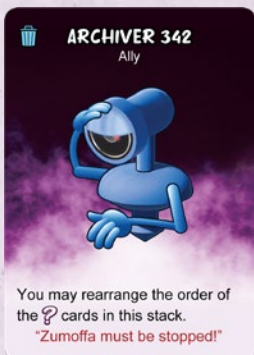
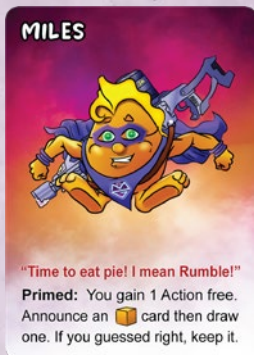
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HOW TO PLAY

Guardians: Below the picture of your guardian is a talent that may be used once per game, unless you manage to reset it. Upon using your guardian's talent, rotate your Guardian card to indicate it is unavailable.



Event Deck: This deck is triggered whenever a critter directly below an Event card is rescued. When this happens, flip the Event card faceup if it isn't already, and immediately attempt to resolve it.



If it is possible to resolve a triggered Event card, then you must do so before the game moves forward. If a triggered Event card's effect can't be immediately resolved, then ignore it, and move on. If not resolved, it may be retriggered later.

Some Event cards remain in place even when their effect is resolved. Only Event cards displaying a Trash can icon are discarded after being resolved. Once resolved, immediately move an Event card to the bottom of its stack, faceup.

TRASHING CARDS



When a card displays a trash can icon, its effect can only occur once, unless otherwise noted on the card. When resolved, move such cards to their discard pile.

The Event deck is split between 3 columns in the field: Left, Right, and Middle, which is referenced as "Straight" when resolving any Crossroads card labeled with an "S", as it doubles for moving straight in the maze.

Critter Deck: Each Critter deck contains 14 critters that need to be rescued by the end of the game. The back of the card displays the Critter paw icon and the deck number (1 or 2). The front of each critter card displays the critter in need of being rescued, its species name, and below that, the items you need to collect to rescue it.





NOTE: The backgrounds on the Critter cards display the natural habitat for the critters. Likewise, the Item cards show where such items are typically found when traveling in Shady Valley.

Item Deck: Each Item card in the deck displays 1 item a critter needs or a special, magical or technomagical item that will help you on your quest. Once used, discard the item.



Phases: 7 To Midnight is played over the course of 7 rounds. Rounds consist of 2 phases: A Rescue Phase followed by a Maze Phase. There are 7 Rescue Phases and 6 Maze Phases.

Rescue Phase: The Rescue Phase is for collecting resources and rescuing critters. Each player takes a turn. After you spend all of your actions, the Field will be Refreshed and then the Active Player token is passed clockwise. In the Team variant, you and your partner take turns in any order desired, and then the Active Player token is passed to the other team.

Actions: You may perform actions in any order, skip some, and repeat others as desired. You get a set number of actions on your turn, based on the player count and Game Mode, as follows:

LIGHTNING GAME MODE

# of Guardians	# of Actions
2	3
3	2

STANDARD GAME MODE

# of Guardians	# of Actions
4	3
3	4
2	3+3*

*Over 2 Rescue "sub-phases".

Free Actions: Use your Free Actions as often as desired on your turn, except where noted.

ACTIONS



Draw 1 card.



Flip 1 card. You can't Take facedown cards. Max 1 card facedown/turn.



Take 1 faceup card from the field and add it to your .



Rescue a by discarding the items listed on its card.

FREE ACTIONS



Activate your special talent 1x/game. (Rotate Guardian.)



Discard 1 card in your if you didn't draw it this turn, to draw 1.



Give up to 2 cards/round.



Use faceup cards in your .

On the **Final Round** only, the **Give** action has no limit on the number of cards shared. So, when your final turn is over, you may give all of your cards to 1 or more adjacent allies.

Active Player Token: Use the Active Player token to keep track of turns. It is useful even in Solo play, as you are controlling 2 Guardians. It is also helpful in Midnight Showdown. The token also helps keep you keep on track when the action is moving quickly, so you don't forget to do the Maze Phase. The back of the token may be used to track your actions (use a Tracking token). At the end of your turn, pass the Active Player token clockwise.



Teams: If playing Teams, you and your teammate may switch positions in the Turn order whenever desired. Once your team finishes taking turns, pass the token to the opposing team.

Turn Order Option: In competitive play, it is simplest to keep the game flowing clockwise with a consistent Turn Order, but some may want a chance to go first. If so, switch the player who goes first at the start of each round of the Rescue Phase by passing the Active Player token clockwise. Discuss this option with the group before play begins.

Rescuing a Critter:

To rescue a critter, discard the required items listed on the card from your hand. Then, either place the critter in the Sleeping Nook (Critter Discard pile) or, if playing one of the variant Game Modes, keep the critter beside your Guardian's card or in a team "pool".

Option A

Option B



Example Rescue:

To rescue the Geebo, you'll need to Grab 1 Honeypop and 1 Plushy, as shown on the Critter card above. Next, use the Rescue Action, which requires discarding the cards the critter needs. That's it! Options A-E will accomplish this, but only Option A is ideal. The other options are progressively less optimal. If you get the items a critter needs, they'll be able to get to sleep and become immune to Zumoffa! The game ends immediately if all of the critters have been rescued.

Maze Phase: This phase finds you at a crossroads in the maze. Make your way through the maze as follows:

1. Determine the direction you will go in the maze. Your Game Mode determines how this is handled:

Solo and Co-op: Everyone agrees on a single direction.

Free-for-All: Each player picks their own direction.

Teams: Each team picks a single direction.



2. Announce the direction you are going. (Using the back of the Battle tokens (featuring L/R/S) is helpful, but is optional.)

3. Flip the Crossroads card on the top of the deck. Compare guesses with the chosen direction in the right-side up icon.



Correct maze direction.

If incorrect: Discard the Event card in the column shown.

If correct: Discarding the Event card is optional.

Ignore upside down icons.

ICON LEGEND



Flip (Flip card)



Hand ( in your )



Item ( in the field)



Critter ( in the field)

Zumoffa's Card: Zumoffa is placed at the bottom of the Crossroads deck to alert the players that they've reached the end of the maze and have 1 round left to win the game.

Discard Piles: Return all discarded cards faceup to the Discard piles assigned to their decks. Event deck Discard piles are at the bottom of their stacks, faceup.

- Never shuffle the Item deck if it runs out of cards, simply flip the Discard pile over and keep going.
- The Critter Discard pile is called Sleeping Nook. It is not used in the variant Game Modes. Instead, you keep the critters you rescue.

Hand Limit: There are no hand limits in 7 to Midnight. You don't have to actually keep the cards in your hand, however. In co-op, it's easier to keep them on the table faceup, so you can count that as your hand. In competitive modes, you may keep the cards in your hand or on the table faceup or facedown, as desired, but if a card is flipped facedown due to a consequence, you must put it on the table facedown away from any other cards. When you face a consequence like this, just fan out your cards facedown and let the other player choose a random card to be placed facedown.

Example round:

Yara goes first and uses 2 Take actions to grab a plushy and pompa from the field. She then uses a Draw action and gets a second pompa. She gives Drake the 2 pompas as a Free action. The field is refreshed and her turn ends.

The Pompri in column 1 needs 2 pompas, so Drake discards the pompas Yara gave him, and uses the Rescue action to move the Pompri into the Sleeping Nook, saving it from Zumoffa. Rescuing the Pompri triggers the Event card, above it, so the player flips it, revealing a Friendly Topiary, who awards Drake with an Item card. He draws one free and gets a storybook. Drake then uses the Draw action and gets a second storybook. A Loopa in column 3 needs 2, so Drake spends his last action rescuing it, discarding the 2 storybooks. The field is refreshed and Drake's turn is over.

Trix-E is up next and uses her "Target Acquired" talent to take the 2 storybooks Drake discarded out of the Item Discard pile and puts them into her hands as a Free action. For her first action, she Takes a Honeypop card from the field, discards both it and one of her storybooks, and uses a second action to rescue a Dorpa who needs both. For her last action, she uses the Take action to grab a plushy from the field and hands it to Miles.

On his turn, Miles uses the Draw action and gets a Sugardrop. There is a Gigglywig in the middle column who needs a sugardrop and 2 plushies. There are no more plushies in the field, so as a Free Action, he gives Yara both the Sugardrop and the plushy so she can add it to the plushy she already has to rescue the critter on the following round. He then uses the Take action to grab 2 Honeypops. The field is refreshed. The round is over.



PRESENTS:

MIDNIGHT SHOWDOWN

Battle Game

By default, 7 To Midnight ends with Zumoffa escaping through the Midnight gate. Whether you succeeded in your rescue mission and saved all of the remaining critters or left some within Zumoffa's grasp, ultimately he flees the scene shortly after the gate opens. You return to Pietopia heroes, having driven off Zumoffa and rescued the innocent critters of Shady Valley! But the story does not have to end that way. (It doesn't in the canon story from the Toonaria universe.) Play through the Midnight Showdown Battle Game to challenge Zumoffa and end his reign of terror!

If Zumoffa's gate isn't sealed it will continue to open every night at Midnight and no one will be safe. Zumoffa will just keep coming back through until he has eaten every critter in Shady Valley, and will continue to terrorize nearby Shady Acres and beyond, but you can do something about that!

Snide Prickly: While terrorizing the good citizens of nearby Shady Acres, Zumoffa snatched young Snide Prickly to drag off to the Shadow Realm to torment for fun.



Defeating Zumoffa would result in Snide's release, and the gate being sealed.

This game can be played following 7 To Midnight to forge a new ending to 7 To Midnight as an epilogue. It can also be played at any time as a stand-alone game. Playtime is 7-15 minutes, but the impact of the battle would ripple across the Toonaria universe!

Game #3: Midnight Guardians takes place 16 years in the future and picks up the story again, taking it in a new direction. Perhaps one day you'll learn what becomes of the Guardians, Zumoffa, and young Snide Prickly! Till then, let's see if we can make a difference in Shady Valley and stop the Lord of Night!

COMPONENTS

12 Battle tokens	2 Tracking tokens
9 Battle cards	1 Zumoffa card
5 Health tokens	1 Midnight Gate
5 Guardian cards	1 Item "Energy" deck
4 Lock tokens	1 Active Player token
3 Power cards	1 Showdown Player Aid



OBJECTIVE

Win the game by defeating Zumoffa, dropping his Health token off his Health track. If at least one guardian is left standing, you all win!

SETUP

1. Midnight Gate: Place the gate in the center of the table. Place the 4 Lock tokens below the Midnight Gate. Place the Tracking tokens nearby.

2. Guardians: All of the guardians work together to take down Zumoffa. Rotate the guardians' cards faceup if not already, and flip to the purplish side, displaying 2 powers each. Dewey, the sidekick, is an optional substitute for 1 Guardian. He has no powers, but is a great inventor, instead.

Solo Mode: You control 3 or 4 guardians, as desired.

2 player game: Each player controls 2 guardians.

3-4-player game: Each player controls 1 guardian.

3. Item cards: In Midnight Showdown, Item cards are referred to as Energy cards, and that's what we'll call them from here out. Place an "Energy" deck within easy reach (No shuffling required). Each guardian gets 1 Energy card (2, if they won in 7 To Midnight or 3 if they won prior to the Final Round). If you still have Item cards left over from 7 To Midnight, distribute them as evenly as possible among the guardians, even if you were playing a competitive mode in 7 To Midnight. Energy cards should be kept facedown. The card faces are not used in the Midnight Showdown.

3 guardian Showdown: When playing the game with only 3 guardians each guardian gets 1 more Energy card in addition to any others. In this scenario, the fourth, missing guardian was delayed from entering the battle, having been separated from the others while rescuing critters, and looking for Snide Prickly. It is likely they are battling Zumoffa's servants "off-camera".

4. Battle Tokens: Each player gets 3 tokens, including 1 Fist, 1 Lock, and 1 Shield. Place them beside your guardian's card. Each player also gets 1 Health token to place on or next to the top bubble on the Guardian card.

5. Zumoffa: Flip Zumoffa's card to the side displaying the Health track with the Z at the bottom, and place the card below the Midnight Gate. Place a Health token on or beside the top Health bubble.



6. Battle cards: There are 9 Battle cards. Mix them together. As you do, rotate some of them 180° and then place them near Zumoffa. These cards are used to determine how Zumoffa will react to the Guardians.

7. Power cards: Mix together Zumoffa's 3 Power cards and then place them facedown near his card.

8. Midnight Showdown Player Aid: Flip the Big Player Aid to display the Midnight Showdown side and place it beside the Battle card stack.

9. Determine the Turn Order: You can either keep the same "First Player" as with 7 To Midnight, or use another method to determine who goes first. One way you can determine who goes first is to have each player guess what Zumoffa's first Battle card displays and then flip the card. You can do this more than once to break a tie. The player who guesses correctly goes first, and play then proceeds clockwise.

10. Unused components: Clear away any unused components from the table, placing them back in the box. You are now ready to play!

HOW TO PLAY

Turn Order: Use the Active Player token to keep track of whose turn it is. You can also use a Tracking token to mark the end of a round, giving it to the guardian who goes last. This is especially helpful in Solo Mode. You may use the same Turn Order as in 7 To Midnight (or determine a new Turn Order as desired). Play will proceed clockwise, as with 7 To Midnight.

Guardian Actions: Each guardian performs 1 of 3 actions per turn: Lock (Put a lock on the gate), Rumble (Fight), or Shield (Block).



Lock Action (Back of token displays an L)

Use the Lock action to place a Lock token on the Gate, which also prevents Zumoffa from tapping the gate to use one of his powers. Whenever 4 locks are on the gate, Zumoffa can't heal normally. The Lock action also gives you a chance to rest.



Rumble Action (Back of token displays an R)

Use the Rumble action to attack Zumoffa.



Shield Action (Back of token displays an S)

Use the Shield action to block an attack and for a chance to rest.

Cooldown: After using an action, the Battle token immediately goes into Cooldown and can't be used for 1 full round. When this happens, flip the token to the letter-side. To take a token out of Cooldown, flip it faceup again.

Free Actions: There are 3 Free actions: Give, Power, and Rest (Situational).

Give: You may give up to 2 Energy cards per round. Guardian(s) must be adjacent. If out of the fight, you may immediately give all of your cards to 1 or more adjacent guardians, even if it wasn't your turn. The only

Power: Each guardian has 2 powers, but only 1 may be used per turn. Discard 1 Item card to fuel a power for the turn. You may use your power either before or after seeing the outcome of your regular action (Lock, Rumble or Shield) by discarding 1 Energy card. Some powers allow you to turn a failed action into a successful one. When that happens, it doesn't mean the guardian warped reality, just that things didn't happen the way they seemed at first. If you run out of cards and no one gives you a card, you can't use your powers again until you use the Rest Free Action.

Rest: Whenever the Outcomes chart displays Rest Option, you may choose to rest and draw 1 Item card or restore 1 Health. If you do either, Zumoffa also rests and restores 1 Health.



DEWEY

Dewey is a Sidekick-in-training and has no powers. Instead, he has talents, which he can use without Energy cards. He can use the Give action to pass along any Energy cards he has. (Magic/power flows through all creatures in the Toonaria universe. Dewey has not learned how to use his power yet, but passing power to another is very easy to do.

Battle Cards:

Zumoffa acts on each of the guardian's turns, responding to their actions. The Lord of Night can use Unlock, Rumble or Shield. He unleashes a Power card at the active player when his Health token lands on the last bubble, displaying the "Z" (1st time only; first 2 times, if he won in the last game of 7 to Midnight, as that meant he was "powered up" from consuming critters).

Unlock Action: Whenever Zumoffa uses the Unlock action and there are no locks to unlock, rotate his Battle card to use the other action, instead. When this happens, Zumoffa also uses one of his Powers. Flip the top Power card and resolve. Some powers affect only the active guardian, while other powers may affect just Zumoffa or all of the guardians, according to the card's instructions.

Power cards: Each of the 3 power cards displays 2 powers. To use, flip the card faceup and use the power with an icon matching the icon at the top of the current, rotated Battle card. If you run out of cards, simply flip them facedown and remix them.

Battle Cards: The Battle cards are used to determine Zumoffa's actions during the Showdown. Only the right-side up icon on a card applies. Ignore upside down icons. Each Battle card displays either an Unlock, Rumble, or Shield icon. If you run out of Battle cards, remix and rotate the deck. The Outcomes chart, below, lists all of the possible outcomes.

OUTCOMES

Zumoffa	Guardian	Result
		Guardian -1 Health Zumoffa -1 Health
		Countered
		Guardian -1 Health Add 1 lock
		Countered
		Rest Option
		Add 1 lock
		Remove 1 lock* Zumoffa -1 Health
		Remove 1 lock*
		Rest Option

*If no locks on the gate, rotate the Battle card 180°, use the new icon as Zumoffa's action, instead, and then draw and resolve a Power card.

Turn Overview: The active guardian presents a Battle token, announces their action, and then draws a Battle card from the top of the deck. The icon is compared with the guardian's token and the outcome is resolved.

End of Round Checklist:

- Zumoffa regains 1 Health if the gate has fewer than 4 .
- If Zumoffa's Health token occupies the Z bubble at the bottom of his Health track, he releases a Power Surge (Draw 1 Power card and resolve. (1st time only; first 2 times, if you didn't win in 7 To Midnight.
- No  on the gate? Draw a Battle card. On a , Zumoffa flees through the gate. (You lose.) On a , Zumoffa triggers the gate's Psycho Scream ability. Each of the heroes loses 1 Health.

Health: Everyone has a Health Track on the right side of their card. Each bubble on the track counts as 1 point of Health. Place a Health

token on or beside the top bubble. When an attack isn't blocked, the target moves the health token down 1 bubble. If the token drops below the lowest bubble, that character is out of the game. Zumoffa is defeated when he loses 5 points of Health. Before the guardians arrived, Zumoffa magically tethered himself to the Midnight gate and heals 1 Health at the end of any round in which the gate has fewer than 4 Locks in place. A guardian is defeated upon losing 3 points of Health.



Revive: If a guardian falls during the Showdown, you may attempt to revive them as a Free Action, once per turn. To do this, discard 1 Energy card and then draw a Battle card. If the result is a Shield, the fallen Guardian gains 1 health and is back in the game. Any other result means they are still out of the fight. If the team runs out of Energy cards, they can no longer attempt to revive a fallen guardian.

EXAMPLE ROUND (Midnight Showdown)

Trix-E is up first and discards 1 Energy card to fuel her "Analyze" power as a Free Action, exploiting a weakness in the Midnight Gate. Unopposed, she places a lock on the gate. She then displays a  token as her action and draws the top Battle card for Zumoffa, revealing a matching  token. Neither attack was blocked, so they both lose 1 point of Health. Trix-E puts her  token into Cooldown and lowers her Health token down 1 bubble. Her turn is over.

Drake attempts to place a second lock on the gate and reveals his  token. A new Battle card is drawn, revealing the  icon. As Zumoffa didn't try to stop him from locking the gate, Drake places a lock on the gate and then puts his token into Cooldown, ending his turn. Zumoffa expected an attack, but miscalculated.

Yara's up next and also chooses to use a  token, Zumoffa counters with a  attack. Yara's been hit before and is getting low on health, so she uses the Free Action "Radiant" (power) to temporarily blind Zumoffa, spoiling his attack. She discards an Energy card to fuel the power, and then puts her  token into Cooldown. She then places a lock on the gate.

Lastly, Miles drops down a  token, and draws a Battle card. Zumoffa counters with an  . The round ends with the gate unsealed, enabling Zumoffa to restore 1 Health. That's bad, and Trix-E's still hurt, but there are 3 locks in place, and that's very helpful. Nobody said defeating the Lord of Night would be easy. The Showdown continues!



PLAYTESTERS

A note to all of my wonderful playtesters for these two games:

Thanks so much! Each of you provided unique perspectives, solid feedback, and encouraging words. There are so many factors that go into developing a solid game with a specific focus and design criteria. While game designers can't act on all of the feedback we get, we really appreciate your time and thoughts very much and took them to heart. We actually had many more playtesters than are included below, but the list that follows only includes the names of those of you who filled out Playtest feedback forms and/or played multiple times, gave verbal feedback, and wrote down your name before I ran out of space in the rulebook.

Unfortunately, I was only able to list the names of those who provided them and only those names I could read. Thanks for understanding. Hopefully, everyone's name is spelled correctly. I did my best! Even if your name isn't listed (or isn't spelled correctly), I am grateful and enjoyed meeting you all! I also appreciate your letting me bend your ear about my Toonaria universe!

Amelie, Paula B, Aaron Baldwin, Jennifer Bates, Silas Bergeret, Andrew Bowers, Josh Brophy, Daniel W. Brown, Joshua Brown, Heather Buchanan, Rich Buchanon, Edward Buckels, Bugmaster, Kevin Christensen, Cindy Crane, Michael Cribbin, Maxwell Crouse, Robert Crouse, Christine Davies, Jeff Davies, Kevin Davis, Severine Dehon, Aidan Elsner, David England, Jason Epstein, Juliana Fehr, Brian Fong, Jessie Fortier, Kathy Frost, James Gonzalez, James Harlan, Angelina Harris, Christina Harris, Guy Himber, Vaughn Himber, Tina Hubrig, Sheree Hummel, Tim Hurst, Joseph Hwang, Sean Jacobson, Aimee Jones, Chris Jones, Michael Jones, JP, Kim Jury, Bruce Kaplan, Dovahkiin Kellermeyer, Victoria Kniesteadt, Kristal Kumar, Colin Laughlin, Lisa, Emanuel J. Lizama, William Lu, Aiden Ludlow, Stuart M., Christina Major, Mark Major, Sara Mangosing, Marcus Marcondes, Jacob Martinez, Jamie Martinez, Lyndsay Matter, Matthew, Pat McNary, David C. Miller, Ellia Miller, Justin Miloslavich, William Moseley, Charles Nelson, Brian Newman, Sean Newton, Hana Nex, Ami noMiko, Philip O, Angela Ohanian, Spencer Osteto, Kar Owen, Danzig Owen Blake, Nicole Paiva, Jillian Park, Aubree Pearson, Evan Pearson, Thomas Peinado, Curtis Persons, Travis Quance, Xiiechun Qian, Christopher Roman, Chuck Rosselli, Keram Malicki-Sanchez, Brian C. SDG, Carly Simon, Brian Simpson, Hailey Simpson, Shannon Simpson, Manny Sng, Carol Sorensen, Darlene Spinney, Patrick Stanbro, Noah Stein, Katelyn Tamiazzo, Sydney Tamiazzo, Danielle Theobald, Stevan Tisdale, Ed Trobaugh, Eric Valoff, Gina Valoff, Mike W, Matthew Wang, Ethan Watkins, Garrett Weinstein,

Adam Whitely, Haven Whitely, Joan Whitely, Jackie Wolfgang, Scott Wolfgang, and Nuriko Windchaser.

PRINT AND PLAY BACKERS

I just wanted to say, "Thanks!" to those of you who stood beside me as I pushed forward with my dream of publishing Toonaria projects near and dear to my heart. Your backing these two games means a lot to me and I really appreciate it! I am especially grateful for the encouragement of the Guardian backers, who showed faith in the print campaign well before it launched!

Shout out to our 1st backer of the Print-and-Play campaign: Kar Olina! Special thanks to Tas of PnP Time and Severine Dehon for their enthusiasm, encouragement, and support!



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Actions (7 To Midnight)	9	Critter Deck	8	Maze Directions	11
Actions and Battle Cards	16	Event Deck	8	Midnight Showdown	13
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Cooldown (Showdown)	16	How to Play (Showdown)	15	Setup (Showdown)	14

DEDICATION

7 To Midnight and Midnight Showdown are dedicated to my two amazing sons, Haven and Adam, whom I adore and am very proud of!



7 To Midnight Card Game and Midnight Showdown Battle Game

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