

RULEBOOK



TO
MIDNIGHT™



**MIDNIGHT
SHOWDOWN**™
Battle Game

7 TO MIDNIGHT™

INTRO

PROTOTYPE: Not Final version. 7/1/26

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 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
(22 cards each)



2 Critter Decks
(14 cards each)



12 Event cards



12 Battle Maze
tokens



9 Battle Maze
cards



5 Guardians
(1 Sidekick)



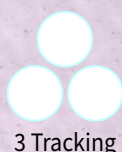
5 Health tokens



4 Player Aid cards



4 Lock tokens



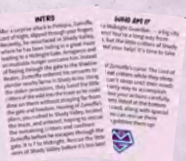
3 Tracking
tokens



3 Power cards



1 Zumoffa card



1 Story card



1 Active
Player token



1 Lore/comic book



1 Big Player Aid



1 Challenge
card

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(s) by Midnight. 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 and must pick your direction of 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) you've emptied the Battle Maze deck, Zumoffa has appeared and the "Final Round" is over.

Lightning or Standard Mode: Pick the speed and scope, 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. We recommend Standard Mode for 4 players. 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 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 makes the game easier than removing a critter with only 1 item needed, therefore some scaling is possible within this level.

Normal: Use all Critter cards. No Item cards are drawn.

Hard: Add the Critter Challenge Card to the Critter deck.

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 it 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).

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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.

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. Battle Maze Deck: 7 To Midnight uses only the 6 black-bordered Battle Maze cards. Set aside the 3 Battle Maze cards that have pink-bordered boxes. They are only used in the Midnight Showdown Battle Game.

Mix the 6 black-bordered cards together facedown. Rotate some of the cards 180°, as there is info on both the top and the bottom of each card. Only the right-side up teal box on each card will be used during the game.



Place the small deck facedown on top of Zumoffa's card. Set aside unused Battle Maze cards. 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 2-sided story card or play the video: Meet the Midnight Guardians on YouTube! 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.

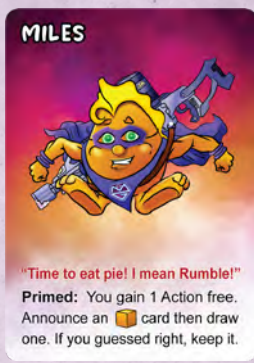
Always refresh a field from left to right and top to bottom. So, if at the end of your turn there are gaps in the field, draw cards from the appropriate decks (Critter deck for the Critter Zone and Item deck for the Item Zone), and fill the gap(s).

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. Want to track your actions? Just grab a Tracking token and use the bubbles on your card. Doing so is optional.



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 retrigged 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 Battle Maze 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 rescuing, 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	6

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: Option C

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.

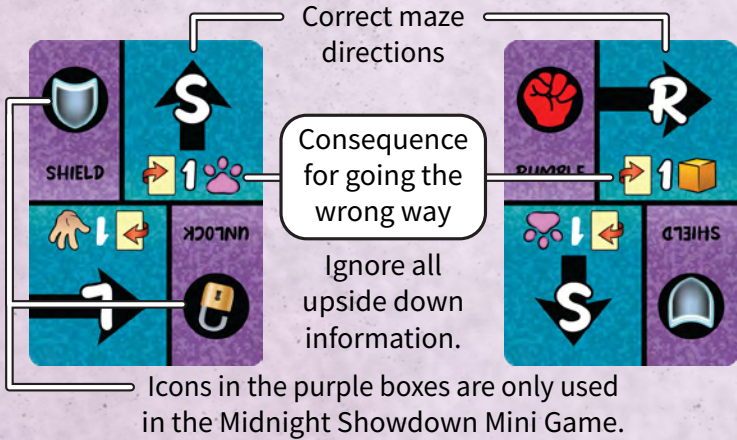
Free-for-All: Each player picks their own direction.

Teams: Each team picks a single direction.



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

3. Flip the Battle Maze card on the top of the deck. Compare guesses with the chosen direction in the right-side up teal box.



4. If correct, continue the game. If not, resolve the card. There are 2 potential consequences for picking the wrong direction. The first, is listed on the card. Here's how to read the Consequences on the cards:

ICON LEGEND

Flip (Flip card facedown) **Hand** (in your)

Item (in the field) **Critter** (in the field)

Example:



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In this example, picking the wrong direction would result in flipping 1 Item card facedown in the field. While the current Battle Maze card determines which card type gets flipped, the player(s) decide which specific card gets flipped. Cards can't be flipped faceup as a result of guessing the wrong direction.

In Free-for-All: Only the player with the most VPs among those who guessed incorrectly gets the consequence listed. (The player with the fewest VPs resolves the consequence for that player.)

In Teams: Your team's consequence is resolved by the opposing team. i.e. They pick which card is flipped in the card type displayed.

Event Consequence: The second consequence for guessing the wrong direction in the maze causes an Event card to be discarded. If the correct direction was **Left** and the players got it wrong, then the Left-most Event card is discarded. If **Right**, then the Right-most column Event card is discarded, and finally if the icon on the Battle Maze card displayed **Straight**, the middle Event card is discarded. Place the discarded card on the bottom of its stack.

Picking the Correct Direction: If you pick the correct direction, you get to choose whether the designated Event card is discarded or not. If you choose to discard it, do so and then return to the Rescue Phase, otherwise just jump straight back to the Rescue Phase, unless you've won the game, of course.

Battle Maze cards in the Standard Game Mode: The first time Zumoffa's card is revealed in the 1-3 player version, remix and rotate the discarded Battle Maze cards and place them back on top of Zumoffa's card.

Zumoffa's Card: Zumoffa is placed at the bottom of the Battle Maze 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.

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 and the round is over.

EPILOGUE

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. Play through the Midnight Showdown Battle Game to challenge Zumoffa and end his reign of terror!

MIDNIGHT SHOWDOWN™ Battle Game

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!

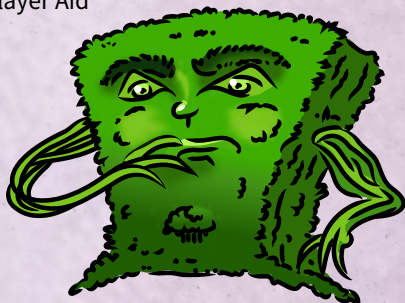


While terrorizing the good citizens of nearby Shady Acres, Zumoffa snatched young Snide Prickly to drag off to the Shadow Realm to torment for fun. Defeating Zumoffa would result in Snide's release, and the gate being sealed.

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!

COMPONENTS

- 12 Action tokens
- 9 Battle Maze cards
- 5 Health tokens
- 4 Guardian cards
- 4 Lock tokens
- 3 Power cards
- 1 Zumoffa card
- 1 Active Player token
- 1 Showdown Player Aid
- 1 Item deck



OBJECTIVE

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

Important! If you just played 7 To Midnight, save any Item cards you still possess. Flip them all facedown. You can use them in Midnight Showdown!

SETUP

1. 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. (Dewey is a little weaker, has no powers, just a dangerous, 1x use, experimental bomb, but has the normal actions and can share his cards.)

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.

2. Battle Maze 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.

3. Item cards: Place an Item deck within easy reach (No shuffling required). Each guardian gets 1 Item card and adds it to any Item cards left over from 7 To Midnight. If that game was won prior to the Final Round, each guardian gets to draw an extra Item card. If playing with only 3 guardians, each guardian gets 1 more Item card on top of any others. (The fourth, missing guardian was delayed from entering the battle, having been separated from the others while rescuing critters, and is instead battling Zumoffa's servants "off camera".) Item cards should be kept facedown. The faces are not used in this game. Clear away any unused components from 7 To Midnight.

4. Zumoffa: Flip Zumoffa's card to the side displaying the Health track with the Z at the bottom, and place the card in the middle of the table, below the Midnight Gate shown on the Big Player Aid. Place a Health token on or beside the top Health bubble.



5. Battle Maze cards: Midnight Showdown uses all 9 Battle Maze cards, including the 3 pink-bordered Battle Maze cards. Mix and rotate them and place the stack next to the big Player Aid. They will be used to determine Zumoffa's actions.

6. Power cards: Mix together Zumoffa's 3 Power cards and place facedown beside his card. Hand the Active Player token to the "First Player".


7. Midnight Showdown Player Aid: Flip the Big Player Aid to display the Midnight Showdown side and place it in the center of the table. Place the 4 Lock tokens below the Midnight Gate shown on the Player Aid.


15 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 a Battle Maze token the action immediately goes into Cooldown and can't be used for 1 full round. When this happens, flip the token to the letter-side. Essentially, each round after the first, you will use an action and then flip that token facedown. To take a token out of Cooldown, flip it faceup again.

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

Give: You may give up to 2 Item 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.

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 Item 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.

Zumoffa's Actions:

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 Maze 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 Maze card. If you run out of cards, simply flip them facedown and remix them.

Battle Maze Cards: The Battle Maze cards are used to determine Zumoffa's actions during the showdown. Only the right-side up purple boxes on the cards apply. Ignore the teal boxes. Each Battle Maze card displays either an

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 Maze card 180°, use the new icon as Zumoffa's action, instead, and draw and resolve a Power card.

Unlock, Rumble, or Shield icon. As with 7 To Midnight, mix and rotate the cards to randomize the icons. The Outcomes chart at left, lists all of the possible outcomes.




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



Example: Drake chooses to attack (Rumble) and flips a Battle Maze card, revealing a Shield, so Zumoffa countered his attack. Had both chosen Rumble, then both would have been hurt.



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 (Dewey upon losing 2).





EXAMPLE ROUND (Midnight Showdown)

Trix-E is up first and discards 1 Item 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 Maze 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 Maze 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 Item 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 Maze card. This time, 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 at least there are 3 locks in place, and that's very helpful.



Nobody said defeating the Lord of Night would be easy. The Showdown continues!

PRINT AND PLAY BACKERS

I just wanted to say, "Thanks!" to those 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 PnP campaign: Kar Olina!



GUARDIAN BACKERS [PnP]



HERO BACKERS [PnP]



MAZE RUNNER BACKERS [PnP]



SIDEKICK BACKERS [PnP]

PLAYTESTERS

A note to all of my wonderful playtesters for 7 to Midnight and Midnight Showdown: Thanks so much! Each of you provided unique perspectives, encouraging words, and solid feedback. 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 they get, I 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 feedback forms and/or played multiple times, gave verbal feedback, and wrote down their names.

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!

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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!



Join our Facebook group!

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**7 To Midnight Card Game and
Midnight Showdown Battle Game**

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