

ソードアート・オンライン SWORD ART ONLINE Board Game Sword of Fellows

Manual

Story

This game is not for fun...

In the year 2022, humanity has finally succeeded in creating a fully virtual reality. Kirito is one of the players of the VRMMORPG (Virtual Reality Massively Multiplayer Online Role Playing Game) "Sword Art Online", abbreviated as "SAO". While enjoying the first day of the official release of SAO, he and the other ten thousand people who were logged in at the time were told the horrible truth by the Game Master - that dying in this game meant dying in the real world, and that the only way to escape, and log out, was to finish the game. The true weight of this MMO dawns on Kirito, and he throws himself into a desperate battle with seemingly no end...

Game overview

Play time: 30 minutes/For 1-4 players

The players are all persons who are locked into the fictitious world called «Aincrad», the world in Sword Art Online, and they will need to escape and flee this world by overcoming everything the game can throw at them.

As characters in the online game, each player has a couple of abilities and attack patterns ("Sword Skills"). The goal of the game is to use these Sword Skills and abilities to defeat the enemies in each scenario. However, defeating the enemies one-on-one in this game is not effective enough, and is also too dangerous. Therefore, the players need to "chain" their attacks.

When a player attacks an enemy, they select a partner to chain with, and both roll their dice. If the

combined dice result fits the character's attack patterns, damage will be dealt to the enemy, and if all rolled dice can be used as attacks, you can let your partner take over the attack ("switch"), without the enemy having time to attack back. The players will then roll their dice again, and use their abilities to manipulate the dice result, and cooperate to advance within the cruel and unjust online game.

If you manage to defeat the final fearsome foe, the players will have escaped out from «Aincrad», and cleared the game. If not... they have lost.

Components

25 cards

- 6 character cards
- 10 scenario cards (3 each of lower section, middle section, upper section, and one final battle)
- 8 item cards
- 1 support card

14 dice

- 4 main dice (black) and 4 support dice (white)
- 6 character dice (light blue)

30 tokens

- 10 "1/2 damage"
- 5 "5/10 damage"
- Lisbeth power
- Silica power
- 4 Ability usage
- Step token

- 1 blank

Manual

Simple startup

- ① Each player chooses a character (Kirito must be in). Prepare the game as per the Setup rules.
- ② Kirito will start the game. He chooses a partner, and both roll 3 dice.
- ③ Dice can be rolled up to two times, and players can use abilities to change the results.
- ④ When the dice results have been finalized, players use these to trigger Sword Skills and deal damage. After that, the enemy counterattacks. However, if the players have used up all their dice, a Switch occurs and the counterattack is skipped. After the possible counterattack, if the enemy has zero or less HP left, it's defeated.
- ⑤ Then, the chaining player takes the next turn, picking a partner, rolling dice, etc. Continue taking turns, and if the players manage to defeat the Final Battle, they win!

Explanation of components

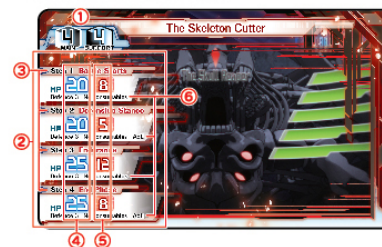
Character cards



- ① **Level:** Clearing a scenario raises the character's level, and will make the character more powerful.
- ② **HP:** How much damage the character can take. If this reaches 0, the character dies.
- ③ **Abilities:** The character's special power. These are powerful as they can adjust the die result, but they can only be used a limited amount of times.
- ④ **Ability usage:** How many times the character can use abilities during one scenario. This varies depending on the number of players.
- ⑤ **Sword Skills:** The attack patterns the character knows. Rolling the indicated result on the dice during battle will trigger the Sword Skill.

Scenario cards

These represent various events that happen in «Aincrad». There are four types of scenario cards: Lower, Middle, and Upper section, and Final Battle, and the players must overcome one scenario in each section.



- ① **Dice amount:** How many dice the players will roll for this card.
- ② **Threat:** This is the enemy that the players will need to defeat.
- ③ **Steps:** Depending on the enemy, there are several steps in overcoming it. These need to be beaten in order.

- ④ **HP:** How many hit points this step has. This will decrease as the players deal damage, and if it reaches 0, the players will have overcome that particular step.
- ⑤ **Damage:** The damage this step deals, when the players are battling it.
- ⑥ **Effect:** Several enemies have special effects, such as damaging all players, or giving penalties to some characters.

Item cards

These represent various items that can be found in «Aincrad». There are Consumables that disappear after use, and Equipment cards that have a lasting effect. These will be earned as the players defeat the scenarios.

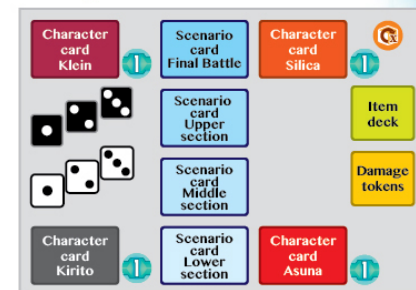
Support card

This card represents the special character Yui that the characters will encounter.

Dice

There are two types: The common dice (black: main, white: support) that all players will use when fighting, and character dice (light blue) that are arranged to fit certain characters.

Setup



- ① **Character selection:** Choose a character to play. Kirito must be in the game. If you are playing solo, choose two characters (Kirito and one other). Unused characters are not used in the game. Players who use Lisbeth or Silica also take the corresponding addition token.
- ② **Create scenario:** Shuffle the scenario cards and draw one face down at random from each section, laying them out so that the card backs form the image of «Aincrad». The unused cards will not be used in the game.
- ③ **Shuffle the 8 item cards to form a face down deck.** This is called the item deck.
- ④ **All players take an ability usage token and places it showing 1.**
- ⑤ **Put the main dice, support dice and damage tokens so that all can reach them.** Put the character dice and the Support Card (Yui) to the side for the moment. That concludes setup.

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Flow of the game

In this game, the players will challenge the scenarios from lower, to middle, to upper section, and finally the final battle. If they beat that, they win the game.

1.Revealing the scenario

First, reveal the lower section card of 《Aincrad》 (prepared during setup). This is the first enemy for the players to overcome.

If the scenario is split up into several steps, they must be beaten in order. Use the Step Token to indicate which step you are on.

2.Battle

The first scenario is started by the Kirito player. A player's turn goes as follows. Also please refer to the examples.

①Select chaining partner (only when playing on 3 player or more)

The turn player should first decide who to chain with. The chaining partner will also roll dice during this player's turn, and only the turn player and the chaining partner may use skills. (In a 2 player game, the chaining partner is always the other player).

Important Chaining Limit

You are not allowed to Chain with an Exhausted character (see below). However, if all the other players are Exhausted when your turn starts, all characters are Refreshed.

②Roll the dice

The turn player rolls main dice, and the chaining partner rolls support dice; how many is determined by the scenario card ③-④.③-④. Players will use these dice to trigger Sword Skills.

Rolling

You may reroll your dice up to two times. First, the players may confer with each other about which dice to reroll. Then, the active player and the chaining roll their respective dice simultaneously. You must reroll the dice you agreed to reroll, and all dice being rerolled must be rerolled at the same time. For the second reroll, you may reroll any dice, including those that were not part of the first reroll.

Using abilities

By using abilities, the turn player or the chaining partner can manipulate the die results. Adjust the skill usage token to indicate how many uses there are left. As long as there are uses left, players may use the same ability several times in the same turn.

③Choosing Sword Skills

When the die result has been finalized, the turn player uses up the die results to trigger his Sword Skills (available Sword Skills will vary depending on the character's level). Damage dealt to the enemy is indicated by putting damage counters on the card. Unused dice remain in place.

Important Switch

If the turn player manages to use up all the rolled dice, that means he has done a beautiful combo and can "switch" to his chaining partner, thereby avoiding the below Counter attack.

④Counter attack

The enemy attacks back. The turn player is dealt as much damage as specified, and indicates this by damage counters ④ ⑤.

Please note that the enemy will attack back, even if it has been dealt as much damage as it has HP.

⑤Resolve

If the enemy now has more damage than the current step has HP, remove all the damage tokens and move

the Step token to the next step.

Even if the step has been dealt more damage than its HP, this damage does not carry over to the next step.

If the step was the last one on the scenario, the scenario is beaten.

⑥Turn end

Turn goes to the chaining partner.

Important! Exhaustion (for 3 or more players)

The player who just had his turn turns his character card sideways, to indicate that he's Exhausted. You cannot chain with an Exhausted character.

Example of a player's turn

It's Kirito's turn, and he challenges the current Scenario: "Ambush of the PK Guild (lower section), on Step 1 / Fighting the Underlings (20 HP, AoE attack, damage: 3).

Kirito selects Asuna as his chaining partner. Kirito rolls 3 main dice, Asuna rolls 3 support dice.

Kirito gets ②③⑥, and Asuna gets ①②③. Kirito's Sword Skills mostly need the same result on several dice, so they keep the main ②, support ② and main ③. Kirito rerolls his ③ and asks Asuna to reroll her ① and ③.

Kirito rolls a ③ again, and the result is thus still ②③⑥. Asuna rolls a double ④, and now has ②④④. They decide not to reroll any of Asuna's dice, Kirito rerolls his ③ and again gets a ③. The final total result is ②②③④④⑥.

Kirito now uses these dice to trigger his Sword Skills. First, he triggers Vertical Arc twice with the two double results (②② and ④④), and thus inflicts 4 damage twice (8 damage). He also uses the ③ to trigger a Rage Spike to do 1 extra damage, for a total of 9 damage ⑤ ② ②. Damage is placed on

the scenario card.

However, the ③ is still unused, so there is no switch, and the enemy attacks back. The enemy has an AoE effect, which means that all players in the game take damage. Both Kirito and Asuna (and all other players in the game, if any) take 3 damage each ② ①.

This concludes Kirito's turn. Kirito is now Exhausted, and as his chaining partner, it's Asuna's turn.

Clearing a scenario

Once the scenario has been cleared, the following steps are taken before the next scenario is challenged.

1.Gaining items

The players will gain loot from the enemy. The player who finally finished off the enemy draws and reveals the top card of the Item deck.

If it's a piece of equipment, the turn player selects who will get it. That player takes the card, and will always be subject to its effect. A piece of equipment can be transferred to another player at the end of each scenario.

If it's a consumable, anyone in the game can use the item. When these are used, they are discarded.

2.Level up

Once a scenario is cleared, the characters level up. The level up effect varies depending on which section was cleared.

- When clearing the lower section (level 50)

The players' HP increases, and they learn new Sword Skills. Each player also gains their character die.

- When clearing the middle section (level 80)

Their players' HP and ability usage goes up, and they learn new Sword Skills. The group also gains the Support Card "Yui".

- When clearing the upper section (level 80)

Nothing happens.

- Character dice

When the players reach level 50, they get a special die called the Character die. When rolling dice, you may exchange a regular die with the character die. There is no usage limit to the character die.

If the character die shows the character's face, you may treat this as any number you wish (1-6).

Asuna's character die

If this symbol is rolled, you can count it as 1 or 2, whichever you prefer.



3.Healing

All damage tokens from the characters are removed. Characters are also Refreshed (un-exhausted). Skill usage tokens are placed on their max value. Addition hits ④ ⑤ are given back.

4.Next scenario

Reveal the next scenario card. The last chaining partner is the first player for this new scenario.

Game end

The game can end in two ways.

Game over

If any of the characters die during the game, the game is instantly over. The players failed to escape the game and will be imprisoned there for life.

Game beaten

If the players manage to beat the Final Battle, the players have won. They have escaped from the online game, and have returned to the real world.

However, there are special rules on the Final Battle step 2. Please refer to the "Special rules during the Final Battle," below.

Special rules during the Final Battle

The second step of the Final Battle is the final ordeal for the players, and this is performed with these special rules:

▶ As step 2 starts, all players are Refreshed, and all addition tokens are returned.

▶ Only Kirito takes turns during this step.

▶ Kirito rolls 4 main dice and his character die, for a total of 5 dice.

▶ You may add up the damage for all triggered Sword Skills.

▶ The game will end the moment that the enemy's HP is decreased to 0 or lower.

▶ No switch can happen.

▶ Counter attacks hit the chaining partner, not Kirito. If he has no partner, Kirito does take the counterattack damage.

▶ Game goes on, even if the chaining partner dies.

▶ Kirito may exchange a main die for a character die of a deceased player.

▶ If Kirito is the only one standing, he will start his turn with all of the support dice showing any result he wants.

Adjusting the difficulty level

For new players, this game is quite difficult to clear. Therefore, it's recommended to add this rule: Both the active player and their chaining partner may each use their character ability once each turn.

Players who are used to the game and find it too easy can make it hard by reducing the number of times they can use their abilities, or by eliminating the character

dice. This will make the game much more difficult and thrilling!

Explanation of special effects

Characters

Addition: +2/x2 (Lisbeth) ④ ⑤

Choose another character to get your addition token. That player will, during his next turn, apply that adjustment to all his Sword Skills. Then, the player gives back this token to Lisbeth.

Example: If a player with the +2 token uses two Sword Skills that do 3 and 1 in damage respectively, each of them will get a +2 modification, and will thus do 5 and 3 damage, totalling 8 damage.

Addition: Shield (Silica) ④

Choose another character to get your addition token. That player will, when receiving damage the next time, ignore that damage, and then return the token to Silica.

Addition: Die control (Silica) ④

Choose another character to get your addition token. That player will, during his next turn, turn any of his dice into a result of his choice, and then return the token to Silica.

Notes on addition tokens

All of the "additional:" powers are about giving a token to another character. Such a power cannot be used if the token is already attached to a character. Also, you cannot give yourself an addition token.

Healing X (Silica)

Choose one character, and heal that character for X HP.

Piercing X (Klein, Lisbeth)

If the enemy has a "defense" (see below) that is equal to or below this number, you can ignore the defense in question.

Example 1: If you do 3 damage to an enemy that has Defense 3, the damage dealt will be reduced by 3, down to zero (3-0=0). However, if you do 3 damage, piercing 5 to that same enemy, the "defense 3" is ignored, and the enemy will suffer 3 damage.

Example 2: If you deal damage 6, piercing 5 to an enemy with Defense 8, the piercing isn't enough to penetrate the defense, and damage done will be zero (5-8 is lower than zero).

Scenario cards

AoE(Area of Effect)

During counter attack all players(characters) in the game take this damage.

Defense X

Damage dealt to this enemy is decreased by X (down to a minimum of 0).

Example: If you deal 8 damage and 3 damage to an enemy with "defense 3", each of the attacks deal 3 less damage, and the enemy will only suffer 5+0=5 damage.

Reroll -1

During this Step, players may only reroll once during their turn, instead of the usual twice.

No reroll

Players can't reroll dice.

No abilities

Abilities cannot be used.

No Consumables

No Consumables may be used (Equipment still give their boons).