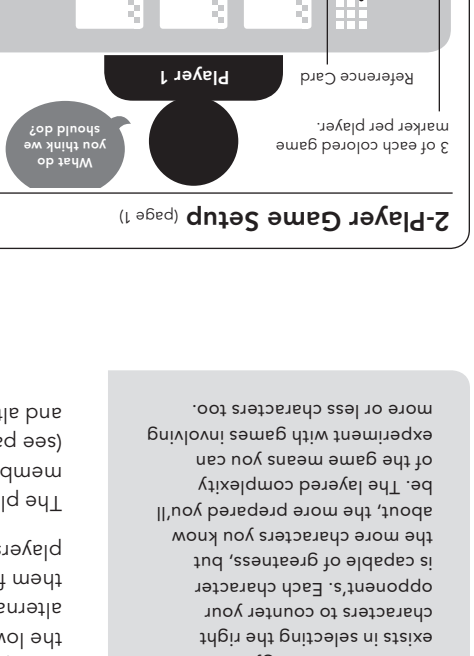
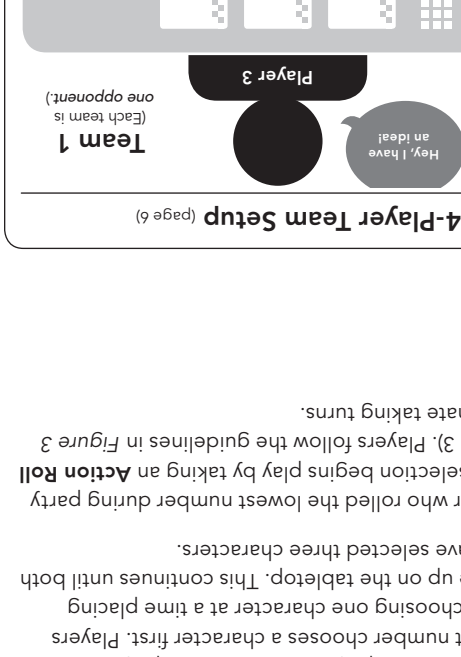
2-Player Game Setup (page 1)



4-Player Team Setup (page 6)



Game Setup (Fig. 2)

A Different Game for a Different World

The World of Rynaga can be described as a science-fantasy setting. Yet, instead of magic, Rynaga is shaped by a force of nature called Radia. Radia influences everything from the gravitational pull of Rynaga's moons to the growth of its microscopic lifeforms.

Gameplay Tip 1

Much of the strategy in Iconica exists in selecting the right characters to counter your opponent's. Each character is capable of greatness, but the more characters you know about, the more prepared you'll be. The layered complexity of the game means you can experiment with games involving more or less characters too.

Game Overview

In Iconica, you lead a party of adventurers in a contest of turn-based strategy against an opponent. The characters you choose are your **Party Members**.

The objective of Iconica is to eliminate your opponent's characters from play. Players take turns using their character's actions against each other. The player to eliminate all of his/her opponent's characters first, wins the game.

2-Player Games (see page 6 for 4-player games)

Iconica games begin with Party Member selection. To form parties, each player rolls a die. The player who rolls the lowest number chooses a character first. Players alternate choosing one character at a time placing them face up on the tabletop. This continues until both players have selected three characters.

The player who rolled the lowest number during party member selection begins play by taking an **Action Roll** (see page 3). Players follow the guidelines in *Figure 3* and alternate taking turns.

Phases During Your Turn

Opening Phase

1. If needed, apply any delayed actions from previous turn(s).
2. Eligible characters may attempt their Final Act.
3. If applicable, roll to resolve Status Effects such as Poison, Fear, Restoration, or Siphon.

Action Phase

1. Take your Action Roll.
2. Choose a character and action to use.
3. If applicable, apply your Action Break bonus.
4. If necessary, roll to resolve Status Effects such as Blind and Confusion.
5. Select a target and attempt your chosen action.

Closing Phase

1. Eligible characters may attempt their Final Act.
2. Remove any Status Effects that end after one turn.

Turn Phases (Fig. 3)

Gameplay Tip 2

The key to unlocking the full potential of Iconica is experimenting with lots of combinations of characters.

Behind the Game

Iconica development is led by Eric Torres and a crew of gamers focused on bringing the characters of Rynaga to life in fun and interactive ways.

Did You Know?

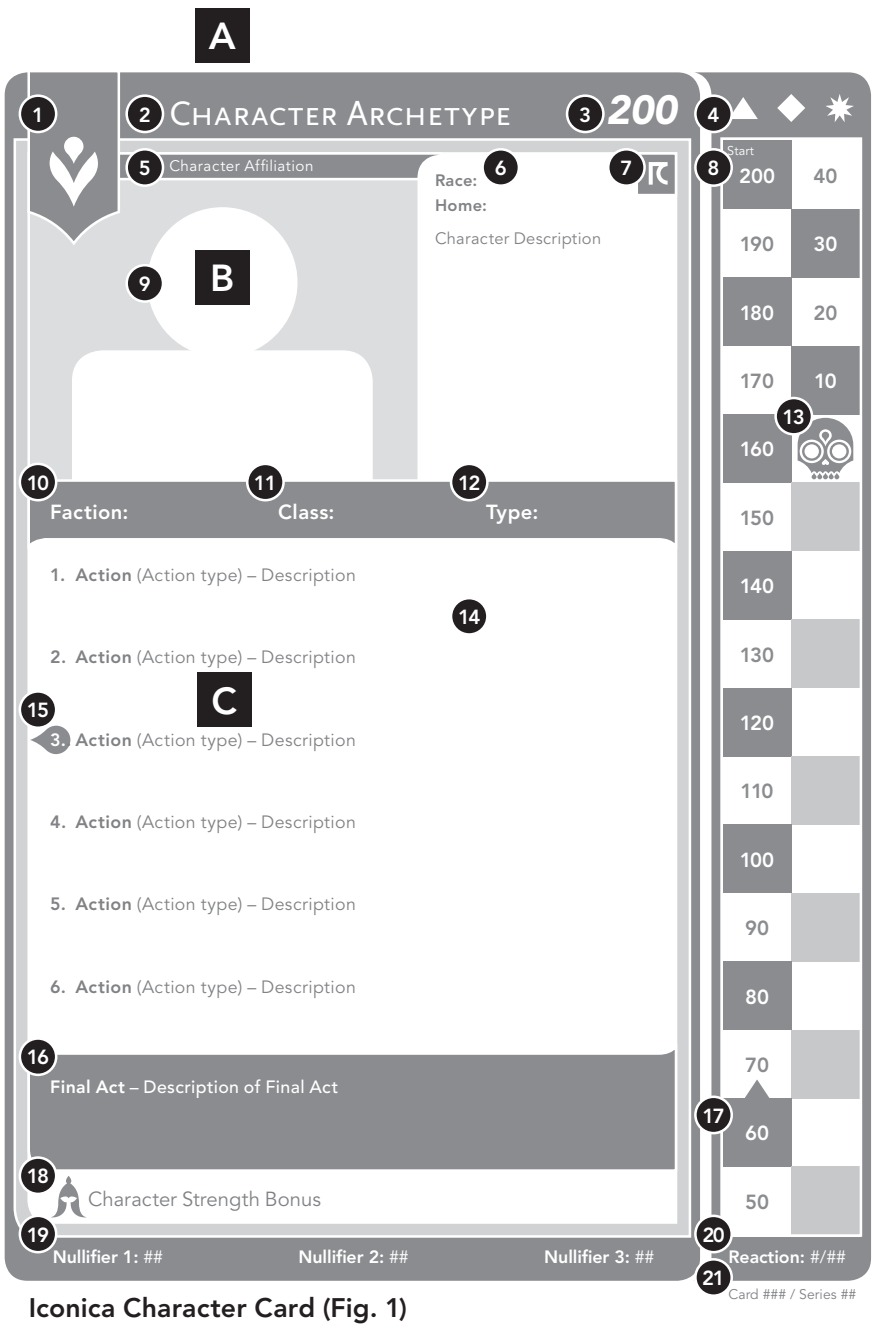
Rynaga is 10 times the size of Earth and is powered not by a sun or star, but rather by its own planetary core. The energy emanating from Rynaga's core regulates everything from the growth of its diverse lifeforms to complex weather patterns across the globe.

Your party may be formed using any combination of characters with the following restrictions:

1. Characters aligned with **Legion** and **Protectorate**, (see *Fig. 1, #10*) can not be in the same party.
2. Duplicate characters can not be in the same party or team.
3. Players can not have more than one Legend or Special character in their party.
4. Players can not use the same Legend or Special character as another player.

There are five main **Character Classes**. **1) Offensive** are damage dealers. **2) Defensive** avoid and absorb damage. **3) Disruptive** cause status effects and conditions. **4) Supportive** are healers and protectors. **5) Adaptive** maintain a balanced range of actions.

Once your characters have been chosen, place a black damage marker on the **Start Tile** (see *Fig. 1, #8*) of each card. Whether you're playing a 2-player game or teams (see page 6) your game setup should look something like the example in *Figure 2, Game Setup*.



Iconica Character Card (Fig. 1)

1. Faction Banner and Icon
2. Character Archetype
3. Character Health Value
4. Nullifier Icons
5. Character Affiliation
6. Character Description
7. Influence Icon
8. Start Tile and Health Meter
9. Character Portrait
10. Character Faction
11. Character Class
12. Card Type
13. Skull Tile
14. Character Action Box
15. Action Break Icon
16. Final Act
17. Nullifier Tile
18. Strength Bonus
19. Nullifier Tile Statistics
20. Reaction Statistics
21. Card and Series Numbers

Status Marker Placements

A) Confusion (Orange)
B) Blind (Orange)
C) Stun (Orange)
D) Fear (Purple)
E) Poison (Green)
F) Restoration (Blue)
G) Siphon (Red)

SCHMIDT DESIGN

THE WORLD OF RYNAGA™
ICONICA
GAME OF STRATEGY

Ages 12 and up
2–4 Players
30–60 Minutes

ericimagines.com

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WARNING
Choking Hazard – Small Parts
Not for children under 5 years
0-5

Official Iconica Rules – v8.0

Our World. Your Story.

Rynaga was a peaceful planet, until an alien race known as Sarion became stranded here. In relative seclusion, they grew their vulnerable colony into a powerful empire. Now, as these strangers expand across many lands, they threaten to destroy the balance of nature on our world forever.

Determined to return to their home planet, the Sarion create the **Legion** Agenda, a masterplan they believe will return them to the stars. United under the leadership of one ruler – the Pharax – these people seek to acquire rare artifacts, control strategic resources, and unlock the secrets of radia. In the process, the Sarion experiment with powers they can not fully understand.

Sensing the dangers posed by Sarion pursuits, the native races of Rynaga unite to form the **Protectorate**, a coalition of city states led by the Sidrani people. The Protectorate plans for a coming confrontation with the champions of the Legion, seeking the aid of ancient colossal creatures, controversial radia-wielders, and even defectors from the Sarion government. Their alliance is strong, but I fear it may not be strong enough to meet the challenges to come.

Independent city states are scattered across our world as well, held by self-sustaining guilds, powerful mercenary groups, and influential merchant clans. Above all else, these folk value wealth, fame, and adventure. Members of both the Legion and the Protectorate seek to gain the loyalty and support of these Independents. Yet, to what end?

The day approaches when we will all be forced to take sides in a battle between the those who are good and those who desire greatness.

Which side will you choose?

–Hadrion, Whitefire Syndicate

Gameplay Principle

Some actions place conditions on your opponent's next turn. For instance, an action might say: "If your opponent uses a Status action on his next turn, heal one of your characters of 10 damage." In these cases, apply the effects of the condition immediately after that action occurs if possible.

Question: Do these rules apply to all Iconica characters?

Yes. While some character's actions may expand upon these rules, they all adhere to general guidelines found in this ruleset.

Gameplay Tip 3

Players are not required to reveal the tile their Damage Marker is resting on. Yet, revealing this information to your opponent is not only good sportsmanship, you just might make a friend.

Question: What are Iconica X-Cards?

Iconica X-Cards are secret characters we give to players during in-person events and as part of online specials. Watch for them. They turn up randomly.

Did You Know?

Rynaga is orbited by three moons – Phaeton, Nyad, and Rys. Each is different. All bear their own secrets.

Gameplay Principle

When taking dice rolls to remove or resolve multiple status effects across your Party Members, be sure to call out to your opponent which character and status effect you're about to roll the die for.

Action Rolls

In order to use a character actions you must take an **Action Roll**. Rolling two dice, one white and one black, is considered an Action Roll.

The White Die – The number rolled on the white die is the action available (*Fig. 1, #14*) for use by one of your characters.

The Black Die – When the number rolled on the black die matches the number of an **Action Break Icon** (◀#.) on one of your party members, you receive a bonus for using that action. In addition to taking that action, heal the character of 20 damage and dispel any negative status effects it may have.

Character Actions

Actions may call for things such as damage, status effects, or healing. Some types of actions are **Melee**, **Ranged**, and **Status**. Always do what a character's action calls for; even if it is not covered in these rules, the action will provide the instructions you should follow. If you can not do what an action calls for, perform any part of the action that you can. In some cases, the result may be your turn simply ending.

When applying damage, move your damage marker down the **Health Meter** (*see Fig. 1, #8*) towards the **Skull Tile**. (*see Fig. 1, #13*) When applying healing, remove damage by moving your damage marker up the Health Meter away from the Skull Tile.

When an action results in a character's damage marker landing on the skull tile, all status effects, conditions, auras, *Iconica Travels* cards, etc. are removed from that character as it waits to attempt a Final Act. (*see page 6*)

Apply actions in the order in which they read. If an action reads "Deal Poison and 30 damage...", apply Poison first, then the damage. If an action reads "Deal 30 damage and Poison...", apply damage, then Poison.

Status Effects

Status Effects which impair or damages your characters are negative. Effects that benefit or heal your characters are positive.

Minor Status Effects – *Last for one of your turns*

Confusion – Use an orange maker to indicate Confusion (*see Fig. 1, A*). If you attempt to use an action of a character that is Confused, roll a die. If the number is odd, Confusion ends and the action succeeds. If the number is even, take no action and either: **1)** deal 10 damage to one of your characters **OR 2)** your opponent heals one character of 10 damage. **If your opponent can not heal a party member, one of your characters takes 10 damage**.

Blind – Use an orange marker to indicate Blind (*see Fig. 1, B*). If you attempt to use the action of a character that is Blind, roll a die. If the number is odd, Blind ends and your action succeeds. If the number is even, the action fails.

Stun – Use an orange marker to indicate Stun (*see Fig. 1, C*). Stun prevents a character from taking an action for one turn. Attempt dice rolls for other status effects your character may have. *Stun does not prevent you from taking your turn.* Take your Action Roll as normal, which may lead to an Action Break bonus.

Major Status Effects – *May last for multiple turns*

Fear – Use a purple marker to indicate Fear (*see Fig. 1, D*). Before your Action Roll, roll a die. If the number is odd, Fear ends. If the number is even, your character can not act for that turn and Fear remains. *Fear does not prevent you from taking your turn.* Take your Action Roll as normal, which may lead to an Action Break bonus.

Poison – Use a green marker to indicate Poison (*see Fig. 1, E*). Before your Action Roll, roll a die. If the number is odd, Poison ends. If the number is even, your character suffers 10 damage and Poison remains.

Restoration – Use a blue marker to indicate Restoration (*see Fig.1, F*). Before your Action Roll, roll a die. If the number is even, Restoration ends. If the number is odd, your character gains 20 health and Restoration remains.

Siphon – Use a red marker to indicate Siphon (*see Fig.1, G*). Before your Action Roll, roll a die. If the number is even, Siphon ends. If the number is odd, heal your character of 10 damage, deal 10 damage to one foe, and Siphon remains. Siphon can only be used by Sarion characters.

Unique Status Effects – *May last for multiple turns*

Some characters have the ability to inflict status effects which are not listed in these rules. Examples include **Venom**, **Toxin**, and **Sleep**. Each character's actions will explain how to resolve these Unique Status Effects.

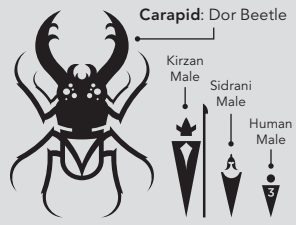
Introduction to Radia

Radia is a form of energy generated by Rynaga's planetary core. There are two main types of radia: positive and negative. Positive forms are harmless and commonly used in everyday life. Negative radia is rare and often harmful. Side effects of exposure include illness, permanent injury, and death. Radia is found in bodies of water, stones, crystals, even flora. Some radia types grow on creatures, such as the gigantic Mythid. These epic beasts absorb negative radia, and therefore regulate its influence worldwide. Without mythid, the balance of nature on Rynaga would be broken.

Gameplay Tip 4

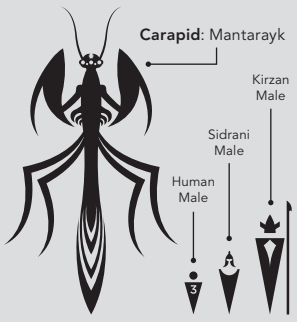
Diversify your Party Members. For instance, a party made up of an Adaptive, an Offensive, and a Supportive character will often yield better results than an all Supportive class team.

Carapid Spotlight



Dor Beetle – These creatures are burrowers and subterranean travelers, which sometimes leads to dangerous encounters. One year, a dor beetle swarm erupted from beneath a Sarion town called Atana, devouring everything in their path. It was later determined the beetles had been drawn to the area by powerful radia deposits uncovered there by the Sarion only days earlier.

Carapid Spotlight



Mantarayk – During the swarming months on Rynaga, hunting mantarayk is big business. Not only do they possess shells which can be turned into armor and tails which can be used as shields, they're great eats. There's nothing like a thick sliced mantarayk fillet with karanae sauce, if you're willing to brave the dangers of carapid hunting of course.

Gameplay Principle

Instances of the same status effect do not stack. For example, if a character is already under the effect of Poison and a new action calls for Poison to be dealt again, the new instance is applied, taking the place of the previous one.

Gameplay Tip 5

The complexity of Iconica games is layered and adjustable. Try playing games using no Reaction Damage, Character Strength Bonuses, Final Acts, or Action Breaks. House rules are allowed!

Behind the Game

New Iconica characters are usually released once per year as part of boxed sets or as individuals. Some characters are tied to our book releases, such as ***Prelude*** and ***Sea Child***.

Reaction Damage

Some characters have tiles on their Health Meter marked with an "R" followed by a number. (R-#) These are **Reaction Tiles**. If you land on a Reaction Tile after applying damage, immediately deal damage back to the attacking character in the amount specified on the tile.

Important: Reaction Tiles may not be used as a result of applying health or from damage caused by Poison, Final Acts, etc. However, Reaction Tiles can be used if landed on as a result of Parry.

Nullifier Tiles

Nullifier Tiles (*e.g. Fig. 1, #17*) provide your characters with benefits when your damage marker lands on them. **These tiles prevent new status effects and may remove existing ones**. Watch for the icons below.

Antidote – Prevents and removes Poison.

Courage – Prevents and removes Fear.

Evasion – Prevents and removes Stun.

Focus – Prevents and removes Confusion.

Clarity – Prevents and removes Blind.

Parry – Nullifies damage. If you land on a Parry Tile after taking damage, you may move your damage marker up one tile preventing 10 damage. **Important**: Parry applies to damage taken from your opponent. Parry can not be used after applying healing or when damage is caused by Poison, Confusion, Final Acts, etc.

Character Strengths

Strength Bonus (*see Fig. 1, #18*) are used against rival archetypes, races, or classes. Apply strength bonuses after taking the action they are associated with.

Final Acts

When a character's damage marker reaches the **Skull Tile**, it is eliminated from active play. However, the character may still be eligible to attempt a **Final Act**. Final Acts (*see Fig.1, #16*) are special actions taken when a character's damage marker reaches the skull tile.

If your opponent "Skulls" one of your characters, attempt your Final Act at the end of their turn, before you take your next Action Roll. If "Skulled" during your own turn, attempt your Final Act at the end of your turn. (*see Fig.3, Turn Phases*)

After executing a Final Act, turn your card over to indicate that your character is out of the game. **In general, the effects of Final Acts can not be prevented or avoided, such as by Nullifiers, Auras, etc**. However, some characters *may* have unique benefits which prevent Final Acts or their effects.

Iconica Lingo

Allied Character(s) – All characters in your party and your teammate's party, not including the character taking an action.

Dispel – Immediately removing any negative status effects a character may be inflicted with.

Friendly Character(s) – Any character in your party or your teammate's party.

Opponent – Any person or team playing against you.

Opposing character(s) – Characters under the control of your opponent.

Skulled – An Iconica buzzword meaning a character has lost all of its health.

4-Player Team Games

In 4-player games, party member selection begins all four players rolling a die. The player who rolls the lowest number, selects a character first. Then, a player from the opposing team selects a character. This cycle alternates until all four players have three characters each.

In 4-player games, *each team member takes an Action Roll during their team's turn*. Both team members follow the guidelines in *Figure 3, Turn Phases*. Cooperating and strategizing is encouraged as you decide on which actions to take against your opponent and in what order.

About the Makers of Iconica

Hey you guys! I'm Eric Torres, an artist and designer living in Phoenix, Arizona.

As a kid, I did a lot of drawing, writing, and gaming. Now that I'm a "big kid", it's no different. In 2007, I started Specimen, a small creative enterprise through which I publish creations for World of Rynaga, like this game.

I'm not alone in this effort. My family is a big part of what we do and some of our supporters volunteer their time to playtest Iconica, provide feedback on gameplay elements, and offer suggestions for improvement.

Here's a few other things you might like to know about how Iconica is made:

We work with local printers. AZ-based vendors first, other US-based vendors if needed.

We're resourceful. We look for ways to produce Iconica sustainably and with as little environmental impact possible.

We print in small batches. We only order what's needed, keeping stock count low and content "made fresh".

We ❤ what we do. Our projects are ambitious, yet guided by love of art, story, and craft. Thanks for supporting indie art and design enterprise.

–Eric

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