



*Synergist* requires 2 people. The game includes 60 tokens, a 5x5 grid, and 2 character sheets.

### Setup

Decide which player should go first.

Select a class.

Shuffle the deck of tokens and place it so the tokens are face-up.

Fill in the grid with tokens from the deck, starting from the top left of the grid, removing any horizontal or vertical lines of three or more of the same symbols and replacing them.

### Gameplay

Switch one token on the grid with an edge adjacent token.

If you create horizontal or vertical chain of three or more matching tokens:

Remove the chained tokens from the grid, placing them in the discard pile.

Activate an effect based on the token type.

If the chain includes four or more tokens, double its effect.

Replace the empty grid spaces with tokens from the deck, ordering them as you please. You can use replacement create chains.

If there are no more tokens in the deck, shuffle the discard pile and place it face-up as the deck.

### Winning

Once your opponent has been reduced to 0 health, you win!

You, as a practitioner of one of four fighting styles, have engaged another fighter in duel in a world in which technology, magic, and martial prowess all compete for cultural prevalence.

### Classes

Synergist: Starts with a Shield against all Styles.

- Synergize: Select one token and treat it as if it were all token types
- Synchronize: Make two additional swaps.

Combatant: Martial chains inflict +1 damage.

- Multistrike: Remove any three tokens from the board
- Adrenaline: Recover 1 health.

Magician: Magic chains inflict +1 damage.

- Purify: Clear the board of one type of token and fill the board randomly.
- Curse: Clear your opponent's active shield and attack boosts.

Tinkerer: Technology chains inflict +1 damage.

- Teleporter: Swap any two tokens with each other.
- Overclock: The next match you match counts twice.




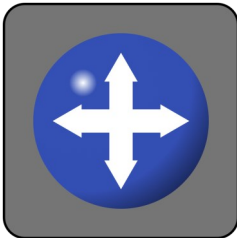


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# Token Guide

STYLE		BOOST	
<b>Magic</b> 	Deal 1 Magic damage to your opponent.	<b>Ability</b> 	Choose one of your class' Abilities and activate it.
<b>Martial</b> 	Deal 1 Martial damage to your opponent.	<b>Attack</b> 	Select a Style token type. Increase the damage you deal with that type by 1.
<b>Technology</b> 	Deal 1 Tech damage to your opponent.	<b>Shield</b> 	Select a Style token type. If you would take damage from that type, reduce the damage to zero and remove this Boost.