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INTRODUCTION

Game details

Players: 2

Average round - Playtime: 30-45 min.

First time playing - Playtime: 60 min.

Suggested ages: 12+

Dice needed to play

To play this game, you will need to have the following dice:

4 sided die (D4), 6 sided die (D6), 8 sided die (D8), 10 sided die (D10), 12 sided die (D12), 20 sided die (D20).

And 1 coin of any size for heads (6) and tails (0) tosses.

1 set of dice is needed per player.

If you do not have any dice, see Null Edge in Alternative Game Modes (p. 11).

Edge: Clans of Icosara is a strategy game, where you take the role as a Warlord of a clan. Each clan has its own special feel and style of combat, so choosing who you are going to play as is the first strategic choice you will make. After setting up your army and deciding who will defend or attack first, you are ready to commence the battle for control of Icosara.

Terminology

These are terms that you need to know when playing Edge:

Pawn: A card.

Dx: X sided die.

Exhaust: Turning a card sideways. It cannot attack.

Un-exhaust: Turning a card upright. It can attack.

Indestructible: Cannot be sent to the pit.

Restore: Taking back a die or card from the pit.

The pit: Where dead pawns and spent dice go.

Position 1-8: Designated spot in the formation.

Golden Rule

Whenever a card's ability conflicts with the rules laid out in this rulebook, the card should be followed.

HOW TO PLAY

Step 1: Selecting starting player

Each player secretly selects a die and roll simultaneously. The player who rolls highest decides who goes first and the die is spent and sent to the pit.

NOTE: Both players can use re-rolls (p. 6) as normal. The lowest die is NOT sent to the pit.

I.e.: Player A rolls a D8, Player B rolls a D6. Player A rolls a 4, Player B rolls a 5. Player B wins and loses his D6. Player A does not lose his D8.

Step 2: Set-up

Each player sets up a formation (p. 7), and line up their dice by rank (p. 5). (see p. 12 for formation example).

Row 1



Row 2



Row 3



Step 3: Battle!

The players now take turns to attack.

Select one of your pawns (p.2) as your attacker. Then, select any opposing pawn in range (p. 8) as your target and which die to attack with. The attacker always chooses his die first.



The attacking pawn exhausts (p. 8).

The defending player then chooses which die (p. 5) to battle with. When the battle ends, the used dice are sent to the pit (p. 10), so choose wisely.

Both players roll their dice simultaneously. The highest roll wins. Before resolving, each player may re-roll (p. 6) their die. The losing pawn is sent to the pit.

For ties, see dice rank (p. 5).

Step 4: Adjust

When a pawn is sent to the pit, or otherwise leaves its position in the formation, a pawn behind it must take its place if possible. See adjusting formation (p. 7). Then, the turn shifts.

Step 5: Winning the Game

Repeat step 3 and 4, until one player has no pawns left. The player with remaining pawns is the winner.

DICE & DICE RANKS

In Edge, you roll dice to decide who wins the battles. However, you may not simply roll D20 every time you fight. Any time you roll a die, it is sent to the pit (p. 10) and is considered spent. Therefore, you must choose your dice carefully as you play. Your stash of dice is called The Arsenal.

NOTE: Restoring dice

Some abilities will allow you to restore dice. Restoring a die means selecting any die (you own) from the pit and returning it to your arsenal.

D4 IS INFINITE!

As the only die in Edge, D4 cannot be sent to the pit, and as a result can be used as many times as you need. Additionally, D4 is unaffected by any ability that would steal, destroy, sacrifice, remove or in other ways interfere with the D4.

Dice rank

Each die has a rank. On tied dice rolls, the lowest ranked die will win. If the dice are the same rank, the attacking player wins.

Increasing or Decreasing dice rank

Some abilities can change your die, according to dice rank:

- 1) You can only change to another die in your arsenal.
- 2) Only the most recent die is sent to the pit.

I.e.: You use Magician to upgrade your die from D8 to D12. You roll D12. Only D12 is sent to the pit, and D8 is returned to your arsenal.

NOTE: The ability granted by the aura of Magician can be used once per battle, whenever you would be able to re-roll your die in battle (even if you have no re-rolls left), and can be used before or after you re-roll.

D4

rank 1



D6

rank 2



D8

rank 3



Coin

rank 4



D10

rank 5



D12

rank 6



D20

rank 8



Dice transformation

Some abilities say: "Any die you/this pawn uses becomes a Dx."

In this case, the following rules apply:

1) You must use the die specified on the ability, instead of your chosen die, even if that die is in the pit.

2) Only the die you originally chose is sent to the pit.

I.e.: You choose D8, and it becomes a D12. You roll D12 from your arsenal. Only D8 is sent to the pit.

RE-ROLLS

If you lose your roll initially, you can choose to re-roll. Players re-roll individually, and any player can initiate a re-roll.

There are two types of re-rolls.

Free-rolls:

In every single battle, each player has 1 free re-roll. When a player has re-rolled once, this will no longer be available until next battle.

Mastery-rolls:

After you used your free-roll, you can choose to use a Mastery-roll.

At the start of the game, both players are granted a total of 4 mastery-rolls. You can use a mastery-roll at any time to re-roll your die. You can use any amount of mastery-rolls available during a single battle.

TIP: Use a spent die or extra to keep track of Mastery-rolls. Place the die with the number '4' facing up, and count down each time you use one.

Re-rolling multiple dice

Some abilities allow pawns to roll one or several dice, multiple times during a single battle. Re-rolling using multiple dice will re-roll all your dice in play.

I.e. Strategist vs. Rogue:

Strategist rolls 6 with a D8. Rogue rolls two D4.

The first D4 rolls a 3, the second D4 rolls a 2, total of 5.

Rogue re-rolls the first and the second D4.

THE CARDS

Cards are called pawns and have different abilities and modifiers. Pawns are your troops that you put onto the battlefield. As each pawn is different, they can be used in unique ways, for different strategies.

You can only use 1 pawn with the same name (1) in your formation.
 You can only play pawns in your formation with the same Clan Icon (2).
 Pawns have abilities that activate, based on their Ability Icon (4).



FORMATION

Making a good formation is crucial to winning. When you choose a formation, you decide on a strategy for the entire game. Choose carefully. First time players are recommended using our guide. But remember that choosing your own formation is half the fun of Edge.

Adjusting formation

When a pawn is sent to the pit, or otherwise leaves its position in the formation, a pawn behind it must take its place if possible. Only pawns behind the position can move to it.

I.e.: Pawns in position 8 can NEVER move to position 1.





Adjacency

Some pawns have abilities that affect adjacent pawns. Only pawns in direct contact are considered adjacent. Both pawns in front of, behind and next to another pawn are considered adjacent (see p. 17).

I.e.: Position 1, 2, 5, 6 and 7 are adjacent to position 4.

Range

All pawns have a range of 1, unless otherwise stated. Range is counted in number of rows a pawn can attack in front of itself. In practice this means that pawns with 1 range can only attack while in row 1 and can only target pawns in row 1.

I.e.: Position 1, 2 and 3.

NOTE: Archer can attack from both row 1 and row 2, and can target pawns in row 2, when he is in row 1.

EXHAUSTING

If a pawn is exhausted, it cannot attack until un-exhausted.

An exhausted pawn can still use its abilities, and can still be targeted for an attack.

Pawns can also be exhausted by card abilities.

If you cannot attack, due to your pawns being exhausted, you may need to either pass or concede a pawn. See passing and conceding (p. 10).

After going up against an opponent, the attacking pawn exhausts.

Whenever you attack with a pawn, exhaust it by turning it sideways.

Exhaust



Un-exhausting

Pawns do not un-exhaust by themselves. A pawn can only be un-exhausted by a card ability, or if both players pass (p. 10) consecutively.

When a pawn is un-exhausted, turn it into upright position. It is no longer exhausted.



COMBAT MODIFIERS

Some pawns have combat modifiers.

A combat modifier is a set number, which is added to the result of the die, when the pawn battles.

When a pawn attacks, the modifier with the sword icon is applied.

When a pawn defends, the modifier with the shield icon is applied.

If a pawn rolls multiple dice for one battle, the modifier is NOT applied to each die, but to the final result.



ABILITIES

Abilities on pawns are activated under different circumstances. These are marked with Ability icons.



Battle Icon

This ability is active whenever this pawn attacks or defends. Unless otherwise specified, battle abilities activate before either player chooses dice.



Attack Icon

This ability is active whenever this pawn attacks. Unless otherwise specified, attack abilities activate before either player chooses dice.



Defend Icon

This ability is active whenever this pawn defends. Unless otherwise specified, defend abilities activate before either player chooses dice.



Aura Icon

This ability is always active and affects all adjacent pawns. Unless otherwise specified, it does not affect this pawn.



Trigger Icon

This ability only activates when the conditions are met.



Active Icon

This ability can be activated on your turn, anytime before you attack. You may use any amount of active abilities in one turn.

You may need to place counters on pawns during the game. You can use any small object - paper clips, lifestones, etc. - to keep track of these. You can also use a spent or extra die to count.

THE PIT

When a die is spent, or a pawn is defeated by battle - conceded or sacrificed - it is sent to the pit. Each player has separate pits. They are still in the game, but cannot be played unless restored or revived by a card ability. Keep them set aside to indicate this.

PASSING AND CONCEDING

Conceding

Once per turn - before an attack - a player may send an exhausted pawn to the pit. After a pawn is conceded, the turn continues as normal.

NOTE: Under tournament rules, the opponent still receives a point.

Passing

A player can only pass his turn, if all pawns in range of the opponent are ex-

hausted. Passing ends your turn. You can only pass before you attack. Passing can be done even after activating a card ability.

The Double-pass

At a given point in the game, both players may have to pass consecutively. When this happens, all exhausted pawns un-exhaust. The turn passes to the first player to pass.

WINNING THE GAME

The standard win-condition in Edge is 'Last man standing'. Where, when only one player has any pawns left in his formation, this player wins.

ALTERNATIVE GAME MODES

Edge is a very adaptable game, and there are many ways - besides the traditional way - to play it. Here are a few suggestions for different game modes for your entertainment.

Official Tournament Mode

This is a 2-player mode, designed for competitive players. Its main purpose is for tournament play, but it also serves as a nice game mode for experienced players.

Each game consists of 2 rounds of traditional Edge, and an eventual tiebreaker round.

For tournament mode, each player chooses a deck of 12 cards out of their faction.

Both players make a normal formation of 8 pawns from the 12 cards chosen. The first round is played as described in the normal rules.

NOTE: When the player with the highest roll decides who should go first, the roles are reversed in round 2. So the player making the first attack in round 1, will defend in round 2.

When the first game ends, points are counted. 1 point for each defeated pawn plus any modifiers. Second round is played with switched positions, as stated above. Make note that in the second round, the players only have access to the 12 pawns of their chosen tournament deck.

For the tiebreaker, both players build a formation with only 3 pawns. Formation is limited to either all 3 pawns in row 1, or 2 in row 1 with a pawn behind then in row 2. Both players can choose from cards outside their decks for the tiebreaker.

Whoever wins first - either both rounds OR a single round and the tiebreaker - is the winner.

Four Front Fight: For 4+ players

Thought Edge was just for 2? Think again! Edge can be played with any amount of players. We do however recommend a maximum of 4, to give the most enjoyable experience.

The game is played like traditional Edge, and the turns go clockwise. Abilities that compare resources, such as Guardian's, are calculated during battle.

I.e.: If you have less dice than the player you battle with, Guardian's ability activates. An opponent not involved in the battle does not count.

Swift Edge

Only got 15 minutes? Swift Edge is a faster, smaller version of Traditional Edge, only allowing players to use 5 pawns in their formation.

All players have a full arsenal without D20. Players can only use position 1, 2, 4, 6 and 7 in their formation. After setup, the game is played following traditional rules.

Null-Edge

Dice are not for everyone. In Null-Edge, you play only with your formation. Your dice are replaced with set numbers. The numbers can only be used once, and are treated as their respective die and dice rank.

D4: 2 - D6: 4 - D8: 6 - Coin: 7 - D10: 8 - D12: 10 - D20: 14

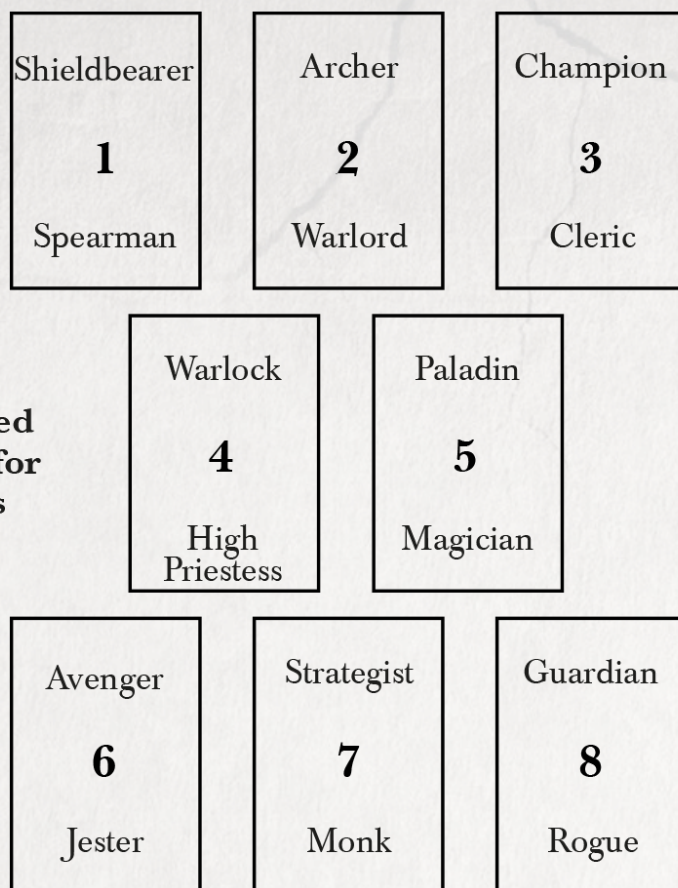
Otherwise, the game is played following traditional rules.

Using numbers instead of dice changes the decision-making and complexity of the game, and allows for a quicker and more calculated match.

RECOMMENDED FORMATIONS

There is a tremendous amount of different formations to create. Here is a guide for some basic formations to get you started.

**Recommended
formations for
Crusaders**



**Recommended
formations for
Savages**



TEAM BEHIND EDGE: CLANS OF ICOSARA

Behind this wonderful game is a group of wonderful people, who has worked hard to give you the best game experience possible. Thanks to our creative team:

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Game Designer, Concept Artist, Playtester,
Art Director & Project Lead

Frederik Lund

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Ea Smilla Frøkjær

Project Lead & Graphic Designer

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Mette Jespersen

Illustrator

Oliver Lønberg

Illustrator

Suzy Attah Mikkelsen

Illustrator

Vendula Buresova

Graphic Designer, Illustrator

And thanks to the administrators and marketing people for their work with promoting Edge:

Yunas Akhtar Clausen

Community and Social Media Manager

Bertram André Nicolas

Promoter & Alpha Tester

Stephan Jönsson

CEO & Founder of Four04 Entertainment

ARCHER

SHARP

During attack, this pawn has +1 range.

+0 +0

"I take aim. They take cover."

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AVENGER

RIGHTEOUS

If this pawn is the last pawn in your formation, restore 3 dice.

+0 +0

"Retribution...!"

© FOUR04 ENTERTAINMENT

CHAMPION

FIERCE

"We have been blessed by his descent. Who could have known that our chosen one could battle so devilishly?"

+3 +3

© FOUR04 ENTERTAINMENT

CLERIC

DEVOUT

Un-exhaust up to 2 pawns. Cleric does not exhaust.

+0 +1

"Only death can pause the chosen ones."

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GUARDIAN

STAUNCH

If you have less dice in your arsenal than your opponent, any die this pawn uses becomes a D10.

+1 +1

"Light shines brighter in the dark..."

© FOUR04 ENTERTAINMENT

HIGH PRIESTESS

DEVOUT

All adjacent pawns gain additional +1/+1.

If this pawn is in your formation at the start of a game, immediately gain 2 additional mastery-rolls.

+0 +0

"Enhance the pure - cleanse the rest."

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JESTER

MYSTIC

The winning pawn is defeated instead of the losing pawn. Cannot use the coin.

+0 +1

"OUCH!! Oh... It's opposite day!"

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MAGICIAN

RUNIC

If an adjacent pawn battles, you may upgrade your dice rank by 1-3 and roll again, using the new die instead.

+0 +0

"There is always a higher power!"

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MONK

DEVOUT

When the monk battles, the opposing pawn gains no combat bonuses.

+1 +0

"Power is purity."

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PALADIN

DEVOUT

Exhaust this pawn to unexhaust an adjacent pawn.

"Faith is choice."

+2 +2

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ROGUE

CUNNING

If this pawn battles using D4 or D6, roll twice and combine the results.

When battling, rogue negates *indestructible*.

"Doubt this!"

+0 +0

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SHILDBEARER

STAUENCH

When you reveal this pawn in your formation, put 1 counter on it.

During battle, remove 1 counter from this pawn.

"Some men die twice."

+0 +0

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SPEARMAN

FIERCE

This pawn is *indestructible*.

"Here is a tip: treat your wound."

+1 +1

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STRATEGIST

CUNNING

Before attacking with this pawn, restore 1 die.

Cannot use D20 during any combat.

"Checkmate."

+0 +0

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WARLOCK

RUNIC

You may choose to exhaust another pawn. Any die this pawn uses becomes a D12 during this battle.

"There's a fight in everybody. Let me use yours."

+0 +0

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WARLORD

CUNNING

If this pawn defeats an opposing pawn, put 1 counter on Warlord.

Warlord and all adjacent pawns gain additional +1/+0 for each counter on this pawn.

"Charge!"

+0 +1

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DICE RANK:

1	2	3	4	5	6	8

ON YOUR TURN:

1. ACTIVATE ABILITIES
2. BATTLE
3. END TURN

BATTLE RULES:

1. CHOOSE ATTACKING PAWN.
2. CHOOSE TARGET
3. ATTACKER CHOOSES DIE
4. DEFENDER CHOOSES DIE
5. ROLL DICE; HIGHEST ROLL WINS
6. RE-ROLL PHASE
7. RESOLVE
8. ADJUST FORMATION

ICONS

AURA THIS ABILITY IS ALWAYS ACTIVE. IT ONLY AFFECTS ADJACENT PAWNS.	BATTLE THIS ABILITY WILL ACTIVATE WHEN ATTACKING OR DEFENDING.
ATTACK THIS ABILITY WILL ACTIVATE WHEN ATTACKING.	DEFEND THIS ABILITY WILL ACTIVATE WHEN DEFENDING.
UN-EXHAUST TURN SELECTED EXHAUSTED PAWN STRAIGHT. IT CAN ATTACK AGAIN.	EXHAUST TURN SELECTED PAWN SIDWAYS. IT CANNOT ATTACK UNTIL UN-EXHAUSTED.
TRIGGER THIS ABILITY WILL ACTIVATE WHEN THE CONDITIONS ARE MET.	ACTIVE YOU CAN ACTIVATE THIS ABILITY BEFORE YOU ATTACK.

RE-ROLLS:

DURING A DICE-ROLL, EACH PLAYER CAN CHOOSE TO RE-ROLL THEIR DIE FOLLOWING THESE RULES:

FREE-ROLLS:
EACH PLAYER CAN USE ONE FREE ROLL DURING EACH BATTLE.

MASTERY-ROLLS:
EACH PLAYER IS GRANTED 3 CONSUMABLE MASTERY-ROLLS PER GAME.

PLAYERS CAN USE THE MASTERY-ROLL AT ANY TIME. PLAYERS CAN USE ANY NUMBER OF MASTERY-ROLLS THEY CHOOSE IN A SINGLE COMBAT.

ARCHER

SHARP

This pawn has +1 range.

+0 +0

"Monkey see, monkey shoot."

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AVENGER

RIGHTEOUS

If this pawn is the last one in your formation, restore 3 dice.

+0 +0

"DIE, DIE, DIE!!!"

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CHAMPION

FIERCE

"At the age of 12, she proved herself too useful to sacrifice."

+3 +3

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CHIEF

CUNNING

If this pawn is sent to the pit, select another pawn. It gains additional +1/+1.

+2 +1

"It's all up to you now."

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WARLOCK

RUNIC

Un-exhaust another pawn during attack. During this battle, any die this pawn uses becomes D12.

+0 +0

"Let me borrow your nightmares!"

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CLERIC

DEVOUT

Un-exhaust up to 2 pawns. Cleric does not exhaust.

+0 +1

"Worry not - we have plenty of blood."

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GUARDIAN

STAUNCH

If you have less dice in your arsenal than your opponent, any die this pawn uses becomes a D10.

+1 +1

"You won't like me when I'm angry."

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HIDDEN SPEARMAN

FIERCE

This pawn is indestructible during attack. Once per game, exhaust and put 2 counters on this pawn. When your turn starts, remove 1 counter. With counters on it, this pawn is indestructible - when removing the last counter, unexhaust it.

+1 +1

"I see you. You won't see me."

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JESTER

MYSTIC

The winning pawn is defeated instead of the losing pawn. Cannot use the coin.

+0 +1

"Meet me where the jungle bends."

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MAGICIAN

Oliver Lomborg & Vendula Buresova

RUNIC

If an adjacent pawn battles, you can upgrade your dice rank by 1-3 and roll again, using the new die instead.

+0 +0

"Your fate is in my hands..."

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MONK

Jessica Storbaug & Vendula Buresova

DEVOUT

When the monk battles, the opposing pawn gains no combat bonuses.

+1 +0

"I know where to find life. You will only find death."

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PRIESTESS

Mette Jespersen & Suzy Mikkelsen

DEVOUT

All adjacent pawns gain additional +1/+1.

+0 +0

"Taste the blood! Let N'guala rule your desires!"

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ROGUE

Suzy Mikkelsen

CUNNING

If this pawn battles using D4 or D6, roll twice and combine the results.

When battling, rogue negates indestructible.

+0 +0

"It's not a flute."

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STRATEGIST

Jessica Storbaug

CUNNING

Before attacking with this pawn, restore 1 die.

Cannot use D20 during any combat.

+0 +0

"It's all in the cards."

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SHAMAN

Mette Jespersen & Suzy Mikkelsen

RUNIC

Sacrifice an adjacent pawn to un-exhaust another pawn in your formation. Shaman then gains additional +1/+1.

+0 +0

"Everything has a price. 1 pay."

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SHILDBEARER

Vendula Buresova

STANCH

When you reveal this pawn in your formation, put 1 counter on it.

Remove 1 counter from this pawn. During this battle, it is indestructible.

+0 +0

"Better Luck next time."

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DICE RANK:

△	1
∞	
⬠	2
⬠	
⬠	3
⬠	
⬠	4
⬠	
⬠	5
⬠	
⬠	6
⬠	
⬠	8
⬠	

ON YOUR TURN:

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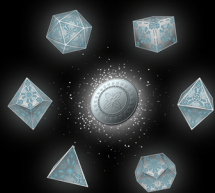
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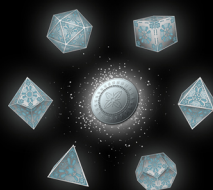
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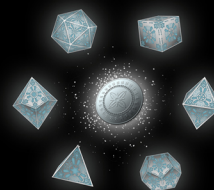
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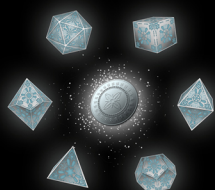
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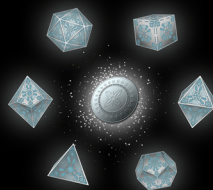
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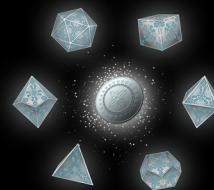
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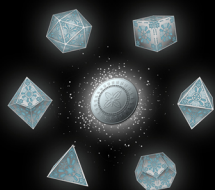
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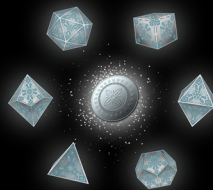
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CLANS OF ICOSARA



EDGE
CLANS OF ICOSARA



EDGE
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EDGE
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