



AGE OF  
**PRIMES**

**FIRSTBORN**

SEASON 1: EPISODE 1

**Instruction Booklet**

**P** PRIMARY  
MULTIPLIERS

**Age of Primes** is an episodic card game about different factions vying for influence on a distant planet called Skellium. As a player, you take on the role of a **Prime** – a hero or leader – to fight for your House and gain prestige.

You can play **Age of Primes** in a head-to-head duel, or with a whole group of players. You can even play casually with your friends or competitively in tournaments.

This rule book will help you get started playing **Age of Primes**. The rules are very easy; the best way to learn is by playing the game. Like any other card game, **Age of Primes** is easy to learn, but difficult to master!

## Playing the Game

### • Setup

Look through your deck and find the Prime card that you'd like to use as your **Persona**, and set it face-down on the table. Shuffle the rest of your deck and allow your opponent to cut it. Then draw your opening hand of five cards. After you decide who is going first, each player reveals their Persona.

### • Turn Structure

Players take turns as the active player, moving clockwise around the table. Each turn consists of several phases:



## • Start Phase

At the start of each turn, the player does the following steps in order:

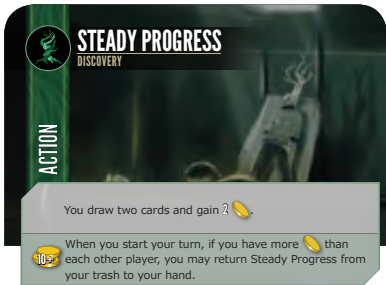
- First, any abilities that say, "When you start your turn," will trigger.
- Next, the active player refreshes all Followers and Primes in their party.
- Finally, the active player draws a card from the top of their deck. (*If you go first, don't draw a card during your first turn.*)

## • Middle Phase

During the middle of the turn, the active player can do any of the following things in **any** order:

- Play a card (*if that player hasn't played a card yet this turn*).
- Activate an ability of a Follower or Prime (*if that Follower or Prime is refreshed*).
- Initiate a duel (*if the players' Champion is refreshed and the player hasn't duelled yet this turn*).

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Refresh

## • End Phase

Once a player decides that they are finished with their turn, perform the following steps in order:

- Any abilities that say, “When you end your turn,” will trigger.
- The active player discards down to their maximum hand size, if necessary. *(By default, a player’s maximum hand size is seven cards.)*
- All damage is removed from Followers in play.

Then the turn ends and the next turn begins.

## • Winning the Game

The game ends when any player reaches 25 Prestige. If one player has more Prestige than anyone else, that player wins the game. If there is a tie for the highest Prestige, the game continues until the tie is broken.



## Choosing Your Persona

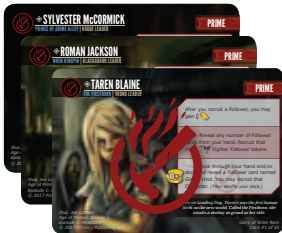
When you start a game of **Age of Primes**, you select a Prime from your deck to represent you as your **Persona**. Your Persona can't be defeated, so it will stay in play for the whole game (*and you can't switch Personas*).

In this episode, there are three different Houses and each offers three different Primes.

Your Persona will determine a lot about your strategy and your path to victory. Every Prime is different!

## Your House

In **Age of Primes**, you play as the leader of a **House** – a mighty organization pursuing glory, influence and control over the colony. There are three Houses in Episode 1: the criminal underworld of the **House of Wren**, the bureaucratic leadership of the **Macedon Central Council**, and the ambitious scientists of **Clarity, Inc.**



THE HOUSE OF WREN



MACEDON CENTRAL  
COUNCIL




CLARITY, INC.

Every Prime has several abilities listed on their card. (See *Taren Blaine's Abilities*.)

### • **Passive Abilities**

Some of the Prime abilities are passive abilities, which means that they are always active. They do not require activation in order to function. These abilities are always watching the game for a given condition in which it can trigger. These abilities can trigger several times a turn. (See *Taren's first ability*.)

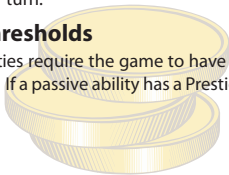
### • **Activated Abilities**


Some Prime abilities can be activated for immediate effects. These abilities are indicated by the '**Exhaust**' symbol: 



Activating these abilities requires you to exhaust the Prime. (Cards can be turned sideways to show that they are exhausted.) You can't activate these abilities if the Prime is already exhausted. These abilities can only be activated during your turn.

### • **Prestige Thresholds**

Some Prime abilities require the game to have progressed to a minimum threshold of Prestige before they can be used. If a passive ability has a Prestige Threshold, it will not trigger until after that threshold has been passed.



After you recruit a Follower, you may gain 1 .

 Reveal any number of Follower cards from your hand. Recruit that many 1  Fighter Follower tokens.

 Look through your hand and/or deck and reveal a Follower card named Ginger Hind. You may recruit that Character. (Then shuffle your deck.)

### ***Taren Blaine's Abilities***

It is important to note that Prestige Threshold considers **all player's** prestige score -- even an **enemy player's** score -- to determine if the necessary amount of Prestige has been accumulated. If any player has earned the required amount of prestige, or more, then your ability is enabled.

## Prestige



**Prestige** is a measure of how much power or influence your House has accumulated throughout the game. Prestige can be gained from many different sources, but the most consistent method is going to be using your Prime's abilities. **The first player to reach 25 Prestige wins the game.**



Ability 1

Ability 2

Ultimate Ability



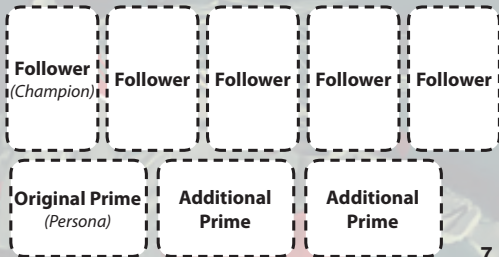
## About Your Party

Your **party** is a group of **Characters** (*Primes and Followers*) that you have recruited to join your House. These Characters are then placed in play on the field. (See the illustration below to better understand your party's layout.)

- Primes**

Your **party** begins with your **Persona**. As you recruit additional **Primes**, they will join your Persona in the rear of your party. You can have any number of Primes in your party, but you will always have a Persona. (*Personas can't be defeated or changed.*)

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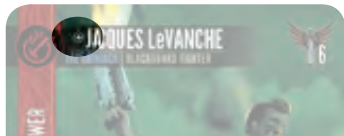


- **Followers**

As you play the game, you will recruit **Followers** to join your **party**. You can have a maximum of five Followers and they will reside at the front of your party. Followers will have abilities similar to Primes (*as described before*).

- **Unique Characters**

Some Primes and Followers represent **Unique** Characters from the **Age of Primes** story. You can't have more than one Unique Character with the same name in your party at once. If you recruit a new Unique Character with the same name as one that's already in your party, the new Unique Character will **replace** (*see Replace on next page*) the old one. Put the old Unique Character into your Trash. Unique Characters have the diamond symbol before their name (*see example to right*).



- **Recruiting**

All Followers and Primes (*except your Persona*) enter the field exhausted. (*This prevents them from using abilities that require them to exhaust, such as activating Prime abilities or initiating duels.*)

The order of Followers in your party is very important. When you recruit a Follower, you can add them to either the **front** or **back** of the party. Once you recruit a Follower, you can't move it to a different place in your party, so make sure you choose where to recruit your Followers wisely!

<--- **Front**    or    **Back** --->  
of the party?





- **Replacing**

Once you have five Followers in your party, in order to recruit another, you first need to choose a Follower in your party to **replace**. When you recruit your new Follower, put it into your party in the same place as the Follower it's replacing. Simultaneously, put the old Follower into your Trash.

## Dueling

The Follower at the front of your party is called your **Champion**. Your Champion's job is to fight enemy Champions and protect the rest of your party.

On your turn, your Champion can initiate a duel with an enemy Champion. Each Champion in the duel will deal damage equal to its **Might** to the other Champion. If either Follower takes damage equal to or greater than its own Might, that Follower is **defeated** (*put into the Trash*). A Follower's Might score can be found in the upper right corner of its card. (*see example to right*)



If there are no Followers in an enemy's party, your Champion can duel the enemy Persona. Your Champion will deal damage to that Prime equal to its Might.

- **Damaging a Prime**

Any time that a Prime is dealt damage, that player instead loses that much prestige. (*Your prestige can't be reduced below 0.*)

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## Actions

In addition to Primes and Followers, you also can play **Action** cards, which represent one-time events and secret agendas to interfere with your opponents and advance your cause.

- **Performing**

Action cards are performed when they are played. To perform an Action means to do all of the effects written on that card. After you perform an Action card, put it in the trash.

## Hidden

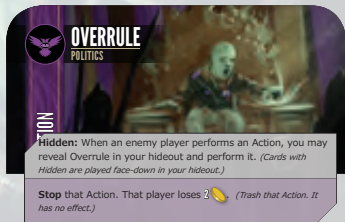
Some cards in *Age of Primes* have the **Hidden** mechanic (See *Overrule to right*). Cards with Hidden are played face-down in a special zone called your **hideout**.

Hidden cards will stay face-down in your hideout until some condition is met. Once you've met the condition, you can turn the card face-up to perform its effects. Turning a Hidden card face-up is always optional, and you'll often want to wait for the right moment to reveal it.

## Building Your First Deck

In *Age of Primes*, it's up to you to prepare your deck before you sit down to play. If this is your first time playing, we recommend using one of the pre-constructed theme decks included in your standard game carton, but you can also build your own deck out of the cards you own.

There are a few important rules for building your deck:



- **House**

When you chose your Persona at the beginning of the game, you also chose your House. You may not include any cards from other Houses. However, many cards are **Neutral** and can be used in any deck. Neutral cards have a gray banner and do not have a House icon (see *Neutral example to right*).

- **Size**

Your deck must be at least 40 cards (*including your Persona*). There is no maximum deck size.

- **Card Quantities**

You may include a maximum of 3 copies of any particular card. (*Name of card counts, in the future, different cards will have the same name!*)

- **Primes**

Your deck must contain at least one Prime, but you can play more if you'd like.

If you have more than one Prime in your deck, you'll get to choose which one to play as your Persona at the start of the game.



## Building Your Collection

Decks and booster packs in *Age of Primes* aren't randomized--when you open a pack, you know exactly what you're getting. Each episode contains a number of theme decks, rare boosters and premium packs.

- **Theme Decks**

**Theme Decks** are pre-constructed decks that contain one copy of each rare and three copies of each common. The decks are designed to provide all of the cards required for casual game play. You can see if a card is rare or common by looking at the text in the lower right corner. Rare cards will also have an outline around the text box the same color as its house!

- **Rare Boosters**

A **Rare Booster** is a pack that will contain two copies of each rare from a given deck. This allows competitive players to acquire a complete set of their best cards. A Rare Booster is available for each Theme Deck.

- **Premium Packs**

For the competitive collector who can't get enough *Age of Primes*, our **Premium Packs** includes powerful cards that can't be found anywhere else. Premium Packs also include special collector's items, such as alternate arts or even foil versions of your favorite cards.





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**Age of Primes** is a story-driven episodic card game with a unique sci-fi setting. Players take on different Personas, recruit Followers, and compete to accumulate the most Prestige for their House.

After many years in space, a group of humans crash-land on a remote alien world. Splitting into different factions, the colonists found a new civilization dominated by powerful heroes, leaders, and figures of influence.

**Pick your House. Choose your Persona. The Age of Primes has begun!**

## **An Ongoing Story**

**Age of Primes** is a first-of-its-kind episodic card game built around an ever-advancing epic storyline. The Houses and characters you choose will evolve and change as new episodes are released, with new Primes and factions emerging all the time to shift the landscape of the game.

Instead of being locked into the same handful of choices set after set, each new episode will add new Houses, or factions, and characters, opening up entire new avenues for deckbuilding. You'll also see your favorite Primes return in future stories — but they might not be the same as you remember them...

## **Choose Your Destiny**

Each time you sit down to play **Age of Primes**, you'll choose a Prime and a faction in which to play. The Persona you select will start the game in play and can't ever be removed — shaping your strategy in fundamental ways as the game goes on.

You can play **Age of Primes** right out of the box with any of our pre-constructed theme decks: Glory of Wren, Council Authority, or Clarity Experiments. Then, when you're ready for an additional challenge, you can build your own deck with whichever House and Persona you choose. The decision is yours!

# THE NEXT CHAPTER BEGINS

An ambitious Council member sets in motion a hidden agenda to consolidate his power. A trio of Clarity scientists unleash a wave of horrifying mutations. And tensions between Wren's rival gangs threaten to spill into open war.

## AGE OF PRIMES

**New Primes. New decks. New twists. Which House will you choose?**

### SEASON I: EPISODE II

Coming Soon...

The background is a dark, moody scene. A large, gnarled tree trunk or branch dominates the center, with vibrant purple flowers or blossoms growing from it. In the lower-left foreground, a skull-like object is partially visible, possibly a piece of debris or a relic. The overall lighting is dim, with the purple flowers providing a stark contrast to the dark green and brown tones of the scene.

AGE OF  
**PRIMES**