



MYSTERIONTM

Rulebook

Version - 1.0 August, 2024

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Synopsis of a Battle

In card battles, players take turns drawing cards, playing Scripts and Items, and summoning creatures to attack, with both creatures exchanging damage simultaneously; the battle ends when one player's health reaches zero.

Deck Size

Exactly 50; no more, no less.

How a Player Battle Begins

1. Roll a die to see who goes first; the higher roll attacks first.
2. Both players draw 7 cards from their decks.
3. Mulligan: If you do not like your starting hand of 7 cards, you can discard them all and redraw 7 cards. Only 1 Mulligan is allowed.

Standard Battle Cadence

Attack:

- Draw a card, play items, and (if you can or would like to) send a Creature card to attack .
 - Both players may only invoke 1 Creature card at a time, while tapping Script cards based on the cost indicated on the center of every card.

Defend:

- The defending player then sends a creature to defend also by tapping Scripts according to their Creature's cost
- The defending player does not draw a card or get to play items until it is their turn to attack.

Exchange Damage:

- Compare damage values; attack damage value (left number on dark background) compares against opposing creature's defense value (right number on light background)
- Killed Creatures are discarded.
- Surviving Creatures stay in play, tapped, until the next attack turn, while defending Creatures return immediately to the player's hand.
- Scripts also stay tapped until the attacker's next turn while the defending player untaps their Scripts immediately use to defend (since it is then their turn after damage is exchanged).

Cycle and Repeat:

- The opposing player follows the same process.

Battles end when one player reaches OHP and must move to the nearest Town space.

Types of Cards

1. Script: Ancient writings that describe various Creatures and Items used for transcribing aspects of Creatures in battle and building or using Items.
2. Item: Ancient artifacts and apparel that grant special abilities.
3. Creature: Legendary creatures said to have once existed, according to a lost civilization.

Using Scripts

1. Scripts allow you to conjure Creature cards and items.
2. Each Script has an element that matches the Creature card element type.
3. Only Script cards with the same element as the Creature card can be used to play a Creature Card.
4. Typically, a deck has one element to ensure Creature card elements match for playability.

Turn Cycle (Attacking)

1. Draw Stage:
 - Fasting (optional): Discard up to 2 cards from your hand to draw 2 cards instead of 1.
 - Draw 1 card at the beginning of your turn.
2. Setup Stage:
 - Untap any previously tapped Script cards.
 - Put back any previously tapped surviving Creature into your hand.
 - Play Script cards from your hand.
 - Play any Instant or Conditional Item cards.
3. Invoke Stage:
 - Play a Creature card to attack, along with any Enhancement Item at the same time.

Drawing Cards

1. Always draw one card at the beginning of your Turn Cycle.
2. (Option) Fast: At the beginning of your turn, discard up to 2 cards to draw 2 cards instead of 1.
3. You do not draw a card when defending.
4. If you start with 0 cards in your hand, draw 2 cards.
5. Maximum number of cards in your hand is 10.

Using Script Cards

Placing Script cards on the table off to the side face up, are considered to be in your Codex. These are to be used as a resource for other cards.

- Script cards have elements that only apply to Creature cards. Creatures must be played with the same element type as their Scripts. Item cards can be played with any element type of Script.
- Whenever an Item or Creature is played and requires Script cards, tap the required number Script cards to indicate you have used them.

Study Rate

The Study rate limits the maximum number of Script cards that can be played each round.

- Use a 6-sided die to track the number of Scripts in your Codex per turn.

- Starting on the first turn, place the 6-sided die on 1. Move the die up one number each Turn Cycle until 6.
- On the sixth round, or once the die reaches 6, players can put down as many Script cards as they want, until reaching the Codex maximum capacity of 10 Script cards.

Playing Items

Instant and Conditional Items are played before the Invoking Stage.

Enhancement Items are played at the same time as the Creature card. Once a Creature Card has been invoked to attack, you can no longer play Instant items.

1. Instant Item:
 - Rule: Play an unlimited number of Instant items at the beginning of your turn.
 - How to use: Show to your opponent, apply effect and discard it immediately.
2. Conditional Item:
 - Rule: Play only 1 Conditional Item, face down, at one time. It may stay in play to the end of the entire battle if the player wishes or if the condition is never met. The player has the option to exchange the Conditional item with another one from their hand on their attack turn by discarding the one already face down and putting the new one in its place.
 - How to use: Play face down and activate when the condition is met at any point in the battle.
3. Enhancement Item:
 - Rule: Only one Enhancement card can be played per attacking Creature. This is the only type of Item card that is used in the Invoke Stage, at the same time as a Creature card.
 - How to use: Play face up, beside your attacking creature, and discard after the attack turn.

Playing a Creature Card

1. Tap the required number of Script cards to play a Creature card from your Codex.
2. Invoke a Creature to attack or defend by placing one from your hand on the table to either attack or block.

Evolving Creature Cards

1. Creatures range from stage 1 to 3, with Script costs for both individual and evolved play.
2. Place the previous-stage under the later stage Creature cards to prove eligibility for using the lower Script cost (center-left)
3. If the evolved creature dies, so do all the previous stage Creatures under it.

Exchanging Damage

1. Compare attack and defense values to determine damage and survival.
 - If damage is equal to or greater than opposing Creature's defense, then the opposing Creature dies and is discarded.
 - If the damage value is less than opposing Creature's defense, then the opposing creature survives.
 - For the attacking Creature, any attack damage that is not blocked by the defending Creature goes to the opponent player's health. If the attacking Creature is not blocked by an opposing Creature, all of its attack damage goes to the opponent's health.
2. Discard killed creatures and 1 Script card if the attacking creature dies.
 - Discard killed creatures. If the attacking creature dies, it is discarded along with 1 Script card from your Codex.
 - If the defending creature dies, it is discarded without discarding any Script cards.
3. Apply carryover damage directly to the defending player's health.
 - If the attacking creature survives, they stay tapped, unable to defend, while your opponent attacks you. Once it is your turn again to attack, you may then place it back into your hand.
 - Surviving defending creatures get placed immediately back in the player's hand.

Special Cases - Order of operations

In certain cases where either Creature or Item special abilities conflict or change the outcome of the battle, the order of operations start with the attacking player before the defending player's special abilities apply.