

SOUL of AMKIND

THE
STRATEGY
GAME

~ GAME RULES ~

VER. 1.1 - 21/12/2022



Soul of Ankiril

Soul of Ankiril – The Strategy Game is a strategic card game based on the mechanics of the Online Collectible Card Game Soul of Ankiril, a project designed and developed by Tambù in collaboration with Game Designers Marco Valtriani and Ercole Belloni.



The world that unfolds before you is made up of the body of Ankiril, an arboreal being imbued with the energy of the Six Temen.

Many different elemental lifeforms make their home on Ankiril. Among them, you can see the Emanations, with guises resembling vegetation, and the Creatures, with features like those of animals.

Under the guise of your Avatar, you can wield your alchemic strength upon the world around you by connecting with the Creatures and Emanations. By channeling your alchemic energy through them, these beings will help you discover your hidden potential and fully understand your Temen.

Keep in mind that understanding how to use your Temen is only the beginning of your journey. Only complete mastery of all Six Temen will grant you the knowledge and wisdom required to discover the causes of the opening rifts.

Others, like yourself, are already challenging themselves. By training your Temen in duels of alchemic strength, you will better understand yourself and the world around you, in order to come closer to the solution of the enigma.

But who amongst you will be the first to master the Six Alchemic Forces and become the Master of the Six Temen?



Summary

Soul of Ankiril – The Strategy Game is a strategic card game for two players. The setting of the game is Ankiril, a planet led by individuals who control the Six Elements (Fire, Earth, Metal, Water, Air, Wood), known as “Temen”. For some time, and for reasons yet to be known, mysterious interdimensional rifts have been opening between the two worlds.

The Six Temen, having sensed the energy imbalance caused by the opening of these rifts, are now looking for those who hold within themselves a strong elemental energy that, if harnessed and controlled with wisdom, may provide a solution to this enigma.

Therefore, each player is called to Ankiril in the form of an Avatar. This is the only known way to sync with the elemental Creatures that inhabit the planet. Thanks to the bond between these Creatures and their mighty Leaders, each player can challenge other opponents’ Avatars and Creatures to alchemic duels, allowing them to grow their alchemic power.



Avatar

During each match, after synching with his/her own Leader, each player’s goal is to deactivate his/her opponent’s Emanations (unique portals that allow the Avatars and Leaders to summon new Creatures to the field). The strategic use of Spells and the Creatures’ powers will be crucial to reach this goal and succeed in the quest to master the Six Temen’s alchemic energy!

Goal

During a match, each player must try to deactivate his/her opponent’s Emanations, while protecting their own. The first player to deactivate their opponent’s three Emanations wins the game.

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Components

All components included in the game are depicted below for easier identification.



2 Leader tokens



26 Fire Deck Cards
(Leader, Allies, Spells)



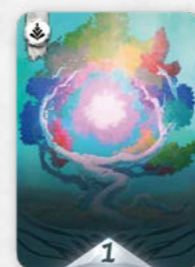
26 Water Deck Cards
(Leader, Allies, Spells)



23 Ally token
(Fuoco/Acqua)



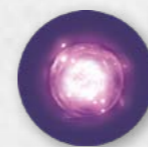
3 Water
Offspring Tokens



6 Emanation
cards



6 Emanation
tokens



2 Energy markers



10 Identification
markers



31 Modifier markers
(Attack/Health)



21 Reinforced markers



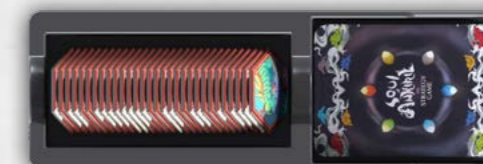
9 Poisoned markers



5 Challenged
markers



2 Player boards



2 Extractable token/deck cases

Card Types

Each deck includes three types of cards: **Creature** cards (Leader and Allies), **Emanation** cards, and **Spell** cards.

Each card features different characteristics (all listed below). Not all card types feature every single characteristic.

1 Name

Name of the card.

2 Ability

If present, the Ability describes the special power of the Creature or Emanation. Alternatively, it can describe the effect of a Spell. The Abilities on a Creature or Emanation card can be **passive** or **active**. Passive Abilities are triggered automatically when a certain condition occurs (see “Passive Ability” in the Glossary). Active Abilities can be activated by the players during their respective turns (see “Active Ability” in the Glossary).

3 Attack

Attack Points indicate the amount of damage a Creature deals to an opponent’s Creature while attacking or while being attacked. This number can increase or decrease permanently or temporarily due to the effect of certain Ability or Spell cards.

4 Health

Health Points indicate the maximum amount of damage that a Creature or Emanation can take. On a Creature card, this number can increase or decrease permanently or temporarily due to the effect of certain Ability or Spell cards.

5 Class

If present, the Class indicates the category a Creature belongs to and defines the instances of the use or trigger of certain Abilities.

6 Type

Indicates the card’s Type



Ally



Leader



Emanation



Spell

7 Element

On a Creature card, a seed indicates the Creature’s specific elemental affinity. On a Spell card, the background color indicates the Spell’s elemental affinity.

8 Sync Points

Only applicable for the Deckbuilding Version (see “Deckbuilding Version”). Sync Points indicate the number of points you must pay to add the card to your deck.

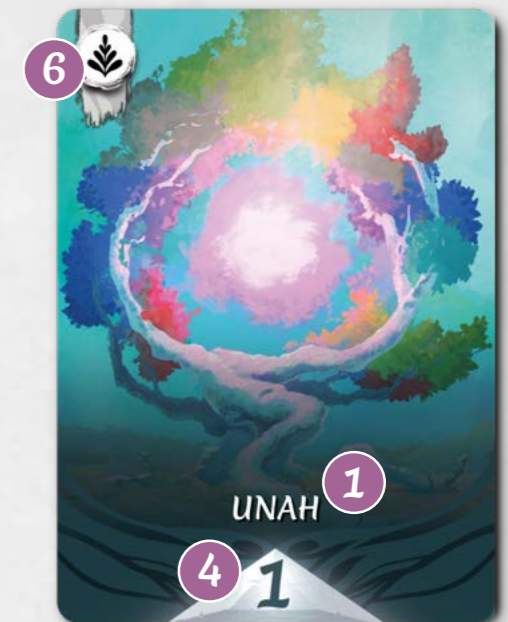
Creature Cards

Creatures are divided into **Leaders** and **Allies**. Creatures are summoned to the battlefield through **Emanations** to shield them from your opponent’s Creatures and deactivate your opponent’s Emanations.



Emanation Cards

Emanations allow the player to summon allied Creatures (Leader or Allies) to the battlefield. Each player must deactivate their opponent’s Emanations and protect allied Emanations from their opponent’s Creatures.



Spell Cards

Spell cards can be played to (1) increase Health and/or Attack Points, (2) boost, activate, or change the Abilities of an allied Creatures (Leader or Allies), or (3) deal damage to your opponent’s Creatures (opponent’s Leaders or Opponents).



Basic Concepts

Golden Rule

If the text of a card directly contradicts the text of the rulebook, give priority to the rule stated on the card.

Creature Summoning and Marker Setup

A summoned Creature can be found on the play area in two forms:

- as a **card** in the Leader Area or Allies Area;
- as a hexagonal **token** on the battlefield.

All markers should be placed on the Creature token during the match.

Identification markers are used to differentiate between two identical Allies or Offspring (allied and opposing) that are currently on the battlefield. In these cases, place a marker with the same symbol on both the card and the Ally or Offspring token.



Esempio di partita in corso

Mirror Match

If both players choose to play with decks of the same element, one player should summon their Creatures on the battlefield by placing the Creature tokens with their “Mirror Match” side facing upwards.



Normale side



Mirror Match side

Creatures' Status

All allied Creatures (Leader and Allies) summoned to the battlefield will be in one of the following statuses:

Active

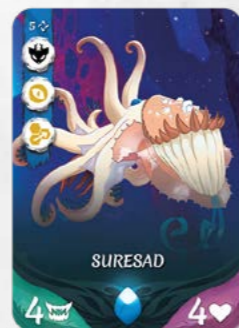
Active Creatures can take the following actions in the preferred order:

- move to the battlefield;
- attack an opponent's Creature or activate an Ability, if applicable.

Active Creature cards are placed vertically in the designated areas (Leader Area and Allies Area), so the card text can be read from left to right.

Inactive

Creatures become **inactive** after making one or both of the actions listed above (see also “Make Creatures Take Action” section). Inactive Creature cards must be rotated sideways in a horizontal position to indicate their status.



Active creature



Inactive creature

An Inactive Creature cannot take any action until it becomes Active during the Upkeep Phase (see the “Turn Structure” section). All newly summoned Creatures suffer from **synchronization fatigue** and, therefore, are **inactive** for the entire duration of the turn on which they have been summoned.

Defeat of the Allies

Any Allies that reach 0 Health Points are considered defeated. When an Ally is defeated, move the token outside the play area and place that Ally card in the Discard Pile.



“Card placement and defeated creature token”

Defeating and Recharging a Leader

Any Leader that reaches 0 Health Points is considered defeated. When a Leader is defeated, place the token within the Leader Area and place the arrow indicator on the “4 Energy” symbol.

To recharge a Leader, at the beginning of each player's turn, rotate the Leader token by shifting the arrow indicator clockwise 1 Energy position.



Esempio di caricamento del Leader

Deactivation of an Emanation

Emanations can only be deactivated by **direct attacks** (see “Combat/Abilities” of the section “Phase 2: Strategy and Combat”).

Any Emanation that reaches 0 Health Points is considered deactivated. When an Emanation is deactivated, move the token outside the play area. Any player whose Emanation is deactivated gains 1 bonus Energy.



Play Area

The play area is made up of the battlefield, Leader Area, Allies Area, and Common Area.

You create the battlefield by joining the two player boards together. The **battlefield** is covered in a hexagon grid, in which each hex tile is called a **Terrain**. The Creatures can be summoned on to different kinds of Terrains:

- **Elemental Terrains** are characterized by an Element (Fire, Earth, Metal, Water, Air, or Wood).
- **Raised Elemental Terrains** are characterized by an Element (Fire, Earth, Metal, Water, Air, or Wood) and act as a shield against the attack trajectory of the effects of certain Creature Abilities (see “Attack Trajectory” in the Glossary).
- **Neutral Terrains** have no elemental affinity.
- **Emanation Terrains** are neutral Terrains where Emanations can be placed.
- **The Anomaly Terrain** is generated by the clash of alchemical energy created by the joining of the two player boards. If a player’s Creature is on the Anomaly Terrain at the end of the turn, that Creature takes 1 damage.

The **Leader Area** is where you place your Leader card. If the Leader is defeated, the respective token with the non-colored side should be faced upwards.


The **Allies Area** is where you place any Ally cards you have summoned to the battlefield and the tokens of Allies that have yet to be summoned.

The **Common Area** is where you place all the markers and tokens used by both players.



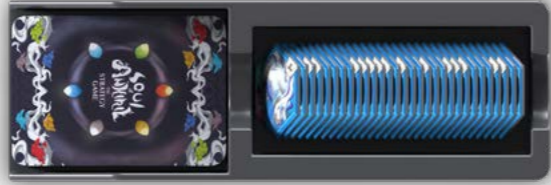
Setup

Before starting the game, follow the steps below:

1. Place the player boards on the table and join them together to form the battlefield.
2. Place all Poisoned, Pack, Modifier, Reinforced, Identification, and Challenged markers in the common area within reach of both players.
3. Each player places one Energy token on the 0 of the Energy bars in their respective play areas.
4. Each player chooses a deck to play with and, after unboxing their respective token/deck cases, places them in front of themselves.
5. Each player places their Leader card in their Leader Area and one Emanation card to the left of the selected Leader card.
6. After shuffling their chosen deck, each player draws one card at a time from the top. Each player must keep the first three Creature cards and the first two Spell cards drawn and discard any excess cards. The discarded cards are then shuffled back into the player’s deck.
7. Each player places their three Emanation tokens on their side of the board (one on each Emanation terrain) .
8. Each player places their Leader token on one of the Leader deployment terrains.
9. Randomly decide who starts the game.



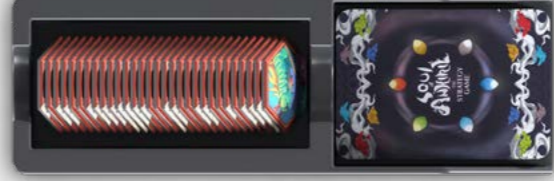
EXAMPLE MATCH IN PROGRESS



Common reserve



Lands of deployment of the Leader



Emanations

Leader Area

Ally Cards

Initial hand



INITIAL SETUP EXAMPLE

Turn Structure

Soul of Ankiril – The Strategy Game is a turn-based game. On each turn, only one player can take certain actions.

Each turn consists of five phases:

1. Recharging the Leaders
2. Upkeep
3. Strategy and Combat
4. Drawing Cards
5. Energy Depletion

Phase 1: Recharging the Leaders

Starting from the second turn, all players whose Leader has been defeated during one of the previous turns must rotate the Leader token by shifting the arrow indicator clockwise 1 Energy position.

Phase 2: Upkeep

Starting from the second turn, the active player performs the following steps:

1. Energy Restoration

The active player restores their Energy by moving the Energy token up to the 3 on the Energy bar. If, during the previous turn, the player lost one or more Emanations, he/she gains 1 bonus Energy for each deactivated Emanation.

2. Creatures Activation

The active player makes all Inactive Creatures Active.

3. Resolving Passive Abilities

The effects of the passive Abilities of Active Creatures are resolved.



Phase 3: Strategy and Combat

During the Strategy and Combat phase, the active player can choose to perform one or more of the following actions, in the preferred order:

Summon Allies

The player can summon one or more Allies from their hand by spending 1 Energy for each summoned Ally. Allies must be summoned to the battlefield on a Terrain adjacent to an allied Emanation or on a Terrain adjacent to the player's Leader.

Recharge or Resummon the Leader

The player can resummon their own formerly defeated Leader to the battlefield by spending "X" Energy. (The amount of Energy to pay is indicated by the arrow indicator on the Leader token.)

The player then places the Leader token on one of the Leader deployment terrains found on their side of the battlefield.



In this example, the player spends 1 Energy to summon his Leader.

To accelerate the resummoning process and summon the Leader during the next turn, it is also possible to recharge by spending 1 Energy and rotating the indicator clockwise 1 Energy position.



Cast a Spell

The player can cast one or more Spells by spending 1 Energy for each Spell card played from their own hand. The player can cast a Spell only through the Channeler (an Active or Inactive allied Creature - Leader or Ally - currently on the battlefield). A Spell can only be cast through a Channeler of the same Element of the Spell card. There are no limits to the number of Spells a Channeler can cast per turn.



Make Creatures Take Action

Without spending Energy, the player can make Active allied Creatures perform one or both of the actions below (one at a time) in the preferred order:

• Movement

The player moves the chosen allied Creature token on to an empty Terrain adjacent to the starting Terrain. The player can only move each Creature once per turn.



Combat/Ability

The player makes the allied Creature take only one of the two following actions:

► Make a Direct Attack.

A Creature can attack another Creature as well as an Emanation on an adjacent terrain. Each Creature engaged in combat deals the amount of Attack damage stated on its respective card. Damage that is dealt and taken are simultaneously subtracted from both Creatures' Health Points. Finally, resolve the combat and, if a Creature is defeated, apply the effects (see "Defeat of the Allies" section or "Defeating and Recharging a Leader" section).



► Activate the Creature card's Ability. (if present) and immediately apply the effects.

When the player has completed the actions allowed by a Creature, that Creature becomes Inactive. The player cannot move two Creatures simultaneously. When the player makes a Creature perform an action, said action must be completely resolved before switching to the next Creature.

Draw a Card

The player can draw a card from the top of his/her deck by spending 1 Energy for each card drawn this way. It's possible to draw up to hold a total of six cards in the hand. If the player already has six cards in his/her hand, they cannot draw any more.

Phase 4: Drawing Cards

The player draws up to two cards from the top of their deck to hold a total of six cards in their hand.

Phase 5: Energy Depletion

If there is still some Energy left unspent on the Energy bar, the player places the Energy marker on 0. The player ends their turn.

End of the Game

Fulfilling the victory condition (deactivating the opponent's three Emanations) immediately ends the game.

Using up all the cards in the deck does not end the game. The player who ran out of cards will simply have to keep playing without being able to draw new cards.

Deckbuilding Version

In the Deckbuilding Version, players can build their own decks by combining both the cards from the Base Set and Expansion Sets.

When building a custom deck, each player must adhere to the following rules:

- Each deck must be exactly 29 cards in total.
- Each deck must include 1 Leader card and 3 Emanation cards.
- Depending on the number of different Elements that you want to include in your deck, you will be granted a maximum amount of Sync Points to spend in order to add Creature cards (Leader or Allies), Spell cards, or Emanation cards of different Elements. To build your deck, you can spend any number of points that is equal to or lower than your available Sync Points.
- Deck of 1 element: 75 synchronisation points.
- Deck of 2 elements: 65 synchronisation points.
- Deck of 3 elements: 55 synchronisation points.
- It is possible to add Spell cards of a certain Element only if Creature cards of that same Element are already included in your deck.
- Include no more than three copies of any individual card, except for the Leader card which can only be inserted 1 time.

Glossary

This section includes an explanation of the game terminology and the Creatures' Abilities in alphabetical order.

Active Ability

The Creatures' active abilities are activated by the Player during Phase 3 ("Strategy and Combat").

Allied Creature (Leader / Allied)

Any Creature summoned by the active player.

Ambush

When a Creature attacks, it suffers damage only if the opponent's Creature survives.

Attack Trajectory

A straight line that determines whether or not a Creature can attack. The terrains on which an attack is allowed are those reachable, in a straight line, and from each side of the hex tile on which the attacking Creature is placed.



Breach

If the Creature defeats an opponent's Creature by dealing higher damage compared to its hit point total, any excess damage is dealt to the opponent's Creature positioned on the attack trajectory (see "Attack Trajectory") at Range 2.

Challenge

When this Ability is activated, the player chooses one of the opponent's Creatures (Challenged) positioned at Range 1 compared to the Challenger Creature and places 1 Challenged marker on both Creatures as shown below:



Challenging Creature Challenged Creature

During the opponent's turn, the Challenged Creature must attack the Challenger Creature.

For the opponent's entire turn, the Challenger Creature will take 1 less damage from any attack or spell, both coming from the Challenged Creature as well as from any other opponent's Creature.

Challenged

The Challenged Creatures of the active player must attack the opponent's Challenger Creature and apply any potential consequence caused by the attack. The Challenged Creature cannot move, activate Abilities, or attack other Creatures as long as it does not attack the Challenger Creature. If, by the end of the turn, the Challenged Creature has not performed any action, said Creature automatically attacks the Challenger Creature.

Creature

Any Creature on the battlefield.

Draw

The player draws the number of cards indicated on the card.

Generate

When this Ability is activated, the Creature summons a 1/1 Offspring Creature of the same Element and Class (if present) on a free terrain at Range 1.

Guardian

A Creature that cannot attack Emanations.

Intuition

The player chooses which of the two available Abilities to activate or can spend 1 Energy point to activate both Abilities.

Legacy

The Ability indicated on the card activates when the Creature leaves the battlefield.

Meditate

When this Ability is activated, the Creature gains +1/+1.

Mimicry

The Creature cannot be hit by Spells and Abilities of any opponent's Creature at a Range greater than 1.

Opponent Creature (Leader / Allied)

Any Creature summoned by the non-active player.

Overfly

Any Creature with Overfly can move up to two terrains onto an unoccupied hex tile, free of other Creatures or Emanations, while ignoring every obstacle.

Pack

When the Creature attacks, it gains +1/+1 until the end of the turn if an allied Creature of the same Class is present at Range 1.

Passive Ability

The Creatures' passive Abilities automatically activate during Phase 2 ("Upkeep") or during the player's turn. Some passive Abilities require specific activation conditions indicated on the Ability description itself.

Persist

If your Creature survives combat, the effect of the Ability indicated on the card activates.

Poison

When the Creature with this Ability deals damage to the opponent's Creature, the latter becomes Poisoned. Place a Poisoned marker on the token of the Poisoned Creature with a value equal to the one indicated on the card.

Poisoned

During the "Upkeep" Phase, the Poisoned Creatures of the active player take damage equal to the value of the Poison marker on the Creature token. Then decrease the value of the Poison marker on the Creature token by 1.

Press

When a Creature defeats an opponent's Creature, the first Creature takes its place.

Project

When a Creature is summoned, the player puts the card on the top of their deck (indicated by the Ability).

Reinforce

When this Ability is activated, the player assigns Reinforced status to the target Creature (see "Reinforced").

Reinforced

Until the beginning of the player's next turn, a Reinforced Creature reduces the taken damage by consuming the Reinforced markers that it possesses.

Sprint

When summoned, the Creature can move, attack, and activate its Ability.

Swap

When this Ability is activated, the player swaps the Creature that has activated the Ability with an allied Creature positioned within the number of terrains as indicated by the Range.

Throw

The Creature deals the damage indicated by the card to an opponent's Creature positioned on a terrain with a Range greater than 1.



Deck List

Water Deck

- Kashiri x 1
- Shekun x 2
- Nirush x 2
- Kintur x 2
- Ganuri x 2
- Mullub x 2
- Urghira x 2
- A'abak x 1
- Suresad x 2
- New springs x 3
- Drain energy x 2
- Sciame inarrestabile x 2
- Venomous touch x 1
- Empathic bond x 2
- Offspring x 3
- Unah x 3

Fire Deck

- Barush x 1
- Damsha x 2
- Ighirish x 3
- Murduna x 2
- Ardug x 2
- Irsang x 2
- Diridal x 2
- Urom x 2
- Mushank x 2
- Burning claws x 3
- Biting blaze x 1
- Sprint x 1
- Ravenous pack x 2
- Blazing inferno x 1
- Unah x 3

Credits

Game Designer: Marco Valtriani and Ercole Belloni

Artistic Director: Mirko Mastrocinque

Graphic Design: Mirko Mastrocinque, Umberto Spaticchia, and Andrea Damiata

Artwork: Mirko Mastrocinque, Silvia Tidei, Martina Savio, Giorgia Venditti and Giuseppe Di Stasio, Matteo Cattaneo and Emma Martinuz

Setting and Storytelling: Giulia Russo

Rulebook: Giulia Pasqualini

Translation: Mariangela Pompeo and Elisa Russo

3D Artists: Francesco Peres, Roberto Taccogni, and Michele De Nonno

Press Office and Communication: Diego Del Buono

Editorial Management: Davide Lo Presti and Giulia Pasqualini



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SOUL of ANKIRIL



SOON ON

KICKSTARTER

