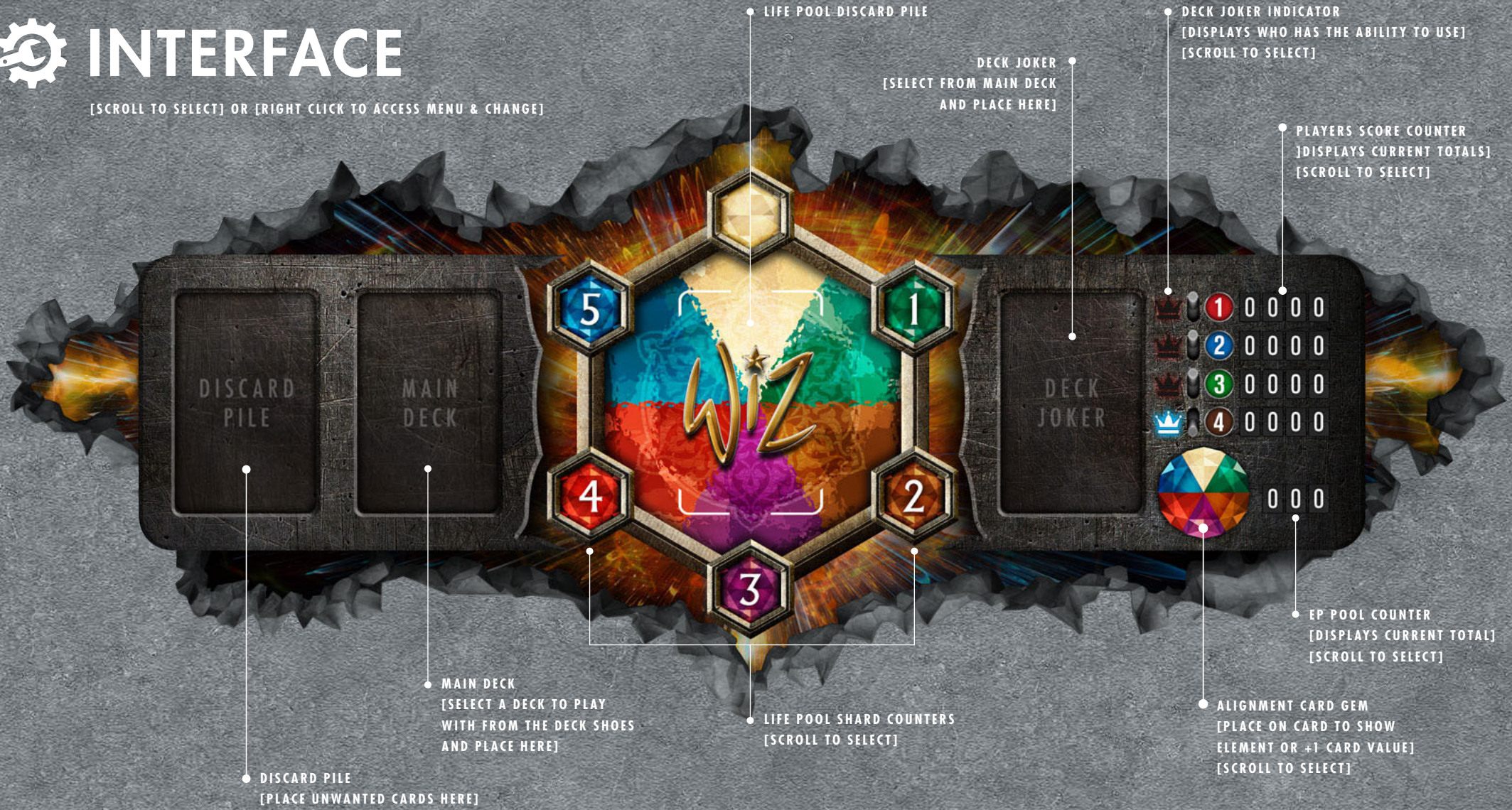


WIZ



# INTERFACE

[SCROLL TO SELECT] OR [RIGHT CLICK TO ACCESS MENU & CHANGE]



LIFE POOL DISCARD PILE

DECK JOKER  
[SELECT FROM MAIN DECK  
AND PLACE HERE]

DECK JOKER INDICATOR  
[DISPLAYS WHO HAS THE ABILITY TO USE]  
[SCROLL TO SELECT]

PLAYERS SCORE COUNTER  
[DISPLAYS CURRENT TOTALS]  
[SCROLL TO SELECT]

DISCARD PILE

MAIN DECK

DECK JOKER

1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
	0	0	0	0

EP POOL COUNTER  
[DISPLAYS CURRENT TOTAL]  
[SCROLL TO SELECT]

ALIGNMENT CARD GEM  
[PLACE ON CARD TO SHOW  
ELEMENT OR +1 CARD VALUE]  
[SCROLL TO SELECT]

DISCARD PILE  
[PLACE UNWANTED CARDS HERE]

MAIN DECK  
[SELECT A DECK TO PLAY  
WITH FROM THE DECK SHOES  
AND PLACE HERE]

LIFE POOL SHARD COUNTERS  
[SCROLL TO SELECT]



## DECK SHOES

SELECT A DECK TO PLAY WITH AND PLACE ON THE MAIN DECK.

FAST DECKS HAVE CARDS 1-5 REMOVED FOR FASTER PLAY AND QUICKER 30 HANDS.



## HIDDEN SHOE

WHEN DRAWING A CARD FROM THE MAIN DECK FOR A DECK JOKER, PLACE HERE. ONLY YOU CAN SEE THE CARD. RIGHT CLICK AND FLIP.

EACH PLAYER HAS A COLOUR CODED HIDDEN SHOE FOR THEIR USE ONLY.



## TITANS

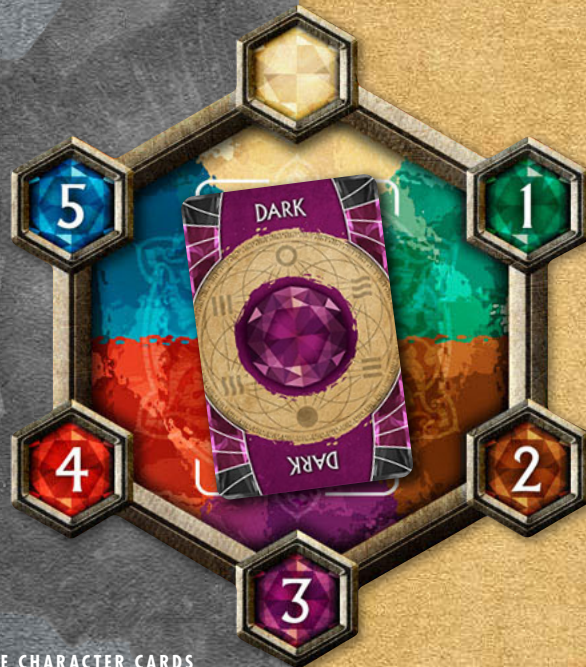
SELECT THE REQUIRED TITAN CARDS TO ADD TO THE DECK OF YOUR CHOICE.



## CHARACTERS

SELECT THE APPROPRIATE CHARACTER CARDS TO PLAY WITH THE DECK OF YOUR CHOICE. ROLL THE D4 TO SELECT AT RANDOM WHICH PLAYER PLAYS WITH WHICH.

INCLUDE THE 2 ACTION CARDS AND REEN WEAPON CARDS TO THE DECK SELECTED.



## LIFE POOL

IF PLAYING WITH THE LIFE POOL OPTION WHICH GENERATES EP, YOU CAN DISCARD SHARD CARDS IN THE CORRECT ORDER, STARTING WITH A 1ST LEVEL SHARD. THE PLAYER WHO PLAYS A 5TH LEVEL SHARD WINS THE LIFE POOL EP. THIS LEVEL INCREASES EVERY ROUND IT IS NOT WON.

INITIAL LEVEL AND INCREMENTS EACH ROUND IS DETERMINED BY ROLLING A D4 DICE X 25 EP. ONCE WON ALL SHARD CARDS ARE RETURNED TO THE MAIN DECK. YOU MUST HAVE A 30+ HAND TO PLAY SHARDS IN THE POOL. THE MAXIMUM NUMBER OF CARDS YOU CAN PLAY INTO THE LIFE POOL ON EACH TURN IS DETERMINED BY HOW MANY HANDS YOU HAVE ON THE TABLE.

ADD TO YOUR SCORE OR DETRACT FROM YOUR OPPONENT(S) SCORE.

# CARDS IN THE DECK

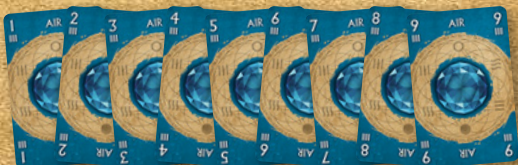


## ELEMENT SETS



THESE SETS CONSIST OF 2x (1-9 ELEMENTS), 2x (5x SHARDS) AND 1x MASTER ELEMENT. SHARDS HAVE A POINTS VALUE OF 10 AND THE MASTER ELEMENT 20.

THE MASTER ELEMENT CARD HAS A CARD VALUE OF 3 AND IS THE ONLY CARD WHICH CAN BE PLAYED ALONE TO MAKE A HAND.



## WIZ

THE JOKER OF THE DECK AND CAN BE PLAYED AS ANY VALUE CARD IN THE DECK. IT CANNOT ACT AS AN ACTION CARD, MASTER ELEMENT, ELEMENTAL OR TITAN.



## ELEMENTAL

ELEMENTALS GIVE A +1 TO HAND VALUE AT CLOSE OF PLAY. ADDITIONAL +1 IF THE ELEMENTAL ELEMENT IS THE SAME AS THE HAND. AN ELEMENTAL PROTECTS THE HAND FROM BEING USED OR ATTACKED (CHARACTER CARDS) BY THE OPPONENT. AN ELEMENTAL CAN BE CANCELLED OUT BY PLAYING AN OPPOSING ELEMENTAL. IF THE ALIGNMENT IS OPPOSITE BOTH BONUSES ARE CANCELLED OUT.

ELEMENTALS ARE SPECIAL PLAYING CARDS THAT CAN BE ATTACHED TO ANY HAND ON YOUR TURN. ALTHOUGH THEY MUST BE PLAYED AT THE SAME TIME WITH A 30+ HAND. IF YOU PLAY AN ELEMENTAL ON AN OPPONENTS HAND, ONLY YOU CAN USE THAT HAND. BUT YOU MUST HAVE MORE OF THAT ELEMENTS (CARD VALUE) IN YOUR HAND(S) THAN YOUR OPPONENT TO DO SO. ONCE PLAYED THEY CANNOT BE MOVED.



## TITAN *OPTIONAL*

TITANS GIVE A +2 TO HAND VALUE AT CLOSE OF PLAY. ADDITIONAL +2 IF THE TITAN ELEMENT IS THE SAME AS THE HAND. IF SO, THE TITAN PROTECTS THAT ELEMENT FROM BEING USED BY ANY OPPONENT(S) IN ANY FUTURE TURNS. SETS ALREADY PLAYED OF THAT ELEMENT ARE NOT AMENDABLE ALSO. TITANS CAN ONLY BE ATTACKED IF THE OPPONENTS CHARACTER IS AN OPPOSING ELEMENT OR THE CHARACTER HAS A REEN ARTIFACT OF THE SAME ELEMENT.

EACH TITAN GIVES AN ADDITIONAL (100 EP X MULTIPLIER OF THE HAND ATTACHED TO) IN ADDITION TO CALCULATED EP. ONCE PLAYED THEY CANNOT BE MOVED. THEY CANNOT BE CANCELLED OUT.

# CARDS IN THE DECK



## ACTION CARDS

THESE ARE USED BEFORE PLAY AT THE START OF A TURN TO GAIN ADDITIONAL ACTIONS TO YOUR TURN. THE AMOUNT OF CARDS YOU CAN PLAY IS DETERMINED BY THE AMOUNT OF HANDS YOU HAVE IN PLAY. YOU CANNOT DISCARD THESE CARDS. IT MUST BE PLAYED. DESCRIPTION OF THESE ABILITIES IS THUS:



### SWAP

EXCLUDED FROM THE DECK IN SINGLE PLAYER MODE.

THIS CARD ALLOWS YOU TO CHOOSE ANY CARD FROM ANY PLAYERS HAND. IN RETURN YOU GIVE THAT PLAYER A CARD OF YOUR CHOICE FROM YOUR HAND.



### TRAP

THE PLAYER THEMSELVES IS TRAPPED AND THEIR TURN ENDS.



### SEARCH

YOU MAY PICK THE TOP TWO CARDS FROM THE MAIN DECK AND DECIDE WHICH ONE OF THEM YOU WANT TO USE, THE OTHER IS PLACED ON THE DISCARD PILE.



### ABYSS

CAUSES ALL OTHER PLAYERS TO DISCARD ANY WIZ AND ACTION CARDS ON TO THE DISCARD PILE.



### TIMEWARP

YOU CAN TAKE ANY ONE CARD FROM THE DISCARD PILE.



### STUN

FORCES A PLAYER OF YOUR CHOICE TO MISS THEIR NEXT TURN. YOU CANNOT PLAY THE ACTION CARD SHIELD WHEN STUNNED.

# CARDS IN THE DECK



## ALIGNMENT

CHANGES THE ELEMENT OF A HAND TO ANY OTHER YOU CHOOSE (USE GEM ON INTERFACE). CANNOT BE PLAYED ON HANDS WITH AN ELEMENTAL. WHEN THE ELEMENT ISN'T CHANGED IT INCREASES THE POWER; +1 CARD VALUE. HANDS WITH 6+ CARD VALUE CANNOT BE CHANGED BY ALIGNMENT.



## TAKE 2

TWO CARDS ARE TAKEN FROM THE MAIN DECK BY YOURSELF OR ANY PLAYER YOU CHOOSE. THE ONLY ACTION CARD TO APPEAR TWICE IN THE DECK!



## SHIELD

IT IS THE ONLY CARD IN THE DECK WHICH CAN BE PLAYED AT ANY TIME. IT CANCELS ANY ACTION CARD OR COMBO PLAYED AGAINST YOU. CAN BE PLAYED TO PROTECT A HAND IN PLAY THAT AN OPPONENT IS TRYING TO AMEND/TAKE. CAN ALSO BLOCK AN OPPONENT PLAYING AN ELEMENTAL OR TITAN CARD ONTO ONE OF YOUR HANDS.



## VANISH

WHEN PLAYED IT ALLOWS YOU TO DISCARD ANY CARD IN YOUR HAND TO THE DISCARD PILE.



## PORTAL *OPTIONAL*

WHEN PLAYING WITH CHARACTER CARDS YOU CAN MOVE YOUR CHARACTER ONTO THE BOARD OF PLAY WHICH ALLOWS YOUR CHARACTER TO ATTACK YOUR OPPONENT(S).

YOU CAN ALSO PLAY THIS CARD TO REMOVE A CHARACTER CARD FROM THE BOARD OF PLAY AND STOP BEING ATTACKED UNLESS IT IS PROTECTED BY AN ELEMENTAL.

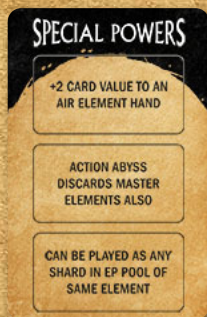
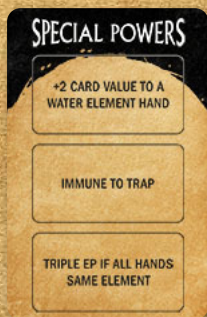
IF PLAYING WITH CHARACTER CARDS YOU CAN BLOCK AN ATTACK FOR A TURN TO PREVENT ANY EP GAIN BY THE OPPONENT.

# CARDS IN THE DECK



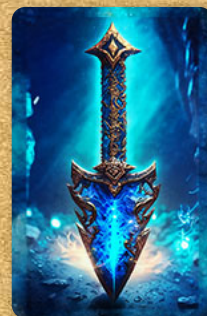
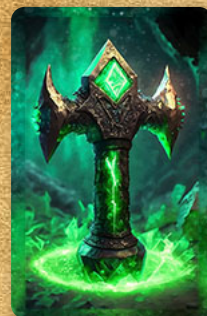
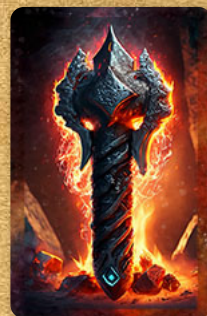
## CHARACTER CARDS *OPTIONAL*

THESE GIVE ADDITIONAL POWERS BOTH IN PLAY AND AT THE END OF A ROUND. TO CHOOSE RANDOMLY ROLL A D4. YOU GAIN AN ADDITIONAL ABILITY TO ATTACK AN OPPONENT WHEN THE PORTAL ACTION CARD IS PLAYED. ON SUBSEQUENT TURNS YOU ADD UP THE TOTAL POINTS VALUE OF YOUR OPPONENT(S) CARDS IN PLAY AT THE START OF YOUR TURN AND ADD THIS TO YOUR EP TOTAL (EXCLUDING OPPONENT(S) CHARACTER AND ARTIFACT CARDS IN PLAY). THESE CARDS HAVE A CARD VALUE OF 5 AT END OF PLAY. ONCE ON THE BOARD OF PLAY THEY COUNT AS A HAND.



## REEN ARTIFACT CARDS *OPTIONAL*

IF PLAYING WITH THE CHARACTER CARDS ADD THESE TO YOUR CHOSEN DECK. WHEN A CHARACTER CARD IS ON THE BOARD OF PLAY YOU CAN ATTACH THESE CARDS TO IT AND INCREASE THE CHARACTER'S POWER TO GAIN EP. IF THE REEN ARTIFACT IS THE SAME ELEMENT AS THE CHARACTER YOUR CHARACTER DOUBLES THE CARDS POINTS VALUE OF YOUR OPPONENT(S). ANY OTHER ELEMENT DOUBLES THE POINTS VALUE OF THAT ELEMENT IN YOUR OPPONENT(S) HAND(S). ARTIFACTS HAVE A CARD VALUE OF 2. 4 IF THE SAME ELEMENT AS THE CHARACTER.



# AIM OF THE GAME

OBTAIN THE REQUIRED EP (ELEMENTAL POWER). EACH PLAYER STARTS AT 0. BOTH SOLO OR MULTIPLAYER MODES SET THE EP LEVEL TO ATTAIN TO 500-1000 FOR QUICK GAMES AND 1500-3000 FOR EXTENDED PLAY. PLAYERS CAN ALSO DECIDE ON ANY SET NUMBER TO REACH.

USE THE ELEMENTS AND OUTWIT YOUR OPPONENT. GAIN ACCESS TO ELEMENTAL POWER BY CREATING ORDER OUT OF CHAOS. WHEN YOU HAVE HARMONISED YOUR ELEMENTS, YOU CAN USE THE CHAOTIC ELEMENTS FROM YOUR OPPONENT TO MAGNIFY YOUR EP. THE WINNER IS THE ONE WHO ACHIEVES THE REQUIRED EP TOTAL FIRST.

THIS IS DONE BY CREATING 'HANDS' OF CARDS. A 'HAND' IS A SET OF CARDS THAT MATCHES A CERTAIN CRITERIA. THE ACTION AND WIZ/DECK JOKER CARDS HELP YOU TO ACHIEVE THIS. THE ELEMENTALS PROTECT AND STRENGTHEN YOUR HANDS. TITANS STRENGTHEN EVEN MORE SO. CHARACTER CARDS HAVE UNIQUE ABILITIES TO AID YOUR PLAY. AND WHEN BROUGHT INTO PLAY VIA A PORTAL THEY ARE ABLE TO ATTACK YOUR OPPONENT(S) AND MAGNIFY YOUR EP ON A TURN BY TURN BASIS. WEAPONISING YOUR CHARACTER INCREASES THIS EVEN FURTHER.

YOU START BY MAKING A 30+ POINT HAND. THEN YOU NEED TO MAKE HANDS WITH YOUR REMAINING CARDS AND PLAY ANY ACTION CARDS YOU HAVE. YOU WIN THE ROUND WHEN YOU HAVE NO CARD TO DISCARD ON YOUR TURN. YOU THEN CALCULATE EP GAINED AND ADJUST YOUR SCORE. THE NEXT ROUND BEGINS. WHEN A PLAYER REACHES THE SET EP GOAL THEY ARE THE WINNER AND THE GAME IS OVER.



## ORDER OF PLAY

1. PLAY ANY ACTION CARD(S)
2. TAKE A CARD FROM MAIN DECK OR DISCARD PILE
3. PLAY ANY CARD(S) TO/ON THE BOARD
4. DISCARD A CARD TO THE DISCARD PILE

## SHUFFLING

DUE TO PLAYING CARDS GENERALLY BEING GATHERED SEQUENTIALLY AFTER A ROUND ENDS, SHUFFLING IS IMPORTANT. RUNS OF SUITED CARDS CAN BE DEALT IF NOT SHUFFLED WELL. FORTUNATELY SHUFFLING IS EASY ONLINE WITH A SINGLE CLICK. RIGHT CLICK AND SELECT SHUFFLE. EVEN THOUGH THEY ARE RANDOMLY ORDERED WITH A SINGLE SHUFFLE, I PERSONALLY PREFER TO SHUFFLE THE DECK SEVERAL TIMES JUST TO BE ON THE SAFE SIDE :)

## DECK SELECTION

...LIGHT & DARK ELEMENTS ARE EXCLUDED FROM ONLINE PLAY. 5-6 PLAYER ONLY.

THE STANDARD DECK IS THE 2-4 PLAYERS 4 DECK FOR MULTIPLAYER. 5 OTHER VARIATIONS INCLUDED TO CHOOSE FROM.

## SOLO PLAY

...ADD APPLICABLE TITANS FOR HIGHER EP GAMES.

SOLO 2 DECK: ELEMENTS (FIRE & WATER).

SOLO 4 DECK [R]: ELEMENTS (FIRE, WATER, AIR & EARTH) CARDS 1-5 REMOVED (FASTER GAMEPLAY).

## 2-4 PLAYERS

...ADD APPLICABLE TITANS AND/OR CHARACTERS FOR HIGHER EP GAMES.

2 PLAYER 2 DECK [R]: ELEMENTS (FIRE & WATER) CARDS 1-5 REMOVED (FASTER GAMEPLAY).

3 PLAYER 3 DECK: ELEMENTS (FIRE, WATER & AIR).

2-4 PLAYERS 4 DECK: ELEMENTS (FIRE, WATER, AIR & EARTH).

2-4 PLAYERS 4 DECK [S]: ELEMENTS (FIRE, WATER, AIR & EARTH) DOUBLES REMOVED (LONGER GAMEPLAY).

## DECK CUSTOMISATION

STANDARD DECKS HAVE DOUBLES OF 1-9 AND 5X SHARD CARDS. [S] DECKS HAVE THE DOUBLES REMOVED. THIS EXTENDS GAMEPLAY AND DIFFICULTY MAKING HANDS BY APPROXIMATELY 200%. [R] DECKS HAVE CARDS 1-5 REMOVED FOR FASTER GAMEPLAY AND 30+ HAND CREATION. THE PHYSICAL VERSION ALLOWS YOU TO CUSTOMISE YOUR DECK IN A NUMBER OF WAYS. 6 EXAMPLE DECKS HAVE BEEN PROVIDED FOR ONLINE PLAY.





# SOLO PLAY



## SET UP

SOLO PLAY IS ESSENTIALLY A 2 PLAYER GAME WHERE YOU PLAY BOTH PLAYERS. YOU WILL NEED TO OPEN A PRIVATE/INCOGNITO BROWSER WINDOW WITH THE GAME ROOM LINK AND PLAY SPLIT SCREEN. CHOOSE EITHER SOLO 2 OR SOLO 4 DECK [R]. DECKS INCLUDE 1 X WIZ CARD FOR 2 SETS AND 2 FOR 4 SETS. ACTION CARD SWAP HAS BEEN REMOVED. YOU MAY ADD TITANS FOR BIGGER EP GAMES.

CHOOSE YOUR OPPONENTS EP TOTAL TO DEFEAT THEM. RANGING FROM 500 EP FOR A QUICK GAME TO 2000 EP FOR EXTENDED PLAY.

DEAL 12 CARDS TO THE OPPONENT AND THEN 13 CARDS TO YOURSELF. IF ACTION CARDS ARE DEALT TO EITHER EXTRA CARDS ARE DRAWN EQUAL TO THE NUMBER OF ACTION CARDS DRAWN. THIS ALTERNATES FROM ROUND TO ROUND.

## PLAY

NOW ARRANGE AND PLAY ANY 30+ HAND AND ANY ADDITIONAL HANDS. THEN PLACE A CARD ON THE DISCARD PILE. ACTION CARDS CAN ONLY BE PLAYED ON SUBSEQUENT TURNS AFTER A PLAYER HAS COMPLETED A 30+ HAND.

YOU NOW PLAY THE OTHER PLAYERS FIRST TURN. EITHER TAKE THE CARD FROM THE DISCARD PILE OR THE DECK. YOU CANNOT PLAY A 30+ HAND OF THE SAME ELEMENT AS THE OPPOSING PLAYER IF HE HAS ALREADY MADE ONE. IF THE PLAYER MAKES A 30+ HAND THEY CAN ADD OR TAKE CARDS FROM THE OPPOSING PLAYERS HAND(S) IF NOT PROTECTED. THEN PLACE A CARD ON THE DISCARD PILE. TURN 1 ENDS.

IF EITHER PLAYER MAKES TWO HANDS THEY CANNOT USE THE DECK JOKER UNTIL TURN 2.

PLAY ALTERNATES UNTIL ONE PLAYER HAS NO CARDS IN THEIR HAND AND CANNOT DISCARD. THE ROUND IS WON AND EP CALCULATION BEGINS.

## ADDITIONAL

A PLAYER MUST START WITH A 30+ HAND. THIS CAN BE MADE IN THE FOLLOWING WAYS:

- 3 X SHARDS OF SAME ELEMENT THAT LINK
- MASTER ELEMENT + CARD(S) VALUE 10+ OF THAT ELEMENT
- 4+ CARDS OF SAME ELEMENT (EXAMPLE: 6,7,8,9)

ONCE A PLAYER MAKES A 30+ HAND THEY THEMSELVES CANNOT AMEND THAT HAND FOR THE REST OF THE GAME. NOR CAN AN OPPONENT IF IT CONTAINS AN ELEMENTAL UNLESS CANCELLED WITH ANOTHER.

THE WIZ CARD IS THE JOKER OF THE DECK AND CAN BE PLAYED AS ANY VALUE CARD IN THE DECK. IT CANNOT ACT AS AN ACTION CARD, MASTER ELEMENT, ELEMENTAL OR TITAN.

THE NUMBER OF ACTION CARDS YOU CAN PLAY AT THE START OF A TURN DEPENDS ON THE NUMBER OF HANDS YOU HAVE ON THE TABLE. YOU CANNOT PLAY ACTION CARDS AFTER YOU HAVE TAKEN A CARD ON YOUR TURN.

A PLAYERS OTHER HANDS DO NOT NEED TO HAVE A CARD VALUE OF 30+. THE FOLLOWING ARE LEGITIMATE HANDS THAT CAN BE PLAYED:

- ANY SET OF 3+ INTERLINKING VALUE CARDS OF THE SAME ELEMENT (I.E. 5,6,7,8)
- MASTER ELEMENT CARD WITH OR WITHOUT ADDITIONAL CARDS OF THE SAME ELEMENT.
- 3+ CARDS OF THE SAME VALUE BUT DIFFERING ELEMENTS (I.E. 5 EARTH, 5 FIRE, 5 WATER)

**NOTE:** 2 DECK GAMES ALLOW DOUBLE ELEMENT COMBINATIONS (I.E. 5 EARTH, 5 FIRE, 5 FIRE)

ELEMENTALS GIVE A +1 TO HAND VALUE AT CLOSE OF PLAY. ADDITIONAL +1 IF THE ELEMENTAL ELEMENT IS THE SAME AS THE HAND. AN ELEMENTAL PROTECTS THE HAND FROM BEING USED BY THE OPPONENT. AN ELEMENTAL CAN BE CANCELLED OUT BY PLAYING AN OPPOSING ELEMENTAL OR TITAN. IF THE ALIGNMENT IS OPPOSITE BOTH BONUSES ARE CANCELLED OUT. TITANS CANNOT BE CANCELLED.

# ▶ SOLO PLAY

## ADDITIONAL

HANDS WITH 6 OR MORE CARD VALUE CANNOT BE CHANGED BY ALIGNMENT.

YOU CAN ADD CARD(S) TO YOUR HANDS AND YOUR OPPONENTS HANDS, BUT NOT YOUR OWN 30+ HAND.

TO TAKE AN OPPONENTS HAND AS YOUR OWN YOU MUST HAVE MORE CARD VALUE OF THAT ELEMENT. AND YOU MUST BE ABLE TO ADD A CARD TO THE HAND YOU WISH TO TAKE.

A PLAYER WINNING THE GAME WITH ALL HANDS OF THE SAME ELEMENT GAINS DOUBLE EP.

SEE 'CARDS IN THE DECK' FOR ADDITIONAL RULES ON EACH CARD IN THE DECK.

SEE 2-4 PLAYERS ADDITIONAL FOR RULES ON THE DECK JOKER AND LIFE POOL.

# ▶ 2-4 PLAYERS



## SET UP

CHOOSE YOUR DECK FROM THE DECK SHOE. 2 PLAYER GAMES CAN USE ALL THE DECKS INCLUDING THE SOLO DECKS. PLEASE NOTE THAT THE SOLO DECKS HAVE HAD THE ACTION CARD SWAP REMOVED. YOU MAY ADD TITANS FOR BIGGER EP GAMES. PLACE ON THE MAIN DECK AREA.

CHOOSE A PLAYER TO DEAL THE FIRST ROUND (CAN ROLL A D4 TO DETERMINE). CONTINUE DEALING CLOCKWISE IN THE NEXT ROUNDS. THE DEALER DISTRIBUTES 12 CARDS TO EACH PLAYER AND 13 CARDS TO THE PERSON TO THEIR LEFT.

PLAYERS WHO WERE DEALT ACTION CARDS MUST DRAW THE SAME NUMBER OF ADDITIONAL CARDS. IF ADDITIONAL ACTION CARDS ARE DRAWN YOU MUST CONTINUE DRAWING. THE PLAYER HOLDING 13 CARDS STARTS BY DRAWING AS MANY CARDS FROM THE DECK AS IS NEEDED.

INFORM THE OTHER PLAYER(S) THAT YOU ARE FINISHED WITH REPLACING YOUR CARDS. THE OTHER PLAYERS NOW FOLLOW THE SAME PROCEDURE. WHEN DONE, THE PLAYER WITH 13 CARDS STARTS THE GAME AND PLAY CONTINUES CLOCKWISE.

## PLAY

ALL PLAYERS LOOK AT THEIR CARDS WITHOUT SHOWING THEM TO THEIR OPPONENTS. USE YOUR CARDS TO MAKE 'HANDS'. THE FIRST HAND ALL PLAYERS HAVE TO MAKE IS A 30+ HAND. THIS CAN BE MADE IN THE FOLLOWING WAYS:

- 3 X SHARDS OF DIFFERENT ELEMENTS BUT THE SAME LEVEL
- 3 X SHARDS OF SAME ELEMENT THAT LINK
- MASTER ELEMENT + CARD(S) THAT VALUE 10+ OF THAT ELEMENT
- 4+ CARDS OF SAME ELEMENT

# ▶ 2-4 PLAYERS



## PLAY

NO TWO PLAYERS CAN HAVE THE SAME ELEMENT OR THE SAME SHARD LEVEL FOR MULTIPLE ELEMENTS IN THEIR 30+ HAND. ONCE A PLAYER MAKES A 30+ HAND THEY THEMSELVES CANNOT AMEND THAT HAND FOR THE REST OF THE ROUND. A HAND IS PLAYED WHEN IT'S PLACED ON THE TABLE. ELEMENTALS MUST BE PLAYED AT THE SAME TIME AND CANNOT BE ADDED LATER TO A 30+ HAND.

A PLAYERS OTHER HANDS DO NOT NEED TO HAVE A CARD VALUE OF 30+. THE FOLLOWING ARE LEGITIMATE HANDS:

- ANY SET OF 3+ INTERLINKING VALUE CARDS OF THE SAME ELEMENT (I.E. 5,6,7,8)
- MASTER ELEMENT CARD WITH OR WITHOUT ADDITIONAL CARDS OF THE SAME ELEMENT.
- 3+ CARDS OF THE SAME VALUE BUT DIFFERING ELEMENTS (I.E. 5 EARTH, 5 FIRE, 5 WATER)

GAME BEGINS: IF THE FIRST PLAYER CAN/WANTS TO MAKE A 30+ HAND THEY CAN. AND ANY OTHER ADDITIONAL HANDS. THEN THEY MUST DISCARD A CARD AND THEIR TURN ENDS. IF THEY PLAYED 2 HANDS, THEY CANNOT PICK THE DECK JOKER UNTIL TURN 2.

[2-3 PLAYERS DRAW AND DISCARD 1 CARD. 4 PLAYERS DRAW/DISCARD 2 CARDS WHEN DRAWING FROM THE DECK]

TURN 1: THE SECOND PLAYER EITHER TAKES A CARD FROM THE DISCARD PILE OR THE MAIN DECK. IF THE PLAYER CAN/WANTS TO MAKE A 30+ HAND THEY CAN. AND ANY OTHER ADDITIONAL HANDS. THEN THEY MUST DISCARD A CARD AND THEIR TURN ENDS.

WHEN ALL PLAYERS HAVE HAD THEIR FIRST TURN THE PROCESS REPEATS WITH ADDITIONAL RULES THAT COME IN TO PLAY.

YOU START BY MAKING A 30+ POINT HAND. THEN YOU NEED TO MAKE HANDS WITH YOUR REMAINING CARDS AND PLAY ANY ACTION/ELEMENTAL/TITAN CARDS YOU HAVE. YOU WIN THE ROUND WHEN YOU HAVE NO CARD TO DISCARD ON YOUR TURN.

## ADDITIONAL

IF PLAYING WITH THE LIFE POOL OPTION WHICH GENERATES EP, YOU CAN DISCARD SHARD CARDS IN THE CORRECT ORDER, STARTING WITH A 1ST LEVEL SHARD. THE PLAYER WHO PLAYS A 5TH LEVEL SHARD WINS THE LIFE POOL EP. THIS LEVEL INCREASES EVERY ROUND IT IS NOT WON. INITIAL LEVEL AND INCREMENTS EACH ROUND IS DETERMINED BY ROLLING A D6 DICE X 25 EP. ONCE WON ALL SHARD CARDS ARE RETURNED TO THE MAIN DECK. YOU MUST HAVE A 30+ HAND TO PLAY SHARDS IN THE POOL. THE MAXIMUM NUMBER OF CARDS YOU CAN PLAY INTO THE LIFE POOL ON EACH TURN IS DETERMINED BY HOW MANY HANDS YOU HAVE ON THE TABLE. ADD TO YOUR SCORE OR DEDUCT FROM YOUR OPPONENT(S) SCORE.

A PLAYER WHO HAS TWO HANDS CAN PICK/LOOK AT THE DECK JOKER. THEY CAN THEN PLAY HANDS ON SUBSEQUENT TURNS WITH THIS CARD AS A WIZ CARD. THE PLAYER CHOOSES A CARD FROM THE MAIN DECK. ANY ACTION, TITANS, ELEMENTALS, WEAPONS OR WIZ CARDS PICKED AS THE DECK JOKER ARE ADDED TO YOUR HAND AND ANOTHER CARD IS CHOSEN FOR THE DECK JOKER. THE PLAYER LOOKS AT IT, MEMORISES IT AND PUTS IT FACE DOWN (NOT VISIBLE FOR THE OTHER PLAYERS) IN ITS PLACE ON THE BOARD. WHATEVER CARD WAS PICKED, ALL ELEMENTS OF THIS CARD FUNCTION AS A WIZ CARD (EXAMPLE, NUMBER 3 OF THE FIRE ELEMENT WAS PICKED – MEANS 3'S OF ALL ELEMENTS CAN BE PLAYED AS WIZ CARDS).

THE DECK JOKER CAN ONLY BE PLAYED BY PLAYERS THAT HAVE DISPLAYED 2 HANDS. IN ADDITION, YOU CAN STOP OTHER PLAYERS ABILITY TO USE IT BY HAVING A 6 CARD VALUE HAND OR MORE. AN OPPOSING PLAYER WITH +1 CARD VALUE RETAKES CONTROL. AN EQUAL VALUE HANDS SHARES THE ABILITY TO USE IT.

IF YOU FORGET TO LOOK AT THE DECK JOKER WHEN YOU HAVE 2 HANDS, YOU MAY LOOK ON SUBSEQUENT TURNS. YOU STILL CANNOT USE IT UNTIL THE NEXT TURN. IF YOU FORGET DURING THE GAME WHAT CARD WAS PICKED AS THE DECK JOKER YOU ARE ALLOWED TO LOOK AT IT ONCE MORE, BUT YOU ARE FORBIDDEN TO USE IT IN PLAY NOW AS A WIZ CARD. IF YOU PLAY THE WRONG CARD AS A DECK JOKER YOU AUTOMATICALLY LOSE THE ROUND WHEN YOU OR ANOTHER PLAYER IDENTIFIES THE MISTAKE. ALL CARDS ARE TAKEN BACK INTO YOUR HAND FOR EP CALCULATION.

SEE 'CARDS IN THE DECK' FOR ADDITIONAL RULES ON EACH CARD IN THE DECK.

# ▶ 2-4 PLAYERS

## ADDITIONAL

THE NUMBER OF ACTION CARDS YOU CAN PLAY AT THE START OF A TURN DEPENDS ON THE NUMBER OF HANDS YOU HAVE ON THE TABLE. YOU CANNOT PLAY ACTION CARDS AFTER YOU HAVE PLAYED A CARD ON THE TABLE. YOU CANNOT TAKE AN ACTION CARD FROM THE DISCARD PILE ALSO.

THE WIZ CARD IS THE JOKER OF THE DECK AND CAN BE PLAYED AS ANY VALUE CARD IN THE DECK. IT CANNOT ACT AS AN ACTION CARD, MASTER ELEMENT, ELEMENTAL OR TITAN.

ELEMENTALS GIVE A +1 TO HAND VALUE AT CLOSE OF PLAY. ADDITIONAL +1 IF THE ELEMENTAL ELEMENT IS THE SAME AS THE HAND. AN ELEMENTAL PROTECTS THE HAND FROM BEING USED BY THE OPPONENT. AN ELEMENTAL CAN BE CANCELLED OUT BY PLAYING AN OPPOSING ELEMENTAL OR TITAN. IF THE ALIGNMENT IS OPPOSITE BOTH BONUSES ARE CANCELLED OUT. TITANS CANNOT BE CANCELLED.

HANDS WITH 6 OR MORE CARD VALUE CANNOT BE CHANGED BY ALIGNMENT.

TO TAKE AN OPPONENTS HAND AS YOUR OWN YOU MUST HAVE MORE CARDS OF THAT ELEMENT IN YOUR HANDS. A HAND CAN ONLY BE TAKEN IF YOU CAN ADD A CARD TO IT.

IF YOU TAKE A CARD FROM AN OPPONENTS HAND IT MUST LEAVE A VALID HAND. 3 CARDS OR MORE IF NOT A MASTER ELEMENT. IF YOU TAKE AN OPPONENTS HAND TO USE EACH CARD IN MULTIPLE NEW HANDS, YOU MUST USE ALL CARDS IN THE HAND AND NOT KEEP ANY IN YOUR PILE FOR LATER USE.

ANY PLAYER WHO BREAKS ORDER OF PLAY OR ANY RULES MISSES THAT TURN, TAKES BACK ANY CARDS PLAYED IN TO THERE PILE/HAND(S) AGAIN AND DISCARDS ANY CARD PICKED.

PLAYER WINNING THE GAME WITH ALL HANDS OF THE SAME ELEMENT GAINS DOUBLE EP.

IF A LOSING PLAYER HAS NO CARD(S) LEFT IN THEIR HAND, THEY MUST TAKE CARD(S) FROM THE DECK EQUAL TO THE 'DECK JOKER' VALUE.

# 🧮 EP CALCULATION



EVERY HAND HAS A CARD VALUE DEPENDANT ON THE NUMBER OF CARDS IN THAT HAND. EXAMPLE, 5,6,7,8 FIRE WOULD BE A CARD VALUE OF 4. IF A FIRE ELEMENTAL WAS IN THE HAND THE CARD VALUE WOULD BE 6. SOME CARDS HAVE A VALUE MORE THAN 1.

CARDS	POINTS VALUE	CARD VALUE
1-9	1-9	1
SHARDS	10	1
MASTER ELEMENT	20	3
ACTION CARDS	15	N/A
WIZ	20	1
DECK JOKER	20	1
ELEMENTAL	30	1/2
TITAN	100	2/4
CHARACTER	100	5
ARTIFACT	30	2/4

LOSING PLAYERS CAN COUNTER THE WINNING PLAYERS HANDS WITH THEIR OWN HANDS WHICH ARE GREATER OR EQUAL IN CARD VALUE. ALL LOSING PLAYERS CALCULATE THEIR TOTAL CHAOTIC EP. THIS IS THE TOTAL POINTS VALUE OF THE CARDS LEFT IN THEIR HAND AND THE POINTS VALUE OF ANY HANDS ON THE TABLE NOT USED IN COUNTERING DUE TO INSUFFICIENT CARD VALUES. IF A TITAN OR CHARACTER HAS BEEN PLAYED, 100 EP X MULTIPLIER OF THE HAND IT'S ATTACHED TO IS ADDED TO THE WINNERS SCORE AT THE END AND NOT TO THE CHAOTIC EP TOTAL.

THE WINNER SHOULD HAVE ONE OR MORE HANDS THAT COULD NOT BE COUNTERED BY THE OPPONENT(S). DEPENDANT ON THE CARD VALUE OF THESE HANDS IS THE EP MULTIPLIER VALUE. HANDS OF 3-5 CARD VALUE = X1 MULTIPLIER. 6-8 CARD VALUE = X2 MULTIPLIER. 9-11 CARD VALUE = X3 MULTIPLIER. AND 12+ CARD VALUE = X5 MULTIPLIER. ADD YOUR MULTIPLIERS TOGETHER AND MULTIPLY YOUR OPPONENTS CHAOTIC EP. THIS TOTAL PLUS ANY TITAN(S) EP IN HAND(S) IS THE GRAND TOTAL EP GAINED THAT ROUND.

IF ALL THE WINNING PLAYERS HANDS ARE COUNTERED THEN THE OPPONENTS CHAOTIC EP IS IRRELEVANT AS THE MULTIPLIER IS 0.

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