



Soul-Forger

Game Manual

Index

Welcome

Welcome Soul-Forger! Thank you for joining! The pages to come contain the information you will need to battle other Soul-Forgers and test your strengths. Once you accumulated 30 damage you are out of the game. Do what you can to be the last one standing!

This manual will start with what you will need to play followed by card and field anatomy. Followed by the phases each player will take place during their turn. Then dive into what being a Soul-Forger means and how/when cards can be play.

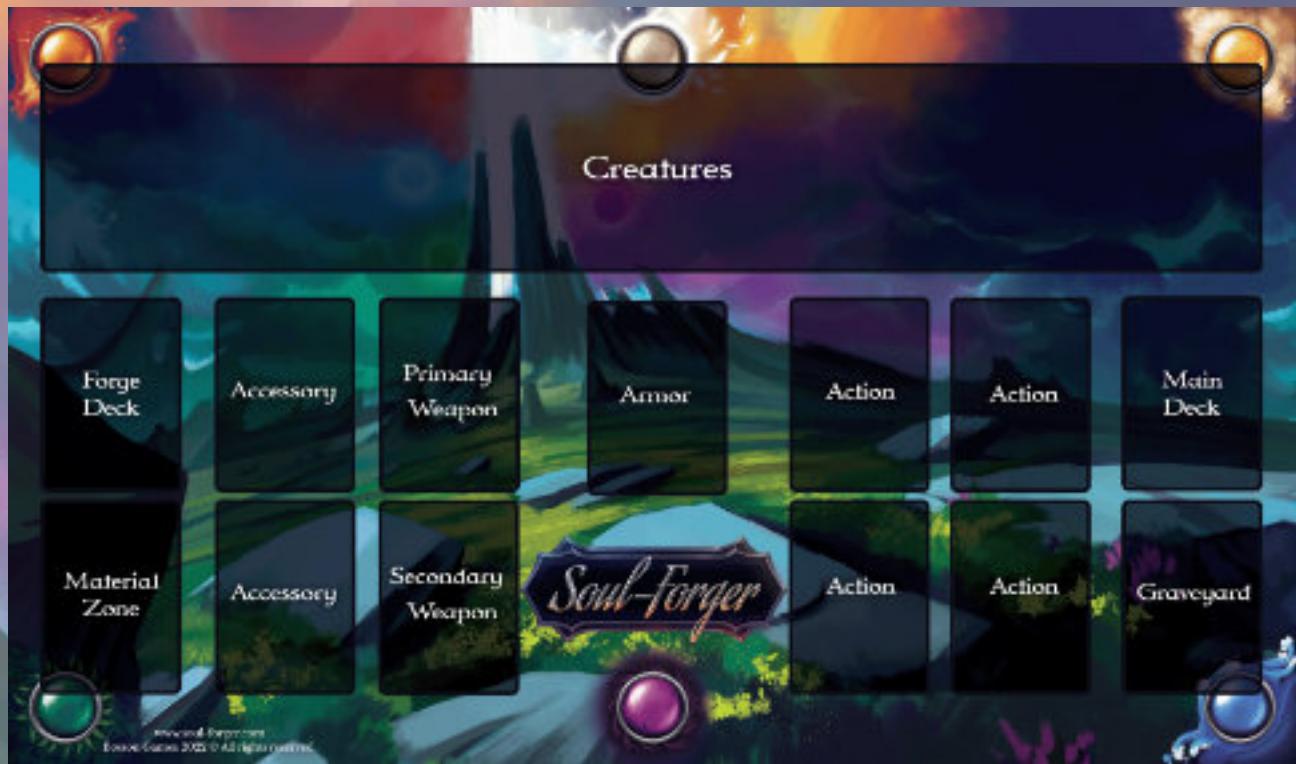
All rules are as stated unless a card says otherwise.

Near the end will be “Additional Info” please read that after reading all the other sections.

What you will need

- ★ A Main Deck containing 60-75 cards consisting of only creature and action type cards. No more than 4 copies of a card can be in a deck.
- ★ A Forge Deck containing up to 10 cards consisting of only equipment type cards. None of these can be “Starting Gear”. No more than 4 copies of a card can be in a deck.
- ★ “Starting Gear” equipment type cards. 1 armor, 1 weapon, and 1 accessory.
- ★ A copy of the field or a picture to reference for the zones.
- ★ Dice to keep track of stat changes and counters.
- ★ A pencil and paper or something that will allow you to keep track of your level, experience, and damage taken. (Official object will be made for the game official release.)
- ★ Tokens if any cards you play might need them.

Field Anatomy



All zones are as labeled. Further explanation on each zone will be made in the rules for cards that go in those zones.

Card Anatomy



- | | |
|-------------------|------------------------|
| 1. Ronum | 10. Off-guard Power |
| 2. Faction | 11. Hands |
| 3. Image | 12. Starting Gear |
| 4. Effect/Text | 13. Location for Cost |
| 5. Type | 14. Cost Amount |
| 6. Sub-type | 15. Flow Speed |
| 7. Experience | 16. On-guard Position |
| 8. Endurance | 17. Off-guard Position |
| 9. On-guard Power | |

Factions



Fire



Light



Air



Earth



Dark



Water

Setup

1. Shuffle your main deck then place it in the Main Deck zone face down.
2. Take your forge deck and place it in the Forge Deck zone. The forge deck does not need to be shuffled. You may look through it at any point of the game.
3. Place your Starting Gear in each of their respected zones face down.
4. After all of the above is done players will decide who goes first.
5. All players will draw 5 cards from their main deck.
6. Each player may once, put any of the cards in their hand at the bottom of their deck. Then draw for every card placed on the bottom of the deck. Shuffle your deck after.
7. Set your level to 1 and set your experience to 0 as well as damage you have taken.
8. Once all these steps are done and all players are ready. Each player will flip their Starting Gear face up.

Phases and Order

Ready Phase

Turn player will start by drawing 2 cards unless it's the first players very first turn of the game. That person draws 1 card that turn.

Next resolve any effects that happen at the beginning of a turn.

Side Quest Phase

In this phase you will be able to level up and adjust your hand while building resources. This is explained in further detail on pg10.

Main Phase 1

Turn player will be able to Call Summon creatures, play/set Action cards, and player Equipment cards from your Forge deck.

When done with Main Phase 1 the turn player may choose to go straight to the End Phase if they choose to not conduct the Combat Phase.

Combat Phase

One at a time turn player will be able to declare attacks with creatures and weapons at other players and their creatures. More details about combat will be on pg??.

Main Phase 2

Anything that can be done in Main Phase 1 can be done in this phase as well.

End Phase

Resolve any effect that happen at the end of the turn. Spend experience points to level up. Then turn player discards cards from their hand to the graveyard until they have no more than 8 cards in their hand. Now the next player starts their turn.

Being a Soul-Forger

The biggest thing is you are in the fight as much as the creatures you summon. Your level will determine the amount of ronum worth of creatures you can control, what ronum action cards you can play and the what ronum equipment cards you can play from your forge deck.

You will start each game at level 1 with no limit to how much you level up in a game.

There are two ways to level up. One is in the Side Quest Phase that will go over on the next page. The other will be in your Combat Phase when you destroy creatures with your weapon you will gain experience.

You can spend experience two ways one is to make up the difference during the Side Quest Phase. Then the main way is using them at the End Phase. At the End Phase you can spend a number of experience points equal to your level to gain 1 level.

Side Quest Phase

Once during the Side Quest Phase you will be able to choose a number of cards from your hand to send to the Material Zone. If the sum of the Ronum of all the cards sent to the Material Zone is equal to or greater than your level, increase your level by 1. Then draw a card from your deck for each card you sent to the Material Zone. If the total Ronum is less than what is needed to level up you can use any experience points you have to make up the difference.

You can choose to not send any cards if you would like.



Creatures

- * Creature cards say they are a Creature at the bottom of the card.
- * Creature cards can only be put in the Main deck when building your deck.

There are two type of summons for creatures.

1. Call Summon: This when you play a creature from your hand during your Main Phase 1 or 2. This can not be in response to something.
2. Manifest Summon: This is when something that is summon by a card effect.

*A big rule to creatures is the Ronum Limit. The total Ronum of all creature you control can not exceed your level. For example if you are level 3 you can have 3 creatures at 1 Ronum each or a 1 Ronum and a 2 Ronum, or a 3 Ronum creature. You can not Call or Manifest Summon a creature that would exceed your Ronum Limit. The only exception to this is if you are Call Summoning a creature that has a cost and using creatures on the field would allow the creature you are trying to summon be within you Ronum Limit.

Creatures

- * In the event your Ronum Limit is exceeded you must send creatures from your field to the graveyard one at a time until your Ronum Limit is no longer exceeded. No cards can activate or trigger in response to these cards being sent to the graveyard or to them hitting the graveyard.
- * Creatures can attack the turn they are summoned.
- * All damage creatures take stays on them unless healed or removed from the field.
- * When a creature gains Power it applies to both the On-guard and Off-guard Power.
- * You can only activate creatures effects during your Main Phase 1 or 2. Unless the effect activates because of something happening.
- * Token creatures can not go in your deck. They can only exist on the field. If a Token creature leaves the field it is considered to go to location it is being sent to then is taken completely out of the game. It will not be considered “removed from play”.

Equipment

- * Equipment cards say they are an Equipment at the bottom of the card.
- * Equipment cards can only be put in the Forge Deck during deck building.
- * “Starting Gear” can not start in your Forge Deck and does not count toward your Forge Deck total.
- * You can only play equipment of your level or lower.
- * You can only control up to two hands worth of Weapons, one Armor, and up to two Accessories at a time.
- * You are considered off-guard if your primary weapon is off-guard.
- * You must have a weapon in the Primary Weapon zone. If you have a one handed weapon in the Primary Weapon zone and you forge a second one handed weapon you will place it in the Secondary weapon zone.
- * When you play a card from the forge deck it counts as “card being played”.
- * When a Weapon gains Power it applies to both the On-guard and Off-guard Power.

Equipment

- * Once per turn during Main phase 1 or 2 you can switch your Primary and Secondary weapon if neither are Off-Guard.
- * Regarding having 2 one handed weapons equipped. You make separate attacks with each of them during the Battle Phase. If you are getting attacked you only deal damage with your primary weapon. If you choose to block with yourself you can only use your primary weapon to block with.
- * When you play a new equipment card, send the one it is replacing to the graveyard and its new card comes in, in the same guard position as the one it replaced.
- * You can only forge equipment cards during your main phase 1 or 2 and it can not be in response to anything.
- * If you were to send equipment cards from the graveyard to the “deck” you put them back into the Forge Deck.
- * Cost for Equipment cards works differently than Main Deck cards. Please see about Cost on pg.15.

Card Costs

- * Above the cost amount are the locations you can send cards from to pay for the cost.
 1. F=Field
 2. H=Hand
 3. M=Material Zone
- * When a card requires Ronum (Such as Equipment) for its cost you can spend cards that total more than is what is needed. But you can not send any cards that you do not need to. For example if you needs “8 Ronum” for a card you can send two cards that are 5 Ronum each but you can not send any more cards because you do not need to.
- * If a card Manifest Summons a creature or lets you play a card that has a cost you do not pay it.
- * If your action zones are to full to play an action card or your Ronum limit is too full to summon a creature. The cost to summon a creature or to play the action card can be paid as you play the card to make room for what you are playing.
- * If a card has a faction symbol in the cost you must use cards of that faction to pay the cost.

Card Costs

- ★ Cards with multiple factions that have cost might have costs from multiply factions and use the symbols below.
- ★ “,” = and
- ★ “/” = or
- ★ Dual factions cards can be used as either faction to pay for costs but 1 card can not pay the cost of 2 different attributes.

Battle Phase

Attacking

- ★ Attacks are declared and resolved one at a time.
- ★ Only your On-guard weapons and On-guard creatures can attack during your Battle Phase.
- ★ An attacker can select any opponent or a creature an opponent controls as an attack target.
- ★ When an attack is declared, if any creatures are removed or summoned in response to the attack being declared. The attacker can continue the attack if it is a valid attack target, change attack target, or cancel the attack.
- ★ Attackers become Off-guard at the end of the combat they declared an attack.

Blocking

- ★ Only one blocker can be declared per attack.
- ★ Only On-guard creatures and weapons can be used to block.
- ★ You can only declare a blocker if something is attacking you or a creature you control.
- ★ A blocker becomes Off-guard at the end of the combat it blocked.

Battle Phase

Steps in Combat

1. An attack is declared with the attack target selected at the same time. Then the player or control of creature getting attacked can activate in response first.
2. A Blocker can declared at this time. If one is declared, starting with the attacking player they can activate a card in response first.
3. Time to calculate damage. Starting with turn player, players have one last chance to activate any cards before all damage is calculated. Add all damage at the same time unless something says it does damage first. If two things both say they do damage first they do damage at the same time. If a players damage total becomes the same as their Endurance the player is immediately defeated. If a creatures total damage meets their Endurance it is immediately destroyed and sent to the graveyard.
4. Now all effects that activate from doing damage, taking damage, destroying creatures, being destroy, or anything else related to step 3. Starting with turn player they will put all their cards in the Activation Flow in the order they choose then the defending player puts their cards that activate in the same Activation Flow. Other cards can be added to this Flow.

Actions

- * Action cards say they are an Action at the bottom of the card.
- * Action cards can only be put in the Main deck when building your deck.
- * You can only play an action card in an open Action Zone.
- * You can only play action cards that Ronum is equal to your level or lower.
- * You must control a creature or equipment of the same faction as the action card you are attempting to play. If the Action Card is Factionless then this rule does not apply.
- * After an Action card has resolved, send it to the graveyard unless it has Lingering.
- * An Action card that has the Reaction speed must be placed face down in an open Action zone and can only be activated any time after the turn it was put face down.
- * An Action card that has Instinct speed can be played from your hand on your turn at any time you could activate a Normal speed or a Reaction speed card without needing to place it face down. It must be face down in an action zone to activate it on an opponent's turn though.
- * You can place any action card face down in the Action Zone but still must meet the requirements needed to activate it.
- * Action cards can not be put back in hand after it is placed in an Action Zone .

Flow Speeds

Normal Speed



- ★ Normal speed can only be activated during your Main Phase 1 or 2.
- ★ Normal speed can not be activated in response to anything.
- ★ This is the speed that creatures are Call summoned and cards are played from the Forge deck.
- ★ This is also the speed that effects on cards can be activated unless the effect says when it can activate.

Reaction Speed



- ★ An Action card that has the Reaction speed must be placed face down in an Action zone and can only be activated after the turn it was put face down.
- ★ Reaction speed can be played during your opponents turn in response to cards being played, activated, or phases ending. If its your turn you do not need to activate them in response to something to activate. If its an action card it still has to be have been face down a turn prior.

Flow Speeds

Instinct Speed

- * Action cards with this speed can be played from your hand during your turn that you can activate a Normal Speed or a Reaction Speed.
- * These will still need to be placed face down in an Action Zone to be played during your opponents turn. It follows the rules of Reaction Speed action cards once placed face down.



Lingering

- * Lingering cards could have Normal, Reaction, or Quick speed activation but they remain on the field after activation.

The Flow

The Flow is when a series of effects are activated one after another. Cards will resolve in reverse order to how they were activated. Resolving the Flow happens when all players decide to not activate anymore cards. There is an example below. The arrows on the left are what is activated in order then the arrows on the right are showing how they resolve.



In this example to the left, Fire Blast is activated and targets a creature. Another player activates Tough Skin in response targeting a creature and making Tough Skin the second effect in The Flow. A player has a response to Tough Skin and activates Current Crush as third part of the Flow.

Now that there are no more cards being activated we resolve The Flow. Current Crush first negates Tough Skin. Tough Skin does not resolve because of it was negated but we still pass through it as next step. Then we make our way back to where it all start at Fire Blast resolving last.

Additional Info

- * When you search your deck for a card with a certain requirement you must reveal the card to your opponent to prove it meets the requirement.
- * Anytime you search your deck you must shuffle after.
- * If your main deck runs out of cards you do not instantly lose.
- * If you start your turn with not being able to draw a card because you have no cards in your deck you take 5 unpreventable damage.
- * A card is not destroyed if an effect sends the card off the field to another location.
- * Effects of cards that you control on your field that you can choose when to activate are activated at Normal Speed unless stated otherwise or has to be activated in response to something else.
- * Action cards that select a target can not pick what is used as a cost as a target. Target and cost are chosen simultaneously.

Keywords

- * (Absorb: Place card under this card when it enters the field.)
- * (Attune: Target valid target then upon resolving place this card under target and add the rest of this effect to that card.)
- * (Betrayed: When this card is destroyed by you or one of your cards, activate its effect.)
- * (Evoke: After a spell you cast has resolved, activate this card's ability.)
- * (Fast Hand: In combat, this card deals damage first when attacking.)
- * (Flight: This can not be blocked except by something with Flight.)
- * (Hidden: Opponents can not choose this card as an attack target and card abilities while on-guard.)
- * (Impale: When attacking, if damage from this card exceeds a creatures endurance all excess damage goes to the opponent.)
- * (Last Breath: Activate when destroyed by battle or card effect.)
- * (Material: Takes effect when being used to play cards from the Forge Deck.)
- * (Organize: Look at the top X cards of your deck. Put them back in any order on top or bottom of your deck.)
- * (Pacifist: This creature can't attack or block.)

Keywords

- * (Protector: Does not become off-guard after blocking.)
- * (Range: This creature or player takes no combat damage when attacking.)
- * (Reflex: In combat if this card did not declare the attack, it does damage first.)
- * (Require: You must control the listed type of card to activate.)
- * (Seared: When this card takes non-combat damage, activate this effect.)
- * (Skill: If this card is on-guard you may change it to off-guard to activate this effect at Reaction speed.)
- * (Slayer: When this card destroys an opponent's creature, activate this effect.)
- * (Spell Proof: Unaffected by all spells while on the field.)
- * (Unique: You can only have one copy of this card on your side of the field.)
- * (Wounded: When this card takes combat damage, activate this effect.)
- * (Welcome: Activate when this card enters the field.)

Thank You

Thank you for reading and learning Soul-Forger! If you would like to learn more about the lore, look at the card gallery or find other people to discuss Soul-Forger with, just visit <https://soul-forger.com>.

Created by Byron Rosson

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