

USER INFORMATION



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"All must stand,
one must fall"



Unless otherwise specified,
information herein is binding.

I

As each moment passes, Events occur according to Actions we take in the Present. Each Action taken potentially unlocks an Event in the Future, or leastways stops another. Wars are waged across existence to unlock specific Events in time. Those fighting to unlock Events are known as the Keys to War (Keys). Four-Keys follow a Fifth-Key who empowers their allies with Gifts and shared powers. Together, Allies must Counter Enemy Actions by Attacking, Blocking, and using Magic through the air, on the ground, and underground or in the water. Keys that can no longer Counter the Enemy pass to the Otherside - a place beyond reality; however, switching fighting Stances from Damage Stance, Healing Stance, or Tanking Stance will help outlast the Enemy. Keys will give everything for the Fifth Key - all for one. Once all four-Keys have passed to the Otherside, their Fifth Key launches a final assault on the Enemy with all their Gifts. Send the Fifth Key to the Otherside, and you win the Duel.



Before starting a Fight in Keys to War, the following are required:

- *A Fifth Key - this can be any Key card, with Keys being identifiable as such by their named card-text (Event);
- *Four-other, unique Keys;
- *Four Gifts identifiable by being named after the Fifth Key;
- *A deck (Destiny) comprised of Forty-unique Actions - cards not named after a Key and without named Events; and finally
- *An Opponent.

To begin a Duel, place your Fifth Key on the Otherside, your four-other unique Keys and the Fifth Key's Gifts in the Future, then shuffle your forty-Actions and offer your opponent the opportunity to cut. Next, place your shuffled forty-Actions into Destiny and draw (Take) four-Actions from Destiny into your hand (Parallax) as your opponent does the same. Lastly, place a Key from the Future and put them face-down (Hidden) in the Fight, equipped with a Gift from the Future.



OTHERSIDE

FIGHT

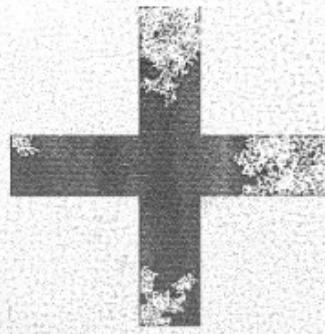
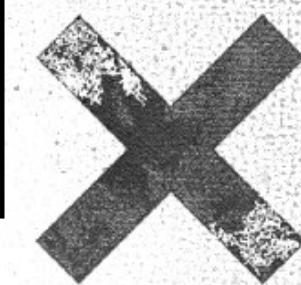
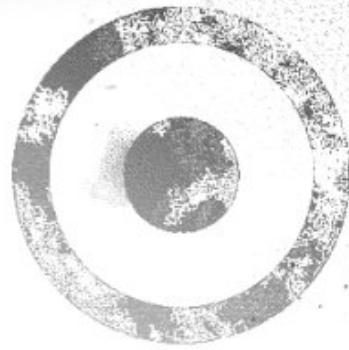
PRESENT

PAST

FUTURE

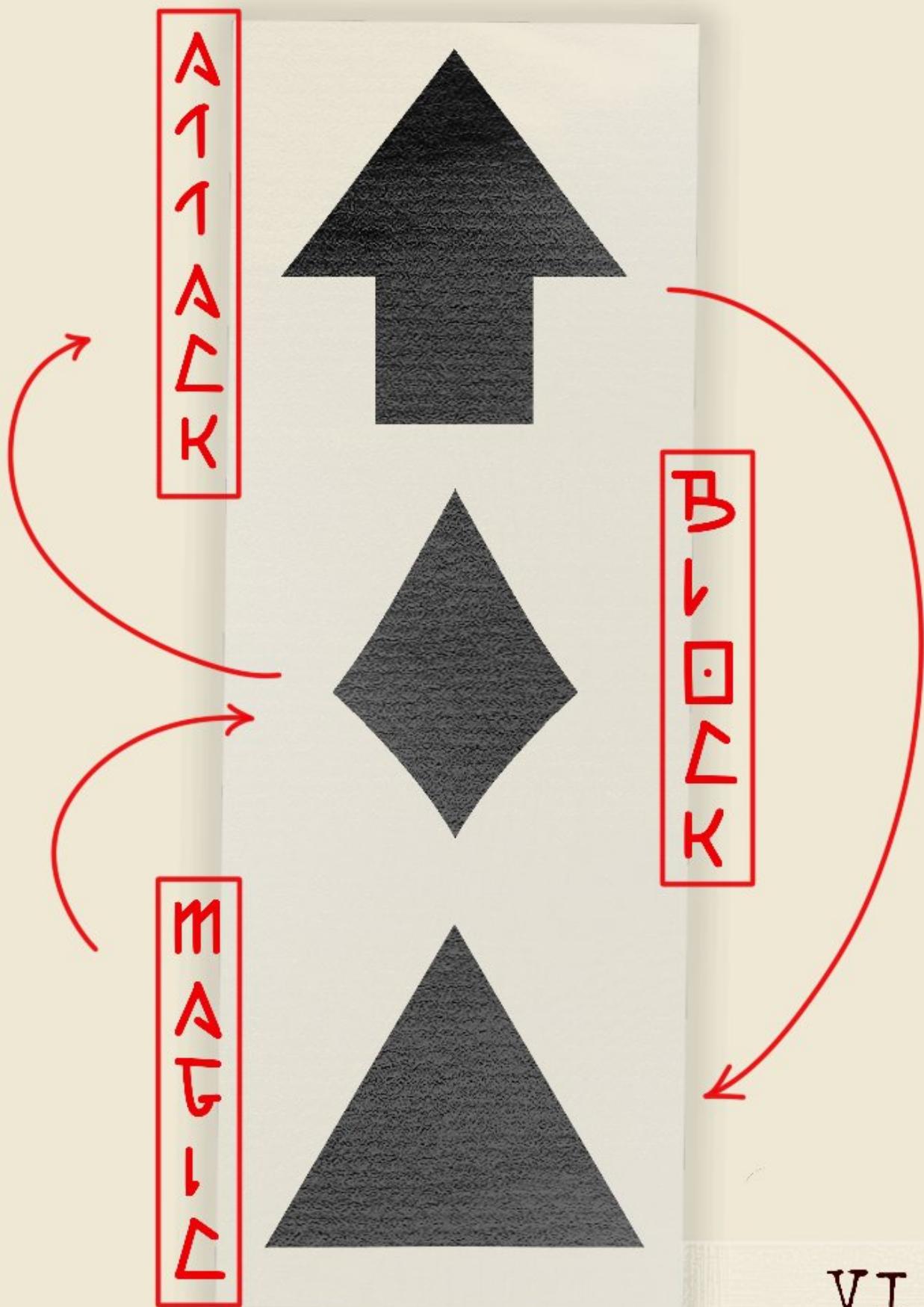
OVERFLOW

DESTINY



IV

To begin the first Fight, you and your opponent place your Keys in the Fight face-up (Revealed). Whichever Key's Action Counters the Enemy's is the first to use an Action in the Present. Blocks Counter Attacks, Attacks Counter Magic, and Magic Counter Blocks. Moreover, Keys may remain Hidden, but the opponent uses the first-Action in the Present. The first Action in a Fight may be any type. If at the start of a Fight the Allied and Enemy Keys are Revealed and have the same Action type, then take Actions from Destiny into the Present until either you or your opponent is Countered. The Key Countered in this circumstance must then Counter the Action taken by the Enemy in the Present, and the Fight continues via Countering in this manner.



You may Counter your opponent in three-different Stances: Damage Stance, Heal Stance, and Tank Stance. Keys may switch to either Heal or Tank Stance from Damage Stance, but every Key starts in Damage Stance, and may only switch Stances once. Actions used to Counter the Enemy must also be used in the same Stance as the Key using them. Switching Stances also Interrupts the Fight. Interrupting allows you to play any Action in the Present without Countering the Enemy, and the Fight continues. Stances are as follows:

Damage Stance - Counter Enemy's with Damage. Block Counters Attack, Attack Counters Magic, and Magic Counters Block.

Heal Stance - Counter Enemy's by Healing from the Fight. Use the same Action as the Enemy.

Tank Stance - Counter Enemy's by Tanking everything. Use only the Key's Action type for that Stance as a Counter to any Action. You do not Take more Actions from Destiny after using all those in the Parallax while Tanking.

Damage Stance Action



Heal Stance Action



Tank Stance Action



PRIMEVAL TITAN →



VIII

Additionally, Keys exist on three-planes, affording them advantages: [REDACTED]

Supersurface Keys are airborne, and so are able to avoid the worst of the Fight. That is, Supersurface Keys can Single-Link against any Linked Actions except by other [REDACTED] Supersurface Keys;

SUPERSURFACE



Surface Keys are fighters through and through, and will always be tough to deal with. Every Single-Link Action of Surface Keys against Enemies in Tank Stance is treated as a Double-Link; and

SURFACE



Subsurface Keys prefer to remain Hidden. When Subsurface keys are Revealed after being Hidden, the last Actions used by the Enemy go to the Past.

SUBSURFACE



Keys may Link multiple Actions of the same type together in the Present by Countering with them at the same time. If your Enemy Links Actions against you, you must Link with the same or more Linked Actions. The type of Actions you may Link when not Countering is dependent on the Action type of your Stance. Unbound Keys Link as if in Damage Stance.

Keys become Unbound whenever no Actions are in the Parallax. By emptying the Parallax, Keys have fulfilled their Destiny. Take four-more Actions from Destiny and gain use of Keys' Unbound Events. Unless otherwise specified, Events occur once. Moreover, Events impact yourself and Allies, not your opponent or Enemies.

SPIRE ELLISTER



SHOOT HUNTER

At the start of each of your turns, Hide an Action from Destiny in the Overflow Hidden. If you have no Destiny, Future, or Past, you win the Duel. If an

Allied Key passes to the Other side, all Actions on the Other side go to the Past.



UNBOUND EVENT

X I

The Event of Gifts wielded by Keys in the Fight may be used in the Present without Countering, or used by Countering to Interrupt the Fight. Specifically, the Gifts wielded by Keys may either be: used without Countering, whereafter the Gift Event occurs and then you must still respond to your opponent; or used alike Actions within the Present to Counter the Enemy, whereafter the Event does not occur, but the Fight is Interrupted alike when switching Stances. Gifts are used in the Present, and go to the Past like Actions, unless Gifts are used to Counter the Enemy and the Enemy passes to the Otherside. In this instance, the Gift goes to the Future (Unlocked). Gifts remain part of the Past until the Fifth Key enters the Fight, or history repeats itself.

**Gift designated by being named
after namesake Key.**



XIII

When no Allied Keys remain in the Fight or the Future, the Fifth Key

enters the Battlefield in a last-stand against the Enemy. The Fifth Key is always Awakened, and their Event is usable by Allies at any time.

Some Events include using the Overflow. The Overflow being a space outside time, used for reasons which vary based on the Event.

Additionally, the Fifth Key enters the Battlefield equipped with each of their namesake Gifts from wherever they may be. All Events unlocked in the Future are now usable anytime during the Fight, one Event per-turn.

Like Gifts, unlocked Events are: used without Countering; the Event described in the Event occurs; and you must still respond to your opponent; however, Events are not usable as Interrupts like Gifts. To win the Duel, send the opponent's Fifth Key to the Otherside.

Finally, time exists in a loop. The opponent cannot be waited out. If your opponent no longer has a Destiny, history repeats itself: the Past is shuffled and becomes Destiny. Keys to War Fights are treacherous, and unlike anything you have experienced before. If you hope to win, you must fight with everything - all for one!

Index:

Action - comprise your Destiny, and are either Blocks, Attacks, or Magic;

Ally - friendly Keys;

Counter - an Action that bests another;

Damage Stance - where Blocks Counter Attacks, Attacks Counter Magic, and Magic Counters Blocks by dealing Damage;

Destiny - a deck comprised of Forty-Actions;

Duel - a game of Keys to War;

Duelist - an individual partaking in a Duel;

Enemy - non-friendly Keys;

Event - card-text;

Fight - where Keys exist when fighting;

Future - a store of Unlocked Actions and Keys;

Gift - artifacts of Keys;

Heal Stance - where Blocks Counter Blocks, Attacks Counter Attacks, and Magic Counters Magic by Healing Damage;

Hidden - face-down cards;

History Repeating - the Past being shuffled and becoming Destiny;

Key to War - beings that Fight within Keys to War Duels;

Link - combining multiple Actions within the Present;

Opponent - the opposing Duelist;

Otherside - the Fifth Keys' domain;

Overflow - a place wherein Events occur outside time;

Parallax - the cards in your hand;

Past - where Actions go at the end of a Fight;

Present - where Actions are used to Counter the Enemy;

Reveal - face-up cards;

Subsurface - a plain for Keys adept at fighting underground and underwater;

Supersurface - a plain for Keys adept at fighting above ground;

Surface - a plain for Keys adept at fighting on the ground;

Take - draw from the deck;

Tank Stance - where the designated Action Counters any Action, but wherein you do not Take from Destiny after emptying the Parallax;

Unbound - Keys who have fulfilled their Destiny by emptying the Parallax and Unlocked their Event; and

Unlocked - a usable Event.

USER INFORMATION

First Edition

By JRJ Sevil

The End.

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