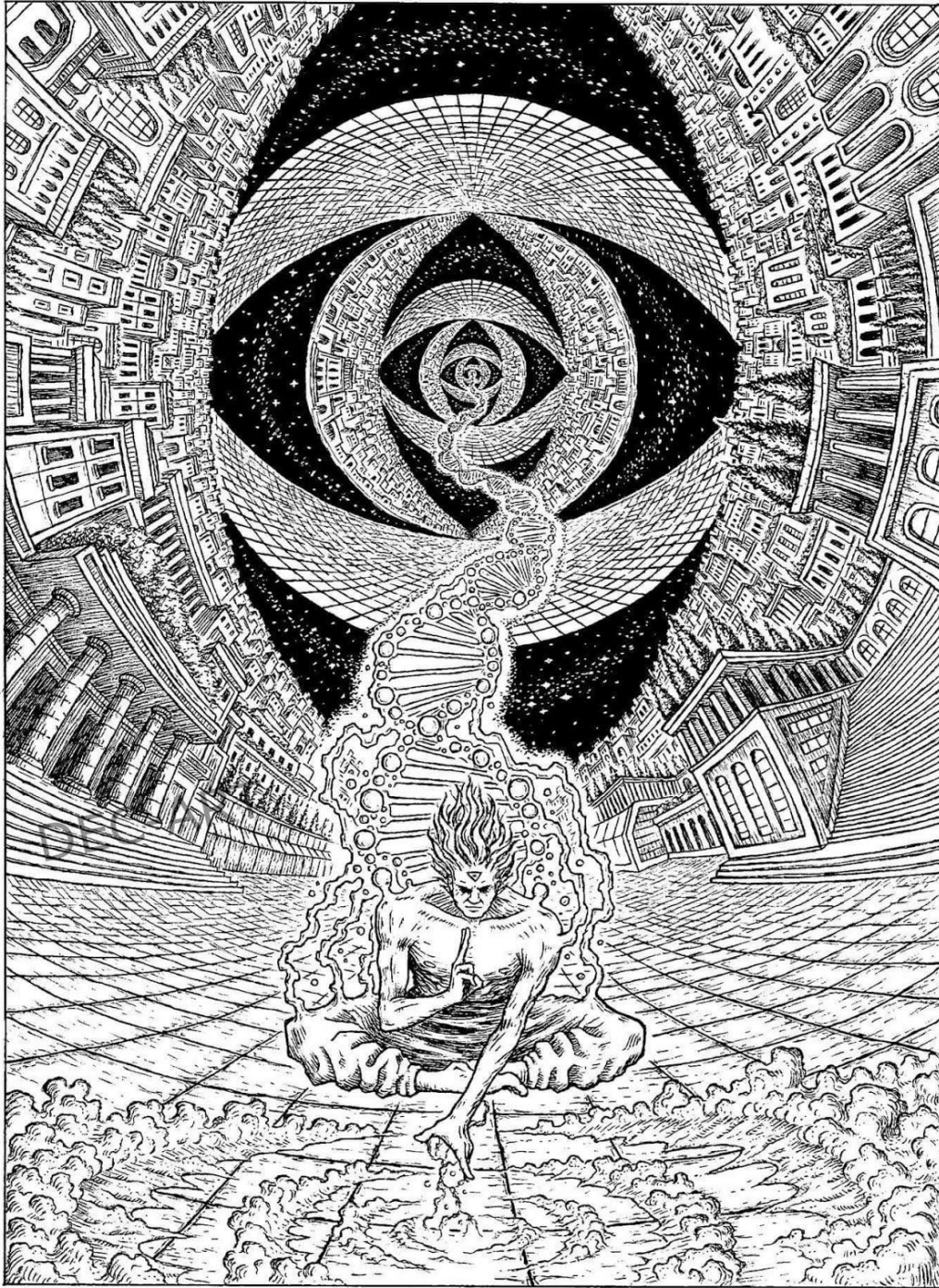


# Oversoul TCG

*Creatio ex Nihilo - A Game of Magick, Balance and Fate*



D. E. L.

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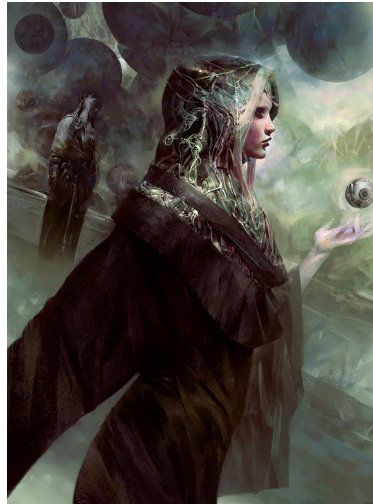
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# 1. INTRO:

*"Year 3050 A.D., the Mortal and Immortal Realms have converged and ENERGY spreads freely throughout existence by the coming of the new Goddess Nova Caeldeon. Being originally Gaian and Qirean, the Trinity sought to unleash the Archetypes of magick into existence, equally across all corners of light and darkness. This event was marked as the Grand Reunification. Death was not a stranger and a life of virtue, glory, love and passion was a game of war." (Year during Base Set 3200 A.D.)*



**"Oversoul TCG"** is a Trading Card Game played 1-vs-1 or 2-vs-2 where you battle in epic clashes of power, morals and values with beings from all over the universe who each one seek their own path to glory, yet all of which are connected to the one true creator and destroyer of existence, the *crack in the heavens, the infinite eye, hidden away somewhere in the universe between reality and abstraction. Great Mother, Oversoul*

In **"Oversoul TCG"** each player commands an army and employs various distinctively crafted strategies, executed in a wide variety of ways to overpower and outplay your opponent before they get a chance to do the same. With focus on balancing resources, building your army/base, synergy, creativity and consistency, the player will have many opportunities to act out decisions that will often interact and impact in ways that can range from basic warfare of fundamental tactics, to advanced and game-breaking combos. Before a **Game** begins, each player assembles their own, uniquely crafted **Deck** of 30 to 40 cards consisting of **Units** that Battle for you, **Events** that change the state of the **Game** and **Constructs** that Attach to your **Units** or **Events** as upgrades and shields, together with a designated **Leader** to represent you as the commander. Out of 9 different available **Archetypes** of **ENERGY** to choose from, build towards a game winning plan that will defeat the opposing **Leader** or potentially ascend you and your army to reach one of the two legendary prophecies; *Shakti-darshan* or *Shiva-darshan*. Prophecies passed down by *Solemir*, the great sorcerer, the promises of unbound power, knowledge, freedom, connection, grandeur and reunification with the all-seeing eye of existence, the **Oversoul!**

## 2. GAME FLOW and PHASES of a TURN:

The flow of the **Game** is largely based around the **RANK** and the **ENERGY** system.

Each card in your **Deck** has a **RANK** from 1 to 5 (written in roman numerals) and they either Consume or Generate **ENERGY**.

When the **Game** begins, each player places their **Leader** vertically face-up(**Active**) on their own respective **Leader Zone**. The player is represented as the **Leader** and thus, loses the **Game** if their **HP** is reduced to 0, they leave the board OR they have no more cards left to Draw from their **Deck**, where all the other cards you play are placed onto.

However, there are also 2 alternative methods, to achieve victory:

1. If ALL 9 **Archetypes** are on your board across 9 different cards (one card for each **Archetype**) of any **Card Type**, you instantly win the **Game** by pronouncing *Shakti-darshan*.
2. If the top card of ALL your card **Zones** (including **Leader**) are of the same **Archetype**, you instantly win the **Game** by pronouncing *Shiva-darshan*.

A **Deck** must consist of:

1x **Leader Unit / Event** (**Active** in the **Leader Zone** from the beginning of the **Game**)

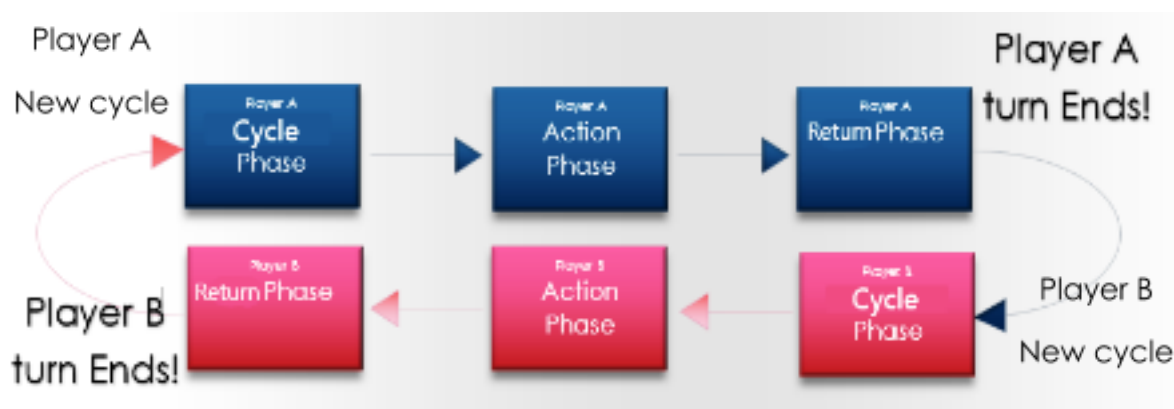
30-40x **Units, Events** &/or **Constructs** (placed face-down in the **Deck Zone** with max 2 copies of the same **Common/Rare/Elite** card. **Cosmics** can however only have 1 copy of themselves in each **Deck**).

The player/**Leader** with the lowest **HP** total chooses who goes first. If both **Leaders** have the same **HP** total, both players instead decide with rock-paper-scissors who gets to choose who goes first.

Once decided, the player who goes first Draws 4 cards from their **Deck**, while the player who goes second Draws 5 cards (Adding cards from the **Deck** to the hand is always referred to as Drawing).

Then, both players have the choice to replace any number of cards of their choice in their hand by Returning them to the bottom of the Deck and then Drawing the same amount (this can only be done once at the start of each **Game**).

Now the first player's turn begins! Cards can now be played & have their Abilities used. A turn consists of 3 phases: **Cycle Phase**, **Action Phase** and **Return Phase**. Once a player decides to move on to the next phase, they may not return to the previous phase.



## 2.1. CYCLE PHASE:

At the start of the **Cycle Phase**, before any Abilities can be used / Activate cards, the cycle for the turn player begins which has them:

1. Draw 1 card (from their **Deck**)
2. Have their **Leader RANK** increased by 1 (Starting at 1 until reaching 5 at fifth cycle) (skipped on players' first cycle)
3. Refresh available **ENERGY** to Generate from **Leader** equal to their current **RANK**
4. Heal ALL your non-**Leader** cards to full **HP**  
(skipped on players' first cycle)
5. Reactivate (turn vertical from horizontal position) ALL your **Exhausted** cards  
(skipped on players' first cycle)

## 2.2. ACTION PHASE:

During the **Action Phase** is when the turn player can Activate cards from their hand. They can also Attack with their **Units** and **Prepare** cards from the hand.

## 2.3. RETURN PHASE:

During the **Return Phase**, if the turn player has more than 5 cards in their hand, they must Return cards from their hand to the bottom of their **Deck** until their hand size is 5 again.

Additionally, once during the turn player's **Return Phase**, they have a choice to Return any 3 cards (1 from their hand, 1 from their **Idle Zone** & 1 from their **Unit / Event Zone**) to the bottom of their **Deck** in order to Draw 1 card from their **Deck** (the cards must be successfully Returned to the **Deck** in order to Draw 1 card). After that, regardless if they chose to Return 3 cards or not, the turn is passed to the other player and a new cycle begins for that player.

There are certain specific actions that can be performed during any **Phase** or as response to other actions (refer to **10. TIMESHIFT**)

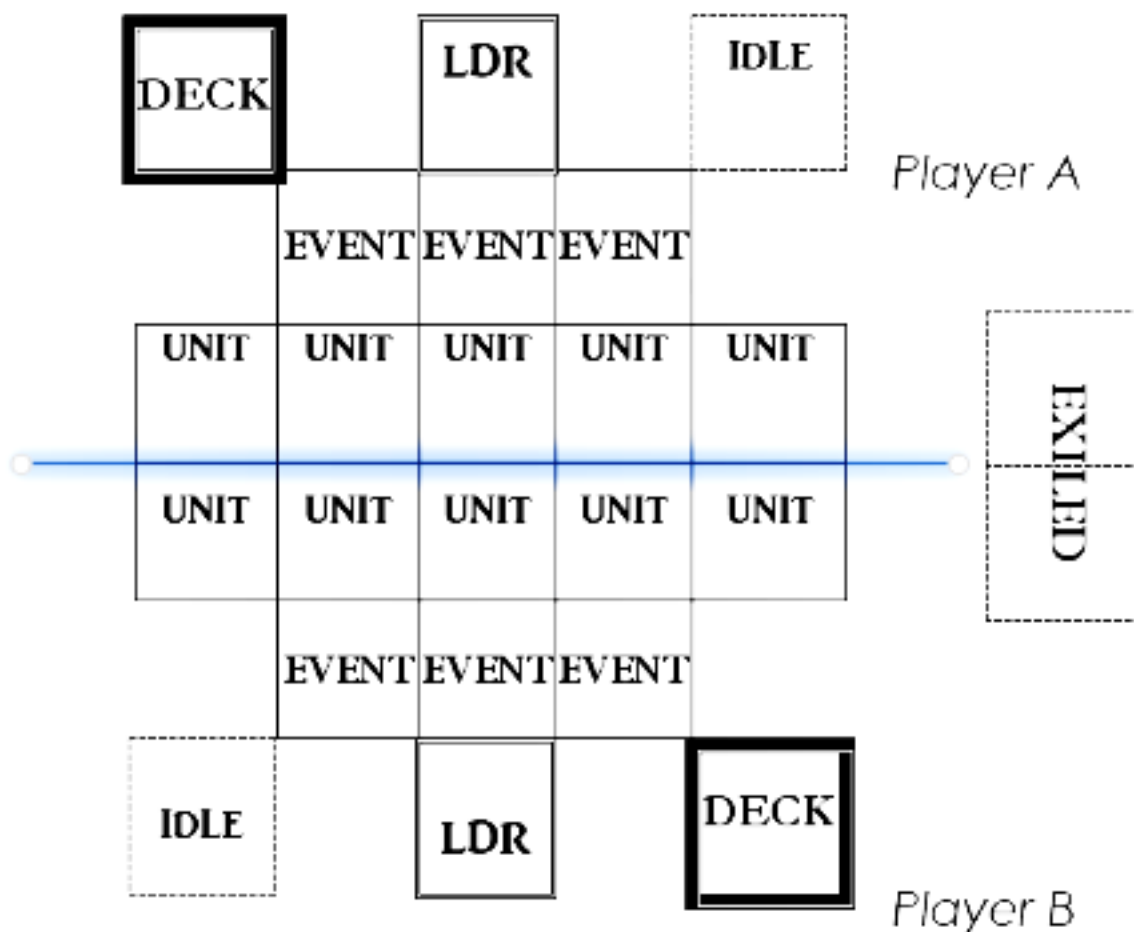
### 3. BOARD and CARD STATES:

#### 3.1. GAME BOARD:

The board consists of 5 different types of Zones: Deck, **Idle Zone**, **Leader Zone**, **Event Zone** and **Unit Zone**. There are 3 **Event Zones** and 5 **Unit Zones** (if they are full, cards of that **Card Type** can no longer be played until there is a spot available). There is also a space outside the board where cards go when they're Exiled. This space can be anywhere outside the board. The space for Exiled cards is however shared for both players (order of cards does not matter and players cards don't have to be in the same pile). If a card is **Exiled**, it is essentially "removed from the **Game**".

When cards **Shatter**, are Discarded, Sacrificed or after playing **Events** without HP they are, sent from their own board to **Idle Zone**) they are considered dormant. This doesn't mean that they are gone forever, as there are many ways to interact with the **Idle Zone** in *Oversoul*. However, if a card is **Exiled**, it will most likely be gone for the duration of the game.

(see **8.6 KEYWORD ACTIONS**)



### 3.2. CARD STATES:

When a card is in an **Active** state, it means that on the board facing up regardless of its position. If a card is no longer facing up on the board (Returning to the hand, Shattering, being **Prepared** etc.) it is no longer considered **Active**. A card must be at least **Active** for their stats to have any use and in most cases, same for their Abilities.

### 3.3. ACTIVATED, EXHAUSTED and REACTIVATED:

Only **Activated** (vertical position on the board, marked as **bolded** when referring to position as opposed to the action that has them Activated) cards can be Exhausted (action of turning the card sideways). This action that turns it horizontal is required for a card to declare an Attack, Guard, Generate **ENERGY**, or sometimes to use Abilities. When performed, the card is switched to horizontal position. While **Exhausted** (horizontal position on the board, marked as **bolded** when referring to position as opposed to the action that has them Exhausted), the card is no longer considered to be **Activated**. **Exhausted** cards can't Attack, Guard or Generate **ENERGY** until they are Reactivated (switched back to vertical position).

Only **Exhausted** cards can be Reactivated. When performed, the **Exhausted** card is switched to upright position and is considered being **Activated** at that moment (not counted as Entering the board).

Reactivating doesn't Consume the **ENERGY** on a -card or use up that turn's +card Activation limit. Because a card is considered being **Activated** when Reactivated; it also triggers its **ACTIVATE** Ability.

### 3.5. DAMAGED:

When a card on the board isn't at full **HP** on the board, due to having been Damaged, that card is in a **Damaged Card State**.

### 3.4. PREPARING:

A **Prepared** card is a **Unit**, **Event** or **Construct** placed vertically face-down on the board.

During the **Action Phase**, the turn player can Prepare any card from their hand by Consuming 1 **ENERGY** and place it face-down onto the appropriate **Zone**. You may look at your **Prepared** cards at any time, however your opponent may not.

A **Prepared** card can't be Activated during the same turn it was **Prepared**, but can be Activated from the next turn onwards at any time, during either turn (see **10. TIMESHIFT**).

If a **Construct** is **Prepared**, it is not Attached to a **Unit** / **Event**, instead it is **Prepared** onto an empty **Zone** (**Event Zone** for **EVENT Constructs** and **Unit Zone** for **UNIT Constructs**). Then when it's Activated, immediately Attach it to an appropriate **Active** card

A **Prepared** card can't be **Exhausted**, have no **Roles**, **RANK**, **ENERGY**, **DMG**, **SPD** or **Card Text**, however all **Prepared** cards have an **HP** of 4

A **Prepared** card can't receive any Abilities (or other properties), but can have their **HP** increased / Healed.

A **Prepared** card is universally considered to be a –1 **Prepared Unit** or **Event** (depending on whether it's in the **Unit Zone** or if it's in the **Event Zone**).



## 4. ENERGY and RANK:

**ENERGY** is the main resource throughout “**Oversoul TCG**” which is mainly Generated from your **Leader** OR from Generate(+) cards by Exhausting them while they are **Activated** on your board. After the last action / **Timeshift**, unused Generated **ENERGY** from a +card will NOT be stored and will be gone, but can be used for multiple cards / Abilities (only if they are in the same **Timeshift** as the action that Consumed **ENERGY** first). (see **10. TIMESHIFT**)

**ENERGY** is Consumed by Consume(–) cards to Activate (play from hand or from **Prepared**), to Prepare them or occasionally, for card Abilities.

Other than indicating how much **ENERGY** your **Leader** Generates each cycle, your **Leader’s RANK** (not to be confused by the **RANK** requirement for the **Leader** to be Activated as a **Unit / Event**) also signifies what **RANK** your cards can’t exceed for you to be able to Enter them / have them Active (not counting the **Leader** while it is in the **Leader Zone**). For example; if you want to Enter **RANK III** or lower cards, your **Leader** must be at least **RANK III**. However, you can **Prepare** / use Abilities on cards of any **RANK** no matter your **Leader’s RANK** as long as they aren't **Active** on the board. The **RANK** requirement properties of each card are located at the top right.

Each time your **Leader** gains an additional **RANK**, tilt the **Leader** card a quarter-circle clockwise, until they eventually end up facing forward again at **RANK V**.

All cards (in your **Deck**) that can Generate **ENERGY** will be symbolized as **+X**, while cards that Consume **ENERGY** will be symbolized as **–X** where **X** stands for any number. The **ENERGY** properties of a card are located at top left on each card.

#### 4.1. GENERATOR CARDS:

To Activate a Generate(+) card, place it from your hand on your board or flip it up while **Prepared** so long as the **RANK** of the card doesn't exceed the current **RANK** of your **Leader**.

You can only Activate 1 +card each turn (unless specified otherwise in card text).

While the +card is on the board, it will have a set number of **ENERGY** available once each turn that can be instantly Generated at any moment (even on your opponent's turn) when you are about to Consume **ENERGY**.

To Generate the **ENERGY** from your +card, turn it to sideways position (**Exhausted**) from upright facing up position (**Activated**) on your board only when **ENERGY** is to be Consumed. This action is referred to as Generating and will Generate **ENERGY** equal to the number present on the top left of that +card available for the remainder of that **Timeshift**. Unused Generated **ENERGY** from a +card will not be usable after the **Timeshift**.

In addition, your **Active** +cards (including +**Leader** even when not **Activated** as a **Event** or **Unit**) provide all other Consume(-) cards of the same **Archetype** with a 1 **ENERGY** discount each.

#### 4.2. CONSUMER CARDS:

To Activate a Consume/-card, other than making sure the **RANK** of the card doesn't exceed the current **RANK** of your **Leader**, you also need to Consume the required **ENERGY** cost on that card from **ENERGY** available from your **Leader** and **Activated** +cards.

There is no limit to how many -cards can be Activated in a turn, so long as the player has enough **ENERGY** to Consume. Also, there is no requirement to have **ENERGY** from the same **Archetype** as the -card you want to play.

Normally, -cards tend to be more powerful than +cards in terms of stats and **Abilities**, so a great **Deck** consists of a nice balance of both. Also, some card text might have exceptions to the rules stated above about **RANK** and **ENERGY**, so remember to read the cards!

## 5. CARD TYPES:

The **Card Type** refers to whether the card is a **Unit**, **Event**, **Construct** or **Leader**.

### 5.1. UNITS:

Your **Units** act as the army of creatures that fight for you. Usually, your main source of damage, resource generation and protection will come from your **Units**. Only **Units** can Attack.

Each **Unit** has an **DMG**(Damage), **SPD**(Speed) and **HP**(Health Points) stat value. **DMG** represents the number of damage the **Unit** deals in Battle (either as an Attacker or Retaliator (dealing damage back to an Attacker)). **HP** is the amount of damage the card can receive while its **Active** (facing-up) on the board. **SPD** determines which of 2 Battling **Units** deal damage to the other first. (see **6. BATTLE**)

Sections present on each **Unit**:

- ❖ **Card Name / Faction**
- ❖ **Archetype**
- ❖ **RANK**
- ❖ **ENERGY Type** (as **+Unit** or **-Unit**)
- ❖ **ENERGY Cost** (+X /-X)
- ❖ **Role** (see **7.1 UNIT ROLES**)
- ❖ **Card Type (Unit)**
- ❖ **Laws, Costs** and **Abilities**
- ❖ **DMG** (Damage)
- ❖ **SPD** (Speed)
- ❖ **HP** (Health Points)

### 5.2. EVENTS:

Your **Events** act as your magic and events, structures and environmental changes. **Events** have no **DMG** or **SPD**, thus they can't Attack and only 2 out of 6 **Roles** of **Events** have **HP**. These **Events** remain **Active** on the board until they are Shattered. All other **Events** are sent to the **Idle Zone** after Activation (not Shattered).

Sections present on each **Event**:

- ❖ **Card Name / Faction**
- ❖ **Archetype**
- ❖ **RANK**
- ❖ **ENERGY Type** (as **+BOARD Event** or **-Event**)
- ❖ **ENERGY Cost** (+X /-X)
- ❖ **Role** (see **7.2 EVENT ROLES**)
- ❖ **Card Type (Event)**
- ❖ **Laws, Costs** and **Abilities**
- ❖ **HP** (Health Points)(**BOARD** and **Prepared Event** exclusive)

### 5.3. CONSTRUCTS:

**Constructs** are placed on top of **Units (UNIT Construct)** or **Events (EVENT Construct)** when they Enter, this is referred to as them being Attached. A **Construct** acts as an upgrade and/or shield for the Attached card, potentially granting Abilities for the Attached card while also serving as protection by tanking all damage the Attached card would normally receive (until the **Construct** is Shattered). If multiple **Constructs** are Attached, the top **Construct** will receive damage first. There is no limit to how many **Constructs** can be Attached to the same card.

**Constructs** have their own **HP** and will Shatter when their **HP** reaches 0. The card that a **Construct** was Attached to remains unharmed even if the damage the **Construct** takes exceeds its remaining **HP**.

**Constructs** can not be **Exhausted** or **Activated** on the board independently, instead they Exhaust or Reactivate together with the Attached card. Thus, if a **+Construct** is Attached to a **+Unit / +Event**, it will instead increase the amount of available **ENERGY** the Attached card can Generate on each Exhaust (while the **+Construct** remains **Active**). Additionally, **+Constructs** Attached to **-Units / -Events**, enable them to be Exhausted in order to Generate **ENERGY** equal to the **ENERGY** available on the **+Construct**. However, this doesn't make the **-Unit / -Event** into a Generate card.

If a **Construct** is Activated and Attached to an Exhausted card, that **Exhausted** card is Reactivated. If a **Construct** is instead Spawned and Attached to an Activated card, that **Activated** card is Exhausted.

All Abilities (or if specified otherwise) on a **Construct** when Attached to a **Unit / Event**, will be granted to that **Unit / Event** while both the **Construct** and **Attached Unit / Event** remain **Active**.

A **Construct** can be **Prepared** as a **Unit / Event** (depending on its **Role** and is treated as such while **Prepared**).

If a card Attached with **Constructs** leaves the board, is **Prepared** or is **SEALED**, all its Attached **Constructs** are Shattered.

Sections present on each **Construct**:

- ❖ **Card Name / Faction**
- ❖ **Archetype**
- ❖ **RANK**
- ❖ **ENERGY Type** (as **+Construct** or **-Construct**)
- ❖ **ENERGY Cost** (+X /-X)
- ❖ **Role** (see **7.3 CONSTRUCT ROLES**)
- ❖ **Card Type (Construct)**
- ❖ **Laws, Costs and Abilities**
- ❖ **HP** (Health Points)

## 5.4. LEADER:

Your **Leader** acts as your king on a chessboard. They function as a node, heart or centrepiece for your Deck and strategy! Each Deck can only contain 1 **Leader**.

Your **Leader** provides you with your **RANK** (symbolized in the middle of the card) and will have **ENERGY** available to Generate (refreshed at the start of each of your cycles) equivalent to their current **RANK**, however **Leaders** don't gain 1 **RANK** during their first turn of the **Game** in which they start from **RANK I**. **Leaders** have an **HP** stat. When it reaches 0 (or if the **Leader** otherwise leaves the board and doesn't Return within the same chain of Abilities that removed it), that player loses the **Game**.

**Leaders** also have unique Abilities that can either grant nice bonuses, disrupt for your opponent or even be integral to your strategy. **Leaders** are placed in the **Leader Zone** before the **Game** begins and can be Activated later as a **Unit / Event** during their own Action Phase, but only after they've already reached **RANK V** and **ENERGY** requirements are met.

When Activated, they are placed **Activated** (vertically face-up) in any **Unit Zone** for **Leader Units** and **Event Zone** for **Leader Events**, also being treated as that **Card Type**. Activating **Leaders** as **Units** grants them a **DMG** and **SPD** stat, as well as potential Abilities (underlined in the **Leader Card Text** when an Ability is only in use when a **Leader** isn't in the **Leader Zone**).

+**Leader Units** can also Generate **ENERGY** (in addition to also Generating **ENERGY** as **Leaders**) just like any other +card and will also provide the 1 **ENERGY** discount for –cards of the same **Archetypes**, even when they are in the **Leader Zone**.

–**Leader Units** also gain **Role Abilities** from their **Roles**, however some **Role Abilities** are available already from when they are simply **Active** as **Leaders**. Same properties apply to **Leader Events**, except that they don't have **DMG** or **SPD**.

If a **Leader Unit / Event** would be Returned to the hand or Deck, they return to the **Leader Zone** (no longer **Active** as a **Unit / Event**). A **Leader** can be **Prepared** through Abilities (won't Lose the **Game** until it leaves the board). The **Leader** can also be Exiled or Shattered by an Ability.

**Keyworded Abilities** are only in effect once a **Leader** is also Active on the board as a **Unit / Event**.

Sections present on each **Leader**:

- ❖ **Card Name / Faction**
- ❖ **Leader RANK**
- ❖ **Archetype**
- ❖ **Role** (same available **Roles** as that of a **Unit**)
- ❖ **Card Type** (**Leader** and **Unit** OR **Event**)
- ❖ **Laws, Costs** and **Abilities**
- ❖ **HP** (Health Points)
- ❖ **RANK** (as **Unit / Event** which is always **V**)
- ❖ **ENERGY** (as +**Unit** / +**Event** or –**Unit** / –**Event**)
- ❖ **DMG** (only as **Unit**)(Damage)
- ❖ **SPD** (only as **Unit**)(Speed)

## 6. BATTLE:

All Attacks occur during the **Action Phases**, where the turn player will have the choice to Attack **Units**, **Events** or the **Leader** using their **Activated Units**. To Attack with a **Unit**, declare an Attack by selecting an appropriate target on the opposing board and Exhausting your Attacking **Unit**. Whether **Units** Attack OR are Attacked, they will Battle each other, as each Attacked (or Guarding) **Unit** will Retaliate, dealing damage back. This is where **SPD** (Speed) comes into play.

### 6.1. DAMAGE (DMG):

All **Units** (except **WALL Units**) possess an **DMG** stat which is located in the leftmost bottom corner of the card as a number. **Units** deal damage in Battle (either when Attacking or when Retaliating against an Attack) equal to their **DMG**.

### 6.2. SPEED (SPD):

All **Units** (except **WALL Units**) possess an **SPD** stat which is located in the far bottom of the card as a bar. **SPD** ranges from 0 to 5 and has a large impact on how the **Unit** operates in Battle.

First, when 2 **Units** Battle, the **Unit** with the higher **SPD** will deal damage to the opposing **Unit** *first*. This means that if an Attacking **Unit** with a higher **SPD** Shatters its selection in Battle, it will remain unharmed due to Shattering the selected **Unit** before it has the chance to Retaliate. Cards Battling with the same **SPD** strike each other simultaneously.

Aside from determining which **Unit** takes damage first, **SPD** also has specific benefits/drawbacks on specific values:

- 0 = Can't Attack, Can't Retaliate
- 1 = Can't Attack, Can Retaliate
- 2 = Can Attack, Can Retaliate
- 3 = Can also Attack **Units** the same turn it **Enters**
- 4 = Can also Attack **Events** the same turn it **Enters**
- 5 = Can also Attack **Leaders** the same turn it **Enters**

If the **Leader** is Activated as a **Unit** it is also treated as such in relation to **SPD**. 3 **SPD Units** can Attack **Leader Units** the same turn they **Enter**.

**Units** that receive **SPD** while already at 5 **SPD**, convert exceeding **SPD** to **DMG**.

### 6.3. HEALTH POINTS (HP):

All cards possess an **HP** stat (except **CAST**, **QUICK**, **COUNTER** and **PERFECT Events**) which is located in the rightmost bottom corner of the card as a number. When cards receive damage, it is subtracted from their **HP** total. When the **HP** of a card reaches 0, that card is Shattered and sent to the **Idle Zone**.

#### 6.4. STAGES of BATTLE:

Attack/Guard selection > Battle > End of Battle are the 3 stages of a Battle.

Attack selection is when a player chooses what card they want to Attack with (that can Attack) and selects a card on the opposing board to Attack (that can be Attacked).

Guard selection is when a player chooses with what **GUARD** card (if any) to intercept an incoming Attack and become the new Attack selection for.

Battle is when the fight is in action and **HP** is subtracted by the **DMG** of the Battling cards. **SPD** is accounted for to decide which **Unit** strikes first when Battling another **Unit**. A **Unit** that would have their **HP** reduced to 0 in Battle because of them being struck first, won't have a chance to Retaliate and deal **DMG** back to the Attacker. If a Retaliating **Unit** has higher **SPD**, they instead strike first and can avoid taking **DMG** in Battle if they Shatter the Attacker.

End of Battle, is when it is decided if any of the Battling cards Shatter after the Battle.

## 7. ROLES:

Each card has a **Role** printed on them (to the left below the card art) that describes a **Class** for the **Unit**, **Event** or **Construct** (**Roles** for **Units** can also describe a **Species** instead).

**Roles** usually alter how a card functions drastically.

### 7.1. UNIT ROLES:

**Roles** for **Units** usually don't alter much in how the card functions outside of properties relevant to Abilities. **Leader Units** also share the same **Roles** as **Units**

Most Consume **Units** also possess unique Abilities that are referred to as **Role Abilities**. (For a list of all default **Unit Role Abilities**, refer to **8.4. UNIT ROLE ABILITIES**.)

There is currently a total of 28 different **Unit Roles**. In the lists below, all properties that are relevant to gameplay and how the **Role** functions fundamentally, will be underlined.

The list of currently available **Unit Roles** that describe a **Species**(currently 15 available):

- ❖ **DRAGON** – Magickal reptile species, reawakened after Grand Reunification
- ❖ **ELEMENTAL** – Beings of energy conjured through magick.
- ❖ **GAIAN** – Beings from Gaia before the Grand Reunification, formerly known as humans.
- ❖ **MECHNOID** – Machines, mechs, robots.  
(Non-Living)
- ❖ **MEGANIST** – Beings born out of the construct crystal, spiritual and living entities not much different from Veras or Voproses born out of technology, magick and alchemy.
- ❖ **NATURA** – Sentient forces of nature, born after Grand Reunification.
- ❖ **NIDAGYST** – Giant insect species, born after Grand Reunification.
- ❖ **PHANTOM** – Spectres, spooks, ghosts n such.
- ❖ **PRIMAL** – Wild animals and beasts.
- ❖ **QIREAN** – Beings from Qirea, before the Grand Reunification, distinguished by their longened and pointed ears.
- ❖ **RAPTOR** – Humanoid bird species, winged beasts, born after Grand Reunification.

...



- ❖ **UNDEAD** – Reanimated, summoned from death.  
(Non-Living)
- ❖ **VERA** – Faeries, angels, paladins, cosmic, deities of light, servants of God.
- ❖ **VOPROS** – Beings of darkness, malice and destruction, often former Veras who rebelled.
- ❖ **VEXEN** – Merfolk, lizardfolk, dragonoid or amphibian humanoid species.  
Ranging from primitive forest or village tribes to technological governmental empires, Skilled with armor piercing weapons and environmental adaptation.  
Born after Grand Reunification.

The list of currently available **Unit Roles** that describe a **Class** (currently 12(+1 Secondary **Role**) available):

- ❖ **SORCERER** – Mages, wizards, sage, spellcasters.
- ❖ **SEEKER** – Scouts, rouges, travellers, scavengers, strategists.
- ❖ **SECUTOR** – Assassins, hunters, nimble, stealth, execution mastery.
- ❖ **SEER** – Clerics, priests, oracles, prophets.
- ❖ **SENTRY** – Tanks, protectors, knights, paladins, watchers.
- ❖ **SHIFTER** – Shapeshifters, druids.
- ❖ **SNIPER** – Rangers, gunslingers, soldiers etc.
- ❖ **SLAYER** – Berserkers, huge weapons, warlords.
- ❖ **SHAMAN** – Elementalists, monks, spiritualists, tamers.
- ❖ **SOVEREIGN** – Warriors and specialists proficient with the use of constructs.
- ❖ **SUMMONER** – Conjurers, cultists, warlocks, necromancers.
- ❖ **STATION** – Structures, walls, stationary creatures.

(Can't Have **SPD** or **DMG**)

❖ **TOTEM**

(Secondary **Role**, not played in the **Deck**, **Units** Spawned by Abilities. Possess no Abilities, but can be granted **Keyworded Abilities** from other cards. Have the same **Archetype** as the card that Spawned them. Exiled when leaving the board. Can't be **Prepared**.))

The list of currently available **Unit Roles** that describe both a **Species & Class** (currently 1 available):

- ❖ **STALKER** – Paranormal, formless, abstract, mystical, lost and lone, shadow spirits/creatures that live in dreams, visions and in between dimensions.  
Watchers and observers of the Deus. Born in Sanachrea.

## 7.2 EVENT ROLES:

There is currently a total of 6 different **Event Roles**. Each **Event Role** possess unique properties that function differently from one another, with some being slightly similar.

The list of currently available **Event Roles** (currently 5):

- ❖ **CAST** – Spells and one-time use **Events** that can be Activated from the hand during the owner's **Action Phase**. When **Activated**, use their **Abilities** and then send to the **Idle Zone** (not Shatter).  
(There are no Generate/+CAST Events & they can't be Spawned)
- ❖ **QUICK** – Just like **CAST Events**, however these can be Activated from the hand at any time, even during your opponent's turn without having to Prepare them. They tend to be a bit weaker than **CAST Events** or Consume more **ENERGY** to **Activate**. Send to **Idle Zone** after Activation.  
(There are no Generate/+QUICK Events & they can't be Spawned)
- ❖ **PERFECT** – Can be Activated during any **Phase** / turn just like **QUICK Events**, however only while there is a card with a “**PERFECT \***” Ability **Active** on either board. When a **PERFECT Event** is Activated, it triggers all appropriate “**PERFECT \***” Abilities that are **Active** on the board. Send to **Idle Zone** after Activation.  
(There are no Generate/+PERFECT Events & they can't be Spawned)
- ❖ **COUNTER** – Traps and interactive **Events** that are required to be **Prepared** before Activating. These tend to be either more powerful or have a cheaper **ENERGY** cost and are great for disrupting your opponent's plays as well as often providing needed protection. Send to **Idle Zone** after Activation.  
(There are no Generate/+COUNTER Events & they can't be Spawned)
- ❖ **BOARD** – Structures, buildings, environment etc. that tend to affect the board with continuous Abilities or have integral resource generation. These **Events** stay on the board until removed by other means. For that reason, **BOARD Events** have an **HP** total and can be Attacked by **Units**.

## 7.3 CONSTRUCT ROLES:

The list of currently available **Construct Roles** (currently 2):

- ❖ **UNIT** – **Constructs** that are Attached to **Units** (Placed on top of the designated **Unit** when Activated).  
(Can be Prepared as a Unit)
- ❖ **EVENT** – **Constructs** that are Attached exclusively to **BOARD Events** (Placed on top of it when Activated). (Can be Prepared as an Event)

## 8. CARD TEXT:

The text on a card is divided into 3 sections:

1. Laws (everything written before “\*”)
2. Costs (everything written after “\*” and before “>”)
3. Abilities (everything written after “\*” and/or “>”)

Every Ability starts with an “●” and don't always have Laws and Costs fixed to them.

**RANK, Role, Faction, ENERGY Type** and **Archetype** of cards are by default Laws.

Consuming / Generating **ENERGY** and Exhausting cards are by default Costs.

After Laws (if any) are met and Costs (if any) are paid for the usage of an Ability or a card Activation / Prepare, the opponent has a chance to respond with their own “**QUICK \***” Abilities, **QUICK / PERFECT Events** OR Activate **Prepared** cards (see **10. TIMESHIFT**)

### 8.1. LAWS:

Laws (everything written before “\*”) are various conditions or prerequisites required to be met before using the Ability. Some cards also have Laws for Activating the card itself. In those cases, no Ability is present after the “\*”. A Law can often include additional information for the law (written in brackets just before the “\*”).

Whenever you or your opponent would search your Deck to Draw a specific card from the **Deck**, the Drawn card must be revealed to the opponent and the Deck has to be shuffled afterwards.

Common restrictions against the usage of the same Ability multiple times:

- (Once each **Game**) = That specific card's Ability can only be used once for the duration of the **Game**.
- (Once each turn for this Ability) = That specific Ability can only be used once each turn. This counter is reset when it's a new turn.
- (Once each turn for this card's name) = That specific Ability from that specific card name can only be used once each turn. This counter is only reset when its a new turn.
- (Once while **Active**) = That specific card's Ability can only be used once while it remains **Active**. This counter is reset when the card is no longer **Active**.
- (Once each turn while **Active**) = That specific card's Ability can only be used once each turn while it remains **Active**. This counter is reset when its a new turn OR if the card Returns to the **Deck** / hand OR when the card is no longer Active.

### 8.2. COSTS:

Costs (everything written after “\*” and before “>”) are resources or payments required to use Abilities OR Activate cards. Costs are paid immediately when a card is Activated / Ability is used. Consuming, as well as Generating **ENERGY** are both considered a Cost.

### 8.3. ABILITIES:

Abilities (everything written after “\*” and/or “>”) are the main source of all action in “**Oversoul TCG**” (aside from Battling of course). Abilities are special effects and actions that happen throughout the **Game** that can range from a boost to stats to game-breaking and twisting Abilities. Because of Abilities, each Game of Oversoul will feel unique, where situations have to be strategically evaluated in terms of when to use your Abilities and also possibly as response to another Ability (see **10. TIMESHIFT**).

### 8.4. UNIT ROLE ABILITIES:

All **–Unit Roles** (except **MECHNOIDS** & **PRIMALS**) also possess unique Abilities (referred to as **Role Abilities**) always present on that **Role**. These Abilities are always underlined in the **Card Text** and can occasionally have their Abilities modified on specific cards (or even paired with other **Role Abilities** into 1 Ability).

If a **Unit** has 2 or more **Roles**, all of its **Role Abilities** will appear in the same order as the order in which its **Roles** appear in on that card. Sometimes **Role Abilities** on **Leader Units** can be used before they are **Active** as **Units**.

**Role Abilities** are available exclusively on Consume/–**Unit**. They are “*hard printed*” for the **Role**, meaning that if a –**Unit** receives a new **Role**, they also automatically gain that **Role’s** default **Role Ability**, or vice versa if a –**Unit** has its **Roles** removed/replaced, it will also remove the **Role Ability** connected with that **Role** (even if its modified).

If a –**Unit** with a **Role Ability** that is paired with another **Role Ability**, has any of its **Roles** removed that are tied to that **Role Ability**, that Ability will be changed to the default **Role Ability** for the **Role** that isn't removed.

The list of currently available default versions of **Unit Role Abilities** for all **–Units**:

- ❖ **DRAGON** – •AVIAN •RESISTANT (to **Events** of lower **RANK**)
- ❖ **ELEMENTAL** – •DYNAMO
- ❖ **GAIAN** – •OUTLAST\* Gain **FRENZY**
- ❖ **MEGANIST** – •SHATTER\* You can Select 1 **Active ARCHETYPE Unit**> Spawn & Attach this card to the selection as a **UNIT Construct** with **HP** equal to original **HP** & Gain **AMORPHOUS** (as **Construct**)

- ❖ **NATURA** – •QUICK\* Sacrifice this **Unit**➤ Generate additional **RANK ENERGY** from your next +card this turn
- ❖ **NIDAGYST** – •QUICK (Once each turn) \* Consume 2 **ENERGY**➤ **Prepare** this card
- ❖ **PHANTOM** – •VEILED
- ❖ **QIREAN** – •BARRIER
- ❖ **RAPTOR** – •AVIAN
- ❖ **SORCERER** – •ACTIVATE\* You can Select 1 card on the board➤ Deal **RANK DMG** to it
- ❖ **SEEKER** – •ENTER\* You can Gaze **RANK** at either **Deck**
- ❖ **SECUTOR** – •DUAL-STRIKE
- ❖ **SEER** – •ACTIVATE\* You can select 1 **Prepared** card➤ Expose it
- ❖ **SHAMAN** – •CAST (Once each turn) \* Your next **–Event** Activated this turn Consumes 1 less **ENERGY**
- ❖ **SOVEREIGN** – •CAST (Once each turn) \* Your next **–Construct** Activated this turn Consumes 1 less **ENERGY**
- ❖ **SUMMONER** – •CAST (Once each turn) \* Your next **–Unit** Activated this turn Consumes 1 less **ENERGY**
- ❖ **SENTRY** – •GUARD
- ❖ **SHIFTER** – •ENTER\* Select 1 **Active Unit**➤ This card also Becomes those **Roles** (while Active)
- ❖ **SNIPER** – •RANGED
- ❖ **SLAYER** – •CLEAVE
- ❖ **STATION** – •THORNS
- ❖ **STALKER** – •CAST (while in your hand) \* Consume (**–Cost**) opposing **ENERGY**➤ Spawn this card & Gain **AMORPHOUS**
- ❖ **UNDEAD** – •SHATTER\* You can Spawn this card **Damaged** with 1 **HP** & Gain **AMORPHOUS**
- ❖ **VERA** – •HONEST\* You can Exhaust this card & Select 1 **Active** card➤ Heal (**RANK**) **HP** to it & Give it **CRYSTALIZED** (until your next cycle)
- ❖ **VOPROS** – •ACTIVATE\* Select 1 card on your board➤ Deal (**RANK**) **DMG** to it, if it Shatters\* Gain **VAMPIRISM**
- ❖ **VEXEN** – •PIERCE

## 8.5. KEYWORDED LAWS:

**Keyworded Laws** are Law conditions that trigger their **Abilities** when a specific action occurs or state is in effect. **Keyworded Laws** sometimes have additional specified Laws in parenthesis after the **Keyworded Law** but before the “\*”.

**Keyworded Laws** can also be referred to as the Abilities they are tied to (example: “Trigger this card's **SHATTER** Ability”).

**CAST & QUICK** Abilities are the only Keyworded Laws that trigger by the player using them when they decide to.

List of **Keyworded Laws** for card Abilities and what they do:

- **ACTIVATE\*** – Triggered when Activated (or Reactivated).
- **ATTACK\*** – Triggered when an Attack is performed successfully.
- **AURA\*** – While **Active**, the card with the AURA Ability and all cards surrounding it Have the **AURA** Ability while they remain **Active** (up to 8 potential **Zones** around).
- **BLOODLUST\*** – Triggered each time damage is Taken (must survive).
- **CAST\*** – Can be used during your **Action Phase** (can't be used as **TIMESHIFT 2** or higher).
- **DISCARD\*** – Triggers when Discarded (send from hand or **Deck** to **Idle Zone**).
- **ENTER\*** – Triggers when Activated or Spawned (not when Reactivated).
- **EXECUTE\*** – Triggers when Shattering another card (using your **EXECUTE** card. If multiple Shatter simultaneously, **EXECUTE** triggers only once.)
- **EXHAUST\*** – Triggers when Exhausted (switched to horizontal position or Entering Exhausted).
- **EXILE** – Triggers (for the card's owner) when Exiled (removed from the **Game**).
- **HEAL\*** – Triggers when Healed (restoring **HP**).
- **HONEST\*** – Triggered/in use when the card is at full **HP**.
- **INJURE\*** – Triggered when the card deals **DMG** to another card/s.
- **ISOLATED\*** – Triggered/in use when the card is the only card **Active** on their own board from the same **Card Type** (exceptions present in **Card Text**.)
- **OUTLAST\*** – Triggered/in use when the card is **Damaged**.
- **PERFECT\*** – Triggers when a **PERFECT Event** is Activated / uses its Ability.
- **QUICK\*** – Can be used at any time, during either turn.
- **RETURN\*** – Triggers when Returned (being sent to hand or **Deck**. If a card is Exiled, it can also be Returned to the **Idle Zone**).
- **RESONATE\*** – Triggered/in use when the card is **Active** while you also have another card with a **RESONATE** Ability **Active** / Activated
- **RITUAL (?)\*** – The Laws required to meet which trigger the **RITUAL** Ability. Can take any amount of turns to complete, as long as the card remains Active. When a **RITUAL** Ability has successfully resolved, it is

refreshed and can be reused by fulfilling the Law requirements again (if the card remains **Active**).

- **SACRIFICE\*** – Triggers when Sacrificed (sent from your own board to **Idle Zone**, usually as Ability Cost (not counted as being Shattered))
- **SHATTER\*** – Triggers when Shattered (defeated) and sent to the **Idle Zone**

## 8.6. KEYWORDED ABILITIES:

**Keyworded Abilities** are shortened descriptors for specific **Abilities** present on many cards, however only **Units** and **Events** can make use of them. These are either continuously in use or in some cases, consumed and used while the **Unit** or **Event** that has them is **Active**. These provide the card that they're on with benefits or in some cases, disadvantages.

**Keyworded Abilities** on **Constructs** are in use / used by the **Unit** or **Event** that they're Attached to (unless specified otherwise) and a **Leader** must be **Active** as **Unit** / **Event** for their **Keyworded Abilities** to be in use / used).

Currently there are 10 beneficial **Keyworded Abilities** that are continuously in use, 6(+6 **HYPER-** versions) beneficial **Keyworded Abilities** that are consumed and used when their Laws are met & 6 disadvantageous **Keyworded Abilities** that are continuously in use. (Adding up to a total of 28 **Keyworded Abilities**).

All **Keyworded Abilities** that are consumed and used have "**HYPER-**" versions of their Abilities. The regular versions are consumed after 1 use while they remain **Active** (or 2 uses if it's a "**HYPER-**" version). After 1 use of the "**HYPER-**" version, the **Keyworded Ability** is downgraded to the regular version. **Units** or **Events** with a regular version of these Abilities can also have them upgraded to their respective "**HYPER-**" versions by receiving the same **Keyworded Ability** again if they still haven't used up the regular version yet.

**List of beneficial Keyworded Abilities** that are continuously in use while **Active** & what they do (the Ability itself is in "quotation"):

- **AVIAN** – "●Can't be Guarded by or Attacked by **Units** with lower **SPD** (except by **RANGED** or another **AVIAN**)"
- **CLEAVE** – "●This card's Attacks & Abilities that Select & Deal **DMG**, also Deal **DMG** to cards adjacent to the Selection equal to Damage dealt" (Counted as Ability **DMG**)
- **CRYSTALIZED** – "Can't be Shattered or Damaged below 1 **HP**".
- **GUARD** – "●Can be Exhausted if an opposing **Unit** Attacks to force the Attacker to Battle this card instead"

- **PIERCE** – "●This card's Attacks & Abilities that Select, Deal **DMG** & would exceed the **HP** of the Selected card, also Deal **DMG** to the cards in the **Zone** directly under it, then to the cards in the **Zone** directly behind the opposing Selected card"  
(Cards with **BARRIER** will block all incoming **DMG** from a card with **PIERCE**.)
- **POLARITY** – "●Can't be Selected by Ability Costs or have any subsequent **Constructs** Attached to"
- **RANGED** – "●Units won't Retaliate in Battle when Attacked by this card"
- **RESISTANT** – "●Unaffected by Abilities from cards (except **Constructs** Attached to this card)"
- **THORNS** – "●Deal **DMG** to a **Unit** Battling this card equal to **DMG** that **Unit** Dealt to this card"  
(Counted as Ability **DMG**)
- **VAMPIRISM** – "●Heal **HP** to this card equal to the **DMG** it Dealt (Heal **Leader** instead if at full **HP**)"  
(Must remain **Active** to Heal)

List of beneficial **Keyworded Abilities** that are consumed and used while **Active** & what they do (the Ability itself is in "quotation"):

- **BARRIER** – "●If this card would Take **DMG** (Once while **Active**) \* It Takes no **DMG**"
- **HYPER-BARRIER** – "●If this card would Take **DMG** (Once while **Active**) \* It Takes no **DMG**, then Gain **BARRIER**"

(Gaining **BARRIER** on a card that already has an unused **BARRIER**, receives **HYPER-BARRIER** instead)

- **DEATHTOUCH** – "●If this card Deals **DMG** to non-**Leader Units** / **Events** & those cards remain on the board (Once while **Active**) \* Place 1 *Death* mark on those cards➤ Shatter all cards with 1 *Death* mark on them (Exile those cards instead if they Have 2 *Death* marks)"
- **HYPER-DEATHTOUCH** – "●If this card Deals **DMG** to non-**Leader Units** / **Events** & those cards remain on the board (Once while **Active**) \* Place 2 *Death* marks on those cards➤ Exile cards with 2 *Death* marks (Shatter those cards instead if they Have 1 *Death* mark), then Gain **DEATHTOUCH**"

(Gaining **DEATHTOUCH** on a card that already has an unused **DEATHTOUCH**, receives **HYPER-DEATHTOUCH** instead)

- **DUAL-STRIKE** – "●If this card would **DMG** (Once while **Active**) \* Deal the same amount of **DMG** once more"
- **HYPER-STRIKE** – "●If this card would **DMG** (Once while **Active**) \* Deal the same amount of **DMG** twice more, then Gain **DUAL-STRIKE**"



(Gaining **DUAL-STRIKE** on a card that already has an unused **DUAL-STRIKE**, receives **HYPER-STRIKE** instead)

- **DYNAMO** – “●If this card would Generate **ENERGY** or use an Ability that has values in its Resolution (Once while **Active**) \* Double the **ENERGY** Generated / values in the Ability's Resolution”

**HYPER-DYNAMO** – “●If this card would Generate **ENERGY** or use an Ability that has values in its Resolution (Once while **Active**) \* Triple the **ENERGY** Generated / values in the Ability's Resolution, then Gain **DYNAMO**”

(Gaining **DYNAMO** on a card that already has an unused **DYNAMO**, receives **HYPER-DYNAMO** instead)

- **FRENZY** – “●If this card would be Exhausted (Once while **Active**) \* It is not Exhausted”
- **HYPER-FRENZY** – “●If this card would be Exhausted (Once while **Active**) \* It is not Exhausted, then Gain **FRENZY**”

(Gaining **FRENZY** on a card that already has an unused **FRENZY**, receives **HYPER-FRENZY** instead)

- **VEILED** – “●Can't be Selected by opposing Ability Costs or Attacks, then if this card is Exhausted \* Cancel this Ability”
- **HYPER-VEILED** – “●Can't be Selected by opposing Ability Costs or Attacks, then if this card is Exhausted \* Cancel this Ability & Gain **VEILED**”

(Gaining **VEILED** on a card that already has an **Active** **VEILED**, receive **HYPER-VEILED** instead)

List of disadvantageous **Keyworded Abilities** that are continuously in use while **Active** & what they do (the Ability itself is in “quotation”):

- **AMORPHOUS** – “●Exiled when leaving the board”
- **BERSERK** – “●Must Attack each turn if able”
- **CHAINED** – “●This card is Exhausted & can't be Reactivated”
- **DAMNED** – “●Can't be Healed”
- **PETRIFIED** – “●Set **SPD** on this card to 0”
- **SEALED** – “●Cancel all Abilities, changes to Stats (except Damage to **HP**) & Shatter all **Constructs** Attached to this card”

## 8.7. KEYWORDED ACTIONS:

There are also descriptors that either relate to specific action within the **Game's** rules (not **Card Text**) on a card OR actions relating to its Abilities (that are used to refer to things happening in its **Card's Text**). These don't fit into **Keyworded Abilities** as they require additional information to specify their function and purpose.

List of keywords for **Game** actions:

- Generate – The action of either producing **ENERGY** from your **Leader** OR Exhausting an **Activated** +card to Generate all of its **ENERGY** when **ENERGY** is to be Consumed (used).
- Consume – The action of using produced **ENERGY** to either Activate –cards OR use Abilities that Consume **ENERGY**.
- Prepare – The action of placing a card vertically face-down on the board. Players can Prepare cards from the hand (during their own **Action Phase**) by Consuming –1 **ENERGY**.
- Activate – The action of playing a card from the hand (during own **Action Phase**) OR from **Prepared** by following their **ENERGY** rule. Only 1 +card can be Activated each turn. To Activate –cards, **ENERGY** must be Consumed based on the number after the “–”.
- Enter – The action of a card being placed on the board face-up. Cards Enter both when Activated and Spawned (excluding Reactivated).
- Exhaust – The action of turning a card horizontally from vertical card position on the board.
- Spawn – The action of Entering a card **Active** through Abilities without being Activated. Spawned cards Exhaust when Entering.
- Reactivate – The action of turning a card vertically from horizontal card position on the board. Considered as having been Activated, but not Entered. Triggers **ACTIVATE** Abilities but doesn't reset Keyworded Abilities such as **BARRIER** or **VEILED**
- Return – The action of Returning a card from the board (or **Idle Zone** if specified) to the owner's hand (or Deck if specified). Exiled cards can also be Returned to the hand, Deck or **Idle Zone**. If a card with **Constructs** Attached is Returned, Shatter those **Constructs**.
- Exile – The action of removing a card from the **Game** outside the board. The space for Exiled cards is shared between both players. If a card with **Constructs** Attached is Exiled, Exile those **Constructs**.
- Shatter – The action of a card being defeated and sent from the board to the **Idle Zone**. When the **HP** of cards reach 0 (or through Abilities) they Shatter.

- Sacrifice – The action of a card being sent from your own board to the **Idle Zone** in order to Activate another card or as a Cost to use their Abilities. **Prepared** cards can be Sacrificed from your board, even if the Sacrifice requires a specific **Role**, **Archetype** or any other specification that a **Prepared** card doesn't have, unless it's required for them to be **Active** in the **Card Text**.
- Discard – The action of sending a card from hand (or **Deck** if specified) to **Idle Zone**. If a specific card is worded from your **Deck**, look through your **Deck** for a card that matches the description, then your **Deck** must be shuffled.
- Attack – The action of selecting a **Unit** to strike with, using its **DMG** onto a selected opposing card's **HP**. A **Unit** must have at least 2 **SPD** to Attack.
- Retaliate – The action of a **Unit** striking back when Attacked, using its **DMG** onto the Attackers **HP**. A **Unit** must have at least 1 **SPD** to Retaliate.
- Battle – The action of cards dealing or taking damage in Battle. **SPD** is accounted for during Battle, where the Unit with the higher **SPD** in that Battle, will strike the other card first.
- Draw – Add the top card of your **Deck** to your hand. If a specific card is worded, look through your Deck for a card that matches the specification. The card must ALWAYS be revealed (if Drawn) to the opponent AND your Deck must be shuffled.
- Heal – Points restored to a card's **HP**.
- Gain – Po
- Give – Po
- Has/Have – Po
- Become – Po

List of keywords for Ability actions:

- Cancel – Negate/prevent the playing of a card or usage of an Ability through **Timeshift**. If Cancelling the Activation of a card, **ENERGY** is still Consumed for –cards and the Activation for 1 +card that turn is used up.
- Gaze – Look at the top cards of a **Deck** and then return them in any order.
- Expose – Reveal a Prepared card / a card in the hand and then return it to its original position (or shuffled into owner's hands if the card was in their hand). The Exposed card can't be Activated / use its Abilities until the next **Cycle Phase**.
- Copy – Receive the same stats / Abilities / properties as another card.

- Steal – Remove all stats / Abilities / properties on a card and give them to the card that Steals

## 9. ARCHETYPES:

There are a total of 9 different **ENERGY Archetypes** (colors), where each has both + and – cards (except **NEUTRAL**, which only have –cards).

There is no requirement to have **ENERGY** of the same **Archetype** to play –cards from different **Archetypes**. However, you receive a –1 **ENERGY** discount on your –cards for each +card / **Leader** of that same **Archetype** that is **Active** on your board.

The 9 **Archetypes** are as follows:

❖ **CHAOS** (RED)



❖ **ORDER** (WHITE)



❖ **VIGOR** (GREEN)



❖ **SWAY** (YELLOW)



❖ **FLOW** (BLUE)



❖ **ARCANE** (VIOLET)



❖ **NEUTRAL** (GREY)



❖ **DOOM** (BLACK)



❖ **WITHER** (BROWN)



## 10. TIMESHIFT:

**Timeshift** is a mechanic that allows actions and usage of Abilities to be responded to, with **Prepared** card Activations OR Activation of cards / usage of Abilities with Quick properties.

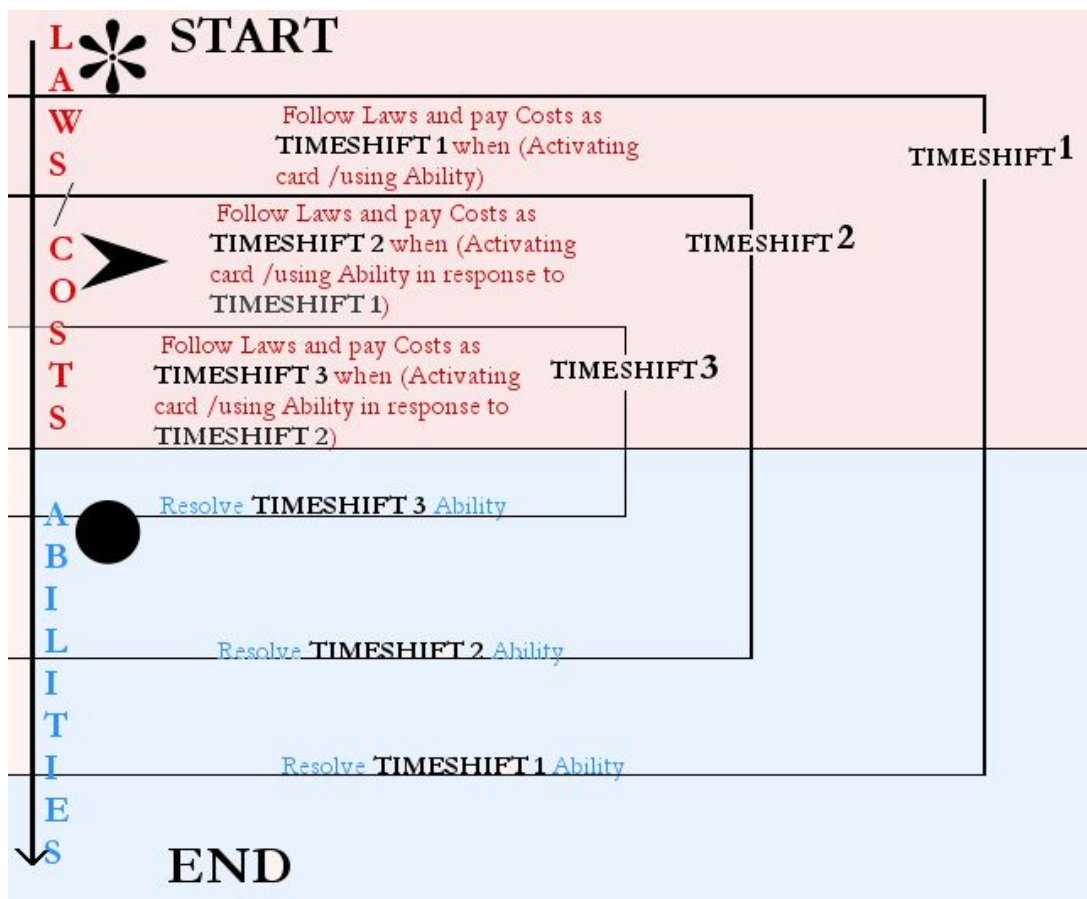
The benefit of a **Timeshift** is that the last card Activated / Ability used in the **Timeshift**, Resolves its Ability first, then following that order until lastly, the first card Activated / Ability used in the **Timeshift** chain resolves its Ability.

When Activating a card / using an Ability, a **Timeshift** starts as **Timeshift 1**. Laws must already be met and Costs are paid immediately as the card is played, however the Ability / Activation is buffered to resolve last in a potential chain of cards **Timeshifted** after the first card Activation / usage of Ability.

Players can stack any amount of card Activations / card Abilities during the same **Timeshift** chain, but the order of priority is passed between players.

When players Generate **ENERGY** from a +card to Consume but have leftover **ENERGY**, additional cards / Abilities can be **Timeshifted** to the card / Ability that Consumed **ENERGY** in order to also Consume the leftover Generated **ENERGY** for those additional cards / Abilities.

If a **Leader** leaves the board, they still have a chance to survive if an Ability is used immediately after / during them leaving the board that has the **Leader** successfully return.



### 10.1. ABILITIES MISSING TIMING:

In some cases, an Ability can miss its timing window for when it can Activate its Abilities.

If an Ability has a trigger condition that refers to "When" something happens, as opposed to "If" it happens, that Ability can miss its usage timing window if the last action is NOT the exact condition necessary for the "When" Ability.

Usually Abilities that follow with another part of the Ability (such as "then", "and" and "if you do" cause "When" Abilities to miss timing.

Example of missing timing:

(Ability resolving) ●**ACTIVATE**\* You can Discard 1 **ARCANE Event** in your hand➤  
Draw 1 **-DRAGON**, then reduce its **ENERGY Cost** to 0

(**NEW TIMESHIFT 1** in response to Ability resolving) ●Activate only when your opponent  
Draws a card\* Discard it

= **MISSSES TIMING**

Example of NOT missing timing:

(Ability resolving) ●**ACTIVATE**\* You can Discard 1 **ARCANE Event** in your hand➤  
Draw 1 **-DRAGON**, then reduce its **ENERGY Cost** to 0

(**NEW TIMESHIFT 1** in response to Ability resolving) ●Activate only if your opponent  
Draws a card\* Discard it

= **TIMESHIFT POSSIBLE**