



Origins

Rule Book

Card Types

Each card in Origins is classified into five different card types, each one interacting with the game in different ways.

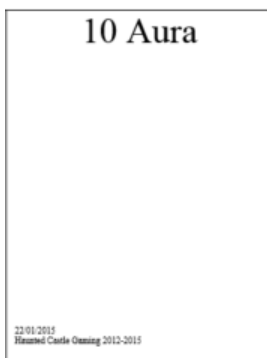
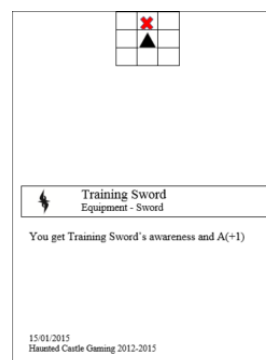


Champion

While you are in the Arena, you are a Champion. They are extremely powerful warriors, capable of carrying reservoirs of Aura with them. Once you start the game, you will start off with an Aura reservoir equal to the Champion's starting Aura. You also start off with health equal to that Champion's starting health. These are just starting numbers and as the game proceeds you are able to exceed this number. Your Champion will have an ability which you may activate it during your Champion phase.

Equipment

Along with being part of an elite class of warriors, you have the ability to wield some of the most powerful weapons. At the beginning of the game you pick an Equipment which shares in your affiliation, and then put it into your inventory. The Equipment will have an awareness which you can imagine is super imposed onto your Champion's current awareness. As long as you have that Equipment you gain its abilities.



Aura Cards

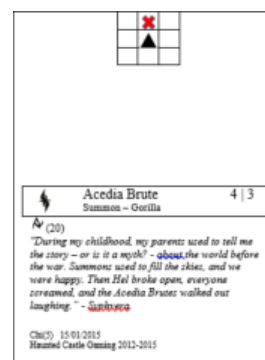
As a champion you are able to store Aura in your conduit. Each Champion has a varying number of starting Aura amount, and to represent this sum, you use Aura cards. Whenever you pay for a card that costs Aura, you use these Aura cards to represent that.

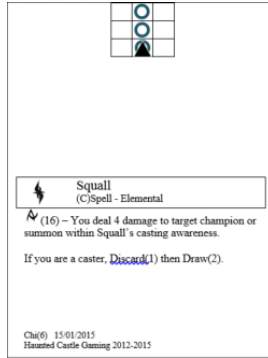
Summon

Summons are powerful creatures that you have been able to bring to life from the Aura you wield. Summons may be beckoned during the

Champion phase and they enter the arena within your Summoning awareness, facing the same direction as you. Summons are always afflicted when they are first brought to life and thus cannot move the turn they enter the arena, however they can still attack.

Summons have two numbers on the right of their type. The first of these numbers is its attack, this is how much damage they deal during combat. The second number is their endurance, this is how much damage they can endure in a single turn before they are killed. Once they are killed they are put into the discard pile.





Spell

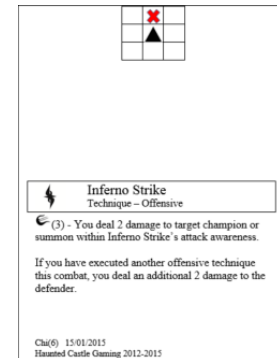
Spells are powerful incantations that can call upon the light and dark side of your heart, or even the elements and the arcane sides of the world. Spells can only be cast during the Champion phase. If the spell has an awareness, the player indicator (the black triangle) represents the direction and location of where you are on the board.

When you cast a spell you must ensure that all the legal targets for that spell are available. When resolving the spell, if all those targets are still around then you follow the instructions on the card and put it into the discard pile.

Technique

Techniques gives you the ability to truly be in the thrall of the combat, attacking summons and even your opponents. You may only execute a technique if you are engaged in a combat. When you execute a technique, if it has an awareness then the player indicator (the black triangle) represents the direction and location of where you are on the board.

When you execute a technique, you need to make sure you have enough valid targets. When the technique resolves, if all its targets are there, then you follow the instructions and put the card into your discard pile.



The Golden Rule

When a card contradicts the rulebook, the card wins.

Starting the game

Each player starts the game by placing their Champion in their respected starting locations on the Arena and then putting an Equipment into their inventory. Then they gain life indicated on their Champion card. You win the game by reducing your opponent's life to 0.

Decide which player will go first. If you've just played the same opponent, the loser of the last game decides who goes first. Otherwise, roll a die or flip a coin to see who gets to decide. Each player presents their Aura Deck to their opponents. Their Aura Deck must have a total sum equal to their Champion's starting aura.

Each player shuffles his or her deck, then draws a hand of three cards to start.

Playing the game

All Champions and Summon move in the same way. To move they may either rotate 90 degrees and/or move to an unoccupied spot forward, backwards, to the left or right. They may also stay where they are and rotate 180 degrees.

Each Champion's turn is divided into four phases.

Preparation Phase: During this phase, the Champion empties their energy pool, draws a card and then they, or an ally summon they control, may move.

Champion Phase: During this phase, the Champion may use their ability; play a Spell or Summon; or they may Move and/or Attack.

Summon Phase: During this phase, an ally summon the champion controls may Move and/or Attack.

Resolve Phase: During this phase, the Champion discards from their hand until they have 5 cards.

Combat

Once combat is initiated the first thing that happens is that damage is dealt to the defender equal to the attacker's attack; and simultaneously, if the attacker is in the defender's attack awareness then they are dealt damage equal to the defender's attack. Then combat proceeds to follow this loop:

- 1) Attacker makes an action
- 2) Defender makes an action
- 3) Repeat.

The actions that the attacker or defender may make are either passing, or if they are a Champion they may play a technique.

This loop is then broken if:

- Both the attacker and defender pass
- The defender leaves the attacker's attack awareness
- The attacker is killed

Once the loop is broken, combat ends.

Playing a card

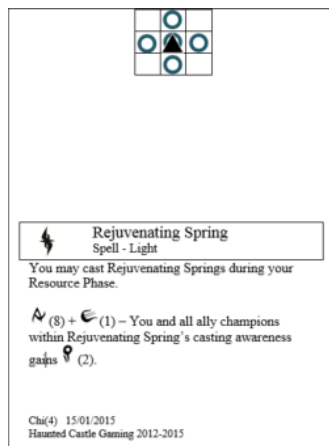
When playing a Spell, Summon or Technique from your hand the first thing you need to do is pay its cost. Once the cost is paid, resolve the cards by picking the valid targets and putting the card in the zone it belongs in. Spells and Techniques are put into their owner's discard pile once resolved. Summons are put into an unoccupied spot in their owner's summoning awareness, facing the same direction as them.

Paying a card's cost

There are two different types of costs. Aura and Energy.

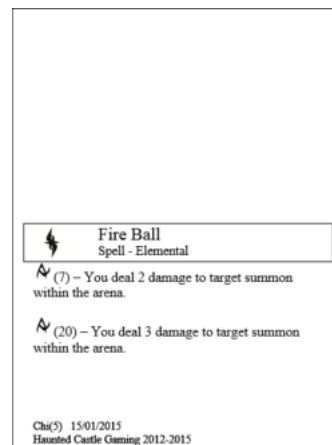
The Aura costs is represented by ♠. To pay that you remove cards from your Aura Deck so that you've paid off the Aura cost.

The Energy cost is represented by €. To pay the Energy cost of a card, you take cards from the top of your deck equal to the cost of the card and put them into your Energy pool. But remember that your Energy pool cannot exceed your Champion's € value. If you want to play a card but you don't have enough room in your Energy pool then you cannot play that card.



If a card shows an Aura cost + an Energy cost then you pay both costs. The example would be Rejuvenating Spring. If you want to play Rejuvenating Spring then you need to pay ⌚(8) and ⌚(1).

If a card shows multiple costs, then you may pay either or cost to play the card. An example of this would be Fire Ball. When you cast Fire Ball you may pay ⌚(7) to deal 2 damage to target summon OR you may pay ⌚(30) to deal 3 damage to target summon. But you cannot do both.



Once a card is played and all costs are paid, then the card may be resolved by selecting all legal targets.

Creating a deck

All decks must consist of a Champion. The Champion will have a series of affiliations. All cards in your deck and your champion's equipment must share at least one affiliation with your champion.

Once you have your Champion, you need to make your deck. Every Spell, Summon and Technique has a Chi value. The total sum of Chi for all cards in your deck needs to be equal to or less than 250. Furthermore, your deck needs to have at least 50 cards in it, and all those cards need to share an affiliation with your Champion. Other than that, there are no restrictions.