



*Origins*

Rule Book

## 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 either: 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**

When combat is initiated, a stack is formed. Starting with the player who initiated combat, they may play a technique card or place their base attack on the stack. Then the defender may play a technique or put their base attack on the stack. This process is then repeated until neither player wishes to add any more items on the stack. Then the stack begins to be resolved.

To resolve the stack you resolve the top card or ability on the stack. If there is a card that is resolved, that card then goes into its owner's discard pile.

### **Playing a card**

To play a Spell, Summon or Technique from your hand, show it to your opponent and pay its costs and put it on the stack.

Summons are treated differently when they are resolved from the stack than Spells or Techniques. When a summon is resolved from the stack it is placed in an unoccupied spot in its controlling Champion's summoning awareness. When a Spell or Technique is resolved from the stack, the card is sent to the discard pile then the ability is resolved.

## 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.