



2022 TRICKTAKERS GAMES
MADE IN CHINA
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ETERNAL DECKS





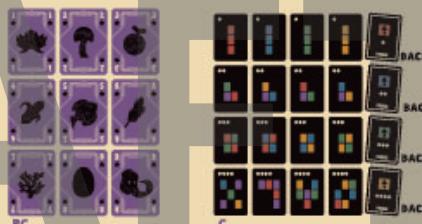
24 ETERNALS



1x40Cards Random Deck



16x8cards ETERNAL DECKS

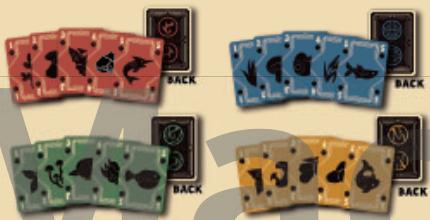


9 Star Purple Cards

16 Puzzle Cards



10 Stage Sheets



4Players x 5cards Start Deck



2x8cards Gatekeeper Decks

4 Star White Skull Cards



2 Ability card explanation sheets

4 Player Aids



16 Field Cards



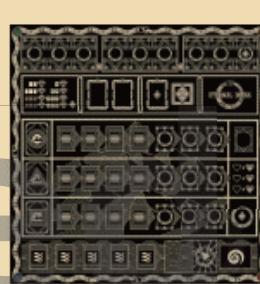
4Players x 2 Communication Discs



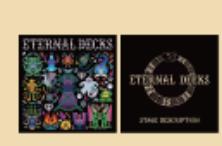
12 Jewels



16 Task Cards



1 Play Sheet



2 Japanese Rulebooks



2 English Rulebooks

4 River Rare Cards

2 Game Over Cards



6 Star Tokens

3 Hearts

1(4-sided) Dice

2 Gatekeeper Disks

STORY

Humanity has been plagued by a phenomenon in which their lifespans are shortening. In order to solve the mysterious life, the Explorers visit the "Eternal World". There they encounter mysterious lives called "Eternals". Will the Explorers be able to solve the mystery of life and return to their original world?



STAGE A

NATURE STAR Encounter with the Eternals

The "Eternal World" is a vast expanse of nature. Explore the field and revive the Star Eternals.

STAGE B

GHOST TOWN

The Key to Solving the Secret

Now that you understand the power of the star, you move on to the next floor world. A spooky abandoned city appears before you. Visit the home of the Ghostly Eternals and receive the key.

STAGE C

LABYRINTH Escape from the Labyrinth.

Now that you understand the mechanism of the key, you find yourself lost in the labyrinth on the next floor world. Enlist the help of the Labyrinth Eternals to solve the labyrinth's puzzles.

STAGE D

GATE KEEPER Fight the Gatekeeper.

The Gatekeeper blocks your path. Work with the positive Eternals to purify the Gatekeeper.

STAGE E

SILENT A Silent Trial.

Beyond the large gate is a silent space. You can hear the requests of the Random Eternals. Help each other and overcome the trial.

STAGE F

DRAGON The resurrection of the dragon.

The mysterious life seems to be related to the dragon's egg. Will you be able to witness the resurrection of the dragon and return to your world?

GAME SYSTEM

"Eternal Decks" is a cooperative game in which players take turns placing cards on the Play Sheet while each player replenishes their deck in order to achieve the different clear conditions for each stage.

At the start of the game, each player has five cards as life energy that flows from them.

During your turn, you must play one card and pass the turn to the next player.

If you cannot play a card during someone's turn, the cycle of life will fail and everyone will lose the game.

To maintain the cycle of life, you need to acquire new cards from the mysterious lives "Eternals."

Eternals sleep at the back of the field. If you place cards to the back of the field and connect them, the Eternals will be revived using chain energy.

Only the player who revives the Eternals will receive the eight cards that the Eternals have.

However, a "Curse" will be activated from the revived Eternals. For example, the curse of the Phoenix means that cards with the number 1 cannot be placed on the field.

To break the curse of the Eternals, you must generate Jewels and offer them to the Eternals. To generate jewels, you must consume cards from your hand.

The most important thing in this game is to communicate with your teammates. For that purpose, you have a Communication Disk.

You can place the disk wherever you want to place your cards next.

By placing the disk, you can indirectly communicate the information of your hand to your teammates.

To keep the cycle of life going, you must make sure that all of your cards do not run out. Discuss with your teammates who should get a new deck next.

There are 6 stages, ABCDEF. In stage A, you clear the stage by getting 4 Stars. In the other stages, you aim to get 4 Keys.

The conditions for acquiring keys vary depending on the stage, so discuss with your teammates how you plan to clear each stage.

Now, let's show off your thoughts and feelings in this game!



PRACTICE: A simulated experience before you depart. ①

Before you depart, train hard to prepare for an encounter with the Eternals.

The Secret of Life Energy

The colors of the cards represent the energy of Passion, Calm, Harmony, Challenge, and Inspiration.
The composition of the cards held by the mysterious lives form "Eternals"
represents the characteristics of Eternals.

Cards to play on your turn

Number Cards

There are 5 colors (red, blue, green, yellow, purple) of number cards from 1 to 9.
Place them on the field. Use them to generate gems.
The colors of the cards represent the energies of passion, calm, harmony, challenge, and inspiration.



Two-color cards

These are number cards with two colors: "red green" or "blue yellow."
You can place the cards on the field with the top and bottom facing
in any direction you like.
You can choose one of the colors to generate jewels.



Rare Cards

You can place them on the field ignoring
the placement rules. You can specify any color
and number to generate jewels.
Rare cards can be placed next to each other
on the field. Rare cards seem to have
the power to dominate the field.



Skull Cards

Skull cards come in five colors (red, blue, green, yellow, purple).
They cannot be placed in the river. They cannot be used to generate jewels.
Once a skull card is placed on the field, you cannot place a number card beyond it
unless you overwrite it with a card of the same color as the skull card or a rare card.
*Cards included in the D Eternals deck. For more details, see the separate rulebook. ⑩



Ability Cards

When you play an ability card,
the effect of that card is activated.
After that, you move it to
the discard area.
Details ⑪



Deck

A set of cards.
There are the initial deck, the eternal deck, the random deck, and the gatekeeper decks.
A group of decks is called a deck.

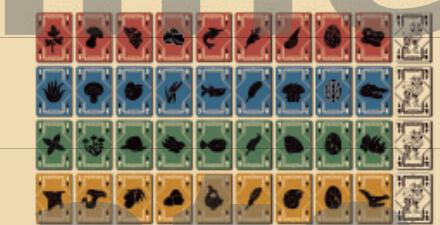
Eternal Deck

These are eight cards held by the mysterious lives, the Eternals.
The backs of the cards feature the Eternals' icons.



Random Deck

This is the deck held by E Eternals and Golem in Practice Mode.
Each Eternal is randomly assigned 8 cards from a random deck.
*E Eternals is a separate rulebook. ⑫ *Golem in Practice Mode ⑬



Gatekeeper Decks

These are the cards held by
the Gatekeeper in Stage D.
There is a first half deck and
a second half deck.
*Stage D is a separate rulebook. ⑭



Start Deck

5 cards for each player.



Eternals using random decks

DRAFT

STAGE A NATURE STAR

Encounter with the Eternals

The "Eternal World" is a vast expanse of nature.
Explore the field and revive the Star Eternals.

This is a preparation example for the most basic "Stage A Beginner Mode".

* Set up for 3-player, 2-player games. ② *Set up for an easier practice mode. ② *Setup of other stages, please refer to the separate rulebook.



9 Eternals & 9 x 8 cards Eternal Decks

Shuffle the A-1 Phoenix deck (8 cards) face down.
Place the Phoenix on top of it face down,
and place it on the top row of the field as shown in the picture.
In the same way, place A-2 Mermaid and A-3 King.
Place B-1 Ghost, B-2 Skeleton, and B-3 Witch on the middle row.
Place C-1 Medusa, C-2 Minotaur, and C-3 Kraken on the bottom row.
*A-4 Fairy, B-4 Vampire, and C-4 Mummy will not be used. ②



6 Star Tokens

Place star tokens in the six locations marked with star icons:
the resurrection area, jewel area, stage seat area, and 4th lap bonus area.



8 Jewels

Place jewel tokens in the 8 locations marked with jewel icons in the jewel area.



3 Field Cards

Place "MOUNTAIN" on the top row of the field card area.
Place "CAVE" on the middle row.
Place "CAMP" on the bottom row.



4 River Rare Cards & 1 Game Over Cards

Place 1 Game Over card face up in the River Bonus Area.
Place 3 River Rare cards on top of the Game Over card.



Preparation for each player

Each player determines their player color in any way they like.
There are four colored player icons in the four corners of the playsheet,
so players sit close to their color.

1 Start Deck(5cards) & 2 Communication Discs

You will receive a start deck of your color (5 cards) and 2 communication discs.
Shuffle the 5 cards in your start deck face down to create a deck.
This deck is called My Deck. Take 3 cards from My Deck to keep as your hand.



Determining the start player

Discuss and decide who will be the start player.
Once the start player has been decided, players take turns clockwise.
Players can look at their hand first, place the communication disk.
*Discussion and communication disks ⑯ ⑰

What you can do on your turn

On your turn, you can perform one of the following actions: "1 : Play a card," "2 : Generate a jewel," or "3 : Give a card to a teammate."

After that, you take your hand with 3 cards from your deck and pass the turn to the next player.

1 Play a card

1-1 Place a card on the field.

Choose the top, middle, or bottom row of the field and place 1 card.
You cannot place multiple cards during the same turn.

There are "common rules" and "field card rules" for placement.



Common placement rules

- Cards of the same color cannot be placed next to each other.
- Cards of the same number cannot be placed next to each other.



Field card placement rules

In addition to the common placement rules, new rules have been added for field cards.
For example, for "MOUNTAIN", you must place cards from lowest number to highest number.
Cards may be placed upside down.

Select either the top or bottom when placing two-color cards.
The placement rules for two-color cards are determined by whether the sides of the cards are adjacent.

The top or bottom of two-color cards that have already been placed cannot be changed.

Rare cards can be placed regardless of the placement rules.
Rare cards can be placed next to each other.



Resurrection of the Eternals

The Eternals are sleeping at the back of the field.
When you place cards in front of an Eternal, the Eternal will be revived.

Placed cards are moved to the discard area.

There are 3 Eternals sleeping on the same row.

To revive all 3 Eternals, you will need to go around the field 3 times. ⑪



4th laps bonus gained

Eternals will be resurrected up to 3 times on the same stage.

On the 4th laps, you'll gain a bonus. ⑫

Field Cards



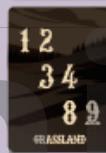
CAMP

There are no additional placement rules.
Only the common placement rules apply.



MOUNTAIN

You must place the cards from lowest to highest number.



GRASSLAND

You must place the cards with numbers 123489.



VALLEY

You must place the cards with numbers 2468 (Even).

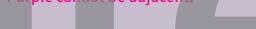


LAKE

You must place the cards in the following order: red → blue → green → yellow → red...

Can be substituted with Purple.

Purple cannot be adjacent.



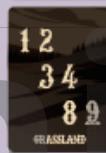
FOREST

Consecutive numbers cannot be placed.
Ex: 3 or 5 cannot be placed next to 4.



CAVE

You must place the cards from highest to lowest number.



RIVERSIDE

You must place the cards with numbers 13579 (Odd).



DESERT

You must place cards in consecutive numbers.

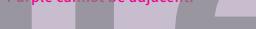


SWAMP

You must place the cards in the following order: red → blue → green → yellow → red...

Can be substituted with Purple.

Purple cannot be adjacent.



Red & green card is placed first. At this point, it has not been decided whether it will be red or green. Next, blue or yellow can be placed. Yellow has been placed.
From here, the pieces must be placed in the following order: red → blue → green → yellow → red...
*Purple has been placed instead of blue. *Rare has been placed instead of green.

EASY + HARD +++++

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Resurrection of the Eternals

The Eternals are sleeping at the back of the field.
 If you can place cards in a chain up to the front of the Eternals, the Eternals will be revived using chain energy.
 The player who placed the card selects the Eternal they want to revive on the same row.
 The selected Eternals is turned face up and placed left-justified in the Resurrection Area.
 The 8 Eternal deck cards that Eternal has are placed face down at the bottom of the player's My Deck.
 All placed cards are moved face up to the discard area.
 Finally, the Eternals that were not selected are moved right-justified.
 *If you selected the leftmost Eternals, there is no need to align them to the right.
 *Eternals will be revived from the 1st to 3rd laps. A bonus will occur on the 4th laps. **18**
 [Hint] Placing the 9th Eternals in the Resurrection Area will gain you a Star Token. **19**

The Yellow player play the Yellow 5.
 Since he has placed cards up to the front of the Eternals, the Eternals will be revived.
 The Yellow player selects the Mermaid.
 The Mermaid is flipped face up
 and placed left-justified in the revival area.
 Since there is already a Skeleton
 in the Resurrection area, the Mermaid is
 placed to the right of the Skeleton.
 Next, the Mermaid's 8-card deck is placed
 face down at the bottom
 of the Yellow player's My Deck.
 The four cards that were placed there are
 moved together face up to the discard area.
 Finally, since there is space between
 the Phoenix and the King,
 the Phoenix is placed right-justified.



DRAFT

Curse of the Eternals

When the Eternals is resurrected, a "curse" will be activated.

You will no longer be able to place the "number," "color," or "rare" written on the Eternal's card on the field.

Cards with cursed numbers or colors can still be used as jewels or placed in the river.

To remove the curse, you will need to generate a jewel and offer it to the Eternals.

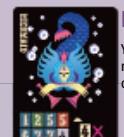
"generate jewels" **15**

Curse of the A Eternals



PHOENIX

You cannot place number 1 cards on the field.



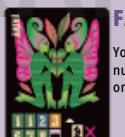
MERMAID

You cannot place number 4 cards on the field.



KING

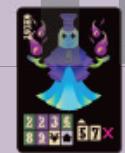
You cannot place number 6 cards on the field.



FAIRY

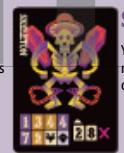
You cannot place number 9 cards on the field.

Curse of the B Eternals



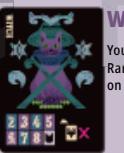
GHOST

You cannot place number 5 & 7 cards on the field.



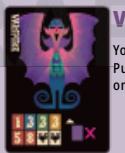
SKELETON

You cannot place number 2 & 8 cards on the field.



WITCH

You cannot place Rare cards on the field.



VAMPIRE

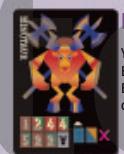
You cannot place Purple cards on the field.

Curse of the C Eternals



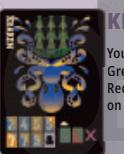
MEDUSA

You cannot place Red cards & Red Green cards on the field.



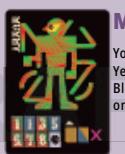
MINOTAUR

You cannot place Blue cards & Blue Yellow cards on the field.



KRAKEN

You cannot place Green cards & Red Green cards on the field.



MUMMY

You cannot place Yellow cards & Blue Yellow cards on the field.

Update a field

The field will not be updated in this Beginner mode.

Depending on the game mode, 4 field cards may be set randomly.

When you clear the 1st to 3rd laps, the field card will be moved to the discard area along with the cards placed on the field.

The new field card on that row is flipped face up to open the next field.

*The Game mode ② *The game mode Set up table is in a separate Rulebook ①

4th lap bonus

Eternals will be resurrected for the 1-3 laps. A bonus will be gined for the 4th laps.



Top row: Camp bonus

The top row bonus instantly changes any field into a camp. Once you have placed 7 cards in front of the camp, you will gain a camp card. Camp cards are placed on the field in the same way as cards from your hand are played. The field onto which a camp card is placed will change to camp placement rules.

If you clear a camped field, the camp card is moved to the discard area.

Camp cards placed on the field are treated the same as rares.

The Yellow player plays a Yellow 9 on the top row field. Clear the 4 laps of the top row. The player gain a Camp Card. The player play a Camp Card on the middle row.

From this point on (3 spaces remaining), the placement rule for "CAVE" will change to "CAMP".



Middle row: Heart recovery bonus

The middle bonus will recover all hearts. Move all heart tokens to the left.

*Heart Token ⑩



Bottom row: Star gain bonus

The bottom bonus will gain you one star.

*Star ⑯

Close the field (after gain the 4th lap bonus)

Once each field has been cleared 4 times, cards can no longer be placed on that row.

Cards that have been placed on the field are not moved to the discard area. To indicate that the field is closed, the field cards for that row are placed face down in the bonus area. Field cards for the middle row only are moved to the discard area.



You have gained the 4th lap bonus.

Place the field card "MOUNTAIN" face down in the bonus area.

The field is now closed.

Place a card on the river

There are no placement rules for the river.

Cards affected by the Curse of the Eternals can also be placed on the river.

When a 5th card is placed on the river, you immediately gain a river bonus.

You add one river rare card to your hand as a river bonus.

If you have no river rare cards, you gain a Game Over card and everyone immediately loses the game.



The Red player plays the Red 9 on the river.

Now that the 5th card has been placed in the river, the player adds one River Rare card to hand.

The 5 placed cards are moved face-up to the discard area. The river is now empty.



The Red player plays the Red 9 on the river.

The 5th card is placed in the river, but there are no river rare cards.

The player receives a Game Over card and everyone immediately loses the game.

Use a ability card

Some Eternal Decks include Ability Cards.

When you play an Ability Card, the effect of that card is activated.

Then, move it to the Discard Area.

*Ability Cards ⑯

*Please note that only A Eternals' Ability Cards in Stage A are placed in the Stage Sheet Area.



2 Generate Jewels

You can use cards from your hand to generate jewels.
By passing the generated jewels to the Eternals,
you can remove the curse of the Eternals.

8 recipes

There are 8 recipes for generating jewels (Jewel Area).
The same recipe can only be used once.
Cards affected by the curse of the Eternals can also be used for jewels.
The recipe for generating "1,5,9 cards one by one" is special.

You can gain both a jewel and a star.
*Star tokens 17

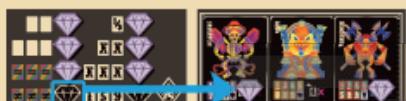
Pass jewels to the Eternals

Pass the jewel to the right of the recipe you used to any Eternals
in the resurrection area. If there are multiple resurrected Eternals,
you can choose any Eternals.

Place the jewel so that it covers the icon with the Eternal's curse.
If there are no resurrected Eternals, you cannot generate a jewel.
If you have already offered jewels to all resurrected Eternals,
you cannot generate a jewel.

Used cards are placed in the river.

Cards used to generate jewels are placed in the river.
If it is the 5th card placed in the river, you will gain the river bonus as normal.
There may be more than 6 cards in the river.
Any cards exceeding 5 are moved together to the discard area.



The blue player attempts to generate a jewel.
Using the cards "Blue 5", "Red Green 2", and "Red Green 4",
player generates a jewel with the recipe "3 cards of different colors".
Player pass that jewel to the skeleton in the resurrection area.
This remove the skeleton's curse of "Cannot place number 2 & 8 on the field".
There are now 6 cards in the river, so player adds 1 river rare card to
their hand and moves the 6 placed cards to the discard area.



3 Give a card to a teammate

Use a heart to give a card from your hand face down to any player.
When using a heart, move a heart token from left to right.
A heart token moved to the right indicates that it has been used.

[Hint] The Skeleton ability card recovers 1 heart (moves from right to left).
[Hint] The 4th laps bonus in the middle row of the field recovers all hearts (up to 3).



Refilling your hand and ending your turn

After performing one of the following actions, "1. Play a card," "2. Generate a jewel," or "3. Give a card to a teammate," you "replenish your hand" and pass your turn to the next player.

The red player has 1 card in their hand. They played o1 card.
Their deck is already run out, so they cannot replenish their hand.



2 cards in hand My Deck 3 cards in hand

The red player has 1 card in their hand. They played o1 card.
Their deck is already run out, so they cannot replenish their hand.
The next time it is red player's turn, they loses the game. Someone must give red player one card.

Blue player used 3 cards to generate a jewel. Player only had 2 cards in them deck. Player took 2 cards.
The Green player used the number 1 to generate a jewel. The number 1 is placed in the river.
The 5th card is placed in the river. The Green player adds a river rare card.
There are no replenishments as there are already 3 cards in hand.

The yellow player has 4 cards in their hand. They uses 1 heart to give one card to the red player.
There is no refill because They already their 3 cards in their hand.

The red player played one card in the field to revive the Phoenix. Normally,
they would put the Phoenix Deck at the bottom of their deck, but their deck was already run out.
They replenished their hand with 3 cards from the Phoenix Deck.

Gain Star Tokens

There are 6 stars in Stage A. You will clear the stage if you gain four of them. Once you have gained the stars, place them in the area marked with the four star icons in the stage sheet area.

Pass jewels to Eternals 1, 2, and 3 from the left of the resurrection area.



Pass jewels to Eternals 4, 5, and 6 from the left of the resurrection area.



Resurrect 9 Eternals
You will gain a star when you place the 9th Eternal in the resurrection area.

*No need to pass jewels.

Generate jewels with recipe 1,5,9.
You can gain both a jewel and a star.
Rare cards can be used as any numbers & any colors
You can also use multiple rare cards.



Clear the 4th laps of the bottom row field.
You will get a star as a 4th laps bonus.



Use 3 ability cards of A Eternals.
For Stage A only, ability cards of A Eternals are placed in the stage sheet area.
When you place the 3rd ability card, you will gain a star.
*This is a limited star token for Stage A.



Ability cards



GHOST

Everyone will reveal their cards and discuss them until the end of their turn.



WITCH

Generates any jewel without using a card.
Cannot be used in recipe 159.
*Can also be used in river recipes in stage F.



MEDUSA

If there are rare cards in the discard area, take one and place it in the river bonus area.
*You may check your discard area before using an ability card.



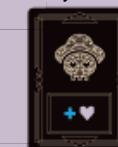
KRAKEN

Add any 2 cards from the river to your hand.
*If there is only 1 card in the river, you can only add 1 to your hand.



A Eternals

In Stage A only, ability cards are placed in the stage sheet area. You gain a star when you place your 3rd ability card. In other stages, you gain the star bonuses. Star bonuses vary from stage to stage. No star tokens are placed. After activating their effect, ability card is moved to the discard area.



SKELETON

Recover 1 heart (move from right to left). If all 3 hearts are unused (left), playing the card will not activate the effect. Move it to the discard area.



MINOTAUR

Exchange this card for any card on the field. This card on the field is treated the same as a rare card.
*This card cannot be exchanged for a Camp card placed on the field during the 4th laps bonus.



MUMMY

Add a total of 3 cards from any deck to your hand.
*After adding the first card to your hand and looking at it, you can choose the second card from a different deck. Similarly, choose the 3rd card from any deck.



Let's actively discuss.

It is prohibited to directly talk about information of number cards in your hand, but it is recommended to talk indirectly.

■ You cannot talk specifically about the "number" or "color" of number cards in your hand.

You cannot talk specifically about things like "I have the number 1 in my hand."

■ You can talk about information other than number cards in your hand.

- You can talk about information of rare cards, ability cards, and skull cards (other than number cards) in your hand.
- You can talk about information of cards that you have already used on the field, in the river, or in jewels.

With the cards in my hand now, I can place it here, but I can't place it here.

I'm thinking of generating this jewel next.

Oh, it looks like the yellow player is running out of cards.

Can I get a river rare card next?

I'm using a Phoenix deck, so when I play a high number, it becomes red.

If you get a Phoenix green 3 card, I want you to place it here.

It's not green 3, but I can place it there.

The Phoenix curse prohibits the number 1, so I can't place it here (I have the number 1 in my hand).

Who will revive, the Mermaid or the King?

The Mermaid ban on the number 4 is tough.

It's okay because I can remove the Mermaid curse right away.

If you use the King, it will be easy to make a 159 jewel.

It looks like we can clear it if we get the 4th laps bonus star.

I can place it here and here to get that star.

The yellow player is running out of cards before we can get the star.

Oh no! I'm out of cards.

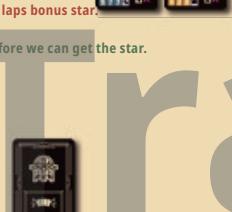
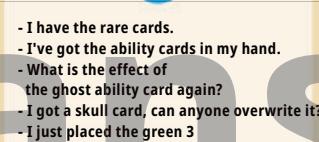
Now, use the ghost ability card.

Next, gift this card to the yellow player.

I'll place the card here.

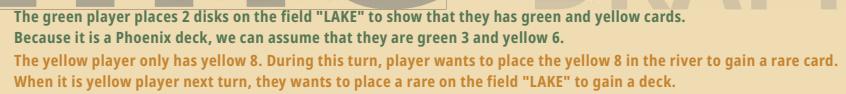
If I place the card I received here...

"We can clear it !!!"



Communication Discs

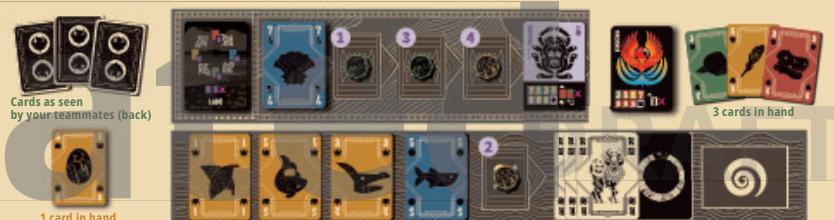
You can freely place or return disks at any time to show your intentions.



The yellow player only has yellow 8. During this turn, player wants to place the yellow 8 in the river to gain a rare card.

When it is yellow player next turn, they wants to place a rare on the field "LAKE" to gain a deck.

1 2 3 4 If you can place them in this order, you will be successful.



PRACTICE

A simulated experience before you depart.

Before you depart, train hard to prepare for an encounter with the Eternals.

We have prepared a "Practice Mode" for those who are just starting to play board games or who want to understand the rules while playing the game.



- No stars are used.
The clear condition for Practice Mode is to revive 9 Eternals.

Set up of Field cards

Field cards are prepared with "MOUTAIN" on the top row, "CAVE" on the middle row, and "GOLEM" on the bottom row.



Set up of Eternals

- Set up 3 A Eternals on the top row of the field. Remove one from the game using a 4-sided dice (see Set up Eternals on the right page). Since you will not be using ability cards, remove the ability cards of each Eternals from the game.
- In the middle row of the field, set up B Eternals in the same way as in the top row.
- On the bottom row of the field, set up the golems Alpha, Gamma, and Delta. Shuffle the random deck face down and prepare 8 cards for each of the 3 golems. Remove the remaining random deck from the game. Place 1 jewel on each golem.

Resurrect the Golem and break the curse of the Eternals

- You cannot generate jewels during your turn.
The way to break the curse of the Eternals is to revive the golem.
Revive the golem, can use the jewel on the golem.
Just like when you generate the jewels normal rules,
you pass the jewel to the revived Eternals.
If there is no Eternals to pass the jewel to, the jewel will remain on the revived golem.
The jewel cannot be passed to other Eternals.



- No hearts are used.
During your turn, you can "give a card to your teammate" just like the normal rules, but you don't use hearts.
You can give cards from your hand to your teammates as many times as you like.

- The 4th laps bonus is not used.
The field closes at the 3rd laps.



GAME MODE

Game setup and difficulty settings

Game set up

- 3 Eternals of the same family will appear randomly in the game.

There are 4 Eternals of the same family.
Use a 4-sided dice to remove 1 Eternals from the game.
For example, the A Eternals are A-1 Phoenix, A-2 Mermaid, A-3 King, and A-4 Fairy.
If you roll a 4-sided dice and rolled 2, remove A-2 Mermaid and use the remaining 3 in the game.

Set up for 3-player games

In 3-player games, prepare a 3-player jewel sheet in the jewel area.
Compared to a 4-player game, your deck will be less likely to run out, but the total number of jewels will be reduced.
Discuss with your teammates which Eternals you should pass your jewels to.

Set up for 2-player games

In 2-player games, the start deck will increase from 5 to 7 cards.
After each player has decided on their player color, they can choose their sub-color in any way.
Shuffle the start deck of the sub-color face down and remove 3 cards from the game.
Put the remaining 2 cards face down at the bottom of the start deck to make it 7 cards.

4 game difficulty levels

Stages ABCDE have 4 games difficulty levels: Beginner, Standard, Expert, and Professional.
If you are familiar with board games, clear the stage on "Standard" or "Expert".

1. Beginner (Easy) : Recommended for those who want to enjoy board games with others.
2. Standard (Normal) : Recommended for those who are familiar with board games.
3. Expert (Difficult) : Recommended for those who are familiar with this game.
4. Pro (Challenging) : Recommended for those who want to take on a high level of difficulty.

For players who want to graduate from this game, we have prepared a final stage F.
Give it a try one last time.

What did you think of Stage A: Beginner Mode?
The real beginning of this game is reading the separate Rulebook.

