

OVERREALM

A Two-Player Card Game

2 Players | 30 - 60 Minutes | Ages 12+

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Components

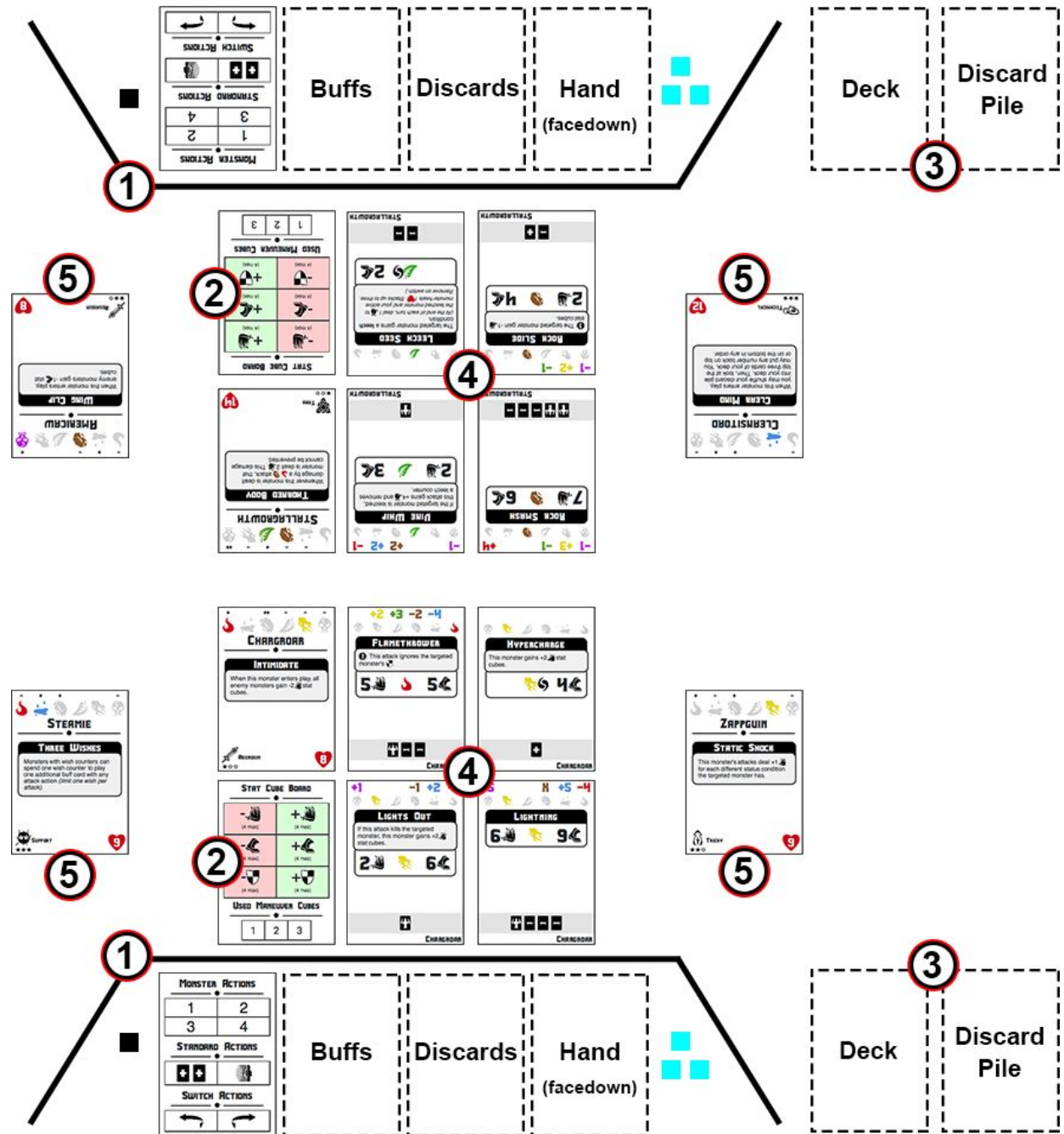
- 20 Monsters, each with:
 - 1 Monster Card
 - 4 Action Cards
 - 4 Buff Cards
 - 1 Reference Card
- 4 Action Boards
- 4 Stat Cube Boards
- 8 Standard Buff Cards
- 4 Player Shields
- 12 Maneuver Cubes
- A variety of tokens (lots of cubes, dice for damage, etc)

Setup

After determining your **Mode of Play** (detailed below), selecting your pool of monsters, and retrieving their associated cards (the following directions are for both players):

1. Place your Player Shield in front of you, with your monsters, Action Board, and three Maneuver Cubes (three per player) behind it (all of which are hidden from your opponent).
2. Place your Stat Cube Board in front of the player shield (visible to your opponent).
3. After **Choosing your Team** (detailed below), form your deck by collecting the buff cards associated with your team of monsters (there will be 4 for each monster) as well as the two standard buff cards (your buff deck will then be 14 cards - 12 from monsters and 2 from standard). Shuffle your deck and place beside you.
4. Place your active monster card and its action cards in front of the Player Shield, and arrange the action cards in a 2 by 2 grid (the placement for each action does not matter).
5. For the two non-starting monsters, place one to the left of you, and the other to the right (which is placed where is irrelevant).

Both players draw two cards and you're ready to play!



Modes of Play

There are a couple different modes of play in OverRealm:

- **Drafting**

- Randomly select and shuffle 4 * [the number of players] monster reference cards together, and deal them out to each player. Each player secretly selects 1 monster from those cards, then passes the remaining monster cards to the left. Repeat this process until all players have 4 monsters.

- **1v1 Casual**

- Randomly select 8 monster cards from the full pool of monsters and collect their respective Reference Cards. Shuffle the 8 reference cards, and deal 4 to each player. Both players will then secretly and simultaneously select 1 monster from the 4 cards. Then the players will exchange the remaining 3 cards and select another monster. All monsters selected after the first are revealed to each player. Keep doing this until both players have 4 monsters.

- **1v1 Competitive**

- Players select 5 monsters they would like to use from their personal supply of monsters.

Choosing your Team

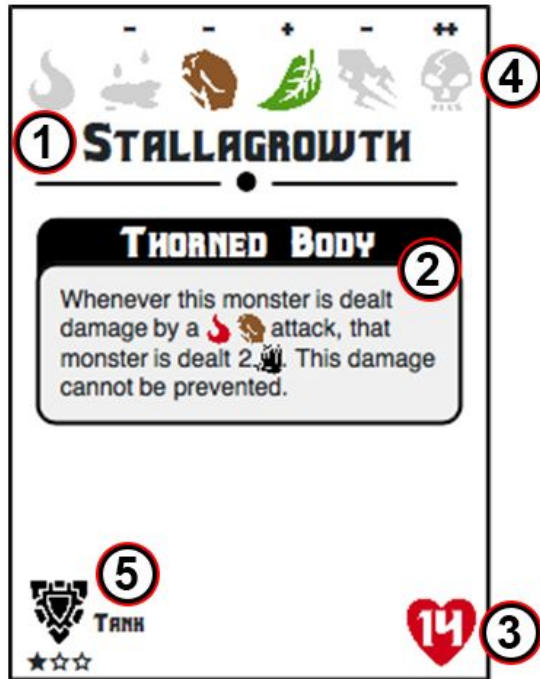
At the start of each round, you will secretly select 3 monsters to bring into the round that compose your team.

Players will choose their teams secretly and simultaneously. Take the associated monster cards of the 3 you have chosen, and place them face down in a triangular pattern - one above the other two, all face-down.

Once both players have done so, you simultaneously reveal your selections. The monster at the top is your active monster. The other two are placed beside your active monster, one on each side.

The monsters not selected are put to the side and will not be used for the remainder of the game.

Monster Cards



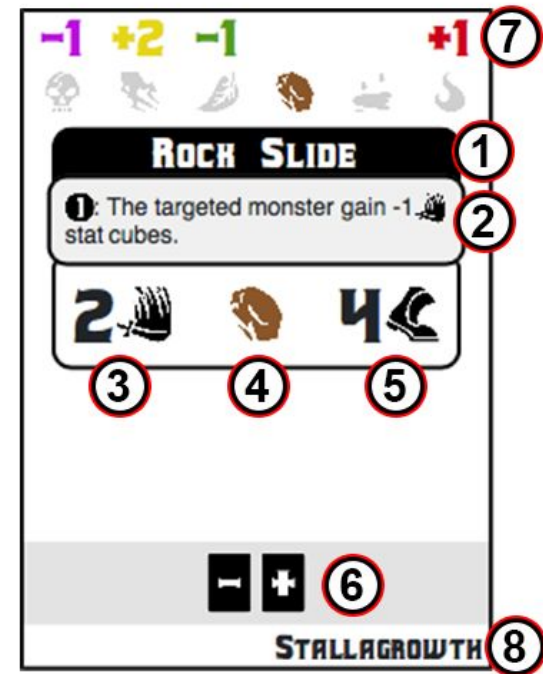
Monster Cards have several unique attributes:

1. Monster name
2. Monster ability name and ability text
3. HP (hit points)
4. Elements of the monster (this monster is of both Rock and Leaf elements)
5. Role (loosely describes the monster's playstyle) and complexity (loosely describes how hard the monster is to play)

Above the elemental symbols of each monster card, there are + and - icons. These indicate which elements are strong against that monster. The + icons indicate elements that will deal **more** damage to the monster, and the - icons indicate elements that will deal **less** damage to the monster. These help you get an idea of its elemental strengths and weaknesses at a glance.

For this monster, **Stallagrowth**, 🦠 deals **a lot** of extra damage to it, 🌿 deals extra damage, 🔥 deals a normal amount of damage, and 💧🪨⚡ deals less damage.

Monster Actions



Monster action cards have several unique attributes:

1. Monster Action name
2. Monster Action ability (not all monster actions have an ability)
3. Denotes that this is a Monster Attack action that deals 2 damage
4. Denotes the element of this action (this one is 🪨)
5. Denotes the speed of this action
6. Card section, which can feature 3 different icons:
 - + - draw, + - buff, - - discard
7. Elemental modifiers, dealing more/less damage depending on the element(s) of the opponent's monster (the colored element is always the same as #4)
8. The name of the monster



Buff Cards



Monster buffs have several unique attributes:

1. Buff Card Timing
2. Buff ability text
3. Flip success (✓) or fail (✗)
4. The monster the buff card is associated with

Each monster has 4 buff cards. Your deck consists of the 4 buff cards from each of the 3 monsters in your team, plus the 2 Standard buff cards. Buff cards are used for either:

- Discarding them for actions with 
- Enhancing monster attack actions with buffs 

When enhancing actions with buff cards, players may select a buff card from their hand for each buff symbol on the selected monster action. Buff cards are chosen before the Action Phase, so before your opponent has revealed their selected action.

NOTE: You can buff monster attacks with any buff card in your hand - they do not have to match your active monster.

Phases of a Turn

Each turn is simultaneous (players don't have their own individual turns). Below is a brief overview of the phases of each turn in the order they occur.

1) Start Phase

- All abilities that trigger at the start of turn occur now

2) Selection Phase

- Both players secretly place their action cube on one of the eight potential actions on their action boards

3) Action Phase

- Both players reveal their selected actions and then resolve them:
 1. Standard actions resolve
 - Pre-Switch Timing
 2. Switch actions resolve
 - Pre-Attack Timing
 3. Monster actions resolve (With Attack Timing)
 - Post Attack Timing

4) End Phase

- Players that did not use switch actions or counter this turn draw one card
- Remove one time counter from each Team Aura
- Activate end of turn abilities

How to Win

KO all three of your opponent's monsters to win. Monsters are KO'd when their HP is reduced to 0.

Start Phase





Any abilities that trigger at the start of a turn occur now. That's it!

Selection Phase

During the Selection Phase, you will secretly place your action cube on one of the 8 spaces on your action board.

These 8 actions are split into 3 groups: Monster Actions, Standard Actions, and Switch Actions.

When you select any action, you must place your remaining hand face down behind your action screen (as seen in the setup diagram).

MONSTER ACTIONS	
1	2
3	4
STANDARD ACTIONS	
	
SWITCH ACTIONS	
	

Monster Actions:

Monster Actions, labeled 1 - 4, correspond to players' active monster's 4 action cards, arranged in a 2 by 2 grid.

When you select a monster action, you must place the used buff cards behind your player screen and the required discards behind your player screen (as seen in the setup diagram). These decisions are made before reveal!

Switch Actions:

Switch Actions enable you to change your active monster, replacing your active monster with the monster to your right or left (as denoted by the arrow).


There is no cost for switching, but you do not draw a card at the end of the turn if you perform a switch action. Switching also removes all stat cubes from your stat cube board (detailed later).

You cannot switch to KO'd monsters.

NOTE: Monsters that have abilities that trigger when they enter play do in fact trigger at the start of the game.

Standard Actions:

There are two different Standard Actions. When you select the **Draw Cards** Standard Action, you draw 2 cards as your action for the turn.

The other Standard Action is **Counter** . When you select the Counter Standard Action, this protects your active monster this turn from your opponent's monster action. If your active monster is targeted by a monster action, your opponent's active monster loses HP equal to the number of cards that player discarded and played as buffs.

Using the Counter action requires you to discard one maneuver cube. If you have no more maneuver cubes, you cannot use Counter.

Protected Monster Actions:

Maneuver cubes can also be used for Protected Monster Actions. To perform a Protected Monster Action, you may select a Monster Action by placing a maneuver cube on the Monster Action space instead of the normal action cube.

Protected Monster Actions are just like monster actions, except that you also ignore **all** elemental modifiers for the remainder of the turn, for both players. Protected Monster Actions requires you to discard one maneuver cube. Just like with the Counter Standard Action, players without maneuver cubes cannot perform Protected Monster Actions.

If you find yourself in a poor matchup but still want to safely perform one of your active monster's actions, use a Protected Monster Action!

HOWEVER, if both players perform Protected Monster Actions, elemental action modifiers are instead **NOT** ignored for the remainder of the turn.






Reminder: Place spent maneuver cubes on your Stat Cube Board

Action Phase

After both players have secretly selected their actions, you simultaneously reveal your selected actions. Actions occur in a specific order:

1. Standard Actions
2. Switch Actions
3. Monster Actions


Monster Actions Detailed

Monster Actions come in four types - attack , status , reaction , and team aura . Regardless of the type, Monster Actions may require you to discard a number of cards in order to use, as denoted by the number of these discard symbols . This is known as an action's discard cost. You must discard a number of cards from your hand equal to the discard cost of the action. This is done **behind your player shields and before reveal**. If you have fewer cards in your hand than the action's discard cost, you cannot use that action.

Likewise, actions with the draw symbol let you draw that many cards **after reveal**.

If both players reveal monster actions, the faster action (the action with the greater speed value) goes first. If there is a speed tie, they occur simultaneously see **Speed Ties**).

Monster Actions - Attack

A monster action is an attack if it deals damage (). When resolving a monster attack, align the top of the action card with the top of your opponent's active monster. For each action modifier that aligns with your opponent's monster's elements, apply that modifier to your attack's damage number.

NOTE: All attacks, regardless of modifiers or stat cubes, always deal 1 damage.

NOTE: Attacks may have additional effects. All attack effects are applied during the With Attack timing window (see **Buff Timing**), unless otherwise stated.

NOTE: Only monster attacks can be buffed.

Monster Actions - Status

A monster action is a status if it has this icon beside its element. Status actions behave just like attacks except they do not deal damage. These actions usually make your monster stronger or make your opponent's monster weaker. Use them to gain the upperhand in battle.

Monster Actions - Reaction

A monster action is a reaction if it has this icon beside its element. Reaction actions only activate if the condition described in its ability text is true. If not, the action does nothing. These actions require you to correctly anticipate your opponent's next move for great effect.

Monster Actions - Team Aura

A monster action is a team aura if it has this icon beside its element. Team Aura actions create ongoing benefits for your active monster for a number of turns, as denoted by the number beside the team aura icon, called its duration. Put a number of time counters on this action card equal to the action's team aura duration value. At the end of each turn, remove a time counter.

While this action card has time counters on it, the team aura effect is active. This effect is active even if that monster is not your active monster.

NOTE: Team auras can never have more duration counters on it than its printed duration value.

NOTE: When a monster has a Team Aura with time counters on it and switches, keep that Team Aura action card visible to show that its effect is still active. When all of the time counters are removed, return the card to the monster.

Speed Ties

When both players select action's with the same speed, while they technically resolve at the same time, that's not really possible in a card game! Therefore one of the players resolves their action first, then the other player resolves second. However, none of the abilities from the first player's action will impact how the second player's action resolves. For example, if the first player's attack would reduce the second's monster's HP to 0, this does not prevent the second player's action, because these actions resolve simultaneously. Therefore, there is no advantage in which player resolves their action first. Also, this does mean that games can end in ties if both actions KO each other.

Buff timing

Buff Cards have four stages of timing, which denote when they occur during the turn. These timings are Pre-Switch, Pre-Attack, With Attack, and Post Attack.

Buff Card Timing - Pre-Switch (I):

Buff Cards with **Pre-Switch** timing occur after Standard Actions but before any Switch Actions occur.

Buff Card Timing - Pre-Attack (II):

Buff Cards with **Pre-Attack** timing occur after Switch Actions but before any Monster Actions occur.

Buff Card Timing - With Attack (III):

Buff Cards that have **With Attack** timing occur when that player's selected monster attack action is being resolved, but before calculating damage.

NOTE: If an attack action enhanced with a **With Attack** timing buff is prevented by another ability (like **flinch**), the attack never occurs, therefore the buff's ability is prevented.

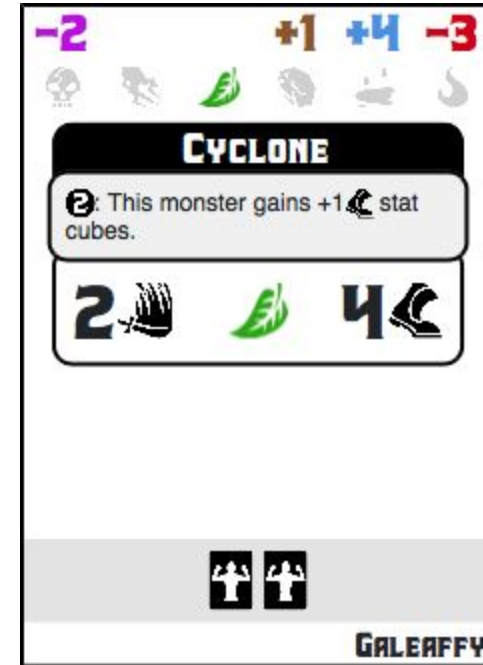
Buff Card Timing - Post Attack (IV):

Buff Cards with **Post Attack** timing occur after all monster actions have been resolved.

Flipping Buff Cards

Many monster action abilities or buff abilities start with ❶, ❷, ❸. These actions require you to flip over the specified number of cards from the top of your deck before resolving anything else from the action. After each flip, if the flipped card has a success symbol (✔), the ability resolves and you stop flipping. If all flipped cards have a fail symbol (✘), the ability does not resolve.

IMPORTANT: You still perform monster attacks if your flip was unsuccessful, just not the attack's ability. Think of these as added benefits!



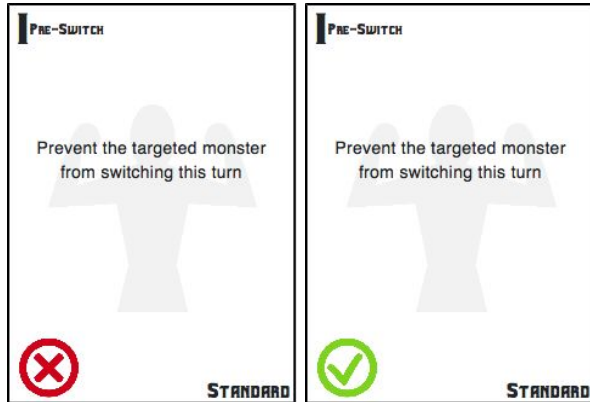
Let's say your active monster is Galeaffy and you selected its monster action Cyclone this turn. When it's time to resolve the action, you would first flip over the top ❷ cards of your deck. If the first flipped card is (✔), the ability resolves and you stop flipping cards. If that flipped card is (✘), flip the next card (because it's a ❷). If the second flipped card is (✔), the ability resolves. If the second flipped card is (✘), the ability is unsuccessful and you stop flipping cards.

If you have no more cards in your deck and need to flip cards, shuffle your discard pile to form a new deck. Then continue to flip cards.

NOTE: If multiple different flip abilities are to be triggered during the same timing, you choose the order in which they resolve.

Standard Buff Cards

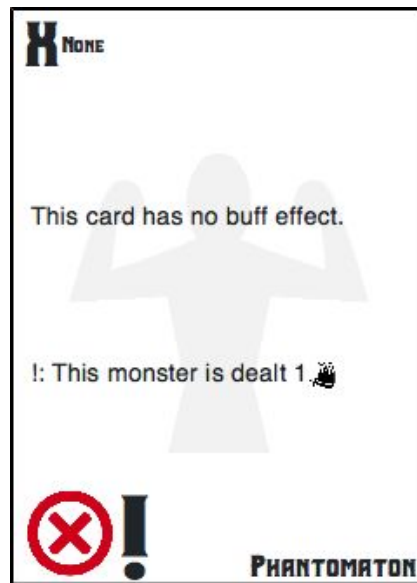
When forming your buff deck at the start of a game, both you must include these two Standard buff cards. Including these in player's decks makes switching monsters potentially less safe. It's wise to be aware of how many of these are in your opponent's discard pile.



Flip Events

Some buff cards have an exclamation mark beside their flip success icon, which denotes a Flip Event. When flipping buff cards for flip effects, whenever a Flip Event buff is revealed, you must resolve the buff card's corresponding Flip Event ability before flipping additional cards.

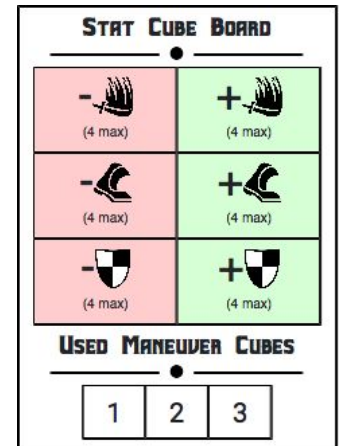
Whenever this card is flipped, your active monster is dealt 1 damage. Ouch. I never promised they'd be beneficial (but most are)!



Stat Cube Board

Some abilities have monster's gaining stat cubes. Stat cubes modify your active monster's stats. These can either be beneficial or detrimental.

When gaining positive (+) stat cubes, place the number of cubes on the corresponding green space. When gaining negative (-) stat cubes, place the number of cubes on the corresponding red space. If you gain positive cubes for stats that you already have negative cubes for, instead remove the negative cubes (and vice versa). Each stat can have a maximum of 4 stat cubes. When you perform a Switch Action, remove all stat cubes from your stat cube board.



The bottom of the board is used to track how many maneuver cubes you have used. When you use a maneuver cube, place it on the right-most available slot.

Attack Stat Cubes:

Attack Stat Cubes modify the damage value for all of your monster attack actions. If you have 3 + stat cubes, each of your active monster's attack actions deal an additional 3 damage. Likewise, if you have 3 - stat cubes, each of your active monster's attack actions deal 3 damage less. **Remember**, attacks always deal at least 1 damage, even if the value is negative!

Speed Stat Cubes:

Speed Stat Cubes modify the speed value of all monster actions. If you have 3 + stat cubes, each of your active monster's actions are 3 faster. Likewise, if you have 3 - stat cubes, each of your active monster's actions are 3 speed slower.

NOTE: Monster actions can never have a speed lower than 0.

Defense Stat Cubes:

Defense Stat Cubes modify the amount of damage your monster takes from attacks. If you have 3 + stat cubes and your monster is hit with a 5 damage attack, your monster takes 2 damage (5 - 3). Likewise, if you have 3 - stat cubes, and your monster is hit with a 5 damage attack, your monster takes 8 damage (5 + 3).

End Phase

After you and your opponent have resolved your selected actions, draw 1 card if you did not use a Switch or Counter action.

Then, remove 1 time counter from each Team Aura.

Finally, both resolve any abilities that occur at this time.

After this has been done, a new turn begins with the Start Phase.

KO'd Monsters

Monsters are KO'd when their health points are reduced to 0. Monsters can get KO'd during any phase. Whenever a monster is KO'd, the player controlling that monster selects one of their other monsters to be their new active monster.

If both players' monsters are KO'd at the same time, both players perform switch actions secretly, reveal their choices, and put those monsters in play.

NOTE: KO'd monsters can never recover HP.

Conditions

Many monsters have actions or buffs that apply certain conditions. All conditions remain on monsters until the end of the game, even when they switch, unless otherwise stated.

Deck & Hand Limit

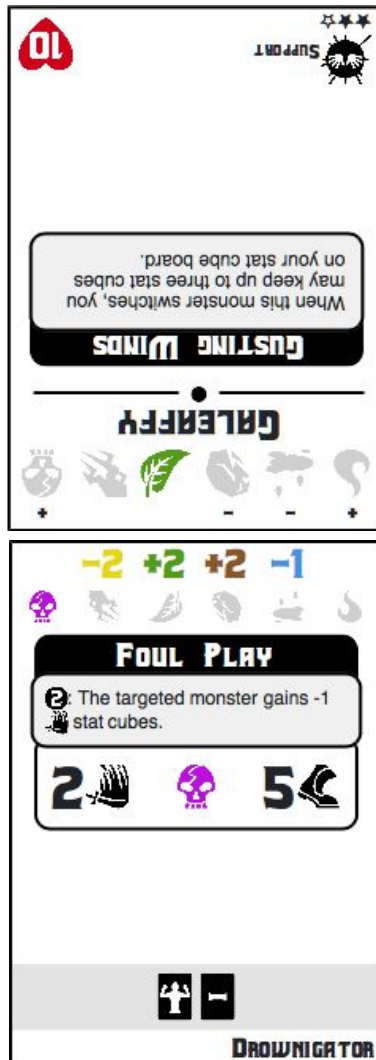
Whenever you need to draw cards from your deck but your deck is empty, shuffle your discard pile to form a new deck. Then draw the requisite number of cards.

Players have a hand limit of 7 cards. If players would draw cards while having 7 cards in their hand, players do **not** draw additional cards.

(Why not draw cards and choose cards to discard down to the max hand size? In the instances where players draw card at the same time, you don't want to create a situation where one player waits for the other to discard, thus informing their decision)

Attack Example

Calvin selected the below action **Foul Play** from his active monster **Drownigator**, targeting his opponent's **Galeaffy**. In order to play this card, Calvin discarded one card from his hand. While he could have enhanced the attack with a buff card, he opted not to.



Attack Example (continued)

Before any damage is applied, all flip effects are resolved first.

Calvin flips 2 cards from the top of his deck into his discard pile to see if **Foul Play's** ability activates. The first flipped card has a ❌, but the second flipped card has a ✅ (Calvin got lucky). Therefore, the ability resolves.

Now all the damage and effects are applied.

Calvin's opponent Daniel places one stat cubes on the -👤 part of his stat cube board, to denote that **Galeaffy** has -1👤.

Next, damage is applied to **Galeaffy**. **Foul Play** deals 2👤, plus +2👤 because **Galeaffy** is 🍀, dealing a total of 4👤. Daniel places 4 damage tokens beside **Galeaffy** to denote this damage.

Action Phase Example

Calvin selected the below action **Typhoon** from his active monster **Cleansitoad**, targeting his opponent's **Flexferno**. In order to play this card, Calvin discarded one card from his hand for the **Typhoon** monster action. Because **Typhoon** has 3 buff icons, Calvin has additionally enhanced this attack with these 3 buffs from his hand. The Flexferno buff Calvin chooses to play requires another card to be discarded. Calvin does so now, before reveal. Daniel selected a switch action. Both players reveal their actions.

First, all switch actions resolve first. Daniel switches his active **Flexferno** to **Chargroar** (because ⚡ moves are strong to 🔥 monsters but weak to ⚡ monsters!). Then, during the Pre-Attack timing window, Calvin's Pre-Attack buff resolves. Calvin puts 1 🗯 stat cube on the + side of the board. Then, during the With Attack timing window, multiple abilities resolve and Calvin chooses the order. First he resolves the Cleansitoad buff card, flipping over the top card of his deck. The flipped card reveals an ❌, so that buff effect does not resolve. Then Calvin resolves the Flexferno buff card, flipping over the top two cards of his deck. However, his deck only has one card. Calvin flips over the card card in his deck and reveals a ❌. Calvin then shuffles his discard pile to form a new deck, then flips over a second card from his newly refreshed deck, revealing an ✔. Because one of the cards shows ✔, the buff ability resolves. Daniel's **Chargroar** gains a burn condition. Finally, **Typhoon's** ability resolves, granting the monster attack +2 🗯 because 2 of the played buffs show ✔.

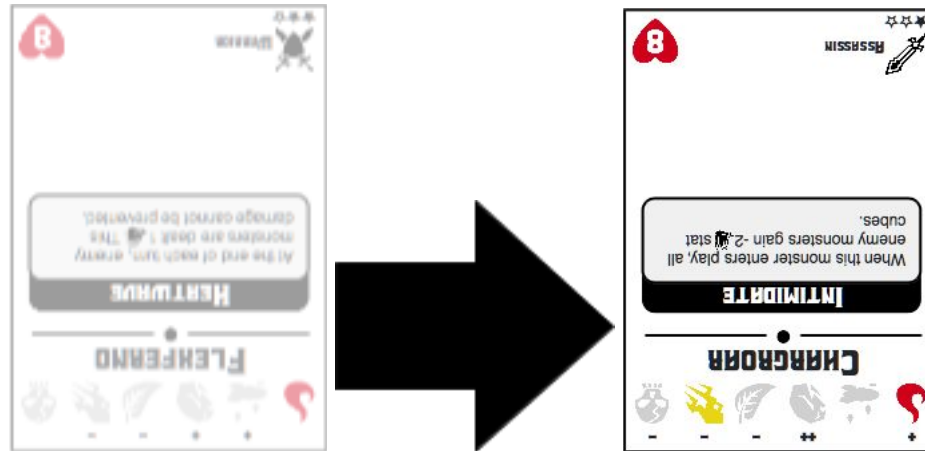
Before elemental modifiers, **Typhoon** deals: 1 🗯 (the attack itself) + 2 🗯 (**Typhoon's** ability) + 1 🗯 (stat cube) = 4 🗯

Now applying elemental modifiers: 4 🗯 + 3 🗯 (🔥 modifier) - 3 🗯 (⚡ modifier) = 4 🗯 (looks like they canceled each other out!)

Therefore, Daniel's **Chargroar** is dealt 4 🗯. (if Daniel had not switched to **Chargroar**, this attack would have done 7 🗯 - smart switch!)

Action Phase Example Diagram

Daniel's cards:



Calvin's cards:

