

Kipukas Rule Book

Two Player Domination

December 25, 2023



is a link back to here!



is a link to the Kipukas binder!

Game Forward (you may skip if you prefer)	1
Background (can also be skipped)	2
Win the game	3
Required Game Pieces	3
Initial Setup and Explanation	5
Game Setup	9
Diel Cycle and Turn Advancement	10
Day	10
Night	11
Storm	11
Card Variations Used in Game Play	11
Allele	12



Character and Species (Soul) Cards	12
Typing Summary and Example	12
K.E.A.L. Means	13
Archetypal Material	13
Habitat	13
Soul Type	14
Archetypal Adaptations	14
Motivation	15
Tameability	16
Rouge Species	17
Taming Rouge Species	17
Affinity	17
Attack, Defense, and Retreat	18
Defeating a Soul	18
K.E.A.L. Means Damage, Healing, and Tolerance	18
Methods of Attack Against K.E.A.L. Means	19
Methods of Defense Against K.E.A.L. Means	19
Final Attack	19
Brawl in the Event of a Tie	19
Retreat	20
Descriptive Example	21
Terrain Feature Cards	22
Random Territory Selection	22
Trap Cards	22
Sabotage Cards	23
Item Cards	23
Crafting	24
Equip Items to Souls	24
Recipes	24
Personal Effect Cards	25
Play Effect Examples	25
Stealing Cards	25
Discarding Cards and Deck Runout	26
Card Placement	26
Building Decks	27
Incubation Cards	28
Structure of a Deck	28



Maps a.k.a. The Kipukas	28
Movement	29
Moving Downed Souls	30
Claiming Territories	30
Contention	30
Card Activation Sequence	30
Geography	32
Mats	33
Challenging BS	33
This game is hard	33
Story challenging your opponent	33
Play Style options	34



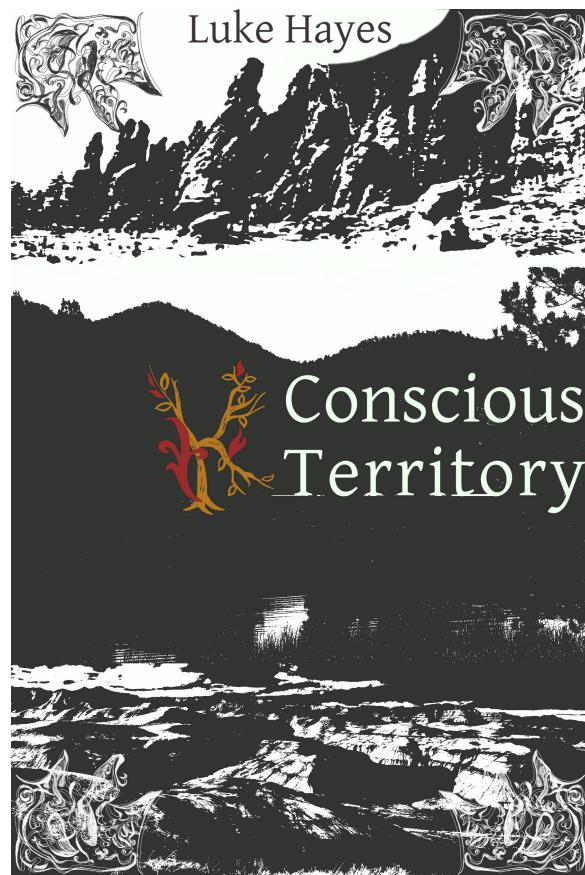
Game Forward (you may skip if you prefer)

Kipukas is a game which draws the best concepts from creature card games and melds them with land conquering play. While I have personally enjoyed playing in other competitive card based games, I grew frustrated with becoming attached to certain characters, styles, and strategies only to have them become re-released, competitively invalid by the latest deck release, or banned due to corporate oversight. On top of this, game companies tend to produce very poor quality cards which are not meant to last, yet some manage to reach unfathomable prices not worthy of the underlying paper. Kipukas seeks to be different. I want Kipukas, both as a game and a durable good, to outlast myself. By making cards which are updatable without new releases, we keep all the cards we produce competitively relevant. Additionally, with most cards produced at extremely low rates, Kipukas challengers are much more diverse and play mechanics are protected from having to be changed due to our oversight. While most land conquering games are enjoyable as well as strategically challenging, I was dissatisfied with the amount of pure luck the games hinge on. By combining with the complex card v. card mechanics, Kipukas battles feel more engaging, all the while retaining the larger scale strategies of the land conquering play. While complex and entertaining play is great, I want Kipukas to take on deep meaning and help spread that to many wonderful people in this world. Kipukas will set industry standards for innovative play, company interaction and support of fan base, and environmental impact. Additionally, I hope many find Kipukas as enjoyable as I have found my competition. Better yet, more so.



Background (can also be skipped)

Kipukas is a visualization of a world where society creates new worlds as they see fit. Each of these worlds are known as kipuka, which comes from the Hawaiian word for 'land between lava flows', and is symbolic of the destruction and rebirth of worlds. Cloning and genetic manipulation are the preferred methods of populating, expanding, and manipulating the worlds. In the game, the kipukas are represented by the 3D game map and the souls take life in the cards. The game represents the strife to control the world, while the players provide the motivation for the strife. The companion book series, Conscious Territory, which takes a deep dive into these concepts, is in progress with the first three chapters released and ready for reading. I have personally enjoyed working the concepts and hope you will enjoy contemplating them as well.



Win the game

Get off to a good start and establish base camps across the board. Win fights and think strategically to take your frenemies base camps and if you dare their capital! Once one player claims all base camps and capitals, they dominate the kipuka and win the game.

Required Game Pieces

(Below are the items needed for 2 players per game)

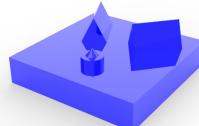
2 Devices Android Phone, Apple Phone or Computer. This one is up to you to provide.

QR Reader App Kipukas uses stylish, but tough to scan QR codes. We recommend that you use Cognex Bar Code Reader (Closed Source) or Binary Eye (Open Source) as we have tested them and know they work. Though, it is possible that other apps, such as your stock camera app, will work for playing kipukas. If you don't want to use the QR codes, you can look up your card's play data at <https://www.kipukas.cards/>

2 Token Sets One set includes 10 Soul tokens, 11 Base Camp tokens, and a Capital token.



Capital: The hardest area to take.



Base Camp: The standard base of operations.



Soul Token: This shows soul position on the map.

2 Dice Sets One set includes 2 six sided dice, a 20 sided die, and a Diel Die.



D6: It's a die with 6 faces.



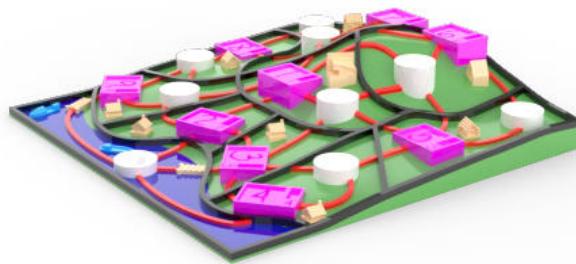
Diel Die: Controls day, night, and storm activity.



D20: It's a die with more faces!



3D Map of the kipuka This is the field of play where the souls move, battle, and claim.



Field Mat This organizes the play by keeping track of which cards are in which territory.

2 Card Decks One for each player. Both must be built with 30 cards and should meet the criteria listed at **Building Decks**.

2 Phone stands These make scanning the QR codes nice and easy.

Game Rules and Accompanying Reference Sheets Available online as a PDF that you should print if you prefer.

2 Dry erase board set Each set includes a board and marker. These are for used for aspects of attack and defense.

Countdown Tracker These are used for various game aspects.

Friend We can't provide this one. We measured, they don't fit in the box. Even if we succeeded, "Friend" would be a strong word.

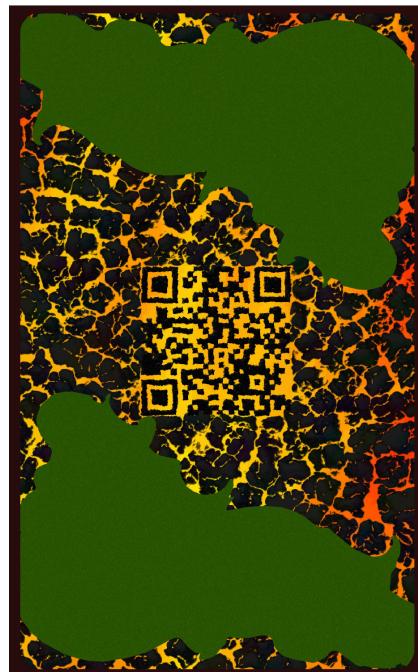
These are almost all provided in the starter kit for 2 players



Initial Setup and Explanation

(Skip if previously read)

Kipukas relies on cards, small game pieces, a game board, and a mat for play and play organization. The cards we produce do not include the play mechanics on the card as, to my knowledge, all other card companies do. Instead, we let the artist's work be as big and beautiful as possible. In fact, we do not even let the name of the card get in the way of showcasing artists talent. Instead, we have made the play data for every card we produce accessible from the QR code printed on their back. In order to make this

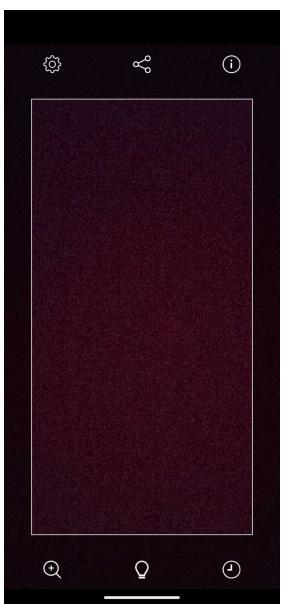


(above) Front and back of a the Kipukas card "Hilbert: King of Avian Frogs".

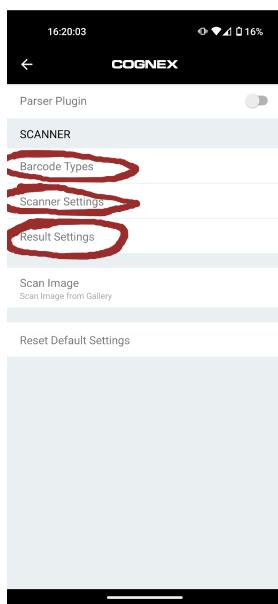
process as user-friendly as possible and until we finish development of an official Kipukas app, you will need a qr code reading app available from the Play Store and the App Store called Cognex bar code scanner. We would like to say that any qr scanner would work, but Cognex is the only app that has certain features that we need to make the qr codes work well. Once downloaded, you will need to change the following settings:

- Under Barcode Types turn off all but qr codes and in the qr code settings turn off micro

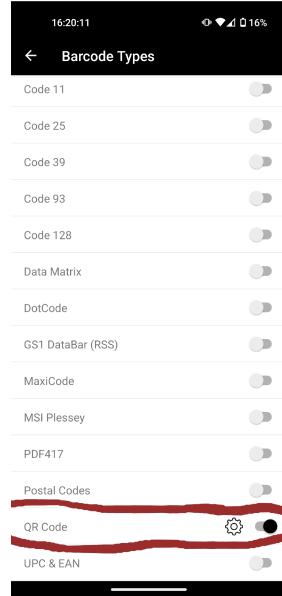




Cognex when launched



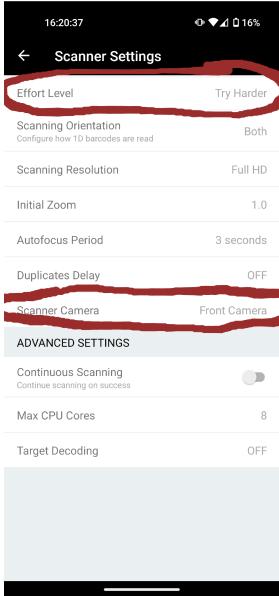
Cognex settings menu



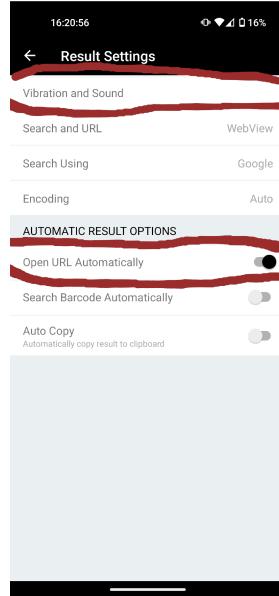
Setting Cognex to only scan for QR codes.

- Under Scanner Settings change effort level to Try Harder and scanner camera to front camera
- Under Result Settings: AUTOMATIC RESULT OPTIONS turn on open URL automatically then go to Vibration and Sound then turn off Vibrate and Play Sound.
- Exit settings then place your phone on the phone stand and hold the back of Kipukas card up to the camera. It should scan and take you to the information page for the card you just scanned. If not, please reach out. We will help you figure out how to make it work like it should.
- It is best if the phone doesn't lock for the duration of the game. Depending on your device, use caffeine mode or an equivalent. Also, depending on the size and health of your battery, you may want to plug it into a reliable power source.

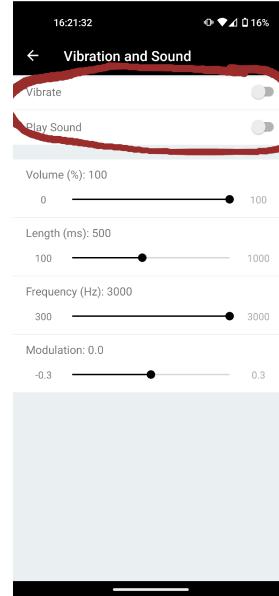




Cognex Scanner Settings
Menu



Cognex Results settings
menu



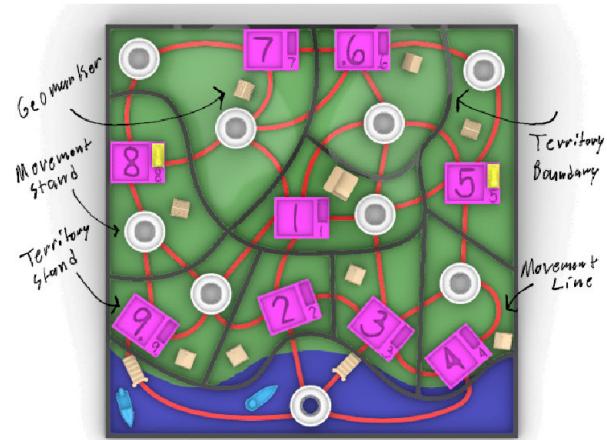
Turning sound off in
Cognex.



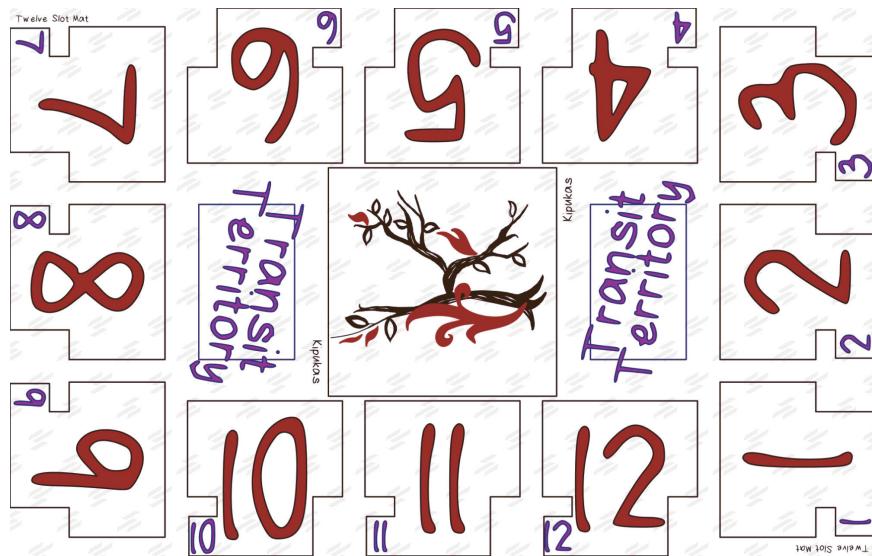
A last note about the cards. The center of the edge on the cards is colored to reflect their archetypal adaptation. This is a unique feature that allows players to see what type of card is on its way. Take advantage! Kipukas uses many small game pieces to keep track of play. All pieces should be treated as **choking hazards for children and pets!** **Do not let children under 3 years of age or pets play with the pieces** When done with the game it is your responsibility to put them back in their container, put that in the box with the rest of the game supplies, and put the box away from children and pets. **By continuing to play with our products, you**



acknowledge that Kipukas accepts no liability for damages incurred by the misuse of our products. The following image shows an example of our game board, a.k.a. the map or kipuka. For your convenience, it is labeled with token placement and boundary line nomenclature.



Note the numbers on each base camp stand. This is the reference for that territory. The following is an example of a mat that would be paired with the above map.



The slot numbers reference the territory numbers on the board. When cards are played, they are played on these slots. Once a soul token moves between territories, their corresponding card is moved from the old territory slot to the new territory slot on the mat.



Game Setup

1. Place the 3D map on the outlined square printed on the mat. Gather and place the required game pieces next to both players.
2. Unlock your phone, turn on caffeine mode, then open Cognex and place your phone on the stand with the screen facing you.
3. Each player declares an affinity for one archetypal adaptation for use over the duration of the game. Say “The *blank* are my crux.” where *blank* is an archetypal adaptation. For example, “The *brutal* are my crux.” (See **Affinity** for more information) (For a list of archetypal adaptations, see **Character and Species (Soul) Cards: archetypal adaptations**)
4. To determine who places first, see if any player would prefer to place first and play second. If either everyone or no one wants to place first, both players roll a 6 sided die. The higher roll places first and takes their turn second within a diel cycle roll for the duration of the game.
5. One player takes the first territory by placing their capital, the other player then takes a territory with their capital. After this, each player makes claims with base camps until both players have 3 territories. This will leave 2 to 4 territories unclaimed, depending on the map in use.
6. Place the personal effect card that you will be using in front of you. You are not obligated to reveal what it does until you use it. If you do not have a personal effect card, use the default effect. (See **Personal Effects** for more information) Note: Founder's Deck and Starter Decks do not include personal effect cards.
7. Respectfully shuffle each other's decks, then hand the deck back to its owner. DON'T BRIDGE THE CARDS! Slide the cards along one another, lifting then placing small groups to change the card order. Remember that these cards are fine art and should be respected as such!
8. Draw three cards from the top of the deck.
 - NOTE: This is your **absolute max** hand size. You cannot have more than three cards in your hand at any given time. Also, you cannot play more than 3 cards from your hand within a diel roll.
9. Begin the game on the turn of the player who placed their capital second. The first diel cycle is always day, followed by night. In this way, both players get the chance to play cards and refresh their hand once before diel cycle rolling starts.



Diel Cycle and Turn Advancement

If you followed along up to this point, you should now be ready to play the game! Let's go! The first thing you need to do is roll the diel die. It has faces that show a sun (day), a moon (night), and lightning (storm). This roll dictates the actions you can take over the course of this turn (one player's actions during the diel cycle), as outlined below. Numbers indicate the sequence of actions.

Each diel roll, and its turn actions, apply to all players.

Day

1. If enemies are in your territory, choose to attack or retreat (See **Attack, Defense, and Retreat** as well as **Maps a.k.a. The Kipukas: Claiming Territories: Contention** for more information)
2. Once you have resolved enemies, if any, in your territory you may skip the rest of this diel cycle if you don't see a good move to make.
3. After addressing contention, you can place one card into play. This can be a terrain feature, trap, or soul in revealed or unrevealed position on a territory you control. (See **Card Variations** for more information)
4. Reveal anor¹ move souls to adjacent spaces within their movement range if desired (See **Maps a.k.a. The Kipukas: Movement** for more information).
 - Upon movement into a territory where your opponent has unrevealed cards, your opponent will have you roll a D20 for trap activation. If one of these cards becomes activated, deal with the consequences. If no cards are activated, roll for detection. (See **Maps a.k.a. The Kipukas: Claiming Territories: Card Activation Sequence and Trap Cards** for more information)
 - If the transit or base camp stand that you moved onto is occupied, then attack the soul(s) in that space. You may wait until other souls have moved into the space to attack, but you must attack before the next diel cycle roll. (See **Attack, Defense, and Retreat** for more information)
 - If the space occupied is a base camp, and it is not under contention, place or replace a base camp token on the territory. (See **Maps a.k.a. The Kipukas: Claiming Territories** for more information)

¹anor is an elegant way to and/or



Night

1. If you so desire, you can discard your hand.
2. Draw cards to fill your hand back to three cards if your hand is diminished.
3. You may choose to craft any items, then play or hide them. (See **Item Cards: Crafting** for more info)
4. You may either play a sabotage card or lay a trap before the night concludes. (See **Sabotage cards** for more info)

Storm

Take Shelter! If a storm is rolled, any card caught in it i.e. not within a capital or base camp will take K.E.A.L. means damage and any downed cards will be removed from play. (See **K.E.A.L. Means Damage, Healing, and Count** for more information) Storm rolls apply to both players.

Card Variations Used in Game Play

In Kipukas there are several types of cards that compose a deck which are listed below with a qr code link to an example of the variation. Each has its own section to describe their specific role in the game play.



Character & Species Cards

Take and defend territories.
a.k.a. soul cards



Terrain Feature Cards

Modify play within a territory



Trap Cards

Act as a passive defense
for territories



Sabotage Cards

Interfear with opponents'
turn



Item Cards

Build and bolster other
cards



Personal Effect Cards

Grant each player a
game perk



Allele

These are the slight variations between cards. Some variations are planned, while others are spontaneous. These may include changes in presentation, play characteristics, etc.

Character and Species (Soul) Cards

These cards are the soul of Kipukas. Species cards tell the story of a species as a whole, while characters tell the story of an individual within a species. Until **tameability** is fully implemented, no playable differences between character and species cards exist. Throughout this guide, we refer to these as souls or soul cards when the context applies to both characters and species. Most souls have the ability to move and interact with traps and items, unless otherwise stated. (See **Trap Cards** and **Item Cards** for more information) We encourage you to develop story lines for your favorite cards to make the game more imaginative and personal. These should be pliable details each player develops through play in order to form the soul's personality. If you learn by example better than explanation, read Typing summary and example below first and check our website kipukas.us for game play through videos.

Typing Summary and Example

This is an overview of the mechanics involved when two souls lock in strife. If this is your first time reading this section, take a glance, then read further ahead for more specifics.

What modifies a roll?

Apply effect to all battle rolls

Affinity Type If the card's archetypal adaptation matches the player's declared **affinity** type, apply the bonus

Apply to K.E.A.L. means bouts

Habitat When the **geography** of a territory matches a soul's habitat apply the primary habitat bonus; otherwise, check if the secondary bonus applies.

Archetypal Material Check if the **archetypal materials** interact. If so, apply modifier to attack roll.

Apply effect to final attack rolls

Archetypal adaptions Check table, all **archetypal adaptations** interact unless alike.

Motivation Check table for **motives** modifier interactions.



Apply effect when a card says to

Terrain Feature Within a territory where a **terrain feature** has been staked, roll modifiers are applied, where applicable, to any card currently within the territory.

Traps Once triggered, certain **traps** attach to soul(s) then modify future rolls. Specifics dictated by the trap card in question.

Items Players may attach certain **items** and crafted items to a soul, which modifies that card's rolls according to the specific card or recipe.

Personal Effects Play specifics vary with the card, but generally target one player globally through the game.

K.E.A.L. Means

Each card has a unique set of qualities used in attack and defense called K.E.A.L. means. These must be injured or broken to defeat the card. (See **Attack, Defense, and Retreat** for more information) If a K.E.A.L. means becomes injured/broken, then the card which did so may not attack that K.E.A.L. means until it becomes healed. Other souls may; however, attack the injured K.E.A.L. means. Each part is composed of a material with archetypal qualities and is influenced by the habitat of the soul. By the way, K.E.A.L. stands for Keep Everyone A - Live and emphasizes the importance of every card you play.

Archetypal Material

K.E.A.L. means represent some physical trait or object that helps represent the soul it belongs to. These are all made of some manner of matter or energy, and can be thought of as materials. These materials share the same archetypal adaptations presented in the soul type chart. The major difference is that a card's soul type represents its general adaptations, where K.E.A.L. means specify the card's individual preferences/traits. Where each card only has one archetypal adaptation in its soul type, each K.E.A.L. means may have up to three archetypal adaptations. These bonuses stack and counteract each other, where each archetypal adaptation of the attacking K. E. A. L. means interacts with each adaptation of the defending K. E. A. L. means.

Habitat

This is where the soul was created to live. Group effects maybe applied based on habitat. Bonuses are applied to K.E.A.L. means bouts. See the below for habitat types and effects also see **Maps a.k.a. The Kipukas: Geography**.



Habitat	Primary Effect	Secondary Effect
Mountain	Add 2 to mountain dweller rolls	Take 2 from plains dweller rolls
Forest	Add 2 to forest dweller rolls	Take 2 from plains dweller rolls
Plains	Add 3 to plains dweller rolls	Plains dwellers get 1 added to rolls elsewhere excluding mountains and forest
Water	Aquatic dwellers move in water without boats or rolling to swim	Other souls swim by rolling 2 D6 obtaining the following: 2 + 2
Heavens	Add 1 to movement range	Heavens dwellers may fly over spaces without interacting with the cards below
Volcanic	Volcanic dwellers are immune to volcanic area damage	Souls take damage once per diel cycle
Underground	Underground dwellers can travel through tunnels	Underground dwellers can make tunnels
Digital Cloud	Occupy no space	Are unable to take or hold base camps or capitals
Nomad	Habitat effects don't apply to battles with nomads	Nomads swim by rolling a D6 obtaining the following: 1 or 2

Soul Type

This is the predominate structure of the soul. After inflicting the necessary number of injuries on the card, you must best the card in a crushing final attack. This pits the inner-self of each soul against one another. Each soul possesses an archetypal adaptation and a motivation which effects the roll of a final blow attack.

Archetypal Adaptations

These control the general physical makeup of the soul. Group effects might apply based on the soul's genetic makeup. This typing is applied to final blow attacks.



Gene	Description
Cenozoic	Conforms to modern evolution standards
Decrepit	Think horror film creatures
Angelic	Beautiful, graceful, and heavenly
Brutal	Tend towards excessive violence
Arboreal	Look as if they live among the trees; large, hairy, and predatory
Astral	Look as though they live among the stars; may have interesting adaptations
Telekinetic	Physical traits have 'receded' in favor of greater mental control
Glitch	Oh no, something went wrong! Fringe, gothic, angsty, punk, anor techie.
Magic	Spiritually adept; can sense or manipulate the 'supernatural'
Endothermic	Excessively cold-blooded and require heat to sustain life; body temperatures stay around 32 °F.
Avian	Of, relating to, or characteristic of birds
Mechanical	Some call them robots, but these souls are as dependent on their chassis as people are on their bodies.
Algorithmic	Machine sentient intelligence comes in many forms, but these are not dependent on any particular chassis.
Energetic	Bodies consist of highly energized matter; the total of their body might be split between dimensions or planes
Entropic	Chaos; barely able to be considered alive in most cases

Motivation

This is the other type considered for the final blow attack. Motivation reflects the soul's purpose and drive. Motivation is broken into several groups, the first three show what the soul will fight to preserve and have bonuses as follows:



Fights to preserve	Effect of final attack	Motives in the group
Self	Makes final attack best 2 out of 3	Survival, Possessor, Satisfaction
Support	Add three to final attack roll	Passion, Sacrifice, Conscience
Society	Add three to a final defense roll	Duty, Spirit, Service

Each of these groups contain more base motives that speak to the soul's state. The following table shows the typing bonus applied based on the base motive on the final attack. Effects apply to both attack and defense. If a match-up does not exist, then it is neutral and has no effect.

- █ = Spectral Motives
- █ = Corporal Motives
- █ = Principal Motive Group



Tameability

α mechanic that applies only to species cards Some species are easy to work with while others are quite persnickety. The tameability scale represents this phenomenon. Other souls and equipment may need to be played in order to wrangle these species. 9 means the species is untameable (no amount of bonuses will tame them) while 0 means the species does not require taming.



A species becomes tame once player affinity and effects are applied. At this point, the soul will be under the full control of the player. If the player chooses to play the creature untamed or the opponent reduces your control of the creature below its tameability then the creature becomes under its own influence. See Rouge Species below. Additionally, some cards can be played at a lower tameability rating without going rouge. However, not all of their K.E.A.L. means or play effects will be available for use at the lower affinity. Instead, they will require a higher player affinity to use these awesome abilities.

Rouge Species

Each day, before either player's turn, you must roll for the rouge species' movement. If the territory it moves into is occupied by souls you or your frenemy controls, it must attack all souls in the territory until either it or its enemies within the territory are defeated. Either player can choose to attack either a rouge soul or the other player's souls during their normal or both should they have the cards to do so during their normal turn. Souls on the top of the card stack will be attacked first. If it defeats all soul cards in the territory, remove the claim token on the territory. Rouge species must roll against trap and terrain feature cards when applicable, then reap consequences as well as benefits. Rouge entities must be revealed. Failure to do so will result in an immediate victory for the opposite player. If a rouge soul manages to defeat a player, the other player must defeat or tame the rouge soul. Failure to do so will result in a dual defeat.

Taming Rouge Species

Either player can attempt to tame a rouge soul and bring it under their control. This will require boosting player affinity higher than the tameability of the soul using items and the player's base affinity level. This is the same manner that species which require taming are placed normally. Taming occurs at the beginning of the day cycle, before either player makes other moves.

Affinity

The ultimate goal of affinity is to be a long term game play strategy alongside loyalties attached to the soul cards. When a full Kipukas phone application is developed, your affinity for certain types will increase as you declare them at the start of a game. Likewise, loyalty will increase with the number of times that you play the soul card. (This is limited to once per day, except at tournaments, which will be once per match.) Loyalty will also increase if you came to own the card through an incubation card. When loyalty is high, the card will not need to be tamed. Until the app is developed, there will not be a loyalty tracker. In its place, players will add 1 to attack and defense rolls made for their declared type.



Attack, Defense, and Retreat

Defeating a Soul

In order to defeat a soul, you must first weaken them by injuring or breaking their K.E.A.L. means. This is accomplished by attacking with your soul's K.E.A.L. means. Each soul has a certain K.E.A.L. means tolerance that it can take before becoming vulnerable to a final attack. See K.E.A.L. means count below. Modifiers are applied based on the K.E.A.L. means being used. (See **Character and Species (Soul): K.E.A.L. Means** for more information) After an unsuccessful blow, the player loses their ability to attack with that card for this diel cycle. On the defender's next turn, they must choose to attack or retreat. If an effect says souls take X damage, then the damage will apply to either the K.E.A.L. means or the final blow. If it applies to the final blow, the card becomes wasted and is **discarded** without a final attack.

K.E.A.L. Means Damage, Healing, and Tolerance

As souls accrue injuries (lose K.E.A.L. means), their tolerance for new injuries becomes smaller. Injuries usually occur one at a time, but some can inflict multiple at once. See below for an example. Some can even defeat souls without contest under the correct conditions. Injuries should be noted on the K.E.A.L. Means Damage Tracking Sheet as they occur. When any card's K.E.A.L. means count reaches 0, they become downed. This means they can't take any more punishment and become vulnerable to being engaged in a final attack. If the card either survives a final attack or is not engaged in a final attack, it won't be able to engage in attacks. As well, its movement speed is halved unless it is healed. (See **Maps a.k.a. The Kipukas: Movement: Moving Downed Souls** for more information) If a soul is caught exposed during a storm they will lose one K.E.A.L. means or if they are downed they will be wasted.

Souls can be healed by other souls, terrain features, or items with a healing ability. Unless otherwise stated, healing occurs during the night. The soul must be within the same territory as the healing entity or within its specified healing range. Healers can only heal a certain number of K.E.A.L. means with in a certain number of diel cycles. Most healers have the ability to heal themselves under the same conditions mentioned above, unless they are downed.



Keal means count at start = 3

1st Hit

2nd Hit

3rd Hit

Count = 0

Fictitious Card

Card in Play



Methods of Attack Against K.E.A.L. Means

- The default will be dice based attacking. The attacking die type will be determined by the attacking card. Material and Habitat bonuses may apply. Check the typing guides for applicable bonuses.
- Some cards will support mini-games where appropriate. (i.e., a thief themed card may involve a timed lock picking competition)

Methods of Defense Against K.E.A.L. Means

- The default will be dice based defending. The defending die type will be determined by the defending card. Material and Habitat bonuses may apply. Check the typing guides for applicable bonuses.
- When defending against mini-games there are a few options
 1. Beat them at their own game
 2. Attack them before they can attack you
 3. Engage them with terrain features, traps, and items to defeat them without playing the mini-game

Final Attack

Once a soul's K.E.A.L. means count is down to 0, it may be engaged in a final attack. This must be won in order to waste the soul under attack. This is always two D20s rolled against each other. The resulting rolls are adjusted based on archetypal adaptation and motivation. (See **Character and Species (Soul) Cards: Soul Type** for more information) If the attack is lost, then the attack comes to a close. If the attack is won, the defender is wasted. (See **Discarding Cards and Deck Runout** for more information)

Brawl in the Event of a Tie

If an attack results in a tie (i.e., the values of the attack and defense dice rolls after modifiers are applied are equal or if the mini-game does not result in a



clear winner), the souls will engage in a brawl. In order to complete a brawl, both players need to look at their soul's four digit brawl sequence. The brawl sequence consists of letters, numbers, dashes, and underscores. In order to determine the victor, players compare the characters from left to right according to the table below:

	Brawl Character	Highest in sequence	Lowest in Sequence
Most Power	Capital Letters	A	Z
↓	Lowercase Letters	a	z
↓	Numbers	9	0
Least Power	Dashes and Underscores	Dash-	Underscore-

If two equivalent characters of the brawl sequence are in the same position, then compare the next character in the sequence until a discrepancy is found. At this point, the card with the higher brawl character power wins the brawl. By design, these sequences will never be the same, always resulting in a victor.

Winning Brawl Sequence	Losing Brawl Sequence	Explanation
Aa9-	ZAAA	A beats Z
Zz0-	aAAA	Z beats a
Aa9-	AzAA	a beats z
Zz0-	Z9AA	z beats 9
Aa9-	Aa0A	9 beats 0
Aa0-	Aa-A	0 beats Dash
Aa9-	Aa9-	Dash beats Underscore

Retreat

If you are in a badly losing fight, retreating may be beneficial. It can allow you to regroup and redeploy to a more favorable position. Players may retreat from an attack after their opponent has stopped their attack, but before launching a counterattack. At this point, the opposing player decides if they let you go, or they challenge the escape. If the opposing player wishes to prevent the escape, the escapee must win a roll of 2 D6 against a D20 for each soul they wish to retreat. After these rolls, for each success, you get to decide which soul to retreat. Downed souls may only retreat with the company of a not downed soul.



Descriptive Example

Current Geography Forest

Attacking Card

Affinity Declared Magic

Archeotypical Adaption Magic

Motivation Possessor

K.E.A.L. Means

Eye of the Beholder Energetic

Glinting Hair Mechanical Magic

Deep Covering Robes Arboreal

Habitat Forest

K.E.A.L. Means 2

Defending Card

Affinity Declared Arboreal

Archeotypical Adaption Telekinetic

Motivation Survival

K.E.A.L. Means

Big Brain Telekinetic

Stone Coat Brutal Decrepit

Fibrous Stands Glitch

Habitat Plains

K.E.A.L. Means 3

In the above examples, we have two fictitious cards locked in battle. The attacking card's archetypal adaptation matches the player's declared affinity, so the card receives a bonus to all rolls made by the card. The first attack launched will be a K.E.A.L. means attack. The habitat of this card is forest and the battle, according to the geography, is taking place in forest. This gives the attacker a bonus to each K.E.A.L. attack made in this territory. Additionally, the defender's habitat is plains, so the attacker's secondary effect kicks in and reduces the defender's die roll total by 1. Unfortunately for the defender, it has neither a primary nor a secondary habitat effect in forest. Next, each player chooses a K.E.A.L. means and writes it on their grease board. On the count of three, players reveal their choice to one another. The attacking card will use their Glinting Hair against the defending Stone Coat, and the bonus would be checked against the archetypal adaptations table provided in the extra reference sheets. In this case you would find Mechanical attacks Brutal: +2 Mechanical attacks Decrepit: -1 Magic attacks Brutal: +2



and Magic attacks Decrepit: +3 for 2 -1 +2 +3 or +6 total bonus. Assuming the attack wins (which it has a good chance of), the defender's K.E.A.L. means count is reduced by one and the attacker has the opportunity to push on and attack again. This continues until the attacker loses, chooses to stop the attack, or the K.E.A.L. means count drops to 0. In this case, we will assume that the attacking card is successful in lowering the foe's K.E.A.L. means count to 0. Now the attacker engages in the final attack. According to the Soul Type Guide provided in the extra reference sheets, when Magic beings attack Telekinetic beings they are at a disadvantage; however, the motivations do not interact. If the final attack is successful then the defender normally gets removed from the game (See **Discarding Cards and Deck Runout** for more information), but since survival is in the self-preservation group it would get one more chance to defend itself. If unsuccessful, the attack is stopped as it would be with any other attack.

Terrain Feature Cards

These cards modify territory either to benefit or hinder souls in the area. Some may be placed at random across the entire board, while others may offer controlled placement. These may target your opponent's territory claims, your territory claims, unclaimed territories, or any territory regardless of status. Only one terrain feature can be in play on a territory at a time. Territory features cannot be placed within a territory if it was taken this play. Unless otherwise specified, a new terrain feature played in a territory will replace the terrain feature card currently in play on the territory. Some of these cards must be revealed because their effects are instant and continuous. Unless stated otherwise, most terrain features are revealed at the discretion of the claim owner. If a section is claimed with an unrevealed terrain feature, you must reveal that feature to your opponent. These cannot be moved by a soul unless otherwise stated.

Random Territory Selection

Some cards apply an effect to a territory via a method of random selection. In order to properly select this territory, roll a D20 (or a D12 if you own any). If the number rolled is within the highest number on the board, then apply the effect to that territory. Otherwise, re-roll until the roll is less than or equal to the highest territory number. Alternatively, a random number generator is a good fit here. There are a bunch of free ones that you can use if you prefer.

Trap Cards

Lay these in territories to activate as entities move between and through territories. These require a reasonable soul to lay them unless stated otherwise on the card. Upon moving a soul into or within a territory with



frenemy unrevealed cards, traps must first be rolled against to see if any are activated. If the trap is activated via the conditions listed in the trap card's description, then apply its effects against the enemy attacker on top of the card stack. If the trap is not sprung, roll to determine if the trap is detected. If detected, remove from play; otherwise, the trap will attempt to activate as the enemy moves through the territory where it is placed. Most traps activate on a D20 roll, which is why players must always roll when entering a territory under with opposing unrevealed cards. Traps are detected if a 1,2,7, or 8 is rolled. Some very rare cards may have the ability to change these numbers, so be careful! Once laid, these cards can be moved by a soul unless otherwise stated. As always, the reasonability of this action can be challenged. They remain unrevealed during movement, but the opponent can now deduce that it is either a trap or an item card, as moving terrain features and souls via this method is extremely rare.

Sabotage Cards

Play these cards under the cover of night and mess with your opponent's next turn. Sabotage card effects can target a wide variety of play aspects, from temporarily disabling mechanical souls to blowing up terrain features.

Sabotage cards can only be played once a night. Their effects are usually applied to the next day roll; however, cards can change this if specified.

Unlike most other cards in Kipukas, the effects of sabotage cards tend to be fixable under specific conditions or after a certain number of turns. Also, sabotage cards have a higher likelihood of success when compared to traps.

Unlike traps; however, sabotage cards have consequences for the player who attempted to sabotage if they fail. This can be anything from jailing souls for a number of turns to wasting the soul who attempted to plant the explosive.

As such, these cards have three aspects important to game play: Success Criteria, Successful Sabotage Result, and Failure Consequence. Typically, sabotage cards will state rolling a D20 against two D6 as the activation criteria.

Item Cards

These cards are used in crafting. Crafting provides potions, equipment, and other boosters. A single item will have far less power (or no power) than a crafted item. Furthermore, the more items used in a craft, the more powerful the final crafted item will be. Unless otherwise stated, items can be moved unrevealed by souls. Generally, if an effect or attack with an equipped item fails, you may try that effect or attack again during the next diel cycle. If a crafted item emulates another card type (i.e. trap card, soul card, etc.) please review the respective section on how to play the card. Items and crafted items are generally not destroyed, but rather dropped when a soul equipped with



them is wasted. If a territory is under contention when this happens, each player chooses a suitable card to attempt to grab the item. A K.E.A.L. means bout will ensue where the victor equips the item and the loser takes K.E.A.L. means damage. (See **Attack, Defense, and Retreat** for more information) If only one player has a suitable soul(s), the opponent can only defend the dropped item, not equip it. If neither player has a suitable soul in the territory, the dropped item is ignored until a suitable soul move into the conflict or the contention is resolved.

Crafting

Crafting an item takes a full play and involves using two to three item cards (see **recipes** below). If a crafting recipe is being guessed (competitors and refs can tell you if you are correct) and the guess is wrong, then discard and draw a new hand. Once an item is crafted, you can keep the cards together to represent that item, or if you prefer, you can submit the recipe to Kipukas then purchase a single card representation of the crafted item when available. Crafted items may enhance cards from other categories or produce cards from other categories. Once applied to a card, an enhancement can be moved or removed, unless otherwise specified. Crafting creature cards is the only way to have more than a single copy of a creature in your deck, but you can only have one natural soul card and one crafted soul card. There will be no exceptions to this rule. Once an item is crafted, it either needs to be used according to the recipe's description or hidden on a controlled territory (max 1 per territory). To use hidden items, you simply pull the item from the territory and craft as normal. If a territory is taken which contains hidden items, the items must be revealed unless protected by a different active card. Control of the revealed cards, while in play, is given to the new claim holder. The claim holder must then decide to use, hide the items again, or discard the items.

Equip Items to Souls

Items are often able to equip to a soul to increase some aspect of the card's abilities. Items are equipped the night they are crafted or during the day before the end of your turn. Equipped items may transfer between souls if they occupy the same space (i.e., same base camp or transit stand). Equipped items may be allowed to be unequipped where they stay in the territory which they were unequipped for any soul to be able to pick up. The cards follow the soul as a stack of cards.

Recipes

Crafting recipes must be discovered and kept for reference later. In competition, recipes maybe guessed and confirmed by event refs or competitors. If confirmed, you may use the recipe in the match. Only one



recipe can be used in this fashion. Normally, you present the recipe from your recipe deck to the other player to prove you can play the item combo.

Personal Effect Cards

These cards are played at the beginning of the game and cannot be changed. They add an ability for the player to use throughout the game. If no player effect card is owned or played, then use the **default effect**:

Place any card from the deck in front of the player. Play it in 5 diel cycles.

Play Effect Examples

- Increase player affinity for an archetypal adaptation
- Immediate crafting of recipes that would otherwise require a special soul to be in play
- Decreased frenemy effects
- Search your deck and draw any card of a given type, either at the start of the game or after so many diel cycles

Stealing Cards

We don't condone stealing another player's card out of game; however, if you would consider such a thing, I doubt you care what we think. Despite this, we are more than happy to encourage stealing in game! Cards will tell you to steal either from your opponent's hand, deck or either. You might be able to steal the cards revealed or unrevealed, depending on the instruction of the card. Either way, you begin by declaring whether you will steal from your opponent's hand or deck. Then your opponent will fan out the cards you have chosen, either facing them (unrevealed) or you (revealed). Then you pick the card that you fancy and place it in your hand. If the card allows for stealing revealed, you CANNOT scan the opponent's cards to make your decision in competitive play. For friendly play, handle that as you like. Most IMPORTANT, you CANNOT gain more than 3 cards in your hand from stealing. This is completely disbarred in Kipukas.

For stolen cards, it is handy to have static cling stickers to place on the card sleeve as an identifier of who is in control of the card. These are not recommended to be put on the card itself as they cannot be guaranteed acid free. This could damage your card over repeated use, anor overtime. It should go without saying that stolen cards return to their original owners at the end of the game. The other options are gambling or actual thievery, in either case you should consult your local laws on the legality of your behavior.



Discarding Cards and Deck Runout

Once a card becomes wasted, it is discarded into a pile and cannot be played again. Some card effects may target cards in either discard pile. If you run out of cards before the end of the game, don't worry, you have not lost yet. You may continue using the cards you have in play on the kipuka. If both players run out of cards, either may still manage to take all the remaining territory even without cards in hand. Here they would win under standard conditions. Otherwise, play until no characters or species (including **rouge species**) are left on the kipuka. At this point, the players stop contention under a forced peace and hold convention. Here they discuss how to proceed:

1. **Keep the peace** (Good for a shorter game): Allow the player with more territories to win. If an equal number of territories is possessed, the game is a tie.
2. **Call the reserves** (required at competition unless overtime): Both players choose whether to reuse the deck they just fought with or change to another deck. Each player writes either keep or change on their whiteboard. Next they reveal, at the same time, the decision they made.

If an agreement can't be reached within a few minutes, just rage-quit, because the other person must be pretty insufferable. Why were you playing a game with them in the first place?

Card Placement

All cards played throughout the game will dictate how and where they can be placed.

Placement Option

- Player controlled territory
- Opponent controlled territory
- Territory boarding player controlled territory
- Territory boarding opponent controlled territory
- Territory without claim
- Any territory at random

Placement Etiquette

- Play an unrevealed card vertically face down on the mat
- Play a revealed card vertically face up on the mat
- Play a revealed landscape card horizontally, but vertically when unrevealed or hidden



- Play a hidden card vertically face down under the mat



Building Decks

Decks are built gradually in Kipukas. To keep barriers to entry as low as possible we offer a starter kit that includes a starter map (changes by season), a starter deck or two of your choice (at first only the founder's deck is available, but more archetypal adaptation specific starter decks will be produced), and two sets of tokens. Growing your deck after you purchase a starter kit (or if you are ambitious, before ever purchasing one) involves purchasing other starter decks separately, purchasing individual cards from kipukas.us, purchasing and waiting out the incubation period for incubation cards, or trading with people that you trust. Kipukas cards are valuable pieces of fine art, as such we take their trade and resell seriously. You can request any sell or trade to be brokered through Kipukas. A brokered trade will involve both parties sending their cards to Kipukas. Each card in the trade will be authenticated using our 7 factor authentication process. If all cards involved in the trade are presumed authentic, we will complete the trade and send the cards to their new owners. If any cards are found to be inauthentic the trade will be canceled, the authentic cards will be returned to their owners and the inauthentic cards will be retained by Kipukas. This process protects your information as neither party gets to know the other's address while protecting you from counterfeit cards. Kipukas will also put cards that you want to trade, sell, or auction on our website and inform you of offers as they are made. Keep watch for Kipukas Trade Deals, where we offer an exceptional trade from time to time (frequency increases as customer base builds).

As for recipes, you can submit a request for the recipe card with your next order. Recipes also act as information that players can trade. Standardly, one recipe is given out with the purchase of three cards or three recipes with the purchase of one starter pack. If a certain recipe is requested in the order notes, it will replace one of the random recipes you would have received.



Incubation Cards

These cards can be purchased, traded, won or given away just as all the other card types; however, these cannot be played. Instead, they represent an incubation time that allows them to be traded for a soul with an increased loyalty (See **Affinity** for more information). The longer the incubation period, the rarer the card Kipukas will send to you. The prices of these cards are lower than the equivalent character or species available for purchase. Also, incubation cards allow access to the rarest card categories, normally reserved for competition winners and special event giveaways, if you are willing to wait out a long incubation period. The number of these cards is fixed for each category, so when they sell out, you will have to wait until one of the incubation cycles completes in order to incubate a soul of your own. For the unparalleled and winners circle rarity cards, you will be allowed to request a soul type. If you wish, you may also submit an artist's rendition of the card with a backstory, then request that the card be incubated. It is not a guarantee that it will be produced; however, it will be heavily considered.

Structure of a Deck

- Decks must have 30 cards; no more, no less
- Card copy limits

Character Cards 1

Species Cards 2

Terrain Feature Cards 2

Trap Cards 3

Item Cards 4

Personal Effect Cards 0 (Players may use one at the start of the game, but these do not belong in the deck)

Incubation Cards 0

NOTE: Unless the limit is 0, a crafted version of the card can increase the copy limit by one.

Maps a.k.a. The Kipukas

Maps are 3D representations of territory and control. Each map hosts stands that represent traveling time and 8 to 12 territories that represent control. Each territory can host a max of 3 souls, unless otherwise specified. In each territory there are stands for soul tokens and stands for base camp or capital tokens. Soul tokens represent the position of a revealed soul, while square base camps and capitals act as points of entry for new souls, a place for revealed or unrevealed souls to stay, and represent control of a territory.



Capitals act the same as base camps, but are particularly important to game play because your opponent will not be able to take your capital until they take all other territories on the board. Territories also represent opportunities or dangers for souls which typically dwell in or avoid the geography (See **Character and Species (Soul) Cards: K.E.A.L. Means: Habitat** and **Maps a.k.a. The Kipukas: Geography** for more information). For competition purposes, only Kipukas produced boards are allowed; however, we encourage you to develop your own maps for personal play. If you enjoy your design, you should submit it to Kipukas. We might just produce it and pay you!

Movement

Each territory contains slots for placing base camp tokens and soul tokens. When a card enters the map it starts at one of the player controlled base camps or their capital, either unrevealed or revealed, dependent on the player's choice. Cards cannot be moved this diel cycle. As it becomes strategically advantageous, each player should choose to move their souls in play. This can be done by following the lower lines which connect between the circular transit stands and the square base camp stands. Every territory hosts a max of 3 souls, and each soul has a finite number of spaces which it can traverse. When a soul moves, the card is placed on the mat slot with the same number as the territory moved into. In order to move, you must reveal the soul unless the card says otherwise. If a territory only contains transit slots, this is a transit territory. This occurs due to the difficulties required building within the territory, figuratively speaking. A good example is a territory filled with water (See **Maps a.k.a. The Kipukas: Geography** for more information about water movement). These locations are clearly labeled on the mat as 'transit territory', so cards moved within should be placed accordingly. If an enemy is in the same territory that you moved to, you must engage an attack. Also, you cannot move past an enemy waiting on a movement slot. See **Attack, Defense, and Retreat** for more information; otherwise, read claiming territories below if you just moved into a base camp slot. If a revealed soul is in a base camp, then no soul token is used. If the soul is currently on a movement stand, a soul token is used to represent this. If more than one soul is on the same movement stand, stack the individual tokens to represent the group. If you have two souls in the same territory on different movement stands, flip a soul token over and declare which soul is represented by that token. If your soul moves back into a base camp, then keep the card revealed, move its card to the rear of the territory's cards stack, and remove its soul token from the board.



Moving Downed Souls

Movement With K.E.A.L. Means	Movement With 0 K.E.A.L. Means count
0	Cannot be moved by the effects of other cards
1	Move once every two diel cycles
2	1
3	Move two spaces, then wait for the next diel cycle before the next move
4	2
5	Move three spaces, then wait for the next diel cycle before the next move

Claiming Territories

In order to win the game, you must first claim territories. To claim territories, you must move at least one soul into the base camp of the territory you wish to claim. If it is empty, congrats, you have a new base camp! Place a base camp token on the square stand, then continue your turn. Otherwise, if the territory has a claim on it, you must oust your opponent by defeating their traps, terrain features, and souls before you can replace their claim with your own. See Contention below. There is no limit to the number of territories that can be claimed in a single day. If you think you can take all territories, including the opposing player's capital, in a single day, go for the win!

Contention

If a frenemy's soul enters territory controlled by opposition, the territory comes into contention. Under contention, players must perform the card activation sequence provided below.

Card Activation Sequence

1. Trap cards activated
2. Trap cards detected
3. Terrain feature card
4. Revealed entities
5. Unrevealed entities

As noted above, the cards act when you enter an enemy's territory. You will need to contend with their traps and terrain features before attacking revealed



souls. In order to claim the territory, you must take the base camp by moving a soul onto the base camp stand. If your opponent has any revealed souls in the territory you moved into, you must attack and defeat all enemies or become defeated yourself to relieve the contention. If your opponent has multiple enemies in a territory, you can attack one or all (one at a time) of the enemies in the space, but you must defeat all enemies to progress out of the space in the same diel cycle. If you decide to stop your attack before all enemy entities are defeated, your opponent will either choose to attack on their next turn or retreat and move out of the territory. If they stop their counterattack before all your souls are defeated, on the following day, you have the option to continue the fight or retreat and move out of the space. (See **Attack, Defense, and Retreat: Retreat** for more information) After the revealed souls are defeated, you can force your opponent to reveal any unrevealed souls. The opponent then has the choice to stay in defense of the territory or retreat out of the territory with the previously unrevealed souls. If you are not successful in taking the territory, your opponent is not obligated to reveal entities, traps, or terrain features unused in their defense. Once your opponent has exhausted all of their defense options, and you move a soul into the base camp, you should replace their base camp token with your base camp token. At this point all terrain features and items must be revealed then control of the cards, while they are in play, is transferred to the victor. If a set trap exists in the newly controlled territory, it stays unrevealed and it still works for the player that set it. Each time the player souls into or within the territory it will attempt to activate against them. (See **Trap Cards** for more information).



Geography

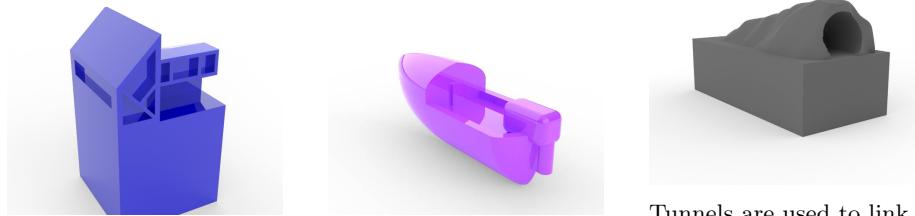
Each territory has a geography that corresponds to the map's topography. This geography interacts with the habitat of the soul cards in the territory. (See **Character and Species (Soul) Cards: K.E.A.L. Means: Habitat** for more information)



Habitat: Mountain, Geo-marker: A Frame

Habitat: Forest, Geo-marker: Log Cabin

Habitat: Plain, Geo-marker: Plain House

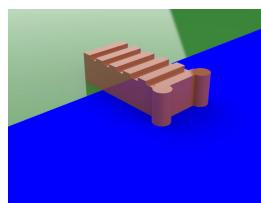


Habitat: Volcano, Geo-marker: Modern House

Habitat: Fresh and Salt Water, Geo-marker: Boat

Tunnels are used to link territories and shorten travel.

In addition to the boat(s) marking the water habitats, Kipukas maps use docks to represent the points that souls can enter the water from. If a movement path leads to water, but no dock is present, you may not enter the water at that location with a boat. However, if you entered from a different location with a dock, you may land at that point. Cards may attempt to swim by rolling 2 D6. If you roll 2 + 2 the card has successfully swum. Attempting to swim does not cost movement, but can only be attempted once per soul per day.



Geomarker: Dock



Mats

Mats connect a soul card's position with the soul token's position on the map. This makes game play more comfortable by organizing the game space.

Kipukas will have a set of mats, but will encourage community development and artist support with regard to producing more engaging and creative mats. Make them as personal as you wish. The only production guideline, as of now, is the number of section slots must be equal to the number of territories. These must include reference numbers. Additionally, transit territory space must be allocated on the mat. The standard mat size that Kipukas produces is 17×24in. As always, you can submit your creations to us, and you might just have something we want to produce and get paid!

Challenging BS

This game is hard

Yes, it is definitely a lot to learn at first. Kipukas is a game that rewards repeated play with ease. The more you can play the game, the better you will know the card mechanics, the turn structure, and the interactions between the pieces. The overall plan is to create tools (i.e. phone/web application) to aid players in keeping track of the game components. This is, of course, if there is enough interest in the game as a whole. Either way, we try our best to make this rules set as comprehensive and digestible as possible. When possible, we will post videos to clarify game play aspects and intent of the mechanics. In all, don't worry about capturing every aspect of this game. As I stated, there is a lot going on. Have fun with it, make house rules, and we are always open to suggestions. These rules are geared for a future with competitions where everything will be scrutinized. At this point, don't get bogged down. You can do it!

Story challenging your opponent

Continuing along with the theme of the previous section, there is a lot going on in this game. Along the way, we will make mechanics that conflict on a reasonability level. My personal favorite example is a dragon wielding a stick to boost its attack. That is all sorts of wrong. If your opponent attempts to make a move that just simply makes no sense, you have the right to contest it. You should do it in this way.

1. Call them out before the effect is used in game play.
2. Pause the contention and hold convention (have a talk).
3. One player must concede reasonability (either for or against).
4. If required, enlist a tie breaking third individual to make the final call.



Play Style options

- Domination: Winner controls all territory in the kipuka. (Standard play style covered in this guide)
- Mass Contention: Domination with up to 4 players on a standard kipuka. (8 territories = 2 player max, 9–11 territories = 3 player max, 12 territories = 4 players max) At competitions expedition boards will be available for play and purchase that will accommodate many (read a lot, gross, giant boards) more players. Same rules as Domination, but more contention means a tougher fight and more decks than are available via a starter kit at the moment.
- Find the treasure (special at competitions): A ref secretly marks a space on the board with an item card, the first player to claim that space wins the match and receives the item card. Players start with only a capital in adjacent territories.
- Explorer (special at competition): A ref secretly marks a space on the board with a terrain feature, the first player to claim that space and successfully use the card against their opponent wins the match and receives the terrain feature card. Players start with only a capital in adjacent territories.
- Trap Springer (special at competition): A ref secretly marks a space on the board with a trap card, the first player to set off the trap in that space wins the match and receives the trap card. Players start with only a capital in adjacent territories.
- Off to the rescue (special at competition): A ref secretly marks a space on the board with a soul card, the first player to claim that space and usher the survivor back to their capital wins the match and receives the soul's card. Players start with only a capital in adjacent territories.
- Cradle Robber (special at competition): A ref secretly marks a space on the board with an incubation card drawn from a bag, with scarcity proportional to the incubation cards in circulation. The first person to find and take the surrounding sections (thereby protecting the card) wins the match and receives the incubation card. Players start with only a capital in adjacent territories.
- Band together: Players must work together to defeat a third party (i.e., ref, celebrity player, autonomous party, etc.), The player with the largest number of spaces held wins. If the third party dominates the kipuka then both players lose.
- King of the hill: A territory is selected either randomly or by a ref that must be claimed and held for a certain number of diel cycles to meet the



victory condition. Players start with only a capital in adjacent territories.

- Captive: Each player gives the other a soul card, which they shuffle into their deck. Once drawn, the player must play the card unrevealed. The first player to reveal and lead their soul back to their capital wins.
- Highest body count: Territory claims do not matter. Capitals cannot be taken. The game ends when either player runs out of cards. The victor is the player that managed to defeat the most soul cards. A number of soul cards and total card limit should be agreed upon except at competition where deck building strategy is a sizable component in this style of play.
- The ends must justify the means: The player with the most territory gained to souls lost after a fixed number of diel cycles wins.
- The cost is too great: This uses standard Domination rules, but in addition it imposes a soul defeat limit that if hit removes the player from the game.
- Coastal war: The player to control the most coastline after a fixed number of diel cycles is the victor.
- The hunt: After a fixed number of diel cycles, the player with the most territories plus the hunt bonus (player with most souls with a certain type defeated receives a +3 bonus) wins. Both players must have an agreed number of those types in their decks. The huntable cards must be played and cannot be discarded. Additionally, an overall deck size must be agreed upon.

