



A fast-paced competitive deck-building showdown

Ages 14+ · 2 players: 30-45 minutes

3-6 Players: 60-120 minutes

### **Comprehensive Rulebook**

*Welcome to a world of total warfare. Your wizards used to be powerful enough to hold your enemies at bay, but ever since the monks discovered the power contained in the six great temples, everything has fallen to chaos. Now, you must harness the power of the four elements and awaken the protectors of Eden to save your people from extinction.*

*In this game, you'll start with a deck of monks and wizards. Your monks will harness the energy of your temples to add powerful elemental cards to your deck, and your wizards will lead the charge into battle. Whenever you win a battle, you'll destroy one of your opponent's three temples. After each battle, you'll shuffle all your cards together, resetting the battlefield for the next turn.*

*You have limited resources: Each turn, you'll have to prioritize winning battles now or building up your army for later. Be sure to respond to your opponent's moves, or your opponent will surely counter yours, exerting their dominance over your forces.*

*You win the game by ending your opponent's reign of terror, which can only be achieved by destroying their three temples.*

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## Game Contents

28 Tokens

78 Card Sleeves

64 Storm Cards:

4x Ava, Aeuronaut	4x Luna, The Radiant
4x Nikolai, The Cursed	4x Skylar, Sun's Chosen
4x Bloodlust	4x Dawn of Flight
4x Storm's Roar	4x Wind's Howl
4x Aurora Draco	4x Soldier's Bane
4x Thunderbringer	4x Year of Rain
4x Merciless Winds	4x Madness of A Thousand

Stars

4x The Storm	4x Total Eclipse
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64 Fire Cards:

4x Caiden, Fire Lord	4x Kovu, Shadow Expeller
4x Zephyr, The Unforgiving	4x Zodiac, The Eternal
4x Devil's Horns	4x Glorious Phoenix
4x Living Volcano	4x Stampeding Flame
4x Beast Eater	4x Metalwing
4x Smoldering Dragon	4x World Ignited
4x Eternal Vigil	4x Face of the False God
4x Final Judgment	4x Inferno

64 Ice Cards:

4x Aria, Queen of Winter	4x Crystal, Kingbreaker
4x Jace, Winter's Firstborn	4x Erik, Revered Watchman
4x Blizzard's Scream	4x Frost's Bite
4x Shipwrecker	4x Return of the Frost Giants
4x Frostbreath	4x Keeper Of The Dead
4x Snow's Herald	4x Squall Seeker
4x Army of You	4x The Death Of Summer
4x Hell, Frozen Over	4x Winter's Return

64 Rock Cards:

4x Akari, Timeless Fighter	4x Kanna, Soldier Of Gaia
4x Riku, Warrior Supreme	4x Terra, Grave Robber
4x Beacon of Knowledge	4x Boulder Bear
4x Spine Splitter	4x Stone Eagle
4x The Alpha	4x Cavern's Defender
4x Great Stone Dragon	4x God Killer
4x Civilization's Collapse	4x He The Earth Quakes For
4x Meteoric Fall	4x What Lies Beneath

132 Forest & Desert Cards:

48x Monk	24x Wizard
24x Traveler	36x Ghost

56 Subversion Cards:

8x Exhausted	8x Feral
8x Harmless	8x Mindless
8x Stunted	8x Traitorous
8x Wounded	

19 Player Cards:

1x Avatar Mat	6x Surge Mat
6x Temple Mat	6x Reference Sheet

## Game Storage

This game comes with 78 card sleeves to help you store your cards and quickly setup future games. Recommended storage:

First, put all 4 copies of Ava, Aeuronaut into a single card sleeve. Then put all 4 copies of Nikolai, The Cursed into a single card sleeve. Repeat this process until you have one packed sleeve for each unique storm card, which results in 16 card sleeves each containing 4 copies of the same card. Rubber-band all 16 of these packed card sleeves together.

Repeat this process for all fire, ice, and rock cards. After finishing this process, you should have four stacks of rubber-banded cards, with each stack containing 16 card sleeves.

Put 4 copies of the Exhausted subversion card into a single card sleeve, and the remaining 4 copies of Exhausted into a second card sleeve. Then, repeat this process for each subversion card. Finally, rubber-band all subversions together.

Create 6 piles of starting player cards, each containing 1 Reference Sheet, 1 Surge Mat, 4 Wizards, and 8 Monks. Rubber-band each of these piles together. (There's no card sleeves for player cards.)

Make 3 sets of arena cards, each of which includes the cards shown below. Rubber-band each of these piles together. (There's no card sleeves for arena cards.)

Finally, place all rubber-banded stacks into the box. Place all 28 tokens in the provided plastic bag. Your box should now contain:

*Storm Cards (16 Sleeves | 4 Cards Per Sleeve)*

*Fire Cards (16 Sleeves | 4 Cards Per Sleeve)*

*Ice Cards (16 Sleeves | 4 Cards Per Sleeve)*

*Rock Cards (16 Sleeves | 4 Cards Per Sleeve)*

*Subversions (14 Sleeves | 4 Cards Per Sleeve)*

*Player #1 Cards (1 Reference Sheet, 1 Surge Mat, 4 Wizards, 8 Monks)*

*Player #2 Cards (1 Reference Sheet, 1 Surge Mat, 4 Wizards, 8 Monks)*

*Player #3 Cards (1 Reference Sheet, 1 Surge Mat, 4 Wizards, 8 Monks)*

*Player #4 Cards (1 Reference Sheet, 1 Surge Mat, 4 Wizards, 8 Monks)*

*Player #5 Cards (1 Reference Sheet, 1 Surge Mat, 4 Wizards, 8 Monks)*

*Player #6 Cards (1 Reference Sheet, 1 Surge Mat, 4 Wizards, 8 Monks)*

*Arena Set #1 (12 Ghosts, 8 Travelers, 1 Avatar Mat, 2 Temple Mats)*

*Arena Set #2 (12 Ghosts, 8 Travelers)*

*Arena Set #3 (12 Ghosts, 8 Travelers, 4 Temple Mats)*

*Tokens (28 | In Plastic Bag | No Rubber Band)*



## Two-Player Games

This section describes the standard way to play Titans of Eden: As a 1-on-1 deathmatch. We recommend that you work through the Learn-to-Play Rulebook before reading these rules, or that you play a game on our online client: <https://www.TitansOfEden.com/online>

### Setup

Each game is played with 16 elemental ritual piles. Randomly select one storm warrior to use as one of your ritual piles. This is really easy if cards have been sleeved as recommended above (in the Game Storage section): Just take all four sleeves that contain storm warriors, shuffle them, and play with the top sleeve.

Once you've randomly selected the storm warrior you're playing with, randomly select one storm beast, one storm dragon, and one storm titan. Once all these cards have been selected, you should have four ritual piles of storm cards laid out, with each pile having four copies of a single card, and no two piles sharing a species.

Repeat this process for fire, ice, and rock cards. This will leave you with 16 ritual piles of cards—one for each element (storm / fire / ice / rock) and species (warrior / beast / dragon / titan) combination. (We recommend laying these cards out as shown on Pages 2-3 of the Learn-to-Play Rulebook.)

Put out 8 copies of each subversion card referenced on the cards you're playing with. (It's OK to just put out all the subversions, if you'd prefer.)

Next, we'll setup the standard cards, which include two sets of player cards and the first set of arena cards (from the Game Storage section). Put out 12 Ghosts and 8 Travelers (as non-elemental ritual piles). Give each player a starting deck consisting of 8 Monks and 4 Wizards. Give each player a Reference Sheet, a Temple Mat, and a Surge Mat. Put 3 tokens on each Temple Mat and 2 tokens on each Surge Mat.

Randomly give one player the Avatar Mat. In the Learn-to-Play Rulebook, we discussed how the Avatar Mat determines which player awakens cards first. However, this mat also determines the order of several other actions, which will be discussed below.

The game is now setup and you are ready to play.

## Ages

Each turn has three ages that both players progress through together. During each age, each player plays a card, then each player awakens a card.

### Playing cards

First, the player with the Avatar Mat selects either a card in their hand or the top card of their deck. (If they choose to play from the top of their deck, they CANNOT first look at what that card is – they must play that card “blind.”) They put the selected card into play, face-down. Next, the other player selects either a card in their hand or the top card of their deck, and they put that card into play, face-down. Once both cards have been put into play face-down, flip both cards faceup simultaneously, and activate all “Now” abilities. (A card officially enters play once it has been flipped faceup. Abilities are described in greater detail in the Abilities Reference section.)

This method of playing cards is slightly different than what was described in the Learn-to-Play Rulebook: Instead of both players selecting their card simultaneously, the player with the Avatar Mat selects their card first. By having one player select their card first, we are removing all confusion around choosing your card based upon whether your opponent is playing from the top of their deck. This is an advanced rule meant to ensure fairness in competitive play.

If both your deck and your hand are empty, skip playing a card.

### Awakening cards

Each age, you can use your Energy to awaken a single card. You cannot awaken a card that costs more than the amount of Energy you have in play. You cannot awaken two or more cards.

First, the player with the Avatar Mat awakens a card (or chooses not to). Then, the other player awakens a card (or chooses not to). Each awakened card is put into its awakener's discard pile.

After awakening cards, the age ends. At the end of the First Age, go on to the Second Age. At the end of the Second Age, go on to the Third Age. At the end of the Third Age, go on to Battle.



## Battle

Battles are simple: First, each player adds up the total power among all cards they have in play. Then, if your total power is greater than your opponent's total power by two or more, you win the battle. If you win the battle and you have two or more temples, destroy one of your opponent's temples (by removing a token from their Temple Mat). If you win the battle and only have one temple, capture one of your opponent's temples (by taking a token from their Temple Mat and placing it on your Temple Mat). If no one wins the battle, no temples are destroyed or captured.

If your opponent has no more temples (because you captured or destroyed their final temple), you win the game! Otherwise, go on to the Shuffle step (below).

(This combat system rewards players for playing the long game and keeps games competitive. If a player loses the first two battles because they were focusing on awakening good cards, they'll have one temple remaining. Then, if they win the next battle, they'll tie up the game – both players will then have two temples.)

## Shuffle

After battling, the play field is reset. Discard any number of cards from your hand. (You may choose to keep any cards in your hand for the next turn, instead of discarding them.) Discard all the cards you have in play. Shuffle your deck and your discard pile together. Draw until you have six cards in your hand. (If you already have six or more cards in your hand, don't draw any cards. If your deck doesn't have enough cards in it for you to get to six cards, draw your entire deck.) Now you're ready for the next turn.

## Surge Mat

At the beginning of any turn (turn, NOT age), before playing any cards, if you don't like the cards in your hand, you may remove a token from your Surge Mat. If you do, discard your hand and draw one card for each card you discarded. (This usually means that you draw six new cards.) (Don't shuffle your deck after discarding – leave those cards in your discard for the rest of the turn.) If you still don't like your hand, you may remove another token from your Surge Mat to discard your hand again and draw a new hand again.

## Arenas

Arenas are areas of play, and two-player games are played entirely within a single arena. Any card that references ritual piles "accessible from this arena" is referring to any ritual pile that you are playing with. (In 3+ player games, multiple arenas are used, and these abilities can only interact with certain sets of cards.)

### Advanced Setup (Optional)

As discussed above, to setup each game, you randomly select 16 different cards to play with. Because most abilities are segregated by element, this will almost always result in a diverse array of strategies for you and your opponent to pursue. However, to further ensure that a setup will lead to a good game, feel free to perform the following checks after setting out all 16 cards:

- If any warrior and beast that share an element also share an ability, then trade that warrior out for a different card. This ability must be an exact match: It's OK for an ice warrior to have Subvert: Harmless and an ice beast to have Subvert: Extinguished (both of which use the Harmless subversion). However, if a rock warrior and rock beast both have Sacrifice, then the rock warrior should be exchanged. (This check does NOT apply to the Flash ability.) Repeat this check for beasts and dragons, exchanging the beast out if any abilities exactly match.
- If any cards have Protect, Purify, or Divert (or any variation of those abilities), and no cards have Haunt or Subvert (including Subvert: Replicate), then trade out the cards with Protect, Purify, and Divert.

These modifications to the setup help guarantee that a well-balanced and diverse game will follow.

(When playing the multiplayer formats (below), feel free to use these advanced setup rules when setting out ritual piles.)



## Two-Arena Games (3-4 Players)

This is a team-based format, where you and a teammate take on an opponent and their teammate. The game is played in two separate arenas: One between you and your opponent, and another between your teammate and your opponent's teammate. You and your teammate win if your opponent and their teammate run out of temples. While you are mostly playing your own game within your own arena against your opponent, there are certain times that you can trade cards with your teammate, and whether you win or lose a temple depends on both you and your teammate.

We recommend becoming familiar with two-player games before trying two-arena games. You can do this by working through the Learn-To-Play Rulebook, or by playing a game on our online client: <https://www.TitansOfEden.com/online>

Here, we will first describe 4-Player mode, and then 3-Player mode (which is a slight variant of 4-Player mode).

### Setup

Determine which players are on which team, and which arena each player is playing in. Sit in a square, as shown in the

Each arena has its own ritual piles, and each team shares temples.

You



Arena 1

Your Opponent



diagram below. Set out 16 ritual piles for the first arena, using the same procedure described for Two-Player Games. These ritual piles are "accessible" only from the first arena: Only the two players playing in that arena can awaken or gain cards from these piles. Next, set out 16 different ritual piles for the second arena, following the same procedure.

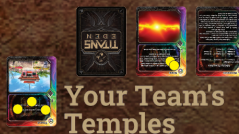
Set out all subversion cards. These can be used in any arena: They are NOT limited by where they are placed during setup.

Next, we'll setup the standard cards, which include four sets of player cards and the first two sets of arena cards (from the Game Storage section). Deal each player 8 Monks and 4 Wizards to make their starting deck. Give each player a Surge Mat and a Reference Sheet. Give each team a Temple Mat – this is shared between both players on a team. Put 2 tokens on each Surge Mat and 3 tokens on each Temple Mat.

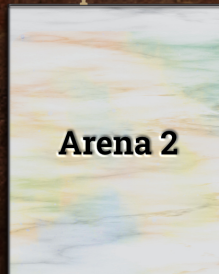
Set out 8 Travelers and 12 Ghosts in each arena. These cards can only be gained from the arena they are set up in. (E.g. If Arena 2 runs out of Ghost cards, they can't use Ghosts from Arena 1.)

Randomly choose one team to start with the Avatar Mat.

Your Teammate



Your Team's Temples



Arena 2



Opposing Team's Temples



Your Opponent's Teammate



## Battle

The rules are mostly the same as if two 1-on-1 games were simultaneously being played: Each age, you play cards into your arena at the same time as your opponent, and you and your opponent awaken from a common set of ritual piles. Your cards' abilities can only affect your opponent. (E.g. you can't make your opponent's teammate discard cards, and you can't subvert cards outside of your arena.) Whatever is happening within your arena doesn't affect your teammate's game.

**Synchronize your game with your teammate's game:** When you and your opponent are in the first age, your teammate and your opponent's teammate should also be in the first age. When cards are being flashed into your arena, they should be simultaneously flashed into your teammate's arena (provided that a Flash ability was played in that arena).

You and your teammate should feel free to look at each other's cards and strategize together. (This isn't required: you can "hide" your cards from your teammate.)

## Trading Cards

There is one way you can affect your teammate's game: At the start of each age, you and your teammate can agree to each play a card into each other's arenas. (So, you would play a card for them, and they would play a card for you.) You can play a card into your teammate's arena from your hand or from the top of your deck (without looking at it). Once you play a card into their arena, that card becomes permanently theirs: At the end of the turn, they will shuffle that card into their deck. (This lets teammates share cards with each other that they would otherwise not have access to.) Your teammate gets to use all of the abilities of all of the cards you play into their arena. (E.g. If you play a card with Flash into your teammate's arena, then your teammate uses the Flash ability to play another card from their hand (or deck) into their arena.)

If you play a card for your teammate, they must play a card for you. You can only play one card into your teammate's arena each age, and only at the start of the age. (E.g. If you have a card in play with Summon, and you and your teammate agree to play into each other's arenas, then you play one card into your teammate's arena AND one card into your own arena, while your teammate plays one card into your arena.)

## Battle

At the end of each turn, you battle your opponent while your teammate battles your opponent's teammate. Just like in two-player games, you win the battle if your total power is greater than your opponent's total power by 2+. However, you only get to capture or destroy one of your opponent's team's temples if you win your battle AND your teammate wins or ties their battle (vs. your opponent's teammate). If you win your battle, and your teammate loses their battle, then no temples are destroyed or captured. (As in two-player games, you can capture a temple if your team has one temple remaining.) You win the game when your opponent's team runs out of temples.

## Avatar Mat

The Avatar Mat is shared by you and your teammate, and is passed to your opponent and their teammate at the end of the turn. When your team has the Avatar Mat, you and your teammate must awaken first. Your team must also decide if you're playing into each other's arenas, and choose which cards you are playing (by putting them face-down in front of you), before your opponent and their teammate decide either.

## 3-Player Mode

In 3-Player Mode, you take on your opponent and your opponent's teammate. You start the game with 9 cards in your hand (instead of 6 cards), and, at the end of each turn, you draw until you have 9 cards in your hand (instead of until you have 6 cards in your hand). Each age, you play one card into each arena (or more, e.g. if you play cards with Flash or Summon). Each ability is still tied to the arena it was played in. (E.g. if you play a card with Subvert in Arena 1, you can only Subvert cards in Arena 1.)

**Awaken for each arena separately:** You can't use Energy from cards in Arena 1 to awaken from ritual piles from Arena 2. (The same is true for gaining cards: You cannot use abilities on cards played in one arena to gain cards from a different arena.) You can awaken 1 card from each arena's ritual piles each age.

**You still only have one deck:** All cards you awaken enter the same deck. You still only have one hand of cards: When you draw, you get extra options for both arenas; however, when you are forced to discard, both of your arenas suffer.

**To capture or destroy a temple, you must win in both arenas, or win in one arena and tie in the other.**



## Three-Arena Games (5-6 Players)

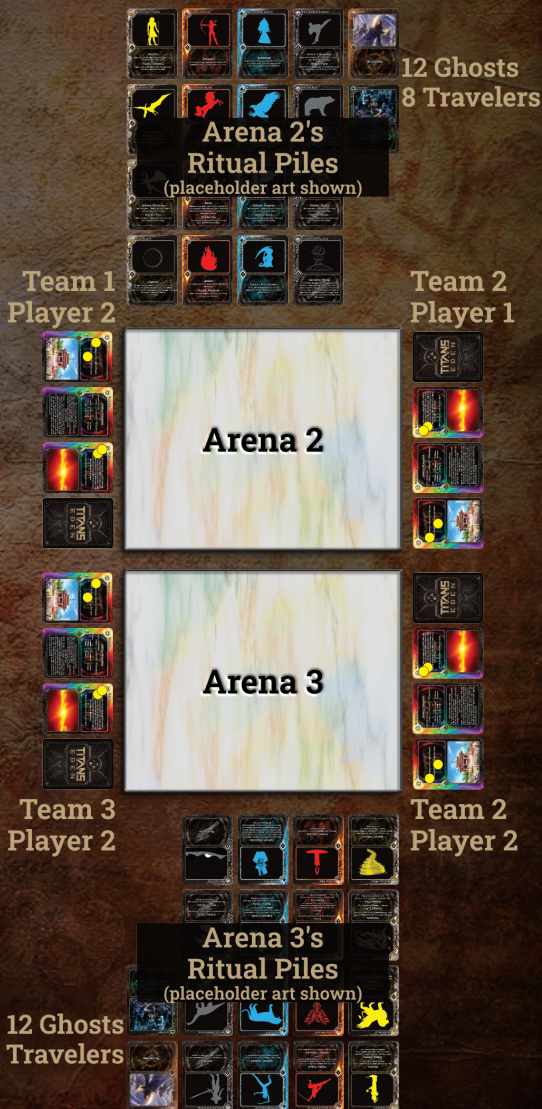
In three-arena games, three teams compete for dominance. This is the largest and most-complicated version of Titans of Eden, so we recommend becoming familiar with two-player and two-arena games before engaging in this format. (At the very least, play a game on the online client: <https://www.TitansOfEden.com/online>)

Here, we describe 6-player mode, and then discuss 5 player variants (which is built on the framework of 6-player mode.)



### Setup

Divide into 3 teams, spread out across 3 arenas, as shown in this figure. Place one set of 16 ritual piles next to each arena (using the same procedure described for 2-player games, where each set of ritual piles contains one pile of cards for each element-species combination). As discussed in the rules for two-arena games, ritual piles are only "accessible" from the arena they are set up next to. (You cannot use Energy or other abilities on cards played in one arena to awaken or gain cards from ritual piles that are adjacent to a different arena.)





Set out all subversion cards. These can be used in any arena: They are NOT limited by where they are placed during setup.

Set out 8 Travelers and 12 Ghosts in each arena. These cards can only be gained from the arena they are set up in. (E.g. If Arena 2 runs out of Ghost cards, they cannot use Ghosts from Arena 1.)

Deal each player 8 Monks and 4 Wizards to make their starting deck. Give each player a Surge Mat and a Reference Sheet. Put 2 tokens on each Surge Mat.

Give each player a Temple Mat. (This is different from two-arena games: Teams do NOT share temples in this format.) Put 2 tokens on each Temple Mat. This is the only game format where Temple Mats start with 2 tokens on them (instead of 3).

Randomly choose one team to start with the Avatar Mat.

### Ages

(Note: These rules for Ages are identical for Two-Arena Games.) Gameplay is essentially the same as if three 1-vs-1 games were simultaneously being played. Each age, each player plays a card into the arena they are sitting next to, at the same time as their opponent (on the other side of the same arena). Each player will play against only other player for the whole game. (E.g. From the previous figure: Team 1 Player 1 will play into Arena 1, always against Team 3 Player 1.)

Your cards' abilities are limited to the scope of your arena. Whatever cards you play into your arena cannot affect other cards or players outside of your arena. (E.g. you can't make players from other arenas discard cards, and you can't subvert cards outside of your arena.) Whatever is happening within your arena doesn't affect what is happening in any other arena.

All games should be synchronized: When you and your opponent are in the first age, all players in all arenas should be in their first age. When cards are being flashed into your arena, they should be simultaneously flashed into all other arenas (provided that Flash abilities were played in each arena).

You and your teammate should feel free to look at each other's cards and strategize together. (This isn't required: you can "hide" your cards from your teammate.)

### Trading Cards

(Note: These rules for Trading Cards are identical for Two-Arena Games.) There is one way you can affect your teammate's game: At the start of each age, you and your teammate can agree to each play a card into each other's arenas. (So, you would play a card for them, and they would play a card for you.) You can play a card into your teammate's arena from your hand or from the top of your deck (without looking at it). Once you play a card into their arena, that card becomes permanently theirs: At the end of the turn, they will shuffle that card into their deck. (This lets teammates share cards with each other that they would otherwise not have access to.) Your teammate gets to use all of the abilities of all of the cards you play into their arena. (E.g. If you play a card with Flash into your teammate's arena, then your teammate uses the Flash ability to play another card from their hand (or deck) into their arena.)

If you play a card for your teammate, they must play a card for you. You can only play one card into your teammate's arena each age, and only at the start of the age. (E.g. If you have a card in play with Summon, and you and your teammate agree to play into each other's arenas, then you play one card into your teammate's arena AND one card into your own arena, while your teammate plays one card into your arena.)

### Battles & Winning Temples

To win a Three-Arena Game, you must show your dominance over both other teams: You only win the game when your opponent AND your teammate's opponent both run out of temples. (E.g. From the previous figure: Team 1 wins if Team 3 Player 1 and Team 2 Player 1 both have zero temples.)

Battles are mostly the same as two-player games: You win the battle if your total power is greater than your opponent's total power by 2+. (You only compare powers with your opponent in your own arena.) However, there are two differences:

1. You are NOT eliminated if you run out of temples. If you have zero temples, keep playing like normal (as long as no other team has won the game). (If you lose a battle when you have zero temples, there is no penalty for you. You have nowhere to go but up.)
2. You can only capture a temple if you have zero temples remaining. (If you win a battle and you have one temple



remaining, then destroy one of your opponent's temples.)

This win condition requires you to strategize with your teammate: Each turn, you'll have to decide if you should play your powerful cards into your arena or pass them to your teammate so that they can beat their opponent. Furthermore, it keeps all six players engaged in the game: Your team is going up against both other teams, and teammates on each team can share cards to strategically win important battles.

### **Avatar Mat**

The Avatar Mat is shared by you and your teammate, and is passed clockwise to the next team at the end of each turn. Each age, the team with the Avatar Mat awakens cards first. Then, the next team (counted clockwise) awakens cards. Finally, the remaining team awakens cards.

When your team has the Avatar Mat, you and your teammate must decide if you are playing a card into each other's arenas, and choose the cards you each are playing, before any other team does. (You and your teammate signify this by putting the chosen cards face-down in front of each of you, into your respective arenas.) Then, the next team (counted clockwise) chooses. Finally, the remaining team chooses, and then all cards are simultaneously flipped faceup.

(This is the way that priority always passes in three-arena games: First the team with the Avatar Mat, then the next team (counted clockwise), and then the remaining team.)

### **5-Player Mode**

When playing with 5 people, players should divide into three teams. Each team plays into two arenas, regardless of the number of players on it. (E.g. from the previous figure: If Team 1 only has 1 player, then that player plays into Arena 1 and Arena 2.) Teams with two people play by all normal rules (described above). Teams with one person start the game with 9 cards in their hand (instead of 6 cards) and, at the end of each turn, draw until they have 9 cards in their hand (instead of until they have 6 cards in their hand). They also play 1 card into each of their team's two arenas each age (or more, e.g. if they play cards with Flash or Summon).

Awaken for each arena separately: A player on a one-person team cannot use Energy from a card in one arena to awaken

from a ritual pile in another arena. A players on a one-person team can awaken two cards each age: one from each of their arena's ritual piles.

Players on one-person teams still only have one deck: All cards they awaken enter the same deck. These players also still only have one hand of cards: When they draw, they get extra options for both arenas they are playing in; however, when they are forced to discard, both of their arenas suffer.

Teams with one person still have two Temple Mats (one for each arena), and these temples are treated entirely separately. (E.g. If a one-person team has 0 temples in Arena 1, and wins the battle (in Arena 1), they steal a temple from their opponent (in Arena 1), even if they still have temples in another arena.)

To win the game, your team must control all temples in all arenas your team is playing in. (It doesn't matter if one of your opponents is playing in two arenas: The temples they do or don't have in other arenas doesn't affect your win condition.) (Example from the previous figure: For Team 1 to win, Team 2 must have zero temples in Arena 2, and Team 3 must have zero temples in Arena 1. It doesn't matter if Teams 2 and 3 have one or two players, or how many temples either team has remaining in Arena 3.)

When playing with 5 players, we recommend that the most experienced player play on a team by themselves. This is because the player playing by themselves must simultaneously manage 2 arenas: It can take significantly more time for them to make decisions: Having the fastest and most experienced player take on these extra responsibilities can help prevent a delay-of-game.

### **3-4 Player Mode**

3-Arena games can be played with 3-4 players, following all the rules for 5-Player Mode. However, using this number of players is likely to take significantly longer than 2-arena games, because multiple players will have to manage 2 arenas simultaneously.



Titans of Eden has two main formats: classic deck-building, which is the standard way to play (all formats described above are classic deck-building); and constructed, which offers advanced players additional challenges. In constructed mode, instead of setting out 16 randomly-selected ritual piles, each player builds a spellbook, which is a collection of hand-picked cards that they can call upon throughout the game. Then, players compete using all the standard rules with one exception: Whenever they would awaken a card, they awaken from their spellbook (instead of from ritual piles). This works equally well for two-player games as it does for team games (i.e. two- and three-arena games).

### Official Rules

- Before playing, each player builds a spellbook of exactly 32 cards. Each player's spellbook can only contain storm, fire, ice, and rock cards. There are no limitations on the number of warriors, beasts, dragons, and titans that can be used.
- When setting up the game, each player receives the standard starting cards (8 Monks, 4 Wizards, 1 Temple Mat, 1 Surge Mat, and 1 Reference Sheet). Set out all subversion cards. Set out 8 Travelers and 12 Ghosts for each arena. Do NOT set out any other ritual piles.
- Whenever you would awaken (or otherwise gain) a card, gain that card from your spellbook. Each card in your spellbook counts as its own unique ritual pile. Additionally, you can awaken and gain Ghost or Traveler cards from the shared piles set out for each arena.
- Players should always keep their spellbook secret. However, whenever they awaken or gain a card, they must reveal that card to the other players (even if it is being gained to their hand).
- In team (two- and three-arena) games, each player on a team makes their own spellbook. If one player is playing into two arenas (e.g. in Two-Arena 3-Player Mode), then that player should make two separate spellbooks: one for each arena.
- Your entire spellbook is always accessible from its corresponding arena.
- Follow all other standard rules for playing.

There are many abilities that alter the flow of gameplay. Each ability will be individually described in the following sections.

Some abilities are followed by numbers (e.g. Draw 2, Energy 2). This means that you have two copies of that ability. (I.e. It is as if you have Draw and Draw, or Energy and Energy.) If an ability is followed by All (e.g. Discard All), then you have one copy of that ability for each time you could use it (i.e. you have one copy of the Discard ability for each card in your opponent's hand).

Many abilities have modifiers which are listed after a colon, e.g. Discard: Deck 2 or Flash 2: Foresee. For the former, you have one copy of the Discard ability, with the modifier Deck 2; for the latter, you have two copies of the Flash ability with the modifier Foresee. Abilities are considered to be the same type if they share the same name preceding the colon, e.g. Flash and Flash: Foresee are both Flash abilities (for the sake of timing and priority). The number following the modifier is NOT an extra copy of an ability, but rather a descriptor of the modifier. (Each modifier is explained later in this section.)

The official timing for abilities is listed on the Reference Sheet. On this sheet, each ability is given a priority, with 1 being the highest priority. When activating abilities, follow all timing rules for turn stages (e.g. only activate "start of each age" abilities at the start of each age), and activate abilities in the order of their priority (e.g. activate all Draw abilities before activating any Discard abilities). The timing for Now abilities is discussed on page 26.

In each of the following sections, abilities are listed in the order of their priority. However, all abilities of the same type have equal priority. Examples: 1) Discard and Discard: Deck have equal priority. 2) Subvert: Harmless and Subvert: Mindless have equal priority.

All abilities of the same type activate at the same time. For example, if you play a card with Flash, and your opponent plays a card with Flash 2, all three additional cards are played simultaneously. If you play a card with Subvert: Mindless, and your opponent plays a card with Subvert: Harmless, then the Mindless and Harmless subversions are attached to cards simultaneously.



All abilities are mandatory, unless they explicitly say that they are optional. The “may” keyword indicates an ability is optional. (E.g. if an ability says: “You may play another card,” then it’s up to you. If an ability says: “Play another card,” then you must if there are any cards you can play.) If an ability says to do something to any number of cards, you may choose zero for that number.

When multiple players are activating an ability at once, the player (or team) with the Avatar Mat makes decisions first. When making decisions, a player must declare what actions they are taking; however, these actions are not taken until all players declare their own actions. Examples: 1) You have the Avatar Mat, and you play a card with Subvert: Harmless at the same time your opponent plays a card with Subvert: Mindless. First, you declare which card you are attaching Harmless to. Then, your opponent declares which card they are attaching Mindless to. Finally, Harmless and Mindless are simultaneously attached to the targeted cards. 2) Your opponent has the Avatar Mat, and you and your opponent both play a card with Flash. First, your opponent decides which card they are playing, and puts its face down in front of them. Next, you decide which card you are playing, and put it face down in front of you. Finally, both face-down cards are simultaneously flipped faceup.

### Start of the turn

Abilities that activate at the start of each turn activate before any cards are played, AND before any Start of each age abilities activate.

**Surge** – At the beginning of any turn (turn, NOT age), before playing any cards, you may remove a token from your Surge Mat. If you do, discard your hand and draw one card for each card you discarded. (This usually means that you draw six new cards.) Don’t shuffle your deck after discarding – leave those cards in your discard for the rest of the turn. If you still don’t like your hand, you may remove another token from your Surge Mat to discard your hand again and draw a new hand again.

If either player chooses to use the Surge ability, then any of the other players can respond by choosing to also use the Surge ability (as long as they have at least one token on their Surge Mat). This ability does NOT have to be decided in priority order: A player can “change their mind” about surging

based upon what their opponents choose to do.

### Start of each age

Abilities that activate at the start of each age activate before any cards are played that age.

**Draw** – At the start of each age, draw a card for each Draw ability you have in play. Example: If you have Draw 2 and Draw in play, you would draw 3 cards at the beginning of each age.)

If there are no cards remaining in your deck, this ability does nothing.

**Draw: A New Hope** – If you have no cards in your hand, then draw a card. This activates at the same time as all other Draw abilities. Example: At the beginning of the third age, if you have Draw 2 and Draw 3: A New Hope in play, and you have no cards in your hand, then draw 5 cards.

Draw: A New Hope only activates if its controller has no cards in their hand. So, if you attach Feral to an opponent’s card with Draw: A New Hope, and your opponent has no cards in their hand at the start of an age, then you draw a card (regardless of whether you have any cards in your hand). By the same token, in this same scenario (where your opponent’s card with this ability is subverted with Feral), you do NOT get to draw from this ability if your opponent has any cards in their hand (even if you have zero cards in your hand).

**Discard** – Your opponent discards a random card in their hand. They fan out their cards (with the backs facing you), and you select one to be discarded. This happens after all Draw abilities have activated.

**Discard: Deck** – Look at the top card of your opponent’s deck. You may discard it or put it back. If you have multiple Discard: Deck abilities in play, perform them one-after-the-other. If you have Discard and Discard: Deck abilities in play, you may activate them in any order.

**Sacrifice** – You may permanently remove a card in your hand from the game. (Set it aside in its own pile.) The removed card does not return to its ritual pile, and there is no mechanism by which that card can ever re-enter the game. Sacrifice is a powerful mechanic that lets you get rid of your starting cards (Monks and Wizards) so that you draw your better cards more often.



Cards you sacrifice are public knowledge: You must reveal which cards you are sacrificing to your opponent. (You can't "hide" them.)

**Sacrifice: Ritual** – At the start of the third age (after all Draw and Discard abilities have activated), you may permanently remove one other card in you have in play from the game. (The card with Sacrifice: Ritual cannot choose to remove itself.) If you do, choose a ritual pile that costs up to one more than the removed card. Gain a card from the chosen card's ritual pile to your hand.

You can only choose ritual piles that are accessible from this arena (i.e. ritual piles from which you could awaken cards this age, if you had enough Energy). (Example, for three-arena games: If your card with Sacrifice: Ritual is played in Arena 1, you cannot gain a card from ritual piles adjacent to Arenas 2 or 3.)

If both players have Sacrifice: Ritual, then the player with the Avatar Mat chooses which cards they are sacrificing and gaining before the other player makes any decisions on sacrificing and gaining. (For three-arena games, make decision in priority order (i.e. clockwise starting with the Avatar Mat).)

In Constructed Format, you can choose to gain any card from your spellbook (or a Traveler/Ghost accessible from your arena) that costs up to one more than the removed card.

## Continuous

Some abilities apply continuously. These abilities don't have any timing listed and are always in effect. (I.e. they take affect before any Now abilities activate.)

**Armor** – Cards with Armor cannot be subverted and cannot be substituted out-of-play (by you or your opponent). No subversions can ever be attached to this card, and abilities that would subvert this card have no effect on this card. This includes subversions you place – you cannot subvert a card with Armor, even if you control that card. (If a card without Armor becomes subverted, and then gains the Armor ability, it remains subverted.)

**Cards with Armor** can be Substituted into play.

**Bolster** – Bolster abilities increase the power of your cards.

Bolster abilities are updated every time a card is played and every time an ability activates. Example: You play a card with Bolster: Fire during the first age, and your opponent doesn't play a fire card. Your card gets no additional power. During the second age, your opponent plays a fire card. Now, your card gets one additional power.

**Bolster: Storm/Fire/Ice/Rock** – +1 power per card your opponent has in play of the listed element. Use this ability to respond to your opponent going hard on any one element.

**Bolster: Warriors/Beasts/Dragons/Titans** – +1 power per card your opponent has in play of the listed species.

**Bolster:** Allies 6 – +1 power for each other card you have in play (not counting this card), for up to 6 additional power. This doesn't count desert (e.g. Ghost) cards.

**Bolster: Cards 6 – +1 power for each card in your hand, for up to 6 additional power.**

**Bolster: Glory** – +3 power if you have 4 or fewer cards in play. This ability ceases to have any effect the moment a fifth card enters play for you (including if you are haunted with a Ghost).

**Bolster: Hero** +1 power if your opponent has more cards than you in play. Or, if your opponent has double the number of cards you have in play, +3 power instead. (Both parts of this ability cannot be active at the same time: You cannot get both the +1 power and the +3 power simultaneously.)

**Bolster:** Rivals 6 – +1 power for each card your opponent has in play, for up to an additional six power.

**Bolster: Token x2** – This card gets +2 power if it has a token on it. (Tokens are placed by some abilities, e.g. Purify: Token.)

**Control** – During the 3rd age, you get to look at your opponent's hand and choose which card(s) they play. Examples: 1) You choose that your opponent plays a Ghost from their hand. 2) You choose that your opponent plays the top card of their deck. 3) If you cause your opponent to play a card with the Flash ability, then you choose which additional card is played. 4) You choose that your opponent plays a card with the **Return** ability. Your opponent chooses which cards they return to their hand (if any). 5) If your opponent has **Summon**, then you get to play 2 cards. 6) If your opponent has **Substitute**, and



they choose to substitute a card out of play (which you cannot force them to do), then you get to choose which card is substituted into play.

If you play a card with Control during the third age, you make all your opponent's decisions starting from when your card comes into play.

If you are playing a game with multiple arenas, and your opponent is playing into two different arenas, then, when you use the Control ability on your opponent, you and your opponent make decisions in priority order. (E.g. if your opponent has the Avatar Mat, then they choose what cards they are playing into their other arena (the one where they are not being controlled) before you choose what cards they are playing into your arena.) (You do, however, get to see what they are playing into the other arena, provided they are playing a card from their hand.) Similarly, if you and your opponent both have Control abilities in play, then the person with the Avatar Mat chooses which card(s) their opponent plays before the opponent without the Avatar Mat makes any decisions.

If you are playing a team-based format, and you use control on one member of a team, you do not get to see the other member's hand (unless they decide to show it to you). You can still trade cards with the other member, provided the other member agrees.

**Delay** – Whenever you and your opponent would simultaneously play one or more cards, your opponent chooses what card(s) they're playing first. (These rules supersede the Avatar Mat.) They reveal those card(s) to you before you decide what you're going to play. If your opponent is playing from the top of their deck, you still get to see what card(s) they're playing. (You get to look at them, and your opponent doesn't.) You may choose different card(s) to play than you had originally planned after seeing what your opponent is playing. The card(s) that are revealed to you enter play at the same time that your card(s) do.

This ability applies to any time cards are played, including when you play cards normally, when cards are played from the Flash ability, and when cards are played from the Substitute ability.

If you and your opponent both have Delay abilities in play, then

each of your Delay abilities cancels one of your opponent's Delay abilities.

In games with multiple arenas, if one player is delayed, then all cards that are to be played into their arena are decided and revealed before any other decisions are made. (E.g. If your teammate is delayed, and you are playing into their arena, you choose which card you are playing first, and reveal that card to your teammate's opponent. If your teammate has Summon, then they simultaneously choose and reveal what additional card they are playing into their arena.) Cards are only revealed to the opponent that used the Delay ability. (They can feel free to share this information verbally, but they can't show the card – so they can lie.) If multiple players are delayed, perform this action in priority order (i.e. clockwise starting at the Avatar Mat); however, remember that each of your Delay abilities cancels one of your opponent's – you are NOT both delayed.

**Protect** – The age you play a card with Protect, your opponent cannot subvert your cards or haunt you. This does NOT work retroactively: Protect does not remove any subversions that have been placed during previous ages or earlier this age (before your card with Protect was played). You can still subvert your own cards if you played a card with Protect this age. (Remember that this is limited to the arena in which it is played: If you are on a one-person team playing in two arenas, and you play Protect in one arena, you are NOT protected in both arenas.)

**Protect: Eternal** – Like Protect, but applies the whole turn, instead of just the age the card was played.

**Summon** – Whenever you play your first card each age, play an additional card at the same time. Example: If you played two cards with Summon during the second age, then you get to play three cards during the third age. You select all these cards simultaneously (i.e. if you have the Avatar Mat, you select all three of them before your opponent selects their card(s)), and all cards are played simultaneously (at the same time as your opponent). You may select multiple cards from the top of your deck (Example: You can play the top 2 cards of your deck). If you are playing a card from the top of your deck, you do NOT get to look at it before you decide what other card(s) you're playing. All cards selected to be played by you and your opponent are flipped faceup (and enter play) simultaneously.



## Now

The Now keyword means “This ability activates the age it is played.” Now abilities cannot activate on subsequent ages.

When activating abilities, if there are multiple abilities in play that have not yet been activated, activate the ability among them that has the highest priority. This may cause you to backtrack on the priority stack as additional cards are played, like in the following example: You play a card with Subvert: Harmless (priority 2) and Flash (priority 5) at the same time that your opponent plays a card with Haunt (priority 6). You subvert one of your opponent’s cards with Subvert: Harmless, and then you use your Flash ability to play a card with Mimic (priority 4). At this point, the ability in play with the highest priority is Mimic, so you activate that now (even though the “next” ability after Flash priority-wise is Haunt). It doesn’t matter what order cards were played in: All that matters is which ability in play (that has not yet been activated) has the highest priority.

In games with multiple arenas, all Now abilities of the same type (e.g. Subvert: Harmless and Subvert 3: Feral) activate simultaneously across all arenas. If a card is flashed into one arena causes you to backtrack on the priority stack (as discussed above), then backtrack in all arenas, so that only one type of ability is activating at a time across all arenas.

**Mythic** – If a card has the Mythic ability, then you can only have one copy of it in play. Whenever you play a card with Mythic, you must discard all other copies of that card you have in play. If you play two copies of a card with Mythic at the same time (e.g. with Flash 2), they both get discarded. (Don’t do that.) If the Mythic ability is copied (e.g. with Mimic), then you must discard all cards in play that share the name of the card that copied the ability (i.e. the card with Mimic), NOT the name of the card that originally had the Mythic ability.

**Subvert** – Subvert abilities let you attach one or more subversions to one or more cards. Subversions stay in play until the card to which they are attached leaves play (usually at the end of the turn). When subversions leave play, they are returned to their pile. The card to which they are attached is referred to as the subverted card. If the subverted card leaves play for any reason (e.g. with Substitute), then the subversion is instantly returned to its pile.

If you and your opponent simultaneously play cards with Subvert, then the player with the Avatar Mat chooses which card(s) they are subverting first. Then, the other player chooses which card(s) they are subverting. After both players have chosen, then all subversions are attached at the same time. In three-arena games, make decisions in priority-order (i.e. clockwise starting with the Avatar Mat), and then attach all subversions in all arenas simultaneously.

If multiple types of subversions are played simultaneously, then they should be attached simultaneously. (E.g. You have the Avatar Mat, and you play cards with Subvert: Harmless and Subvert: Mindless at the same time that your opponent plays a card with Subvert: Wounded. First, you decide and declare what cards you are attaching Harmless and Mindless to. Then, your opponent decides what card they are attaching Wounded to. Finally, all subversions are attached simultaneously.)

Most subversions can only be attached to your opponent’s cards – pay attention to the listed restrictions. Additionally, most subversions are NOT optional: If there is a card that can be subverted, then it must be subverted (unless the ability text says “You may subvert,” which leaves the choice up to you).

If you run out of any subversion cards (e.g. you’re supposed to attach Wounded to 9 of your opponent’s cards), then the subversion still happens; signify that the additional card(s) are subverted in some other way.

Each card can only be subverted with one subversion of each type. (E.g. no single card can have 2 Forgotten subversions attached to it, but a single card can have Forgotten and Traitorous attached to it.)

If you have a non-optional (i.e. does not contain the word ‘may’) Subvert X ability (where X is an integer greater than 1), and there are fewer than X valid choices, then subvert all valid choices. (This works because Subvert X means you get X copies of the Subvert ability. If some of those copies don’t have valid choices, that doesn’t affect the other copies.)

**Subvert: Cave In** – You may attach Mindless and Harmless to an opponent’s card played this age. (You cannot choose a card played in previous ages.) If you do, discard this card from play. (See Subvert: Mindless and Subvert: Harmless for more details.)



This action must be decided in priority order and cannot be changed after it is decided. Example 1: If you have the Avatar Mat, and your opponent plays a card with Subvert: Cave In at the same time you play a card with Subvert: Mindless, then you must decide which card you are subverting with Mindless before your opponent decides if they're using the Subvert: Cave In ability. If you decide to attach Mindless to your opponent's card with Subvert: Cave In, they can then choose to discard their card with Subvert: Cave In from play (by choosing to use its ability), which essentially makes you 'lose' your Subvert: Mindless ability (because Mindless will not be attached to any card). Example 2: Same as Example 1, except your opponent has the Avatar Mat. Now, they must decide whether they are using Subvert: Cave In before you decide which card you are subverting with Mindless. You can base your decision on whether they decide to use the Subvert: Cave In ability: If they choose to use it, then you will know to not attach Mindless to the card with Subvert: Cave In (because the card with Subvert: Cave In will be discarded from play).

**Subvert: Exhausted** – Attach Exhausted to an opponent's card. Cards subverted with Exhausted have no abilities, except for "Now" abilities. This includes continuous abilities like Bolster, but cannot be used to cancel a Protect ability played this age.

**Subvert: Extinguished** – Attach Exhausted and Harmless to an opponent's card. (See Subvert: Exhausted and Subvert: Harmless for more details.)

**Subvert: Feral** – Attach Feral to an opponent's card. Abilities on cards subverted with Feral benefit both players. Whenever an ability on a Feral card activates, both players get its effects. (For example, if your opponent has a card with Draw 2 that has been subverted with Feral, then both you and your opponent draw 2 cards at the start of each age.) You don't get to play catch-up when a card is subverted with Feral: If you subvert an opponent's card with Flash, but that Flash ability has already activated (before Feral was attached), then you do NOT get to play an additional card.

When you subvert an opponent's card with Feral, your copy of the ability is not associated with any card. (It's a "floating" ability that's not attached to any card.) For this reason, Feral does not affect Bolster abilities, because you don't have a card that can receive the additional power.

Here, we list examples for each type of ability. This should be read as: If a card subverted with Feral has ABILITY, then, when ABILITY activates on the subverted card, EFFECT.

- Draw 2: Both players draw 2 cards
- Discard 2: Both players discard 2 cards
- Sacrifice: Each player may permanently remove a card in their hand from the game.
- Armor: No effect. Armored cards cannot be subverted.
- Bolster: No effect. Bolster abilities only affect the card they are on. The Bolster ability is not copied onto one of your cards, so there is no card that can benefit from the copied Bolster ability.
- Delay: Both players get Delay, so it is effectively canceled out.
- Protect: No effect. Either the card was played this age and cannot be subverted; or, the card was played during a previous age and the Protect ability won't activate.
- Summon: Each player plays an additional card in each subsequent age.
- Mythic: No effect. Mythic interacts with the cards it's printed on, and your copy the ability isn't associated with any card.
- Subvert: No effect. All Subvert abilities activate simultaneously. So, by the time Feral becomes attached to a card, any Subvert abilities on that card will have already finished activating.
- Divert: Each player may move subversions from any one of their cards to any other card (following the rules for Divert).
- Mimic: If you use Feral to subvert a card that has Mimic, then, when Mimic activates for your opponent, you do NOT get to copy any abilities from any of your cards (because Mimic copies abilities onto the card with the Mimic ability, and you have no card that abilities can be



copied onto, because your copy of the Mimic ability is not associated with any card). However, you do get a copy of all abilities that your opponent copied with Mimic as those abilities activate, since those are copied onto the card that has been subverted with Feral. (E.g. if your opponent uses their Mimic ability to copy Flash 2, then you get to use the Flash 2 at the same time they do.) (This is the only way you can get a copy of certain abilities, e.g. Subvert and Protect, which otherwise cannot be copied through Feral.) If you copy Mythic or Bolster this way, they have no effect, since your copy won't be associated with any card.

**Flash:** Both players get to play an additional card. If the Flash ability is optional, then each player may individually decide whether to play an additional card.

**Haunt:** Both players are haunted.

**Purify:** Each player may purify a card in play.

**Control:** Each player controls their opponent's 3<sup>rd</sup> age.

**Night's Fury:** Each player chooses whether to discard their hand.

**Substitute:** Each player may discard one card they have in play to play an additional card.

**Rage:** Each player may return one card they have in play to their hand.

**Spite:** If either player lost a temple this turn, then their opponent gains two Ghost cards.

**Energy:** Both players get +1 Energy.

The above examples are guidelines meant to show how the Feral ability operates: All additional effects listed on cards still activate for both players (if applicable), following the above logic. Example: A card with Sacrifice: Ritual is subverted with Feral. When Sacrifice: Ritual activates, each player can permanently remove a card in play from the game to gain a card from a ritual pile costing one more than the removed card.

If you use Feral to subvert a card that has already been subverted with Mindless, then you will not get to use any abilities. If you use Feral to subvert a card that has already been subverted with Exhausted, then you will not get to use any non-Now abilities.

**Subvert: Harmless** – Attach Harmless to an opponent's card. Cards subverted with Harmless have zero base power. This means that it's as if the number printed on the card for Power is zero. So, if any ability increases the power of a card subverted with Harmless, then the subverted card's power is still increased. Example: Your opponent has a rock dragon in play with 3 base power Bolster: Storm. You have two storm cards in play, so that rock dragon's total power is 5. If that rock dragon is subverted with Harmless, its total power would be 2 (because the Bolster ability would still take affect).

Harmless is calculated before bolstering, unlike Stunted and Wounded, which are calculated after bolstering.

**Subvert: Mindless** – Attach Mindless to an opponent's card. This removes all abilities on that card. (This cannot be used to remove Protect from a card played this age. If you attach Mindless to a card with Purify, then that card cannot use Purify to remove the Mindless subversion.)

**Subvert: Quivering Fools** – Choose one: 1) attach Mindless and Harmless to all cards with 1 or less power, including your cards; or 2) do nothing. If your opponent played a card with Protect this age, this ability doesn't affect any of their cards (but does affect your cards). If you played a card with Protect this age, your cards are still affected – Protect doesn't stop you from subverting your own cards. Cards with Armor are unaffected by this ability.

**Subvert: Replicate** – This is a straightforward ability in two-player games: Choose a non-titan card your opponent has in play, and gain a card from that card's ritual pile into play. (You're essentially gaining a copy of your opponent's card.) The card you gained is now yours for the rest of the game. If the card you choose has an empty ritual pile, then you gain nothing.

In three- and four-player games, and in constructed format games, this ability is a little more complicated. When you choose an opponent's card to replicate, you might not have access to that card's ritual pile, so you can't gain a copy of



that card. (A ritual pile you have access to means a ritual pile that you could awaken from this age, if you had enough Energy in play.) Instead, gain a card from a ritual pile that you have access to that shares the chosen card's element and species. Example: Your opponent has a Fire Dragon in play from a ritual pile that you don't access to, so you gain a Fire Dragon from a ritual pile that you do have access to.

**Subvert: Replicate** is a non-traditional Subvert ability: It counts as a subversion, even though you don't actually attach a subversion card to your opponent's card. If your opponent played a card with Protect this age, then this replicate ability has no effect. You cannot replicate a card with Armor. This ability cannot be undone by Purify.

In Constructed Format, when you are replicating an opponent's card, you may choose to gain into play any card from your spellbook (or a Traveler/Ghost accessible from your arena) that shares the chosen card's element and species. (You do NOT have to gain a card that shares the chosen card's name, even if that choice is available to you in your spellbook.)

When you gain the card into play, all of its abilities activate as if you had just played the card.

**Subvert: Stunted** – Attach Stunted to an opponent's card. Stunted sets a card's maximum power to 1. This is not the card's base power: It's the card's total power, and it applies after adding in Bolster abilities (and after applying other subversion effects, like Wounded). Example: Your opponent plays an ice dragon with a base power of 1 and the Bolster: Rock ability. You have 2 rock cards in play, so the ice dragon's total power is 3. You play a card with Subvert: Stunted, and subvert your opponent's ice dragon, reducing its power from 3 to 1.

This ability is calculated continuously: If you subvert an opponent's dragon with Stunted, and that dragon is later bolstered by cards you play, its power still can't exceed 1.

**Subvert: Total Warfare** – Attach Wounded to all of your opponent's cards. If your opponent played a card with Protect this age, this ability doesn't affect any of their cards. Cards with Armor are unaffected by this ability. (See Subvert: Wounded for more details.)

**Subvert: Traitorous** – Attach Traitorous to an opponent's card, gaining control of that card. Move that card to your side of the arena. Treat that card as if it was one of your cards you played this turn. You get to use that card's abilities as they activate (following the normal timing rules (i.e. you don't get to backtrack and re-use abilities that already activated)), and you get that card's power during battle.

If your opponent subverts one of your cards with Traitorous, and you play a card that lets you subvert one of your opponent's cards, then you may choose to subvert the card that your opponent subverted with Traitorous (because that card is treated as if it was one of your opponent's cards they played). Similarly, if your opponent plays a card with Protect, it prevents you from subverting cards they subverted with Traitorous. You cannot use Divert to move a Traitorous subversion placed by your opponent (because you can only Divert subversions off your cards, and the Traitorous card is no longer yours). When bolstering, count cards your opponent subverted with Traitorous as if your opponent played them this turn.

When the subverted card leaves play (e.g. at the end of the turn, or through an ability like Substitute, Return, Rage, or Sacrifice: Ritual), it is put into its original owner's discard (i.e. the player who controlled that card when it was first played this turn).

**Subvert: Wounded** – Attach Wounded to an opponent's card. Wounded cuts a card's power in half. However, cards aren't allowed to have half-integer power: After cutting the power in half, round up to the nearest whole number. This takes place after all Bolster abilities are applied. Example: A card with 2 base power and 3 power from Bolster abilities is subverted with Wounded. Its pre-Wounded power is 5; after applying Wounded, its power is 3.

Wounded is updated continuously. When calculating the subverted card's power, cut its power in half after calculating all Bolster affects. Example: You have an ice dragon with Bolster: Rock and 2 power. Your opponent subverts it with Wounded, reducing it to 1 power. Your opponent then plays 2 rock cards. Your ice dragon's power is now 2. (The "+2 power" it should get from being bolstered is reduced to "+1 power" (because of Wounded), even though the rock cards were played after your ice dragon was subverted.)



Cards with -1 base power that are subverted with Wounded have 0 power.

Wounded is applied before Stunted: Cut a card's power in half (with Wounded) before reducing its power to 1 (with Stunted).

**Divert** – You may remove all subversions your opponent attached to one of your cards. (You may only choose 1 of your cards (and may not choose 1 of your opponent's cards), and any subversions that you played remain attached.) If you remove any subversions, attach those subversions to any other card, including any of your cards or any of your opponent's cards. If your opponent played a card with Protect this age, you cannot move any subversions to any of their cards: The subversions you remove must be attached to another one of your cards (and, if there are no cards you have in play that all of the removed subversions can be attached to, then just remove those subversions without attaching them to another card). You cannot move subversions to any cards with Armor.

If both players have Divert, then the player with the Avatar Mat makes all their decisions first. Then the other player makes all their decisions. Then, all chosen subversions are moved simultaneously. (In three-arena games, make decisions in priority-order (i.e. clockwise starting with the Avatar Mat), then move all subversions in all arenas simultaneously.) If you and your opponent simultaneously play cards with Divert, you cannot choose to Divert a subversion your opponent is Diverting onto one of your cards. (This doesn't work because all subversions are moved simultaneously, after all decisions have been made, and you can't choose to move a subversion attached to an opponent's card.)

When you use Divert to move a subversion, you become the new "owner" of that subversion: That subversion is considered to have been placed by you (and only you) this turn. So, if you subvert an opponent's card with Harmless, and your opponent uses Divert to move Harmless to one of your cards, you can then use Divert to move Harmless back to one of your opponent's card.

**Mimic: Beasts** – Choose one card you have in play that costs two or less. Copy all abilities on the chosen card onto the card with Mimic. (I.e. It's as if the card with Mimic also has those abilities). Those copied abilities have not yet been activated this age – Activate them following normal priority rules.

Mimicking only copies abilities, and not any other card attributes. So, if you use Mimic on a card with Mythic, then you must discard all other cards in play that share the name of the card with the Mimic ability (instead of all cards that share the name of the copied card). If you copy a card that has been subverted with Mindless, then you don't get any extra abilities. If you copy a card that has been subverted with Exhausted, you don't get any extra non-now abilities. (No other subversion effects interact with this ability. Feral is NOT copied over, because Feral doesn't change the abilities on the card – it only changes what happens when those abilities activate.)

**Flash** – Play another card now. This is not optional; you must play another card. You can play a card from your hand or from the top of your deck. (If you choose to play from the top of your deck, you CANNOT first look at what that card is.) If you and your opponent both have Flash abilities in play that have not yet been activated, play all additional cards simultaneously. (First, the player with the Avatar Mat chooses their card(s) and puts them into play face-down. Next, the other player chooses their card(s) and puts them into play face-down. Finally, all cards are flipped face-up simultaneously.) Details about the timing of ability resolution for cards played through Flash is given at the start of the "Now" section, above. In three-arena games, make decisions in priority-order (i.e. clockwise starting with the Avatar Mat), and then all cards in all arenas enter play simultaneously.

**Flash: Foresee** – Look at the top 2 cards of your deck. Play 1 and discard the rest. If you have multiple Flash abilities in play, you may look at the top 2 cards of your deck before or after selecting which other additional cards you are playing. (However, if you are playing cards from the top of your deck with your other Flash abilities, then you do NOT get to see what the cards you are playing from the top of your deck through those other abilities are before activating this ability.) Example: You have Flash 3 and Flash: Foresee 2. You choose to first activate 2 of the 3 "ordinary" Flash abilities by selecting a card in your hand and the top card of your deck (without looking at it). You place both those cards face-down in front of you to be played (still not knowing what the top card of your deck, which you chose to play, is). Next, you choose to activate Flash: Foresee 2 by looking at the top 2 cards of your deck, placing one of them face-down to be played, and discarding the other. Then, you use your third Flash ability



from Flash 3 to play the (new) top card of your deck, which you place face-down to be played. Finally, now that all cards to be played have been selected, you flip these four cards faceup, and they all enter play simultaneously.

If you have multiple copies of Flash: Foresee 2, perform this action subsequently, but play all chosen cards simultaneously. Example: You play two cards with Flash: Foresee 2. First, you look at the top 2 cards of your deck, choose one to be played by placing it face-down in front of you, and discard the other card. Next, you look at the (new) top 2 cards of your deck (which used to be the third and fourth cards of your deck), choose one to be played by placing it face-down in front of you, and discard the other. Finally, you flip the two face-down cards in front of you faceup, playing them simultaneously.

If you have no cards in your deck, skip this ability.

**Flash: Optional** – Like Flash, except optional: You choose whether you play an additional card. If you have multiple Flash abilities in play, you must decide whether you're using the Flash: Optional ability when you select which cards you're playing. (You can't wait to see what the top card of the deck is, as played through another Flash ability, before deciding whether you're using Flash: Optional.)

**Flash: Singular** – This ability only exists on cards that also have Subvert: Feral. If you used this card's Subvert: Feral ability to attach Feral to an opponent's card that has Flash, then this ability does nothing. (This applies to all variations of Flash: E.g. Flash, Flash 2, Flash: Foresee, Flash: Optional, and Flash: Singular.) Otherwise, (i.e. if the card you attached Feral to does NOT have Flash,) then you get to flash in another card now. This condition only applies to the Feral placed by this card's Subvert: Feral ability, and NOT to all Feral subversions you placed this turn.

If you were unable to attach Feral to any of your opponent's cards (e.g. because your opponent has Protect), or if the Feral subversion is removed from your opponent's card before Flash: Singular activates, then you do get to play another card.

This condition is checked when the Flash: Singular ability activates. If the card you subverted with Feral has Flash, but is also subverted with Mindless, then you get to flash in a card from this Flash: Singular ability (because Mindless removes

your opponent's Flash ability, so you get to use your card's Flash: Singular ability). This condition is only checked for the player who controls this card: If your card with Flash: Singular was subverted by your opponent with Feral, and the card you subverted with Feral does NOT have Flash, then you and your opponent both get to flash a card in from the Flash: Singular ability. (Under the same scenario: If the card you subverted with Feral has Flash, then neither you nor your opponent get to flash in another card from this Flash: Singular ability.)

**Haunt** – Your opponent gains a Ghost into play. Attach Harmless to that Ghost, which gives the Ghost zero power this turn. This counts as you subverting that card. At the end of the turn, Harmless gets returned to its pile, but the Ghost gets shuffled into your opponent's deck.

The player with the Avatar Mat haunts first. (Example: If you and your opponent each play two cards with Haunt simultaneously (4 total), but there are only two Ghosts left in play, then the player with the Avatar Mat gets to haunt their opponent twice (and the other player's Haunts have no effect).) In three-arena games, Haunt in priority-order (i.e. clockwise starting with the Avatar Mat).

**Haunt 2: No Escape** – Your opponent gains 2 Ghosts into play. Attach Harmless to those Ghosts. Then, your opponent reveals their hand and plays all revealed desert cards. (In the Genesis Set (this set of cards), Ghost cards are the only desert cards.)

If you are playing a game with multiple arenas, and you are playing into two different arenas, and both of your opponents use Haunt 2: No Escape abilities on you that activate at the same time, then play an equal number of desert cards into each arena. If you have an odd number of desert cards in your hand, you get to choose which arena the extra desert card is played into.

**Return** – You may return one card you have in play to your hand. You cannot choose to return a card that has the Return ability. If you return a subverted card, the subversion is removed, and is NOT automatically reattached if you re-play the returned card. If you use Return on one of your opponent's cards you subverted with Traitorous, then the card is placed in your opponent's discard pile (and NOT in either player's hand). (You cannot use Return on a card your opponent subverted with Traitorous, because the traitorous card is no longer one



of your cards you have in play.)

**Purify** – You may remove all subversions from any one card. This cancels out the effects of those subversions. Return those subversions to their respective piles.

The Purify ability does not work retroactively – If you use Purify to remove Mindless from a card you played in a previous age, you do NOT get to go back and use the Now abilities that were skipped. However, if you use Purify to remove Mindless from a card you played this age, then you DO get to use the Now abilities that were skipped. (As stated above, the “Now” keyword means “This ability activates the age it is played,” so a Now ability that has not yet been activated on a card that was played this age can still activate.) Remember, though, that Mindless removes all abilities on a card, including Purify, so a card that has Purify and is subverted by Mindless cannot remove the Mindless subversion from itself.

If you and your opponent both have Purify abilities in play, the player with the Avatar Mat makes all decisions first, then the other player, and then all subversions are removed simultaneously. (For three-arena games, make decisions in priority order (i.e. clockwise starting with the Avatar Mat), and remove all chosen subversions in all arenas simultaneously.)

**Purify: Absolute** – You may remove all subversions from any number of cards. Follow all restrictions for Purify (above). (This ability is 100% equivalent to a “Purify All” ability.)

**Purify: Token** – If you use the Purify ability to remove a subversion placed by your opponent, then put a token on the card with the Purify ability. If your opponent haunts you, and you remove Harmless from the Ghost, you still get the token. If your opponent uses Divert to move a subversion to one of your cards, and you remove that subversion with this Purify ability, you still get a token. (Similarly, if your opponent subverts one of your cards, and you use Divert to move that subversion, and then you remove that subversion with this Purify ability, you do NOT get a token (because, when you Divert a subversion, you become the new “owner” of that subversion).)

Clarification for this ability’s interaction with Traitorous: If your opponent subverts one of your cards with Traitorous (described in Subvert: Traitorous), and you remove that

subversion with Purify, then you get a token on this card (because they attached the Traitorous subversion).

In the Genesis Set, these tokens only interact with the Bolster: Token x2 ability. In future expansions, they will have additional uses.

## Awakening

Some abilities activate when you are awakening cards. Some activate every age; others are more limited.

**Energy** – Energy is the currency used to awaken cards. Cards with Energy give you one currency to awaken with each age.

**Energy: Arc** – Cards with Energy: Arc give you one Energy during the third age.

**Energy: Evanesce** – Cards with Energy: Evanesce give you one Energy the age they are played (and only that age.)

## End of the 1<sup>st</sup>/2<sup>nd</sup> ages

End of the first & second age abilities activate after awakening cards, before moving on to the next age.

**Night’s Fury** – You may discard all the cards in your hand. This is an optional ability that can usually be combined with other abilities to reach powerful effects.

## End of the 3<sup>rd</sup> age

End of the third age abilities are activated immediately before battle. They can change the balance of power at the last second.

**Substitute** – You may choose a card you have in play to be moved to the discard pile. If you do, play another card now. Now abilities on that card will not trigger. (This is the only way you can get multiple cards with Mythic into play.) Substitute is a good ability for getting rid of your Monks and Ghosts in play, replacing them with more powerful cards. Substitute is also good for removing cards that bolster your opponent’s cards.

All cards are substituted out-of-play simultaneously. E.g. If you have 2 Substitute abilities, and you choose to only use 1 of them, you cannot then use your 2nd one once you see what card is substituted in.

If you substitute in a card that has the Substitute ability, you



do NOT get to use the Substitute ability again. (However, you will get to use any substituted-in card's Bolster, Rage, and Spite abilities.)

If you have no cards left in your deck or hand, you can still substitute cards out of play; you just won't be able to replace them with new cards.

**Substitute 2: Fear** – You may choose up to 2 cards your opponent has in play. Your opponent discards the chosen cards. For each card discarded, they play another card. (Now abilities will not trigger.)

End of the turn

End of the turn abilities are activated after battle and before shuffling. They help you prepare for next turn and let you retaliate against your opponent.

**Rage** – Choose a card you have in play that doesn't have the Rage ability. Return that card to your hand. Like all other cards in your hand at the end of the turn, you may keep that card in your hand for the next turn.

**Spite** – If you lost a temple this turn, your opponent gains 2 Ghosts, which are immediately shuffled into their deck. It doesn't matter if your opponent destroyed or captured one of your temples – your opponent gains the Ghosts either way. (If you are playing a 3-arena game, and you have 0 temples, and you lose the battle, your opponent does NOT gain any Ghosts.)

Spite activates at the end of each turn, whether or not you lost a temple; however, your opponent only gains two Ghost cards if you lost a temple. So, if you attach Feral to an opponent's card that has Spite, and you lose a temple this turn, then your opponent gains 2 Ghosts. However, in this same scenario, if your opponent loses a temple, than you still gain 2 Ghost cards (and they gain none). This happens because the Spite ability activates for both of you, but the ghost-giving only happens if you lost a temple.

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### Multiplayer Formats Quick Reference

# Players	2	3-4	3-6
# Teams	N/A	2	3
# Arenas	1	2	3
# Temples (Starting)	3 each player	3 each team	2 each side of each arena (which is 2 each player for 6-player games)
Win Condition	Eliminate all of your opponent's temples	Eliminate all of your opponent's team's temples	Eliminate all of your opponent's temples in both arenas your team is playing in
Game Over If Any Player Has Zero Temples?	Yes		No
To Capture / Destroy An Opponent's Temple	Win the battle	Win the battle in both arenas, or tie in one and win in the other	Win the battle in your arena
To Capture An Opponent's Temple	You must have only 1 temple	Your team must have only 1 temple	You can't have any temples
Players On A One-Person Team	N/A	Start with 9 cards in your hand. At the end of each turn, draw until you have 9 cards in your hand. Play into and awaken from two arenas each age.	
Setup	8 Travelers & 12 Ghosts per arena		