



A fast-paced competitive deck-building showdown
15-30 minutes to learn · 30-45 minutes to play
2 players · Ages 14+

Learn-to-Play 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.

Welcome!

We are excited to teach you how to play Titans of Eden! This Learn-to-Play Rulebook walks you through your first game. We recommend that you don't just read these instructions, but that you play along with them instead. (Alternatively, you can learn to play through our online demo at TitansOfEden.com/online).

Card Parts



1. **Name**
2. **Cost:** Amount of Energy required to awaken (to add to your deck)
3. **Species:** Some cards power up when facing certain species.
4. **Element:** Each element has its own set of abilities and is strong against one other element.
5. **Power:** For battling your opponent and destroying their temples.
6. **Abilities:** These let you bend the rules of the game to your advantage.

Setup

Lay out the following cards, in piles, as shown on the following page. The first 3 piles are subversion piles, which are temporary status effects. The remaining 18 piles are ritual piles, which can be added to your deck during the game. (You can leave the rest of the cards that aren't listed here in the box.)

- › 8x Harmless subversion
- › 8x Mindless subversion
- › 8x Traitorous subversion
- › 4x Nikolai, The Cursed
- › 4x Aurora Draco
- › 4x Zodiac, The Eternal
- › 4x Smoldering Dragon
- › 4x Jace, Winter's Firstborn
- › 4x Frostbreath
- › 4x Akari, Timeless Fighter
- › 4x Cavern's Defender
- › 12x Ghost
- › 4x Wind's Howl
- › 4x Madness Of A Thousand Stars
- › 4x Living Volcano
- › 4x Final Judgment
- › 4x Return Of The Frost Giants
- › 4x Hell, Frozen Over
- › 4x Spine Splitter
- › 4x What Lies Beneath
- › 8x Traveler

For your first game, lay out these 3 subversion piles and these 18 ritual piles.

Each subversion pile should have 8 cards.

Each ritual pile should have 4 copies of a single card. (E.g. The Storm Warrior pile should have 4 copies of Nikolai, The Cursed—and no other cards—in it.)

The only exception is the Ghost ritual pile, which should have 12 copies of the Ghost card in it.

Subversions



Warriors

Storm



Fire



Ice



Rock



Desert / Forest



Beasts



Dragons



Titans



Give each player a Reference Sheet, Temple Mat and Surge Mat. Put 3 tokens on each Temple Mat and 2 tokens on each Surge Mat. Deal each player 8 Monks and 4 Wizards, which they should shuffle together to make their starting deck. Each player's setup should now look like this:

REFERENCE

Ability Priorities

Start of each age:
1) Draw 2) Discard 3) Sacrifice

Now:
1) Melee 2) Subvert 3) Direct
4) Magic 5) Flash 6) Haunt
7) Retreat 8) Parry

Each turn has 3 ages. Each age:
1. Play 1 card from your hand at the top of your deck, at the bottom of your opponent's deck.
2. Use your Energy abilities to awaken 1 card from the first player. You lose one card from your deck.
3. Battle. If your total power is greater than your opponent's, the victory is a tie. No abilities to use. If you only have 1 temple remaining, then, if your opponent has no more temples, you win the game.
2. End of the turn, discard any number of cards from your hand. Shuffle all your cards in play in your discard pile in your deck together. Draw until you have 6 cards in your hand.

TEMPLE

3 tokens on this mat in your hand.

Never shuffle this mat into your deck.

SURGE

2 tokens on this mat in your hand.

Never shuffle this mat into your deck.

Discard File
(Empty)

Starting Deck
8 Monks
4 Wizards

Put 3 tokens on the Temple Mat and 2 on the Surge Mat.

Each player should draw 6 cards from their deck to make their starting hand, which will contain 0-4 Wizards and 2-6 Monks. This will probably look something like this:

MONK

Forest Dweller

0

Energy
Each age: +1 energy (for awakening).

WIZARD

Forest Dweller

1

No Abilities

Draw 6 cards to form your starting hand.

If we compare your Monks and Wizards, we'll see that Monks have 0 power and the Energy ability (which lets you awaken cards, adding them to your deck), while Wizards have 1 power and no abilities. So, Monks are for building up your army, while Wizards are for fighting your opponent.

MONK

Forest Dweller

0

Energy
Each age: +1 energy (for awakening).

WIZARD

Forest Dweller

1

No Abilities

Finally, give the Avatar Mat to one of the players. (Choose this randomly.) The Avatar Mat will pass between players during the game, and will determine the order that certain actions occur. (We'll describe

how this works later.)

The game is now set up, and you are ready to play!

Next, we'll walk you through your first turn. This first turn might take a while, but, once we get through it, you will have a good understanding of all the game's rules and mechanics.

AVATAR

While you have this mat, you have priority. (You buy cards and make decisions before your opponent does.)

End of the turn: Pass this mat to your opponent.

Never shuffle this mat into your deck.

Avatar Mat

Turn Structure

In Titans of Eden, gameplay happens in turns. Each turn has 3 ages, and follows this structure:



Both players take their turn at the same time. So, during Age 1, both you and your opponent play a card (simultaneously), and both you and your opponent awaken a card (simultaneously).

Let's walk through an example turn, so you can get the feel of the game. (You and your opponent should act this turn out, following these instructions, so that you can "see" a turn in action.)

Age 1:

- You play a Monk from your hand by putting it facedown in front of you. At the same time, your opponent plays a Monk by putting it facedown in front of them. Once both cards have been placed facedown, you and your opponent simultaneously flip them faceup.
- You now have one Energy ability in play, which you can use to awaken any card costing up to 1. (All cards costing one are in the second row laid out during setup.) You choose to awaken Zodiac, The Eternal, which you put into your discard pile. (Don't worry about what this card does – that'll be explained shortly.) At the same time, your opponent awakens Akari, Timeless Fighter, which goes into their discard pile.



Age 1
1 Energy Each



Age 2:

- You play a second Monk (by putting it facedown in front of you). At the same time, your opponent plays a second Monk (by putting it facedown in front of them). Then, both cards are flipped faceup. This leads to you and your opponent each having two Monks in play.
- You now have two Energy abilities in play, so you can awaken any card costing up to two (any card in the third row). You awaken Return of the Frost Giants, which you put into your discard pile. At the same time, your opponent awakens a Traveler, which goes into their discard pile.



Age 2
2 Energy Each



Age 3:

- You play a third Monk (by putting it facedown in front of you). At the same time, your opponent plays a Wizard (by putting it facedown in front of them). You and your opponent then flip both cards faceup.
- You now have three Energy abilities in play, which you use to awaken Smoldering Dragon. Your opponent only has two Energy abilities in play, so they awaken Wind's Howl. These



Age 3
3 Energy | 2 Energy

Battle
0 Power | 1 Power
Draw



cards go into your and your opponent's respective discard piles.

- › Now that the third age is over, it's time to battle.

Battle:

- › Battling is how you beat your opponent and win the game. You battle your opponent each turn, to try to gain control of their temples.
- › To battle, add up the total power among all cards you have in play.
- › Your total power is 0, while your opponent's total power is 1.
- › To win a battle, you have to have at least 2 more power than your opponent. So, this battle is fought to a draw, and no temples are captured or destroyed.

Shuffle:

- › The shuffle step resets the board for next turn. Shuffle all the cards in your hand, in play, in your discard, and in your deck together. This is how the cards you awakened get added to your deck: They're shuffled in at the end of each turn.
- › Draw until you have six cards in your hand. You are now ready to start your next turn.

That's the basic layout of the game: You and your opponent play cards, awaken cards, and battle. Simple, right? This game gets more complicated – and the intrigue deepens – when card abilities activate, bending the above rules. We've already encountered one card ability – Energy – but there are many other abilities that you can use to undermine and outwit your opponent. We'll explain each ability as it becomes available to you.

If you and your opponent acted out the sample turn above, reset your starting decks. (Put the cards you awakened back in their ritual piles, shuffle your decks, and draw a new starting hand of six cards.)

Your First Turn: Age 1

Now that we've walked through a sample turn, let's start your game with your opponent. Right now, you should each have a six-card hand consisting of Monks and Wizards, and six cards in each of your decks.

The First Age begins as you and your opponent simultaneously play a card. You should each play one card from your hand, facedown, then simultaneously flip those cards faceup. We highly recommend that you play a Monk (and not a Wizard). Go ahead: Play a card now.

Now that you've each played a card, it's time to awaken a card (which will add it to your discard pile, for you to use on future turns). You have five choices. Let's talk about each of them:

Nikolai, The Cursed is a Storm Warrior with the Summon ability. Summon lets you play two cards, instead of one, each age. However, this ability – like all other abilities – is only active once this card is in play.

So, if you play Nikolai, The Cursed during the First Age, then you get to play two cards, simultaneously, during each of the Second and Third Ages. (E.g. during each of the Second and Third Ages, you play two cards facedown, while your opponent plays one card facedown, and you and your opponent flip over all three cards simultaneously.) If you play Nikolai, The Cursed during the Third Age, it has no effect, since there are no later ages for it to affect.

Nikolai, The Cursed has zero power, but this is more than made up for by its awesome Summon ability.



Akari, Timeless Fighter

lets you draw 2 cards at the start of each age, before any cards are played. If you play Akari during the First Age, you'll draw 2 cards at the start of the Second and Third Ages. However, if you play Akari during the Third Age, this ability will have no effect.

Akari has a lot of power, and helps you find the other powerful cards in your deck.



until the end of the turn. The Harmless subversion reduces a card's base power to zero. (It's as if the Power printed on the card is 0; we'll discuss what "Bolster abilities" – mentioned on the Harmless subversion – are later.) So, if you play



Jace, Winter's Firstborn has the Subvert: Harmless ability, which has you attach a subversion to any one of your opponent's cards. Subversions are status effects that temporarily modify cards – they stay attached to a card

this card, you'll have one power (Jace's), and your opponent will have zero. That's a pretty good trade-off for you.

Jace's Subvert ability is a Now ability. It only activates once – when you play Jace – and NOT every age (which is different from the Draw and Summon abilities).

Zodiac, The Eternal lets you respond to your opponent's subversions with vengeance and fury. When you play Zodiac, The Eternal, you get to remove all subversions from any one card. So, if your opponent makes your card Harmless (with Jace, Winter's Firstborn), you can turn right around and remove that



subversion. With two power, Zodiac is a force to be reckoned with.



Ghosts have negative power and no abilities. Don't awaken Ghost cards: They're bad. They're only in the game so you can make your opponent gain them, with abilities that will be discussed later.

So, now that you know what all the 1-cost cards do, you and your opponent should each awaken one card. Whoever has the Avatar Mat awakens first, followed by the other player. All the one-cost cards are equally good (except for Ghosts, of course). Put the card you awakened into your discard pile – you won't get to use it this turn.

Your First Turn: Age 2

Now it's time for the second age. We highly recommend that you play another Monk card. Go ahead, play a card now, at the same time as your opponent. (You should both play a card facedown, then flip them faceup simultaneously.)

You and your opponent should both have two Energy abilities in play. Let's look at the new cards you can now awaken. (You can awaken a 1-cost card instead, but that wouldn't be very smart. You can only awaken one card each age – you cannot awaken 2 cards that cost 1 each. You can also choose to not awaken a card – but, again, that wouldn't be very smart.)



Wind's Howl is a Storm Beast with Flash 2, which lets you play two additional cards right away. You get to play these cards immediately after playing Wind's Howl (i.e. after you and your opponent each play your initial cards.)

Here's an example: Let's say you play Wind's Howl facedown during the first age, at the same time your opponent plays a Monk

(also facedown). Both cards are flipped faceup. Then, you get to play two more cards, while your opponent gets to sit there and watch their chances of winning slip away.

If you and your opponent both play cards with Flash, then you and your opponent play all additional cards simultaneously. If any of the additional cards you play have Flash, you repeat this process. (You get can get a LOT of cards out with this combo.)

This might seem like a very powerful ability, and that's because it is. However, Wind's Howl has -1 power, so be careful when you play it – you need to play additional cards with power to make up for this loss.

Living Volcano also has the Flash ability; however, you only get to play one additional card when you play it. It also has the Discard 2 ability, which makes your opponent discard two random cards at the start of each age. (Have them fan out their cards, with the card backs facing you, and randomly pick two of them.) This hurts them – it limits what they're able to play.



How does the Discard ability interact with the Draw ability? If your opponent is drawing cards at the beginning of each age, and you are making them discard at the beginning of each age, what order does that happen in? To answer these questions, we'd like to direct your attention to the **Reference Sheet**, which players should keep handy while playing. At the bottom of this sheet, the Ability Priorities (i.e. Order of Abilities) is listed. Here, it says that, at the start of each age, players draw cards before discarding cards. So, if your opponent has Akari, Timeless Fighter in play (which has the Draw 2 ability), and you have Living Volcano in play, then, at the start of each age, your



opponent draws two cards from their deck before discarding two random cards from their hand. Simple, right? Just follow the Reference Sheet and you'll be fine.

Now that we're talking about discarding cards, we'd like to teach you another basic game rule: **You are always allowed to play the top card of your deck.** So, if you were forced to discard all the cards in your hand, (or if you just don't like any of the cards in your hand,) then you can play the top card of your deck (without looking at it first). This option is always available to you and your opponent – whenever you're allowed to play a card from your hand, you can always play from your deck, instead. Don't underestimate this option: It's often a good idea to play the top card of your deck if you only have Monks and Wizards in your hand. (Those cards tend to be the worst cards in your deck, so a random card is usually better.)



Return of the Frost Giants also has the Flash ability. (Are you starting to see a pattern with the beasts? They come in hordes!) Additionally, it has the Substitute ability, which activates at the end of the third age (i.e. immediately before battle). Substitute lets you discard one card you have in play and replace it with another card. (This can be from you hand or the top of your deck.) "Now" abilities,

which are abilities that start with the text "Now:", will not activate on the card you substitute into play (e.g. if you substitute in Jace, Winter's Firstborn, you will NOT get to use Subvert: Harmless).

This Substitute ability lets you play a Monk to awaken cards with, then substitute out that Monk for a card with more power. Alternatively, you can substitute out a card that was subverted, and replace it with another card (which will not be subverted).

Spine Splitter has Flash and Sacrifice. Sacrifice is the only mechanism that lets you remove cards from your deck. After playing this card, at the start of each age, you get to choose 1 card in your hand to permanently remove from the game. (Set it aside somewhere in its own pile.) This is extremely beneficial

because it lets you remove your low-value cards from your deck, meaning that you'll draw your high-value cards more often. We recommend removing Wizards first, and then Monks. (You need to be careful not to remove all your Monks too soon, though, or you won't be able to add many new and interesting cards to your deck.)

The Sacrifice ability is optional, which is indicated by the "may" keyword. (Other abilities without this keyword are mandatory.) So, this ability never hurts you, but can help you build a powerful deck without low-value cards.



Travelers are not beasts, and they don't have the Flash ability. However, they give you two Energy each age, which lets you awaken better and more expensive cards than you could with Monks alone.

Additionally, Travelers have one power, so they contribute to the fight (instead of idly standing by).

Now that you know what all the two-cost cards do, awaken any one of them with your Energy abilities. (The player with the Avatar Mar awakens first.) Put the awakened card into your discard pile. Hopefully, now that you've had these cards explained to you, you're starting to understand the flow of the game and how these abilities activate and interact.

Your First Turn: Age 3

Now it's time for the Third Age. Again, because it's the first turn, We highly recommend playing a Monk. (If you drew 4 Wizards and 2 Monks, play the top card of your deck – that's guaranteed to be a Monk then.) After you and your opponent both play a card, consider your new awakening options:

Aurora Draco is a storm dragon that has the Haunt 2 ability. Haunt 2 makes your opponent gain 2 Ghost cards into play (which are bad cards with no abilities and negative power). However, you have to attach the Harmless subversion to these Ghosts – they have zero power this turn. So, while these Ghosts have no effect on your opponent this turn, they'll get shuffled into your opponent's deck at the end of the turn, which is when they'll start to wreak their havoc. Your opponent might draw these Ghosts (instead of better cards), or, if you're lucky, they might even accidentally play one of these Ghosts from the top of their deck.



Aurora Draco also has the Bolster ability, which is something common to all dragons. Bolster: Fire gives Aurora Draco +1 power for each fire card your opponent has in play. This ability is updated continuously: If your opponent plays a fire card after you play Aurora Draco, Aurora Draco's power will still increase.

Bolster abilities help you respond to your opponent's strategies if they're going hard on one or two elements. Storm dragons are strong against fire cards (they blow the fire out); fire dragons are strong against ice cards (they melt them); ice dragons are strong against rock cards (they break the rocks apart); and rock dragons are strong against storm cards (they withstand the storm). Use dragons with Bolster abilities to rack up power against your opponent.



The strategies and abilities of each element are strong against one other element.

No matter which strategy your opponent pursues, there's always a way to react and to counter them.

Smoldering Dragon bolsters against ice cards and has the Protect ability. Protect stops your cards from being subverted this age (i.e. the age you play Smoldering Dragon). Example: Your opponent plays a card with Subvert: Harmless at the same time you play Smoldering Dragon. Their subvert ability has no effect, because Smoldering Dragon protects your cards.



The Protect ability does NOT work retro-actively: It is active from the moment you play Smoldering Dragon, but it doesn't remove subversions that have already been attached. Protect also stops you from gaining Ghost cards this age (from Haunt).

Because the Protect ability only lasts for one age, it's often a good strategy to play Smoldering Dragon in the Third Age. If you play Smoldering Dragon during the Second Age, it can be subverted during the Third Age (e.g. with Harmless, giving it zero power).

With three power, Smoldering Dragon is one of the more powerful cards in the game.

Frostbreath bolsters against rock cards and has the Subvert: Mindless ability, which lets you attach Mindless to an opponent's card. The Mindless subversion removes all abilities on the subverted card, including Bolster and Energy abilities. (However, it cannot remove a Protect ability from a card played the same age, since that card is protected from subversions.)



time your opponent plays a Wind's Howl (which gives them Flash 2)? Do you get to remove Wind's Howl's ability before your



What happens if, during the First Age, you play a Frostbreath at the same

be stuck with Wind's Howl's -1 power without getting any of its benefits.) You cannot cancel an opponent's Subvert ability with your Subvert ability, since all Subvert abilities activate simultaneously.

Cavern's Defender

bolsters against storm cards and has the Subvert: Cave In ability. This ability has the "may" keyword, so it's optional. It lets you make a choice when you play it: You can attach the Harmless and Mindless subversions to an opponent's card played this age, which gives that card zero power and no abilities. However, if you do, you must discard Cavern's Defender from play (i.e. you don't get to use its power and Bolster ability this turn).



It's a trade-off, then: Do you want the 3 power and the Bolster: Storm ability, or do you want your opponent to lose one of the cards they played this age? With Cavern's Defender, the choice is yours.

Now that you've seen what all the three-cost cards do, feel free to awaken one. Of course, you can awaken a single two-cost or one-cost card instead, but, if we were you, we'd awaken one of the dragons.

You and your opponent should go ahead and awaken cards now. (The player with the Avatar Mat awakens first, followed by the other player.) Put the card you awakened into your discard pile. If you're not sure what to choose, we recommend choosing a different element than you chose for either of your first two picks. If you only awaken from one or two elements, your opponent will have an easier time backing you into a corner.

opponent plays 2 additional cards? The answer to this question is contained on the **Reference Sheet**, which shows the order that "Now" abilities activate. From this sheet, you can see that Subvert activates before Flash, so you can cancel your opponent's Flash abilities. (This is a good strategy, because then your opponent would

The End of Your First Turn: Battle & Shuffle

At this point, you and your opponent have both played three cards and both awakened three cards. Now it's time for the battle. You should have three Monks in play, so your total power should be zero. Hopefully, your opponent's total power is also zero, which means this round is a draw. (If your opponent's power was greater than yours by two or more, they'd destroy one of your temples, which would be signified by removing a token from your Temple Mat.)

Battle

If your power is greater than your opponent's by:

1 or 0 (Tied)
The battle is fought
to a draw. Nothing
happens.

2 or More
You win the battle!

If you have:

2+ Temples
Destroy one of
your opponent's
Temples.

1 Temple
Capture (steal) one
of your opponent's
Temples.

After battle, it's time to reset the play field. First, you may select any number of cards in your hand to keep for next turn. There's a catch, though: For each card you keep in your hand, you'll get to draw one less card from your deck. So, you should only keep good cards in your hand (i.e. not Monks and Wizards). We recommend discarding your entire hand so that you have a better chance of drawing the cards you awakened this turn.

After discarding from your hand, shuffle together your deck, your discard pile, and all the cards you have in play together. After shuffling, all your cards should either be in your deck or in your hand.

Next, draw until you have 6 cards in your hand. Usually, this means drawing 6 cards; however, if you kept any cards in your hand, you'll draw less.

Finally, the player with the Avatar Mat passes it to their opponent. This marks the

Shuffle

1. *Discard any or all cards from your hand.*
2. *Shuffle together all cards not in your hand.*
3. *Draw until you have 6 cards in hand.*
4. *Pass the Avatar Mat.*

official end of the first turn. Congratulations, you made it! Now, the game gets interesting: From here on out, you'll be able to play all kinds of cards, not just Monks and Wizards.

Keep the Reference Sheet in front of you: This sheet lists all the rules for the game – you shouldn't have to remember anything to play. With this sheet, the text printed on the cards, and the card explanations in this Learn-to-Play Rulebook, you should be all set to take on your opponent.

There are two things we haven't told you about yet: The titans' abilities and the Surge Mat in front of you. If/when you get enough Energy to awaken a titan, just read the text printed on the cards, and you should be able to figure out what they do. (We can't hold your hand forever.) The same goes for the Surge Mat: Take a moment to read it now. It says that, twice per game, at the beginning of your turn, you may draw a new hand from your deck if you don't like the one you have. (We recommend saving that ability for when you're down to one temple, and you cannot use it if you still have 3 temples.)



At this point, you and your opponent should be ready to start the next turn by each simultaneously playing a card from your hand (or the top of your deck). Good luck, and may the best fighter win!

You should finish playing your first game now. If you become confused about any of the abilities while playing your first game, the Comprehensive Rulebook discusses each ability in depth (in the Abilities Reference section). After finishing your first game, feel free to look through the Comprehensive Rulebook, which will provide you with game storage ideas, tell you how to setup future games with other ritual piles, and introduce you to some advanced rules not covered in this Learn-To-Play rulebook.



Setup.....	1
Turn Structure	6
Your First Turn: Age 1	9
Your First Turn: Age 2.....	12
Your First Turn: Age 3	16
The End of Your First Turn: Battle & Shuffle.....	20