



PSI WARS

RULES FOR PLANETARY DOMINATION

In the 37th century, most of humanity has been wiped out. Competing warlords have harnessed the essential knowledge of Creation that has been used for eons by the Galactic Elders to maintain stability throughout the known universe. The powers of Creation include Bio-Acceleration, Neurogenesis, Digital Splicing, and Material Animation. Driven by greed, the understanding of Creation has now spread

throughout the universe. Apocalyptic wars have caused unchecked mass-extinctions on planets and entire galaxies. As a Galactic Warlord, you must re-establish planetary control by defeating competing warlords. To harness the Powers of Creation, you will build a Lab and create an army of Creatures, Cyborgs, and Robots to defeat other warlords and obliterate their Labs.

OBJECTIVE

Your objective is to destroy your opposing warlord's Lab and establish planetary hegemony. Psi Wars is a 2-player card game, to win you must reduce your opponents Lab to zero health points. You can decide on how many points the Labs begin with, a range of 10-20 points is a good starting point, depending for how long you wish to play.

COMPONENTS

2 or 4* Pre-constructed decks with 58 x 3D cards in each deck

1 x Creature Commander Deck
1 x Robot Commander Deck
1 x Cyborg Commander Deck*
1 x Unified Deck*



2 x Digital dice



2 x Psionic dice



2 x Physical dice



A contents list is available at www.PsiWars.net

*These decks come as part of the deluxe edition only.



DECKS AND TYPES OF CARDS

Each Player will select either a Creature, Robot, Cyborg, or Unified Deck to play.

Each of the decks above is made up of a Battle Deck and a Resource Deck. You can identify a Battle card by its blue back and a Resource card by its gold back.



Battle Card Deck



Resource Card Deck

BATTLE DECK

Your Battle Deck will contain all the cards with blue backs from your deck and is composed of 3 Battle card types: Battle Unit cards that engage in Battle, Equipment cards that strengthen Battle Unit cards and Power cards that affect other cards, or other elements of play, as described on the card itself.

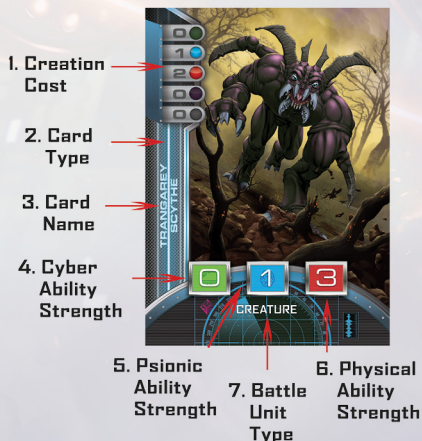


BATTLE UNIT

There are three Battle Unit Types:

- 1) Creatures
- 2) Robots
- 3) Cyborgs

You will Attack and Defend with your Battle Unit Cards.



DECKS AND TYPES OF CARDS

CREATURES

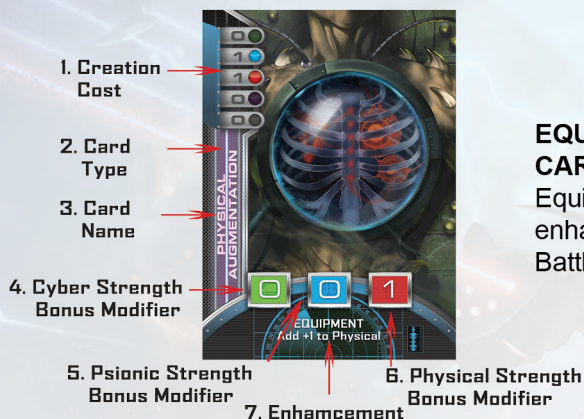
Creatures will contain genetically engineered tissue and neurologically enhanced brains with no digital or metal elements.

ROBOTS

Robots are based solely on metal & digital components and AI infused.

CYBORGS

Cyborgs possess both genetically and digitally-enhanced abilities. Cyborgs may have effects-at-a-distance capabilities and allow for Stacking



EQUIPMENT CARDS

Equipment Cards can be used to enhance the Battle Attributes of a Battle Unit.

POWER CARDS

Powers cards have an immediate effect and can affect the Battlefield, other cards and decks. Power Cards are discarded after a one-time use.



1. Creation Cost
2. Card Type
3. Card Name



4. Card Action or Effect

RESOURCE DECK

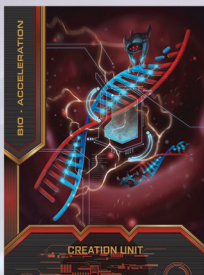
Your Resource Deck contains Creation Units and specialized resource-related cards, such as Creation Oracles. Resource Deck cards may be identified by their gold backs and are used to create your Battle Units, Equipment and Powers.

DECKS AND TYPES OF CARDS

Your Resource Deck will contain 4 types of Creation Units:



Digital Splicing



Bio-acceleration



Neurogenesis



Material Animation

DIGITAL SPLICING

Digital Splicing melds intelligent design into other materials.

BIO-ACCELERATION

Bio-acceleration allows you to hasten the growth of biologically-based materials.

NEUROGENESIS

Neurogenesis augments neurological growth and can create, among other things, Psionic abilities.

MATERIAL ANIMATION

Material Animation ionizes metals to transform them into highly malleable yet nearly indestructible materials.

SETUP

STEP 1. Each player will need their own pair of decks; one Battle deck and one Resource deck.

SELECTING AND CUSTOMIZING YOUR DECK

Your Psi Wars game comes with pre-designed card decks for you to use immediately. We strongly suggest that you use these decks to learn the game. These decks

contain a variety of strategies for you to learn. Once you have learnt the game you can construct your own decks. Guidelines on this can be found on page 16.

DECK STRATEGIES

Each deck has a different battle approach. Creature decks have more Psionic abilities. Robot decks rely on Cyber attacks more heavily. Cyborg decks emphasize actions

at a distance and employing both Psionic and Cyber strengths. Cyborgs can also 'Stack.' A Unified deck tries to balance the abilities of all the types of cards.

SETUP

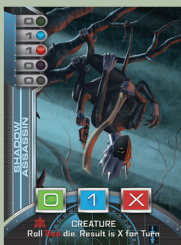
STEP 2. Shuffle your Battle Deck and Resource Deck separately and put them face down in front of you next to one another. Leave space for discard piles to one side of each deck.

YOUR LAB

The area in front of each player will be known as their Labs. During the game you will play cards from both Battle and Resource decks

into your Lab. Any used, destroyed, or discarded cards are placed into your discard pile.

Equipment



Battle Units



Battle Deck



Resource Deck



Creation Units

STEP 3. Decide on how many Hit Points both your Lab's will start with. You will need to track this using a method of your choice (pen and paper, dice, tokens etc.).

HIT POINTS - LENGTH OF PLAY

You will agree on how many Hit Points each of you will start with. A longer game may have Labs begin with 20 Hit Points (45-60 minutes), while a shorter game Labs may begin with 10 Hit Points

(30 minutes). Your strategy may be affected by varying Hit Points. You will lose when your Lab sustains accumulated damage that reduces your Lab Hit Points to zero or less.

SETUP

STEP 4. You both take 1 set of dice. A set of dice contains:

- 1 Cyber die (Green)
- 1 Psionic die (Blue)
- 1 Physical die (Red)



The dice will be used to determine Battle Outcomes. Details of each die is shown below. There are some variants on the use of dice that can be found on page 13.

	Cyber Die	Result
Side 1		Digital +1 & Player may Re-roll Physical Die
Side 2		Digital + 2
Side 3		Digital +3
Side 4		Digital +4
Side 5		Digital +1 & Physical +1
Side 6		Digital + 1 & Destroy Opponent's Digital Die

	Psionic Die	Result
Side 1		Psionic +1 & Player may Re-roll Physical Die
Side 2		Psionic + 2
Side 3		Psionic +3
Side 4		Psionic +4
Side 5		Psionic +1 & Physical +1
Side 6		Psionic + 1 & Destroy Opponent's Psionic Die

	Physical Die	Result
Side 1		Physical +1
Side 2		Physical + 2
Side 3		Physical + 2
Side 4		Physical +3
Side 5		Physical +4
Side 6		Physical + 1 & Destroy Opponent's Physical Die

STEP 5. You both draw the top 5 cards from your Battle Deck to form your starting hand. All Resource cards remain in your Resource Deck.

STEP 6. You both roll your red six-sided die and whoever rolls highest becomes first player. If the Obliteration symbol is rolled, it is equal to 4. If you roll equal values, reroll until one player has a higher roll.

STEP 7. The first player takes their turn as explained below, with one slight change in the Replenish Phase. When the first player has completed their turn play passes to the other player who carries out all the phases below. Both players now take full turns alternately until the game ends.

GAMEPLAY

Each Player's turn consists of 5 phases. On your turn complete all of these phases in order. Play then passes to your Opponent.

PHASE 1 - REPLENISH PHASE (see below) Replenish your used cards

PHASE 2 - DRAW PHASE (see below) Draw cards from your decks

PHASE 3 - CREATION PHASE (see page 9) Place new cards into play

PHASE 4 - BATTLE PHASE (see page 10) Send your Battle units to attack other players

PHASE 5 - CLEANUP PHASE (see page 15) Reset & ready for your opponent's turn

PHASE 1 - REPLENISH PHASE All Creation and Battle Units are Replenished and are now available for use.

DEPLETING A CARD

When you Deplete or use cards turn them 90 degrees, onto their side, to indicate they have been Depleted. To Replenish cards turn them back into the upright position.



PHASE 2 – DRAW PHASE Draw the top card from your Resource deck. If it is a Creation Unit, place it into your Lab in the row of cards nearest to you. This card is ready to use in this turn.

If it is a Creation Oracle, you may; Put it into your hand to use during your Creation Phase or Place the Creation Oracle in your discard pile and search your deck for a Creation Unit of your choice and place that Creation Unit into your Lab. You must then shuffle your Resource deck.

Draw the top card from your Battle deck and keep it in your hand.

NOTE - If this is the first turn of the game this is skipped. The first player does not draw from the Battle deck in their first turn.

RUNNING OUT OF CARDS

Should you ever run out of cards in either of your decks, you may no longer draw cards of that type. Play continues as normal. **REMEMBER**

if you ever have no Battle Units in your Lab, hand, and deck your Lab is destroyed and you lose the game!

PHASE 3 – CREATION PHASE

The Creation phase is when you will play new Battle Units, Equipment, and Powers into your Lab. Cards are played into your Lab by depleting or destroying the necessary Creation Units to pay their Creation cost. You may play as many cards as you can afford to pay for in your turn. It is also when you may attempt to free any of your Battle Units that have been Trapped (see Trap use page 11 & 15).

CREATION COST

The upper left-hand section of each card shows its Creation costs, each has 5 Creation lights that are 'on' or 'off,' green, blue, red, magenta, and white. The upper four lights show the type of Creation Units necessary when 'on.' The number next to the light indicates how many of that Creation Unit needs to be Depleted to play that card. If a card includes a Creation cost of at least 1 white light it requires you to destroy the number of Creation Units indicated to the left of this light. You must destroy the type of Creation Units necessary to create this card. The Creation Units you destroy must also be Un-Depleted (therefore this CANNOT include any Creation Units you need to Deplete to create this card).

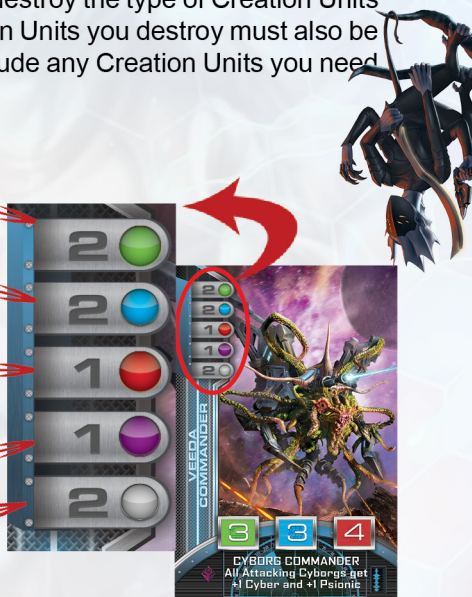
Digital Splicing Creation Units that need to be depleted to play this card.

Neurogenesis Creation Units that need to be depleted to play this card.

Bio-Acceleration Creation Units that need to be depleted to play this card.

Material Animation Creation Units that need to be depleted to play this card.

Creation Units that need to be destroyed to play this card.



WHEN CREATING A BATTLE UNIT OR EQUIPMENT CARD

Battle Units and Equipment cards will enter play depleted. A depleted Battle Unit or Equipment card may only be used to defend, it cannot Attack or use any of its abilities until Replenished at the start of your next turn.



CREATION PHASE

Example: to create the Warend Reaper, you need to deplete a Bio-acceleration and Neurogenesis Creation Unit AND Destroy a non-depleted Bio-acceleration or Neurogenesis Creation Unit.



EQUIPPING A BATTLE UNIT

Any Battle Unit can be equipped with ONE Equipment Card. To Equip a card you must first pay its Creation cost and then place it under your chosen Battle Unit, the Battle Unit must have a number higher than 0 in the same Ability as shown on the Equipment card played.

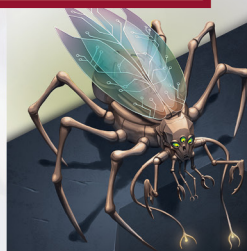
Example: The Acrobeac Destroyer is a Cyborg so it can have a Digital enhancement Equipment card since it has a Digital Ability of 3.

PLAYING POWER CARDS

Power cards must be used immediately when Created. Some Power cards will affect your ability to play other cards in this phase. Power cards can also be played during the Battle Phase (See page 11)

FREEING A TRAPPED BATTLE UNIT

At the end of the Creation Phase you may attempt to free any of your Battle Units that have been Trapped. To do so follow the instructions written on the Trap card that was played on your Battle Unit (See page 15).



PHASE 4 – BATTLE PHASE

The Battle Phase is when you will send your Battle Units to attack your opponent in a bid to reduce the hit points of their Lab in order to win the game. This phase is where most of the action of the game occurs. Each Battle Phase contains the following steps that should be followed in order:

1. ATTACKER'S DECLARATION
2. DEFENDER'S DECLARATION
3. POWER CARD USE
4. BATTLE DETERMINATION
5. CYBORG ABILITIES

1. ATTACKER'S DECLARATION

On your turn, you may declare that you are attacking your opponent with as many Battle Units as you wish by moving them out of your Lab towards your opponent into an area called the Battlefield.

Before moving your cards into the Battlefield you may move any Equipment cards you have to any of your Battle Units (providing the Battle Units have the abilities to equip those cards) and arrange your Battle Units into Stacks, if able. These Stacks will be separated again at the end of the Battle Phase.

STACKING CARDS

As well as attacking or defending as individuals, some Battle Units may attack in pairs, such a pair is known as a Stack. One of the Units in each Stack **MUST** be a Cyborg and the other a non-Cyborg. When Battle Units are Stacked, you add up all the abilities of the Battle Units and Equipment cards in that Stack (to the right is an example of a maximum stack). All Digital, Psionic, and Physical abilities are added together to generate the total strength of the Stack. The example below has a Battle ability strengths of:

Digital = 2,
 Psionic = 3+2+3 or 8
 and
 Physical = 1+2+2 or 5



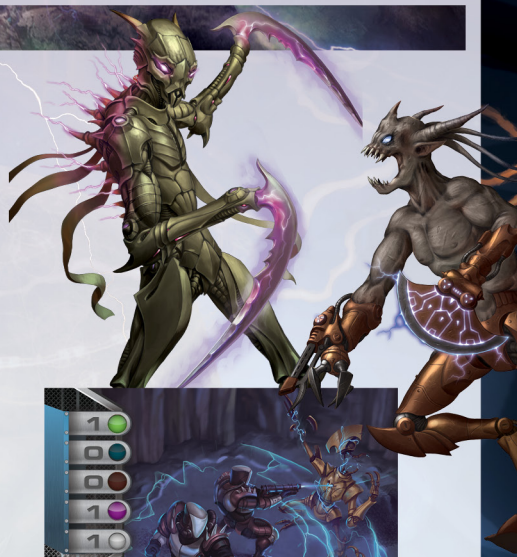
2. DEFENDER'S DECLARATION

After your attacking Battle Units are declared and moved into the Battlefield, your opponent may engage your attacking Battle Units in any way they choose. Each defending Battle Unit or stack may engage with one attacker. Your opponent may equip and Stack their defending Battle Units as described above.



3. POWER CARD USE

Both players may now play as many Power Cards as they wish, starting with you as the attacking player followed by your opponent, these will have an effect on the Battlefield.



TRAPS

You may play a Trap card like any other Power Card during this Phase. You can place the Trap card on any of your opponent's Battle Units. The trapped Battle Unit is placed to the side of the Battlefield and the Trap card is placed on top of it. If the Trap card allows for the possibility of escape, the owner of the Trapped Battle Unit may try to escape by following the directions on the bottom of the card at the end of their Turn. If your attempt to free a Trapped Battle Unit fails you may re-attempt it at the end of each Turn until the Battle Unit escapes or the game is over. When a Battle Unit is freed place the Trap card into the discard pile of the player who played it.

4. CYBORG ABILITY ATTACK

You (as the attacker) then the Defender may use any Cyborg abilities as described on the Cyborg cards to modify the Battlefield, other Battle Units, etc.

5. BATTLE DETERMINATION

Once attacking and defending Battle Units are determined, you will resolve Digital, Psionic, and Physical Battle outcomes for each battle between opposing (or undefended) cards in the following stages:

- X and Modified Ability Strengths
- Digital Battles
- Psionic Battles
- Physical Battles
- Unblocked Battle Units and Damage

a) X and Modified Ability Strengths

Some Battle Units have ability strengths that may need to be determined or modified by a die roll. Calculate these before determining Battle outcomes.



X Ability Strengths

If you have a Battle Unit which has an ability strength of X you must now roll your matching die to determine the strength of that ability for this turn. If the 'Obliterate' icon appears (the Psi Wars logo with one dot) then $X = 4$.

Example: for your Pencar Inferno you roll the red die, you get a 3 so the Physical ability strength is 3 for this turn.



Modified Ability Strengths

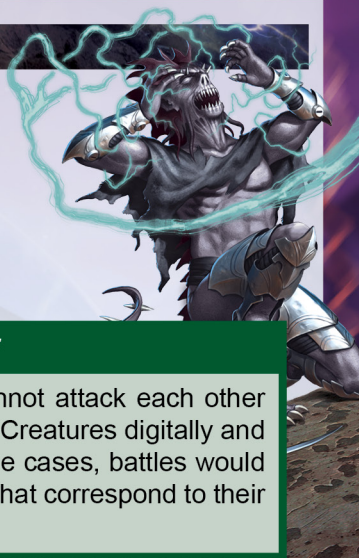
Some cards may also allow you to roll a die to determine if an ability will increase or decrease by 1. Roll the matching die and follow the instructions shown on the card.

For your Warend Reaper you roll the red die, you get a 3 so the Physical ability strength is now 5, had you rolled a 2 it would instead be 3.

Obliteration Symbol on Red Die = numeric value of 4 when rolled for non-Battle Outcomes

GAMEPLAY

For each attacker and defender, you will roll dice to determine the Battle outcomes. The dice you need to include during the dice rolling phase are determined by both the attacker and defender possessing the same attributes. Both players should roll all of their types of dice before stage b) begins.



DECIDING WHICH DICE TO ROLL FOR BATTLE

Battle Units that do not share an attack ability cannot attack each other with this ability. For instance, Robots cannot attack Creatures digitally and Creatures cannot attack Robots psionically. In these cases, battles would only occur physically. Players will only roll the dice that correspond to their shared abilities.

b) DIGITAL BATTLES

If an opposing attacker and defender both have Digital ability strengths of 1 or higher a Digital outcome is determined. You should have both rolled your green Digital dice. Add the result shown to the combined Digital ability strength of the Battle Unit, Stacked Battle Units, and/or any Equipment. If an Obliteration symbol is rolled the roller destroys their opponents

Digital die, removing that die result from this Battle. If both players roll the Obliteration symbol both dice are destroyed. If successful the Obliteration symbol also adds 1 to their Digital ability.



Digital Dice Obliteration symbol

MULTI - ABILITY DIE ROLLS

IMPORTANT: Some Digital and Psionic die results will add to or allow you to re-roll your Physical ability die when the Physical battle occurs. Keep your dice results next to your Battle Unit until all Battles involving this card have been resolved.



Indicates Optional Physical die re-roll PLUS adds one point to digital



Adds +1 point to both Digital and Physical



B) DIGITAL LOSS RESULT

If one Battle Unit (or Stack) now has a lower total Digital ability strength than its opposing Battle Unit it becomes Disorientated. A Disorientated Battle Unit is rotated 90 degrees onto its side.

If Disorientated a Battle Unit may only defend itself in a Physical battle, it may no longer deal any Physical damage.



Disorientated Battle Unit after Digital loss

A tied result has no effect.

C) PSIONIC BATTLES

If an opposing attacker and defender both have Psionic ability strengths of 1 or higher a Psionic Battle occurs. A Psionic Battle is determined in exactly the same way as a Digital battle but using

Psionic ability strengths and the blue Psionic dice instead of Digital.



D) PHYSICAL BATTLES

All Battles will conclude with a Physical Battle. Use the red Physical dice that have been rolled and add these to the total ability strength of the Battle Units and Equipment and any modifiers shown on Digital and Psionic dice. If any of your 3 dice show a re-roll symbol you may choose to re-roll your physical die once for each re-roll symbol you have remaining. Once a die has been used to re-roll your physical die, change its face to

'1' to show

you have used the ability.

Compare the final result of both attacker and defender. The Battle Unit with the higher result will destroy the other unit, providing the winning unit is not Disorientated. If the winner is Disorientated the loser survives. If a Battle Unit is destroyed it is placed into their owner's discard pile along with all the cards in that Stack or Equipment used in this battle. A tied result has no effect.



DICE ROLL EXAMPLE

Digital Die Roll Modifier (Green die, far left): The single green dot at the center of the green die adds +1 to the Battle Unit's Digital Strength, which is modified to be 3 ($2 + 1 = 3$). The red circular arrows provides an OPTION for Player to reroll the Battle Unit's red Physical Die. The reroll option also appears on the Psionic blue die.

Psionic Die Roll Modifier (Blue die, center): The single blue dot at the bottom right of the blue die adds +1 to the Battle Unit's Psionic Strength, which is modified to be 4 ($3 + 1 = 4$). Additionally, the red dot in the upper left adds +1 to the Cyborg's Physical abilities.

Physical Die Roll Modifier (Red die, far left): The Obliterate symbol on the upper left of the red die destroys the red die roll of your Opponent. It also adds +1 Physical to Player's

Physical Strength. The modified Physical Strength would therefore be 4 ($2 + 1 + 1 = 4$).



e) Unblocked Battle Units and Hit Point Damage

If an attacking Battle Unit is not defended by your opponent's Battle Units then their Lab sustains Hit Point damage equal to Physical ability strength of that Battle Unit.

PHASE 5 - CLEANUP PHASE

After all Battles have been resolved all of your surviving Battle Units are Replenished and returned to your Lab.

You may now attempt to free any Trapped Battle Units by following the instructions on the Trap card. Resource Units will be Replenished

at the beginning of your next turn. Any cards that have been destroyed should have been placed into your discard pile.

If your opponents Lab now has no remaining Hit Points you have won the game and established planetary domination... for now!

DECK CONSTRUCTION

Many strategies exist beyond the Pre-constructed decks that come with your Psi Wars game. Psi Wars therefore allows for the creation of customized decks. There are effectively an infinite number of ways to construct Psi Wars decks depending on strategies that you wish to create. Time and experience will inform how best to customize your decks.

Your Battle Deck may have a

PSI WARS DICE

We intend to make a variety of dice available for Psi Wars that would allow you to customize and optimize the dice for your custom deck. Players may also agree to modify play by using multiple dice per battle unit ability (i.e. 2 Cyber dice, 2 Psionic Dice, and 2 Physical

maximum of 40 cards, with no more than 3 copies of any particular card.

Your Resource deck may have a maximum of 24 cards, with no more than 20 Creation Units. You may not have more than 8 of any particular Creation Unit. Your Resource deck may contain resource-related, non-Creation Unit cards, such as a Creation Oracles. You may have no more than 3 copies of any particular non-Creation Unit.

dice per player). Currently, 'standard' play will be one die for each battle unit ability, but non-standard play is encouraged for experienced players. Players may also opt to not include modifying dice in their game if they wish.

THE FUTURE FOR PSI WARS

"After 3 years of development, we are very excited to share Psi Wars with you - thank you for your support! We have endeavored to make Psi Wars fun and engaging, but we recognize that there is an inevitable evolution of Psi Wars. Not only do we hope to create future non-random expansion packs, but

we understand that when we release Psi Wars into the universe that many wonderful minds will create their own strategies and approaches that will push Psi Wars into new and interesting realms. We hope your mind and eyes will enjoy Psi Wars for years to come."

Adeer & Mike

Special Thanks

Art & Graphic Design: Jason Juta, Damien Mammoliti, Timofta Silvia, Joewie Aderes, Drew Wohl & Patricia Malley. Video: Brian Belida & Skipper Films.

Thank you to all of our friends and family for all of your support, especially Lila and Levi - our loving commanders.

Check-in for updates at: www.PsiWars.net