

SOURCE Trading Card Game Index:

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Lore:

The irresistible force paradox poses the question, “What happens when an unstoppable force meets an immovable object?” The only reasonable conclusion to draw is that both can’t exist in the same place at the same time – no two entities can essentially fulfill the same absolute role while its identical identity exists in proximity. Unfortunately, two SOURCE generators, highly absorptive machines with an affinity for cosmic energy, have appeared in the Valley of Deadlife, one the once humdrum planet of Exzavier. Now, the generators must clash for dominance, and until one remains, the fate of the universe will be at stake as reality itself is being torn between the Terrestrial, and the Otherworldly, more commonly referred to as the normal and the distinctly abnormal.

SOURCE generators are not battlebots – they are immobile and cannot shoot beams at one another. So to assert their power, they channel energy from the cosmos and summon legendary beasts from throughout the universe to do their bidding. Stripped of their free will, yet blessed with newfound cosmic energy, these monsters must trek across the Valley of Deadlife and fight to the death to establish their generator as the superior entity. Until then, the universe and everything with will remain threatened unstable and endlessly split.

These monsters are forcibly blessed with incredible power as source Generators radiate them with a concoction of cosmic waves to ensure their success, with the most measurable ones being Alpha [α] Waves, Beta [β] Waves, Gamma [γ] Waves, and Delta [Δ] Waves. These monsters are then sent to battle. Most of them will not survive. None of them will realize this, neither before nor after the occurrence.

Summoned monsters are made to trek long distances in order to reach the opposing SOURCE generator, but not for naught. As a SOURCE generator, through the body of a summoned monster, makes progress in its effort to destroy the enemy generator, even through simple movement, it gains the power to bring even stronger monsters into the battlefield. Whether a SOURCE generator’s monsters trek through a Terrestrial path or through an Otherworldly path can determine what types of monsters a SOURCE generator can bring forward into battle as well. Through a shared consciousness, and an unbreakable connection via a unique set of cosmic waves, SOURCE generators can determine if their monsters are disadvantaged in battle and may redirect their energies toward preparing their monsters with equipment or setting (what may appear as supernatural) traps in their paths in order to disadvantage enemy monsters.

The last possible tool for success a SOURCE Generator may use is via Channeled Effect. A monster doused with enough of a particular cosmic wave may have the ability to bring forth magnificent power granted it has been blessed with enough of the particular cosmic wave to fulfill the effect’s full potential. Attempts to do so at lower levels may result in mediocre output or even significant backlash and negative consequences.

Brief Overview:

In SOURCE, each player will control one of the two SOURCE generators and strive to be the last one standing on Exzavier. By strategically employing the cards at your disposal (monsters, equipment, traps, and channeled effects), you must trek across the battlefield, destroy any enemies in your path, and strike down your opponent's generator until its hit points reach 0.

Part 1: Basics, Card Types, And Token Types

Map:

Terrestrial Spaces are highlighted in **purple** and are adorned with magnetized and irradiated floating metal shards.

Otherworldly Spaces are outlined in **green** and contain cosmic spirals.

The **Summoning Space** is the space where you will place the monster you are allowed to summon each turn. It also is **adjacent** to your **SOURCE Generator**, meaning your opponent may attack it if your opponent occupies this space.

The **SOURCE Generator** is the source of all your power, particularly **summoning and channeling** power for your army of monsters. Protect it at all costs because it can be attacked if your opponent occupies your summoning space.



Support Spaces are where you will be placing your **equipment cards** and **channeled effect cards**.

CREATIVE CHAS

The **Source Flux** space is where a monster must go and occupy if it wishes to be able to use channeled effects placed by its player. It is only 1 space adjacent to the summoning space. Channeled effects can only be used by monsters on this space.

Monster Cards:

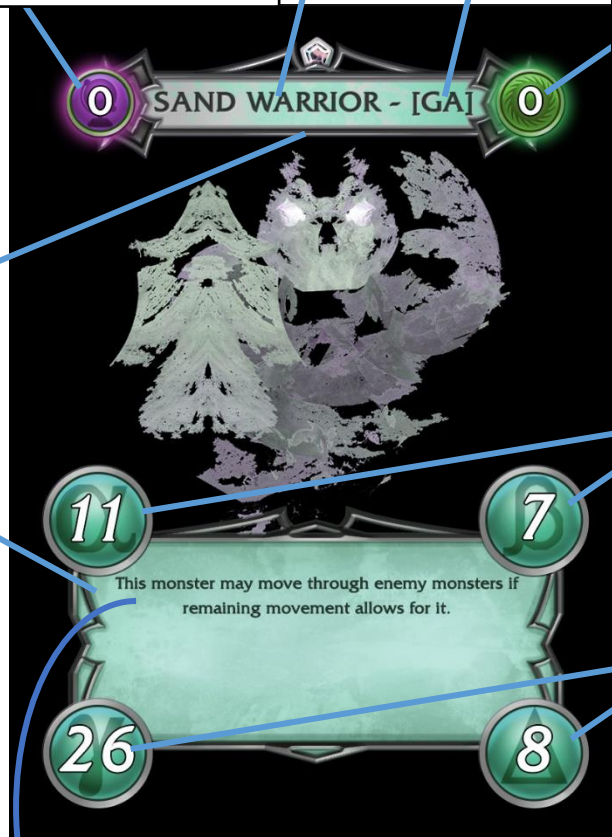
The **Name** of the monster. This may be referenced in some *effects*.

The **Type** of monster. This may be referenced in some effects. In this case, the monster is a **Gas** type monster. A reference for all monster type abbreviations will be included near the end of the instructions.

Terrestrial Summoning Requirement(s): The number of **Terrestrial (purple)** spaces that must be occupied by your other monsters so that you can summon this one. In this case, that number is 0.

Otherworldly Summoning Requirement(s): The number of **Otherworldly (green)** spaces that must be occupied by your other monsters so that you can summon this one. In this case, that number is 0.

*It should be noted that title and description box colors are purely for aesthetic purposes and in no way describe the monster itself. Applies to all cards (not just monster cards).



Monster **Stats [ST]**, which also could be referred to as the **strength** of the monster. These numbers determine how far a monster can move (page 27-28) on the map, whether the monster would defeat another monster in battle (page 29), and what effect the monster can invoke from a **Channeled Effect** card (page 12). Each monster has four **ST**, each corresponding to a different symbol:

- Alpha [α]
- Beta [β]
- Gamma [γ]
- Delta [Δ]

It should be noted that monsters requiring at least:

- 0** occupied spaces have a **50 ST** total
- 1** occupied space have a **75 ST** total
- 2** occupied spaces have a **100 ST** total
- 3** occupied spaces have a **125 ST** total
- 4** occupied spaces have a **150 ST** total

The **Effect** of the monster. In general, the more occupied spaces that a monster requires to be summoned, the better the effect will be. As of the time this is written, all monsters currently possess an effect (or multiple effects).

Terrestrial Summoning Requirement(s): This particular monster would require at least 1 of your monsters to occupy a *Terrestrial Space* on either player's side of the map.

Otherworldly Summoning Requirement(s): This particular monster would require at least 2 of your monsters to occupy *Otherworldly Spaces* on either player's side of the map.



Equipment Cards:

The **Name** of the *equipment*. This may be referenced in some effects.

The **Type** of card this is. In this case it is an *equipment* card. *Equipment* cards are placed in a support space and are considered *equipped* to a single monster (unless stated otherwise). Equipment cards are destroyed when their equipped monsters are destroyed.

Otherworldly Equip-ability

Requirement(s): The number of **Otherworldly (green)** spaces that must be occupied by your monsters so that you can equip one of your monsters with this *equipment card*. In this case, the number is 0.

Terrestrial Equip-ability

Requirement(s): The number of **Terrestrial (purple)** spaces that must be occupied by your monsters so that you can equip one of your monsters with this card. In this case, the number is 1.



The amount of **turns** that the equipment card lasts or stays on the field before it is automatically sent to the *done zone*. This includes the turn that the *equipment card* is *equipped* to a monster. Each player's turn consumes a single turn for *equipment cards*.

Suppose you play *Gale Wings* on your turn. It will automatically be sent to the *Done Zone* at the end of your next turn.

This refers to whose turn in which the *equipment* card effect either can be activated/remains in effect.

Y means effects only apply on your turn.

O means effects only apply on your opponent's turn.

Y/O means effects apply on both/either player's turns.

For *Gale Wings*, the card's effects will be active regardless whose turn it is.

The **Effect** of the *equipment card*. In general, the more occupied spaces that an *equipment card* requires to be played, the better the effect will be.

Trap Cards:

The **Name** of the *trap*. This may be referenced in some effects.

The **Type** of card this is. In this case it is a *trap* card. *Trap* cards are placed face-down in an unoccupied map space adjacent to a monster on the map controlled by the trap-setting player only when playability requirements are met.

Terrestrial Playability

Requirement(s): The number of **Terrestrial (purple)** spaces that must be occupied by your monsters so that you can play this trap card *face down and adjacent to one of the player's own monsters in an unoccupied space*. In this case, the required number of occupied *terrestrial spaces* is 2. *Traps cards* are always placed face down and are only activated when an opponent's monster lands on the space containing the trap card after concluding 1 round of movement for that monster. Trap cards cannot be placed on *summoning spaces*.

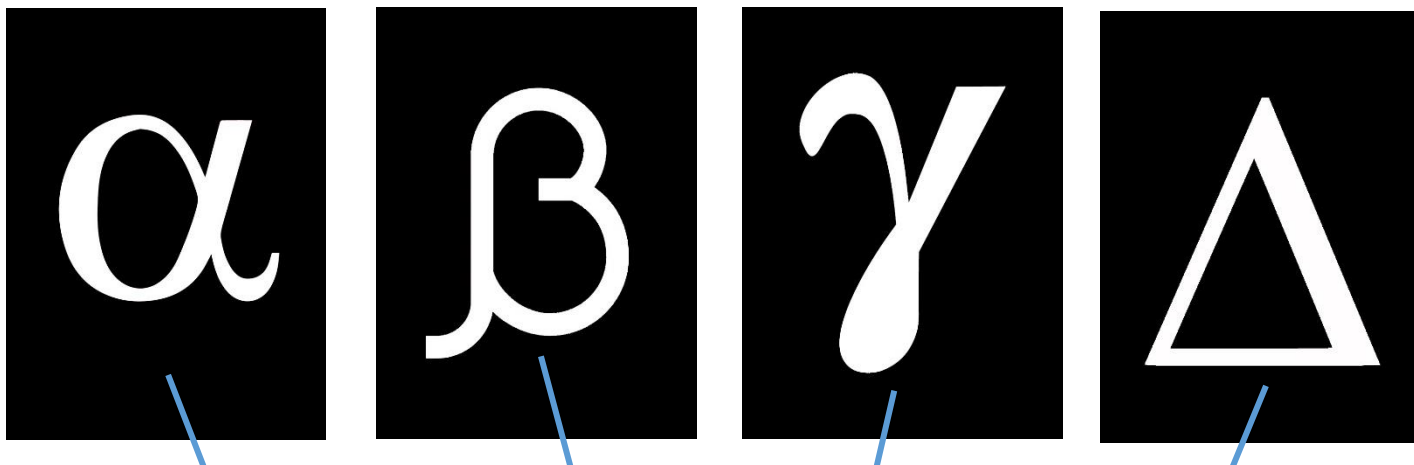
Otherworldly Playability

Requirement(s): The number of **Otherworldly (green)** spaces that must be occupied by your monsters so that you can play this *trap card* on an unoccupied space (adjacent to 1 of your own monsters). In this case, the required number of occupied *otherworldly spaces* is 2. See **Terrestrial Playability Requirement for more details**.



The **Effect** of the *trap card*. In general, the more occupied spaces that an *trap card* requires to be played, the better the effect will be.

Symbol Cards:



Symbol cards are to be kept in their own separate deck (the *symbol deck*) and are directly tied to your ability to perform actions such as *moving*, *attacking* and activating *Channeled Effect* cards. When these actions are taken, **symbol cards** also have a direct hand in determining which **ST** is used to perform such an action.

The **symbol deck** only possesses 1 of each type of symbol card, with the options of an *Alpha [α]* card, *Beta [β]* card, *Gamma [γ]* card, and *Delta [Δ]* card for a total of 4 cards in the entire deck.

Intentional Draw (Default Play Style) – In this type of **draw** situation, all **symbol cards** of a player are considered unused at the beginning of a player's turn and remain visible so that the player may freely choose the order in which the symbol cards are played. When the player wishes to, for example, move or attack, the player draws from the **symbol deck** to determine which **ST** will be referenced to perform such an action. Under these circumstances, the player has complete control as to the outcome of the player's actions as well as what **ST** of a monster will be referenced when performing such actions. The *best* available effects of *Channeled Effect* cards are much easier to activate without risk in this case.

So how are Symbol Cards used?

As mentioned before, drawing symbol cards are what give you the ability to perform actions such as *moving*, *attacking*, or activating *Channeled Effects*. For example, if you wish to move a monster, you will draw a card from the **symbol deck**. If that **symbol card** for example is an *Alpha [α]* symbol card, you will reference the monster's *Alpha [α]* **ST** to determine how far the monster is to move on the map (more details will be shared in a later section). You may repeat this action for the same monster or for other monsters for as long as you have remaining cards in your **symbol deck**. The same goes for *attacking* enemy monsters. If you wish to use a monster of yours to *attack* an enemy monster, you are to draw a card from the **symbol deck**, and if, for example, the **symbol card** drawn is the *Gamma [γ]* **symbol card**, you will reference both your monster's *Gamma [γ]* **ST**, and the *Gamma [γ]* **ST** of the enemy monster being attacked, and the monster with the lower *Gamma [γ]* **ST** is defeated and destroyed. During a *blind draw* (referenced in the next page), without taking precaution, it is possible that you may draw a **symbol card** that will disadvantage you in this type of situation. This also applies to your opponent. You may perform this action (with the same or with different monsters) for as long as you have a monster in range of an enemy's monster and remaining cards in your **symbol deck**. Do beware that your monsters' **ST** for all four symbols will likely not be the same and therefore using different **symbol cards** to perform actions with the same monster may not always be the best strategy.

Alternative Play Style:

A **Blind Draw** – In this type of *draw* situation, the player can only rely on probability to determine which type of symbol card will be drawn next. Before each player's turn, the player's own *symbol cards* are reshuffled and then placed face down. When the player wishes to, for example, move or attack, the player (without knowledge of what the card will be) draws from the *symbol deck* to determine which *ST* will be referenced to perform such an action. This can better simulate randomness and unpredictability on a battlefield, and may even put a player, who at one point is at an advantage, in a rather disadvantageous situation at a moment's notice. That being said, for each card that is drawn, it may become more obvious as to what the next card may be, as well as what the likelihood is that you will be drawing a *symbol* that is desirable for your next action. (It is recommended that players in a *blind draw* use their initial *symbol cards* for rather harmless movement or other actions with little consequence).

First and foremost, before the game is even to begin, both players should agree as to what type of *draw* will be performed during gameplay, with the options being an *intentional draw* or a *blind draw*.

*This note Applies to both the **Symbol Card** and the **Channeled Effect** section.* Any **symbol cards** that are unused on your turn may be drawn on your opponent's turn in order to activate a **channeled effect** (given that the **channeled effect** may be activated on your opponent's turn). A relevant monster should still occupy the **flux space** on your side of the map.

Channeled Effects:

The **Name** of the **channeled effect**. This may be referenced in some effects.

The **Type** of card this is. In this case it is a **channeled effect** card. **Channeled Effect** cards are placed face up in support spaces until they are destroyed or used completely.

The amount of **uses** of a **channeled effect** lets you know how often you may use the **channeled effect** card before it is sent to the **done zone**.

ST brackets of a **channeled effect** let you know how high a monster's **ST** has to be in order to use a particular effect. In general, the higher the bracket range, the better the effect. For more details as how to know which **ST** you will be referencing in order to activate your preferred effect on a **channeled effect** card, see the long information box on the right.

The various **channeled effects** are the different various effects available depending on the **ST** of the monster you are using to channel these effects. In this case, there are three possible effects, but different **channeled effect** cards may have more or less effects and will have the respective number of **ST brackets** to match.



The **symbols** in the left and right circles/orbs depict which **symbol cards** must be drawn in order to properly activate the **channeled effect**. For example, as will be explained on the left side of this page, you may activate one of multiple different effects depending on how high or low the **ST** is of the monster you choose to activate the effect. If you wish to activate a **channeled effect**, you choose a monster whose **ST** you would like to reference for the **channeled effect** card's effect. This monster must currently be on the **flux space** on your side of the map. (In the case of a **blind draw**, the chosen monster may be on any space but a **summoning space** to activate the **channeled effect**). Then you draw a **symbol card**. If, for **FLAMEBOW**, the **symbol card** drawn is either an **Alpha [α]** symbol or a **Delta [Δ]** symbol, then you may use the monster's **Alpha [α]** **ST** or **Delta [Δ]** **ST** respectively to know which specific effect you will be activating from the **channeled effect** card. If the drawn **symbol card** is a **Beta [β]** or a **Gamma [γ]**, then the drawn symbol card is considered used and the **channeled effect** card is not activated (and therefore not considered used).

This refers to which player's turn that this card may be activated. See top of page to learn how a **channeled effect** may be activated on an opponent's turn.

Monster Tokens:

Like *symbol cards*, **monster tokens** are kept in their own distinct deck separate from the *standard deck* and separate from the *symbol deck*. When destroyed, instead of being sent to the *done zone*, **monster tokens** are returned to the *token deck*.

The **Name** of the *token*.

This will be referenced by the *monster, trap, equipment* or *channeled effect* that summons the token.

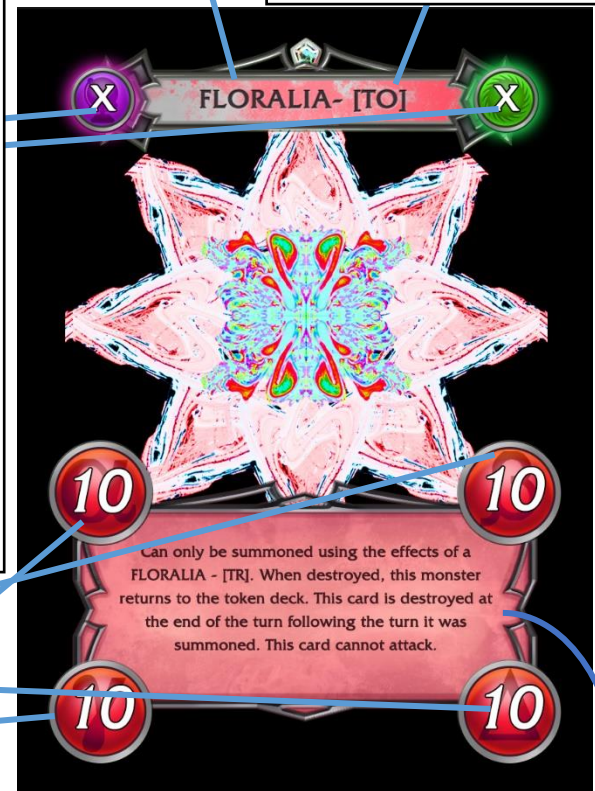
The **Type** of card this is. In

this case it is a *token (monster)*. In this case, because it is a *monster*, the **token** will likely be placed on an empty space in the map.



Because *monster tokens*, are typically summoned due to the effects of *monsters, traps, equipment, or channeled effects*, they will likely not have to rely on conventional **summoning requirements** that normal monsters must obey. In the future, there may be exceptions to this rule.

Because *monster tokens* are not typically summoned using conventional **summoning requirements**, their **ST** total will likely differ from normal monsters. In this particular case, the **ST** total is less than that of a normal *monster* with no summoning *requirements*.

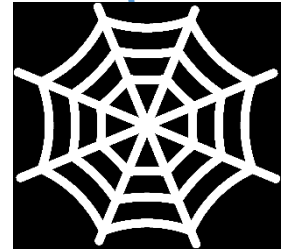


In the **effect description**, *monster tokens* will typically reference the *monster, trap, equipment, or channeled effect* card that allows it to be summoned/played on the field. Monster tokens commonly have additional effects. For example, the FLORALIA (token) may not attack and is destroyed at the end of the turn that follows its turn of summoning. We'd recommend using these tokens to summon a strong monster! However, do note that different types of monster tokens have different effects, and some may not have any at all (excluding the summoning condition)

Other Token Examples:



In this particular case, the **WEBWEAVER** monster has the ability to place a token on the map in order to hinder enemies with its effects. Unlike a **monster token**, the **web token** comes in the form of a tile that can easily be placed and removed from relevant map spaces. Tokens similar in nature to the **web token** should be kept in a collection/pile of **tokens** that can be accessed easily during a match.



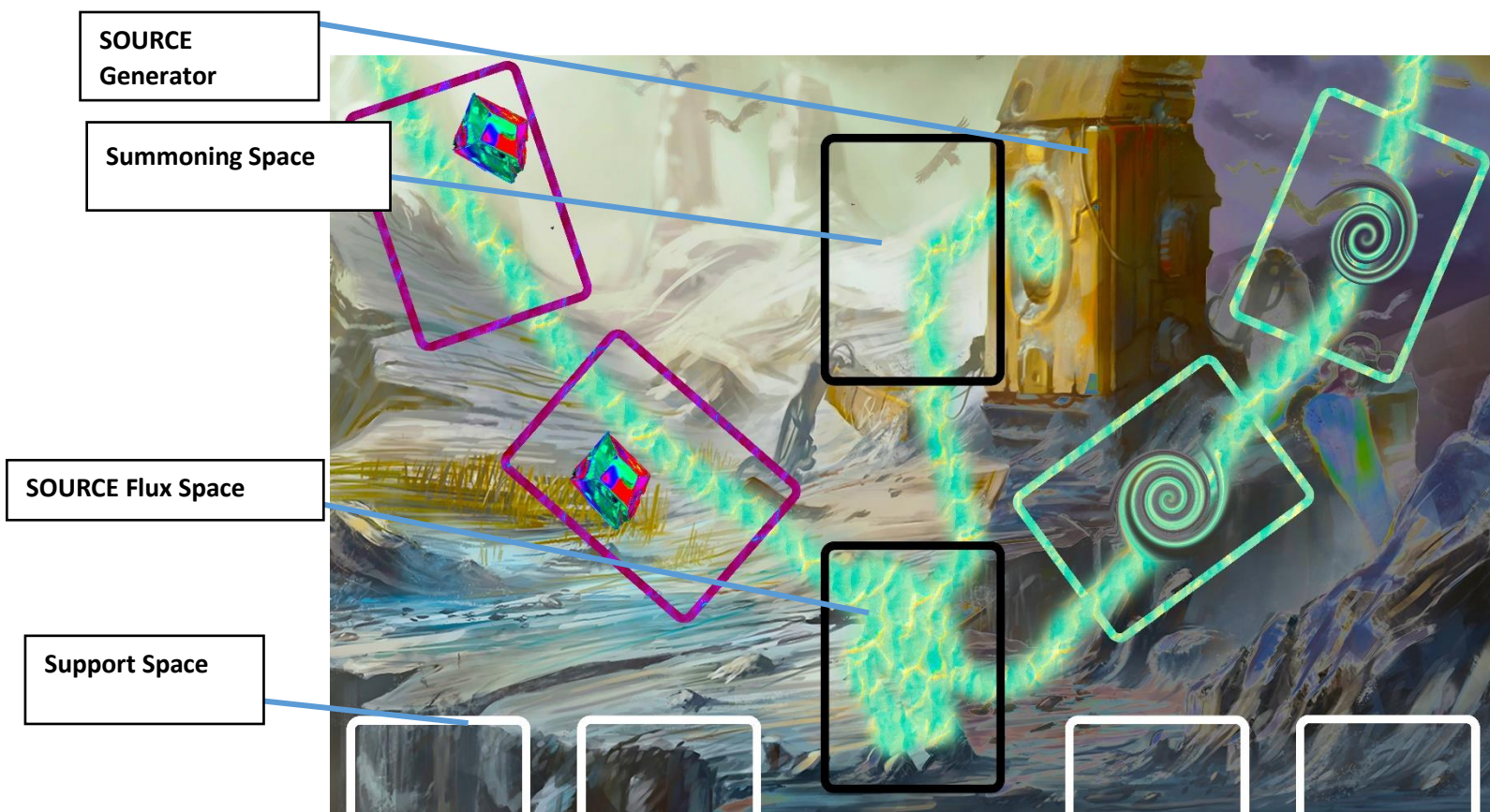
Part 2: Gameplay

Summary:

To recap, players will utilize their **Monster**, **Trap**, **Channeled Effect**, and **Equipment** cards to defeat your opponent's monsters and ultimately destroy your opponent's SOURCE generator. To do so, you may do the following:

1. **Monsters:** Summon them, move them throughout the map, battle enemy monsters with them, and use them to attack your opponent's SOURCE generator.
2. **Traps:** Place them on the map.
3. **Equipment/Channeled Effects:** Place them in support spaces.

In addition, keep in mind that symbol cards are the key to performing many of these actions. In the next section, we'll go into detail regarding what it takes to defeat your opponent.



Player Order and Map Setup:

Flip a coin to determine player order. The winner of the flip decides whether to go first or second.

Each player's **game map** has two sides, with the backside being a mirror-flipped version of the front side. This means that you get to determine on what side of the map your **terrestrial spaces** shall be on and what side of the map your **otherworldly spaces** will be on during the game. The player that goes first chooses which side of the map to use and then second player does the same. This determines if the first player's **terrestrial spaces** will be met with more **terrestrial spaces** or if those spaces will be met with **otherworldly spaces** and thus become adjacent to each other and vice-versa.

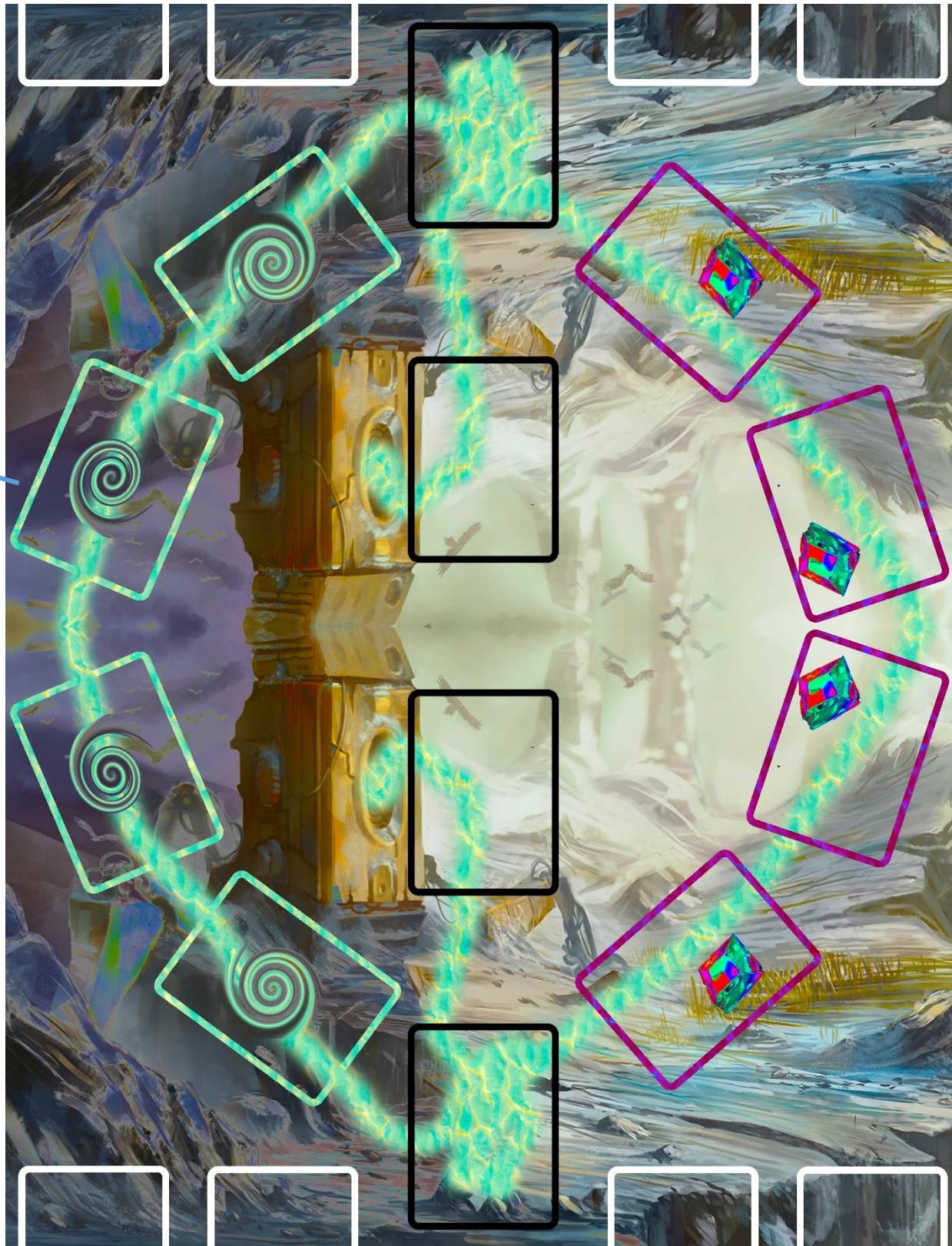
Option 1: Recommended Default for Novice and First-Time Players

Terrestrial spaces are aligned with other **terrestrial spaces** in this case and therefore become adjacent to each other. The same goes for **otherworldly spaces**. In this case, from this point of view, if a player seeks to occupy **terrestrial spaces**, the player may wish to go left. And if the player seeks to occupy **otherworldly spaces**, the player may wish to go right.



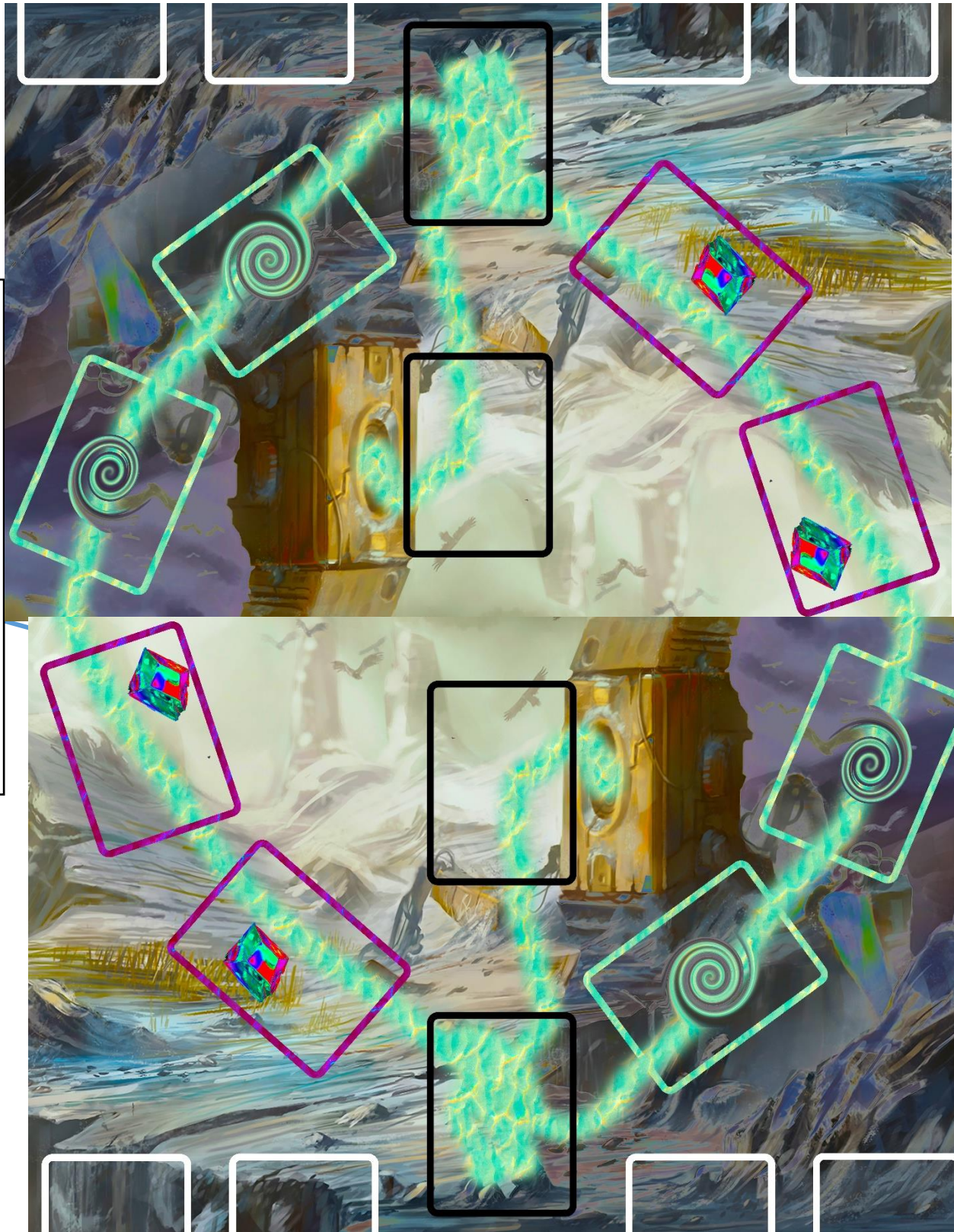
Option 2:

Otherworldly spaces are aligned with other **otherworldly spaces** in this case and therefore become adjacent to each other. The same goes for **terrestrial spaces**. In this case, from this point of view, if a player seeks to occupy **otherworldly**, the player may wish to go left. And if the player seeks to occupy **terrestrial** spaces, the player may wish to go right.

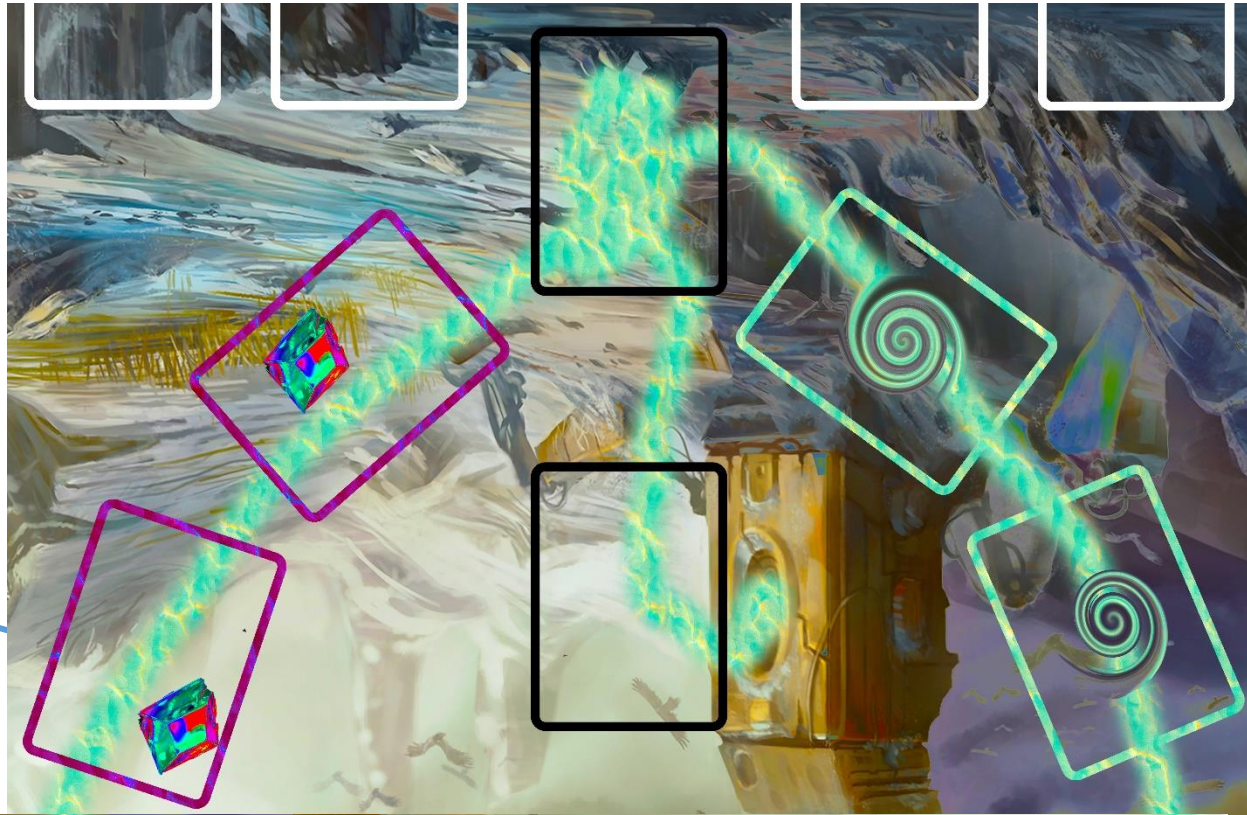


Option 3:

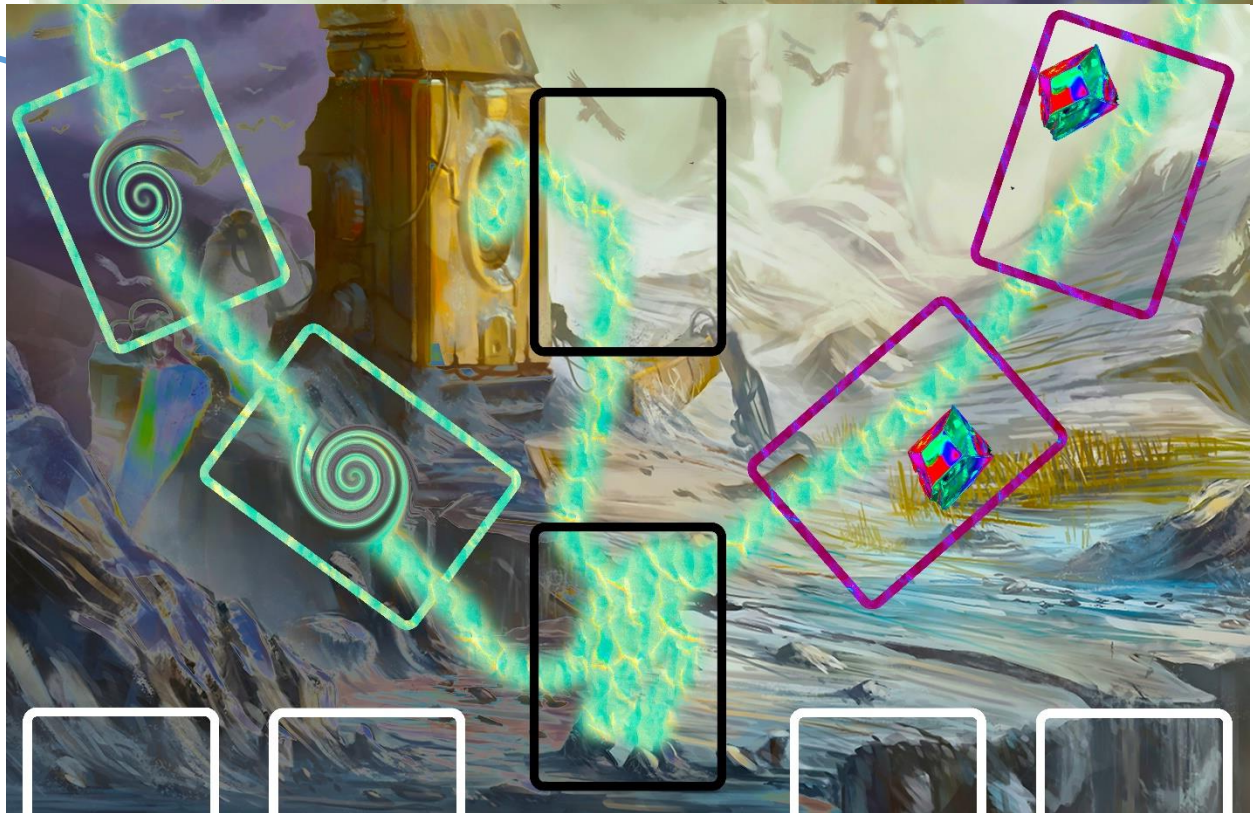
In this case, the setup for the paths available to be taken start to become a little nonlinear. This is seen as both players' **terrestrial spaces** are now connected to each other's **otherworldly spaces**. Occupying enemy spaces in order to fulfill **monster summoning requirements** might become a little trickier and require a little more planning.



Option 4:



Basically a mirror reflection of the previous option but still a valid possibility nonetheless.



Drawing Cards:

At the beginning of the match, both players **draw** from their deck until they have **7** cards in their hand. Draw one card at the beginning of each turn. If the player has 11 or more cards at the end of the turn, discard until the player has 10 cards.

Note: Some card effects may allow the player to draw additional cards during the player's turn.

Summoning Monsters:

There are three ways to summon monsters:

1. **Conventional Summon:** Once per turn, as long as one can fulfill a monster's summoning requirements, the player may then place a monster from the player's hand the player's own summoning space at any time during the player's turn.

Note: You cannot summon a monster if you have played an **equipment card** or **trap card**.

Note: If your opponent has their own monster on your **summoning space** and has not attacked your **SOURCE generator** with it, you move your opponent's monster one space back when you summon yours. If that space is occupied, move the monster to the closest unoccupied space.

2. **Reactionary Summon:** Instead of a **conventional summon**, if you opponent attacks your SOURCE generator, you may summon any card from your hand to your **summoning space**, ignoring summoning requirements. When doing so, move your opponent's monster one space back. If that space is occupied, move the monster to the closest unoccupied space.

Note: If you have made a **reactionary summon**, you cannot make a **conventional summon** on your turn.

3. **Effect Summon:** The player may summon a monster from the player's hand or deck based on the effect of another card (**monster, equipment, trap, channeled effect**). These monsters do not necessarily have to be placed on the **summoning space**.

The **Summoning Space** is the space closest to the **SOURCE Generator**.



Playing and Placing Traps, Equipment Cards and Channeled Effect Cards:

Instead of performing a **conventional summon** or **reactionary summon** during your turn, you may play an **equipment card** or place a **trap card** instead. **Equipment cards** and **trap cards** have the same **terrestrial** and **otherworldly** summoning requirements as monster cards. Place **equipment cards** on your support space and **trap cards** on an unoccupied space on the map (excluding summoning spaces) adjacent to 1 of your monsters. A player's monster will not activate the player's own **trap**.

Regardless of whether the player has already summoned a monster, placed a **trap**, or played an **equipment card** on the map, if there are any unused **support spaces** on the player's side of the field, the player may place up to 1 **channeled effect card** on one of the player's own **support spaces** during that player's own turn. A **channeled effect card's** effect may not be activated on the same turn that it is played. The **channeled effect card** remains on the **support space** until it is either used or destroyed.



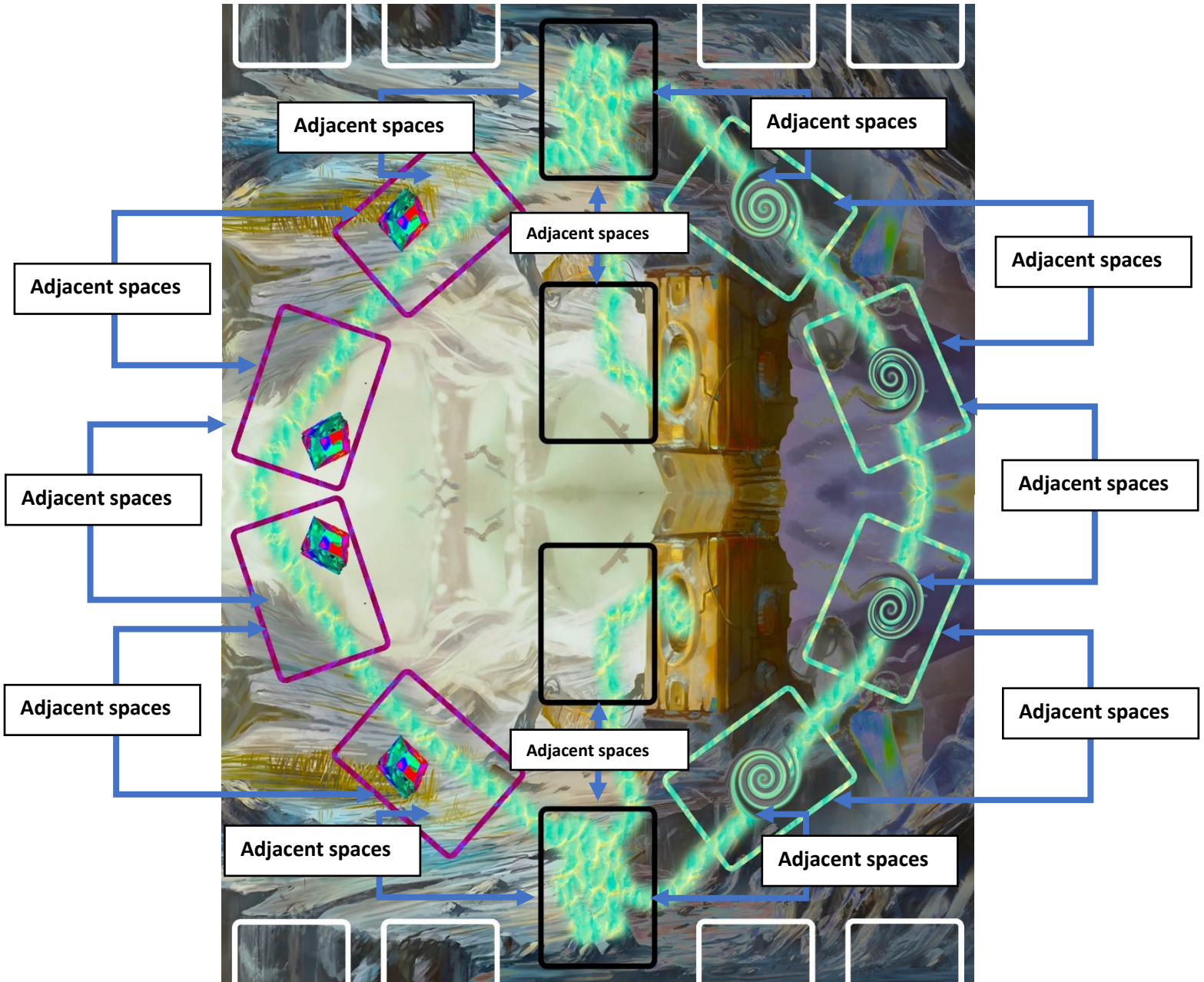
Instead of performing a summon, on this player's turn, the player may place a **trap** (face down) on either of these two spaces adjacent to the player's own monster (if **summoning conditions/requirements** are met).

The player has an **equipment card** attached to a summoned monster. This **equipment card** is placed on a **support space**.

The player has a **channeled effect** card placed on a **support space**. Its effect cannot be used on the turn that it is placed. Monsters that wish to utilize the effects of a **channeled effect** card must be on the **Source Flux** space.

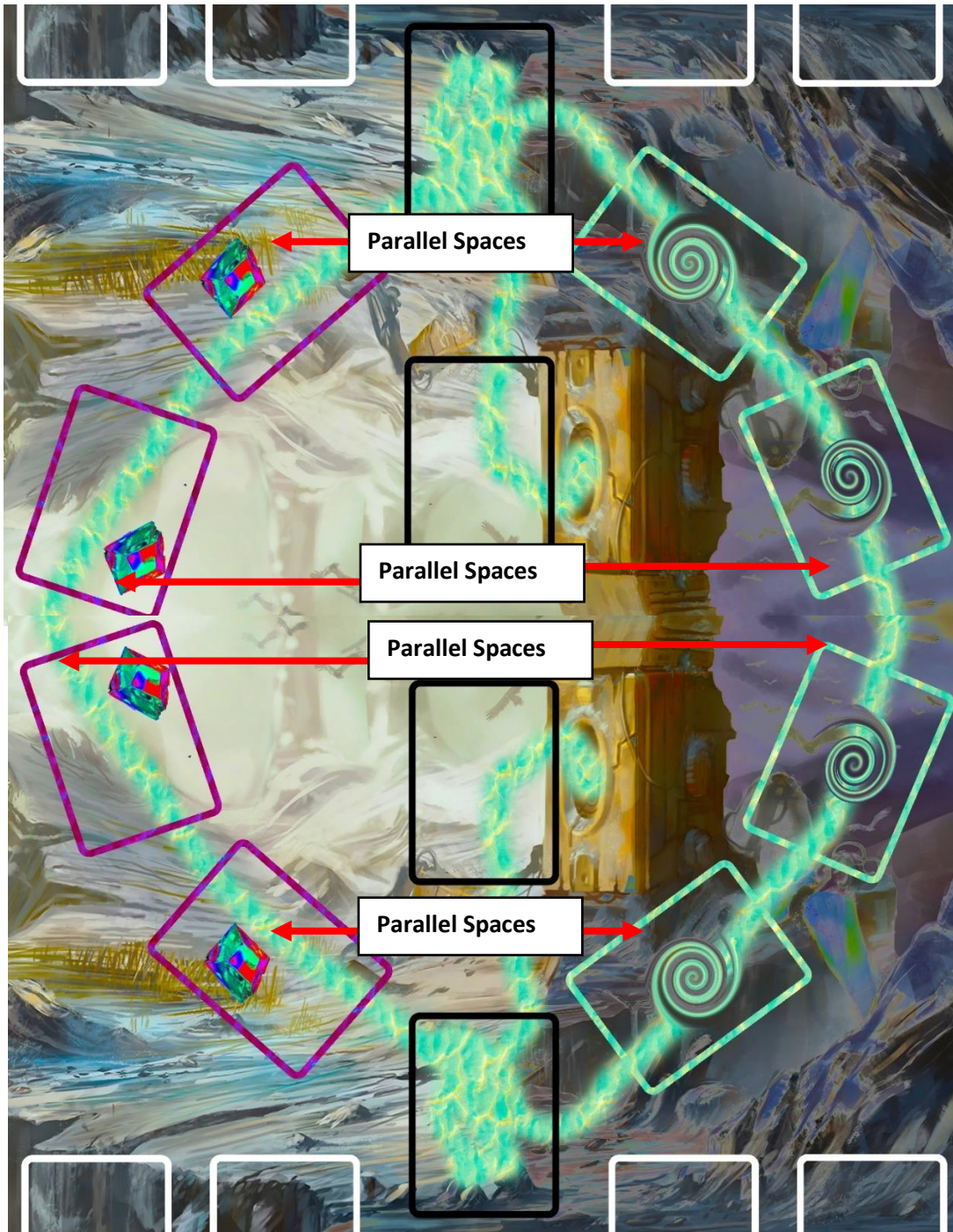
Helpful Reference for Attacking/Movement 1 (Adjacent Spaces):

. The following reference applies to all (current) variations of the map setup.



Helpful Reference for Attacking/Movement 2 (Parallel Spaces):

Some effects may reference **parallel spaces**. This applies to all (current) variations of the map setup.



Movement:

Movement for a monster can only occur from one **adjacent space** to another. To move a monster, first draw a card from the **symbol deck**. The player can move the player's monster a certain number of spaces based on **ST** value corresponding to the drawn **symbol card**:

0 spaces for a **ST** value of **0**

1 space for a **ST** value of **1 through 25**

2 spaces for a **ST** value of **26 through 50**

3 spaces for a **ST** value of **51 through 75**

4 spaces for a **ST** value of **76+**

The monster must move the entire distance provided in the reference unless:

1. The monster reaches an opponent's **summoning space**.
2. The opponent has a monster in the way. In this case, you stop at the closest space.
3. The player's own monster is in the way and does not want to swap the monsters' places to accommodate further movement.

If the player's own monster is in the way, the player has the choice to

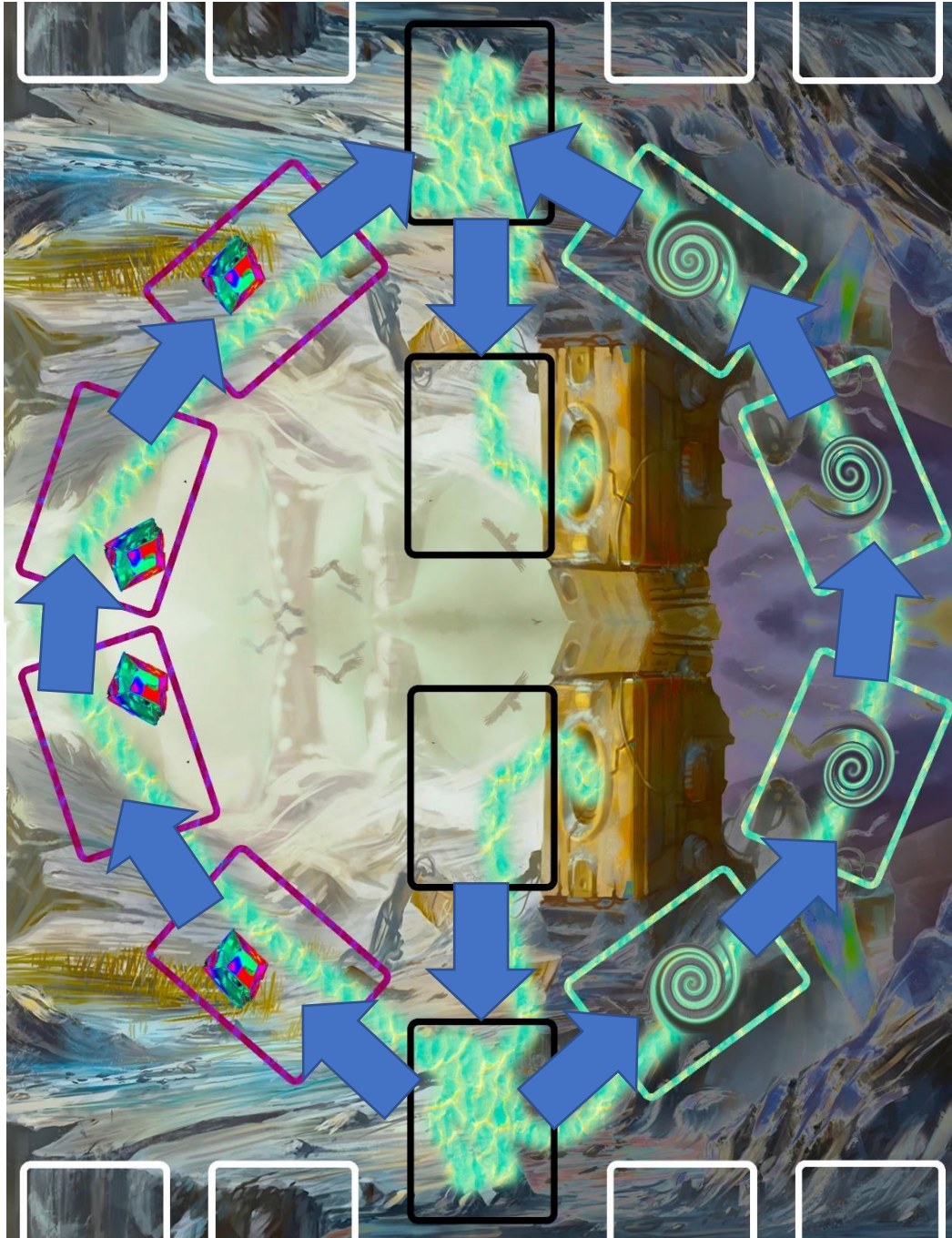
1. Swap the places of both monsters to allow for further movement. This still counts as 1 space of **movement**.
2. Stop the moving monster in the space prior to the space of the allied monster.

Direction of Movement (When in doubt, follow the blue-green energy road):

The player may move monsters along the board as seen in the map below.

Note: Since it is not possible to move monsters backwards, we do not recommend relying on one monster the entire game.

Note: Due to some card effects, movement may become possible across parallel spaces as well.



Attacking (Other Monsters):

The player may use their monster to attack an opponent's monster that is on an adjacent space. To do so, draw a **symbol card**, while will determine the **ST** used in the battle by both monsters. The monster with the strongest **ST** corresponding to the symbol will win the fight, while the other monster is destroyed.

Note: It is possible for the same monster to attack multiple times as long as there are enough **symbol cards** to do so.

Done Zone:

The **Done Zone** is the discard pile where the player will place any cards that have been defeated, used, or have had their effects fulfilled.

Note: Some effects will allow the player to bring cards back from their **Done Zone** and even their opponent's **Done Zone**.

Defeating Your Opponent:

Both players are provided with a limited amount of **SourcePoints** at the beginning of the game. To deplete an opponent's **SourcePoints**, a player must move a monster to the opponent's summoning space and perform an attack. Instead of attacking another monster, the **ST** referenced for the attack instead is subtracted from the enemy's number of **SourcePoints**. The match is ended and a player is defeated if the player's **SourcePoints** reaches 0. The player's turn will end immediately after attacking the opponent's SOURCE generator, so we will recommend performing all desired or necessary actions prior to this attack.

The amount of **SourcePoints** both players start off with depends on how long the players want the game to last. For example:

In a *short game*, each player has **75 SourcePoints**. (≈ 30 minutes)

In a *medium game*, each player has **100 SourcePoints**. (≈ 45 minutes)

In a *medium-long game*, each player has **125 SourcePoints**. (≈ 1 hour)

In a *long game*, each player has **150 SourcePoints**. (≈ 1 hour 15 minutes)

Deck Construction:

A player may want to acquire additional cards to rebuild and reorganize that player's own deck in order to gain advantage over any and all opponents. Obviously we encourage this, but there are some rules that must be followed:

- A deck may have a **minimum** of **40 cards** and a **maximum** of **60 cards**.
- A deck may only contain **1** monster requiring a total of **4 occupied spaces** in order to be summoned.
- A deck may only contain up to **5** monsters requiring a total of **3 occupied spaces** in order to be summoned.
- A deck may not contain more than **1 Monster Card requiring a total of more than 0 occupied spaces in order to be summoned** of the same name **unless multiples are provided in the starter deck**. The limit is then changed to how many of that card is in the starter deck.
- The limit for any card requiring **0 occupied spaces** to be summoned is **4**.
- A deck may not contain more than **2 Trap Cards** of the same name.
- Due to its effectiveness, there may only be **1 Goop [Trap Card]** in a deck
- A deck may not contain more than **2 Equipment Cards** of the same name.
- A deck may not contain more than **1 Channeled Effect** card of the same name.
- A deck may not contain more than **10 Channeled Effect** cards total.

Rules may be subject to change as the game evolves and new cards are created and released.

Type Index (alphabetical):

General Card Types

CH = Channeled Effect

EQ = Equipment Card

TO = Token

TR = Trap Card

Monster Card Types

AL = Alien

AQ = Aquatic

BE = Beast

DE = Demon

FL = Flame

FR = Frost

GA= Gas

GR = Ground

IN = Insect/Arachnid

OT = Otherworldly

RO = Robot

SP = Spirit

ST = Static

TO = Token (Monster)

In-Game Cheat Sheet (for Intentional Draw Game):

If on Tabletop Simulator:

1. Deck on your **right** is the **red deck**. Deck on your **left** is the **blue deck**.

Starting the game:

1. Decide on an **Intentional Draw** game or a **Blind Draw** game. Default is typically **Intentional**.
2. Flip a coin and have 1 player call it. If the player is correct, that player chooses to go first or second. If incorrect, the other player chooses the order. Players choose their side of the map in the order they play in.
3. Both players shuffle decks and draw 7 cards.

What can I do?

1. Always remember to **draw a card** at the beginning of your turn.
2. You may summon a monster **OR** place a trap face-down **OR** play an equip card. (Can only choose to do 1)
3. If your **SOURCE Generator** was attacked last turn, you may do a **Reactionary Summon** instead of a conventional summon.
4. Use **symbol cards** to move monsters, attack opponent's monsters, or activate **Channeled Effects**. Monsters cannot move backwards on their own.
5. Place a **Channeled Effect** card. May not be activated on the turn it is placed.
6. 2-5 do not have to follow a strict order.
7. If you have more than 10 cards in your hand at the end of your turn, you must discard until you have 10 cards.

What to remember:

1. On the top left of cards (in terms of summoning), **purple** refers to the **purple** spaces. On the top right, **green** refers to the **green** spaces. On card text **Y** refers to (**you/your**), **OP** refers to **opponent**.
2. For movement, **0 ST = 0** spaces, **1-25 ST = 1** space, **26-50 ST = 2** spaces, **51-75 ST = 3** spaces, **76+ ST = 4** spaces.
3. **Channeled effects** require a monster of yours to be on **your flux space**. This is the monster you will be referencing when activating one of their effects. Your channeled effects cannot be activated on your opponent's flux space.
4. To use a **channeled effect** on an opponent's turn, you must have a remaining unused **symbol card** from your previous turn and the monster you will be referencing for its effects must be on **your flux space**.
5. When you move your monster through another one of your monsters, the monster you move through moves backwards a space.
6. **Traps** are placed adjacent to 1 of your monsters and are placed face-down on an unoccupied space.
7. Destroyed **Monster Tokens** go back to the token deck. Any other used or destroyed cards go to the **Done Zone**.

