SPARTISTIC
STUDIOS

EOHN™
TRADING CARD GAME

RULEBOOK 1.0
QUICKPLAY

CONTENTS

STORY

Technology has advanced at an incredible rate since the creation and development of Eohn Tech, named after the renowned bio-tech scientist Killick Eohn. Eohn Tech uses the power of human life-energy, which has led to it quickly becoming the most powerful tech on the planet.

Eohn Tech has also been developed to allow humans to unleash their life-energy in a pure form, detached from their body, referred to as their Eohn. In this process, the host's consciousness stays with their Eohn and leaves the body in a trance-like state, protected by the energy. Eohns take on a form created by the will of the host. With training, one can take complete control of this form.

The development of this tech has led to the establishment of the Eohn Arenas, where people known as Eohn Fighters release their life-energy to fight each other in a spectacular display never before witnessed This is the ultimate spectator sport where the participants risk everything, potentially leaving them trapped with their body in a trance-like state forever.

You're a natural born Eohn Fighter rising through the ranks with unparalleled abilities, limited only by your imagination. You grow stronger after every battle, fast becoming a power to be reckoned with. Your deck of cards represents your power, containing all your abilities and devastating attacks.

Customize your deck and battle your friends to see who'll become the ultimate Eohn Fighter.

GAME OVERVIEW

The Eohn Trading Card Game is a strategy game played by 2 or more players, each having a deck of Energy cards, a set of Attribute cards, and a customized deck of Ability cards .

Players will take turns playing their Ability cards over the course of the game. Each player starts the game with a deck of 100 Energy cards, representing their life-energy. Energy cards are used when activating Ability cards and are discarded when taking damage. When your opponent has no more Energy cards to discard, you win!

COMPONENTS

32 x Attribute cards

100 x Energy cards

60 x Ability cards

1 x Game mat

1 x Double-sided Reference Card

ATTRIBUTE CARDS

Attribute cards define your play style. They affect which Ability cards can be used and how they work. The 32 Attribute cards are evenly divided into 4 attributes.

Each player chooses any combination of Attribute cards at the start of each round, totaling 8 Attribute points. These will represent their Eohn.

In a Team Multi-player format, all team members can change their Attribute cards each time a team member dies. Each combination will give the player different benefits to use throughout the game.

Attributes

DEFENSE

ENERGY

STRENGTH

SPEED

Defense   Minimizes the damage you sustain and makes your opponent's attacks less effective.

Energy   Maximizes your use of energy, making Ability cards more effective.

Strength   Focuses on inflicting damage on your opponent.

Speed   Focuses on avoiding attacks and attacking more frequently.

What's on the card

1. Attribute Icon   2. Segments   3. Attribute Points

What's on the card

1. **Attribute Icon:** The icon of the attribute which represents the card.
2. **Segments:** The number segments surrounding the Attribute icon represents the number of attributes points that card has.
3. **Attribute Points:** The number of Attribute points the card has.

ENERGY CARDS

Energy cards represent your Eohn's life energy. Every action and reaction takes effort and uses energy. The greater the effort, the more energy is used.

Each time you sustain damage or use an Ability card, your energy reduces.

Make the most out of each Ability card you play, because each one will take you closer to running out of energy. If you run out of Energy cards before your opponent, you lose.

Pure Energy

Pure Energy is attained when you receive damage as a result of combat. Energy needing to be discarded as damage, must be removed from your Energy deck, and placed onto your Energy Discard Zone. If you have energy left in your Energy Deck, then move 1 Energy from your Energy deck and place it onto your Pure Energy deck. Pure Energy is required to be able to activate *Enhanced abilities*.

Floating Energy

Energy cards which are put with readied Ability cards in the arena are called Floating Energy. This energy still counts towards your life-energy total. Floating energy is discarded as the ability they are with is *Activated*.

Repurposing Energy

Energy which is currently being used with an Ability card in the arena, can be removed from that ability to be used for another. If energy is removed from an ability, and the energy cost of that ability is no longer met, it must return to your hand, or be discarded.

Critical Energy State

A player who has no Energy cards left in their Energy deck or Pure Energy deck, but still has *Floating Energy* is deemed to be in a *Critical Energy state*. When in this state, players can repurpose energy to discard when taking damage, or to use to pay the Energy cost of other Ability cards.

ABILITY CARDS

Ability cards represent your Eohn's abilities. Every action and reaction in the game is performed with Ability cards.

There are 2 types of Ability cards; Attack and action.

Attack cards

Attack cards have a *blue card frame* and are used to inflict damage on your opponent. They can only be played during your Combat phase, unless stipulated by a card.

What's on the card

1. Card name
2. Energy
3. Speed
4. Attack Type
5. Attack Points (AP)
6. Damage Type
7. Damage Capacity
8. Unique Card Code
9. Reuse Type
10. Subtype
11. Rarity
12. Benefits
13. Inactive Attributes
14. Attribute Benefit (Blue)
15. Attribute Base (Orange)

JIYRE'S THRUST

ENPT001-005/100-R17C8

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⬡ Add 2 Piercing damage
⚡ Add 22 speed

STANDARD

Action cards

Action cards have a *gold card frame* and have a wide variety of abilities. These can include protecting your Eohn from attacks, dodging attacks, changing the arena environment, enhancing your abilities, and morphing into a more powerful form.

What's on the card

1. Card name
2. Energy
3. Speed
8. Unique Card Code
9. Reuse Type
10. Subtype
11. Rarity
12. Benefits
13. Inactive Attributes
14. Attribute benefit (Blue)
15. Attribute Base (Orange)
16. Action Type
17. Defense Points (DP)
18. Description

CHAOS ARMOUR

1

2   4

3   16

16

17   2

15

13

14

13

Reduce the energy cost of all Attack cards by 1. Discard 1 energy each turn during your Energise phase. When CHAOS ARMOUR is discarded, draw a Melee attack card with 4 or less Energy cost from your Ability Deck, and place it in your hand, then shuffle your deck.

18

8

ENPT001-033/200-14W

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Add 1 AP to all Melee Attacks   12

Add 1 Crushing damage to any attack with Crushing damage

9   8

CONSTANT   11

10

What's on the card

1. **Card name:** The unique name of the card.
2. **Energy:** The number of Energy cards you need to discard to activate a card.
3. **Speed:** How fast the ability is. See 'Card speed' for more information.
4. **Attack type:** Shows 1 of 4 types. See 'Attack types' for more information.
5. **Attack points (AP):** The amount of base damage that this card can inflict on your opponent.
6. **Damage type:** Shows 1 of 4 types. Attack cards that don't have a Damage type are classed as having standard damage. See 'Damage types' for more information.
7. **Damage type capacity:** Shows the capacity for the damage type. The attack's AP will determine the amount of damage dealt by a Damage type, up to the Damage type capacity.
8. **Unique card code:** The unique code combination which includes the pack number that the card comes from, the collection number and the total number of cards in that collection, then has a card specific code.
9. **Reuse type:** This shows 1 of 3 types. Cards with a Reuse type may be used more than once. See 'Reuse' for more information.
10. **Subtype:** The subtype the card has. An ability may also have 1 or 2 Subtype modifiers. See 'Subtype modifiers' for more information.
11. **Rarity:** Shows which rarity the card is. There are 6 different rarities.
    1. Silver – Common
    2. Gold – Uncommon
    3. Ruby – Rare
    4. Sapphire – Super rare
    5. Emerald – Ultra rare
    6. Diamond – Legendary rare
12. **Benefits:** This section of the card will show any benefits the card may provide. Benefits are shown in a short format, starting with the attribute symbol(s) and followed by the benefit. You need to have those attributes to

use the benefit. The Attribute benefits will show how many of each attribute is needed.

13. **Inactive attributes:** These attributes are shown as grey and don't have any attribute benefits or requirements.

14. **Attribute benefits:** Each card has 4 Attribute symbols with a ring of up to 8 segments around each. Blue segments represent the number of that attribute you must have to use its corresponding benefit listed on the card. If there are only orange, or orange and blue segments, the total number of segments equals the number of that attribute you must have to gain the benefit.

15. **Base attributes**: These are shown as orange segments surrounding the attribute symbols. These are the attributes that are required to play the card. A card can have multiple base attributes, but some cards won't have any. In this case, they can be played regardless of your chosen 8-Attribute points. A card can have orange base attributes and not have a corresponding benefit.

16. **Action type**: The 1 action that best represents the card. See 'Actions' for more information.

17. **Defense Points (DP)**: The amount of damage the card can defend. These usually appear on Action cards with the Barrier, Block, Armor and Morph actions.

18. **Description:** The details of how to play the card and what the card can do. Any effects that the card may cause, and any Attribute benefits are mentioned in the description. Read the description carefully and follow the instructions. If a cards description conflicts with the game rules, follow the instructions on the card.

Enhanced Ability cards

Enhanced abilities are your strongest assets, whether they're Attack or Action abilities. Activating them requires discarding Pure energy, in addition to any other requirements. These abilities are distinguished by the red background of both the *card name* and *description* areas. The Pure energy is shown as glowing bars, each indicating the requirement of 1 Pure energy.

What's on the card

1. Red card name   2. Red description   3. Pure energy requirements

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ANODIC CHARGE

2
49

0

CHARGE: Add 1 counter to this, for each consecutive combat phase you skip (3 max)

INTERRUPT: Receive >10 damage from a single attack. If INTERRUPTED, discard this card, and REPLENISH 2 to your Pure Energy for each counter on this card.

ABILITY: For each counter add 12 AP to this card. This attack ignores all BLOCK, BARRIER and ARMOUR. Apply all AP directly to your opponent as DAMAGE.

Reduce energy cost by 1, for all cards played while this is charging

ENPT001-064 / 00-P7110

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CHARGEABLE

JUGGERNAUT

3
31

Discard 2 Energy per turn to keep MORPH Active.
+2 DP to MORPH form.
+6 Speed and +5 AP to all attacks except ENHANCED Attacks.
You can't BLOCK or be SNARED while this is active.

Add either TERRORIZE or INTIMIDATE from your deck or discard pile, into your hand as you play this card

ENPT001-075 / 00-1F1Y8

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CONSTANT

Attack types

Each Attack card has one of the following Attack types.

Ranged

These attacks use more energy and are often slower than Melee attacks, but they usually have more Attack points. Ranged attacks are often harder to block, however, they may be easier to dodge. Ranged attacks can still be used when your Eohn can't move. If used when your opponent can't move, these attacks can be very effective, as they will be impossible to dodge, and provide a smaller chance for your opponent to counter-attack.

Area

This Attack type usually delivers an attack that covers a large portion of the arena, attacking all opponents. Although this is the slowest Attack type, it can't be dodged. Area attacks usually have the highest initial energy cost and offer the fewest Attack points (AP) of the 4 Attack types, but they have the highest chance of success.

Melee

This is a fast Attack type, making it hard to dodge. However, it can still be blocked. Melee attacks require your Eohn to be free to move. Therefore, this Attack type can't be used if there's an effect in play which prevents your Eohn from moving.

Counter-Attack

Counter-Attack cards can be activated during the Reaction step of a Combat phase in which you've successfully blocked or dodged an attack. The Counter-Attack card may not offer the highest Attack points, but these cards are incredibly difficult to react to.

Damage types

Some Ability cards have special Damage types. These are listed below. Damage types allow for an attack's Attack points (AP) to be applied differently during Damage calculation. The Damage type value listed on the card is the maximum capacity of the Damage type available to the attack. The attack's AP will determine how much damage will apply using the Damage type.

If the AP is lower than the Damage type capacity, then all damage will be applied using the Damage type equal to the value of the AP.

If the AP is greater than the Damage type capacity, then damage will firstly apply as the Damage type up it's capacity, and any remaining damage will apply as standard damage.

Glancing

If a Dodge ability is used against an attack with Glancing damage with the same or higher speed than the Attack ability, apply the Glancing damage during damage calculation. See 'Determining damage' for more information.

Crushing

When Crushing damage can be applied, you may be able to destroy your opponent's block ability or your opponent may become dazed. See 'Effects' and 'Determining damage' for more information.

Piercing

Piercing damage may penetrate Barrier, Block, and Armor abilities. If an attack with Piercing damage is successfully defended, apply Piercing damage during damage calculation. See 'Determining damage' for more information.

Critical

When Critical damage can be applied, add the Critical damage to your Attack points during damage calculation. See 'Determining damage' for more information.

Actions

Combat actions

Combat actions are used when reacting to an opponent during a Combat phase. These allow you to defend yourself when attacked or minimize the effect of a defending opponent.

Block

Block cards can defend against most attacks. A successful block will mitigate the damage of an attack, but not necessarily to the full extent. This also creates an opportunity to use a Counter-Attack card. Block cards range in their effectiveness and have a limit to the amount of damage they can withstand. Block abilities can be used against faster attacks if you're in a Rested Combat State. See 'Determining damage' for more information.

Dodge

Dodge cards allow you to evade an attack, preventing you from taking damage. This also creates an opportunity to use a Counter-Attack card. Dodge cards can't be used against attacks with the Area attack type. Your Eohn must be free to move to activate a Dodge ability. Therefore, Dodge abilities can't be used if there's an effect in play which prevents your Eohn from moving. Dodge abilities can be used against faster attacks if you're in a Rested Combat State. See 'Determining damage' for more information.

Feint

Feint abilities are activated during a Reaction step of the Combat phase in which you've performed an attack that was blocked or dodged. You must stack an Attack and its associated Energy cards with your Feint ability to perform the stacked attack. If a Feint ability is activated, your opponent can't activate a Counter-Attack card as a result of their successful block or dodge and their Rested Combat state will be ignored during damage calculation. The stacked Attack must be able to be activated immediately, therefore Attack abilities with the Chargeable Subtype, can't be used with Feint abilities. Counter-Attack abilities can be used as the stacked Attack. Multiple Feints can be used in a single Combat chain.

Non-combat actions

Non-combat actions are used before or after a combat phase, and usually during your own turn. However, Action cards with the Instant subtype, can be activated at any time during anyone's turn.

Boost

Boost cards may enhance your Eohn, your ability to fight or the effect of other abilities. There are a huge variety of Boost cards, so choosing the right ones to include in your deck is critical.

Barrier (Distinct)

Barriers are your first line of defense from any attack. Barrier abilities are distinct; therefore, you can only have 1 ready or active on the arena at a time. Barrier cards may either have Defense Points (DP) or have counters added to them when played. If they have counters, when taking damage, remove the counters from the Barrier card instead of calculating damage. If the barrier has DP, then calculate damage when attacked. Once a Barrier ability has been activated, they stay on the arena until destroyed or discarded. See 'Determining damage' for more information.

Armor (Distinct)

Armor is your last line of defense from any attack. Armor abilities are distinct; therefore, you can only have 1 ready or active on the arena at a time. Armor has a Defense Point (DP) value, and often provide other forms of enhancement or special abilities. Armor abilities provide a layer of defense when all other defense options have failed. Once you've activated an Armor ability, it stays active until it is destroyed or discarded. See 'Determining damage' for more information.

Morph (Distinct)

Morph abilities allow you to transform your Eohn into a new form, often with benefits which may bolster your attack or defensive capabilities. These may unlock your ability to use certain abilities. As a Distinct ability, you may only have 1 ready

or active at a time. Most Morph abilities require energy to be discarded each turn to maintain the ability.

Arena (Distinct)

An Arena card can be applied to one of three areas of the arena:

- Your side (which includes your allies)

- Your opponent's side (which includes all opponents)

- The entire arena.

Arena cards can boost your Eohn's abilities or hinder your opponent's. Only 1 Arena card can be active per area. When an Arena card is active, if another one is played covering the same area, the new one supersedes the current one, sending it to the Discard zone. Two Arena cards can be active at the same time, as long as they don't cover the same area. So, if an Arena card affects only your side of the arena, another Arena card can be active if it only affects your opponent's side. Arena abilities are Distinct; however this applies to the 3 areas aforementioned. Therefore, it is possible for a single player to have 2 ready or active Arena abilities at the same time, as long as they each affect a different area of the Arena.

Reuse

Some abilities have a Reuse type, as listed below.

Infinite

Abilities with Infinite reuse can be readied again, as long as their requirements are paid for each use. See 'Readying and activating a card' for more information.

Special

Abilities with Special reuse can be readied again under special conditions, which will be defined in the abilities' description.

None

Abilities with no reuse must be discarded after their effects have been resolved.

Subtypes

Each ability will have 1 of 4 subtypes, which will define when it will be able to be activated. Subtypes are listed below.

Standard

An ability with the Standard subtype can only be activated during your turn.

Instant

An ability with the Instant subtype can be activated at any time if it's readied on the arena, regardless of its speed. They can also be activated directly from your hand during your opponent's turn, as long as the ability speed is higher than your opponent's ability speed, and you have a spare zone on your arena.

Chargeable

An ability with the Chargeable subtype foregoes the readying stage and must be activated immediately. Once activated they will enter their Charging state where the ability will be face up in a horizontal alignment. This can only be done during your turn. See 'Readying and activating a card' for more information. In their Charging state, the ability will have some requirements that need to be met prior to its ability being used. Chargeable abilities are more powerful than other abilities, however, these can be interrupted before their requirements are met and their ability is available for use. Each ability with the Chargeable subtype will have their description separated into three parts.

> **CHARGE**: States the requirements needed to activate the ability.

> **INTERRUPT**: States how it can be interrupted and what happens if it is.

> **ABILITY**: Description of what the ability can do once it's charged.

Conditional

An ability with the Conditional subtype will only be activated once a certain condition is met. They must then be activated immediately, regardless of whose turn or what phase it is. Otherwise, it will require the condition to be met again before it's activated. Conditional abilities must be readied on the arena for their condition to be met. See 'Readying cards' for more information.

A Conditional ability may have its condition met by the activation of another Conditional ability. This is referred to as a chain. If more than one player has a Conditional ability triggered by the same event, and both abilities have the same speed, the player who goes first will be decided by the Order of Play. See 'Order of Play' for more information.

Subtype modifiers

An ability may have any of two Subtype modifiers in addition to their subtype.

Constant

An ability with the Constant modifier has an ability that is continuous or will repeat with each turn, until such time as the ability is destroyed, it's negated, or its requirements are not fulfilled.

The energy costs for Constant abilities may require energy to be discarded as it's activated or consumed periodically.

Stackable

An ability with the Stackable modifier allows you to combine it with other abilities by stacking them to unlock special abilities.

When the specified abilities are stacked, and the stacked condition has been met, the ability or benefits listed on the Stackable ability can be used.

GAME MAT

The game mat helps you organize your cards during the game. When you use your cards, you place them on the game mat. Different card types are placed in different zones.

Each player needs their own game mat. This combined space is known as "The Arena." The game mat contained in this product is just for your half of the arena.

You can also play without a game mat if you can remember where to place the cards.

Card zones

Zone 1: Energy deck

Your Energy deck is placed face up in this zone. Players draw cards from here to Ready or Activate their abilities. When taking damage, or discarding Energy cards, cards from the Energy deck are removed and placed on the Energy discard zone.

Zone 2: Energy discards

This zone is where discarded Energy cards are placed. Cards in this zone are placed face down.

Zone 3: Pure Energy deck

When you gain Pure Energy, the Energy cards are placed here face up. Energy cards in the Pure Energy zone are referred to as your Pure Energy Deck.

Zone 4: Distinct Abilities

This is where you ready or activate your Distinct Action cards. Only 1 Action card of each Distinct Type can either be ready or active in this zone at a time.

Zone 5: Attacks

This is where you ready or activate your Attack cards. You can have up to 5 cards here.

Zone 6: Actions

This is where you ready or activate your Action cards. You can have up to 5 cards here.

Zone 7: Combat State

This is where you track your Combat State. The Combat State zone is divided into two spaces; Relentless and Rested. These zones allow you to add counters to the zone to keep track of how many Relentless or Rested you have gained. Some Ability cards may overlay the Combat State zone to change how it works.

Zone 8: Ability deck

Your Ability deck is placed face down in this space. Players draw cards from here to their hands. If a card's effect requires you to reveal cards from your deck, or look through it, shuffle the deck and return it to this zone after resolving its effect.

Zone 9: Ability discards

This is where you put Ability cards once they've been played and their effects are finished, or they've been destroyed or discarded. These cards are placed in the pile

face up. The contents of each player's Ability Discard zone is public knowledge and can be viewed by all players. The order of the cards must not be changed. Cards put in the Discard zone remain there until the end of the game unless a card effect states otherwise.

Zone 10: Removed From Play

This is where put Ability cards which are Removed From Play. Cards put in the Removed From Play zone remain there until the end of the game unless a card effect states otherwise.

Zone 11: Attributes

This is where you place the Attribute cards that represent your attributes. There are 4 card zones, 1 for each attribute. Place Attribute cards in their assigned Zones.

Zones not on the Game mat:

The following two zones are optional and are available for adjusting your deck and attributes between rounds. When playing in the team multi-player game mode, you may change your attributes only when an ally or opponent is defeated.

Zone 12: Inactive attributes

Keep all remaining Attribute cards nearby. Between rounds, inactive Attribute cards from here may be swapped with your 8 chosen Attribute cards.

Zone 13: Side deck

Place up to 10 Ability cards face down next to the Game mat. These cards remain face down. Between rounds, cards from here may be swapped for cards within your Ability deck. See Side Deck for more information.

ADDITIONAL ITEMS

Counters - Some cards require counters to keep track of things like the number of turns, or a card's Attack points. You can use any kind of small object, like coins, beads, dice or cardboard discs, placing them on these cards.

Official Eohn counters can be purchased separately at your local game store or online at www.eohn.online.

Coin - Some cards will require a coin toss. If you play these cards, be sure to have the coin ready.

Dice - Some cards will require a die roll. If you play these cards, be sure to have a standard 6-sided die, ready.

Card sleeves - Plastic sleeves can prevent your cards from getting damaged. If you use card sleeves, then your entire deck must be sleeved, and they all have to be the same so your cards aren't marked.

READYING, AND ACTIVATING AN ABILITY

All Ability cards on the game mat are placed in 1 of 2 positions: Readied or Charging (horizontal alignment) or Activated (vertical alignment).

READYING AN ABILITY

To ready an Ability from your hand, place it horizontally face down on the arena, and place all required Energy, Pure Energy, or Stacked cards vertically underneath the card. Energy cards are placed face up.

A readied ability can be used later. This allows you to have the ability available to activate as required, and removes it from your hand, allowing you to draw more Ability cards. Conditional abilities must be readied to be able to activate them once their condition is met.

Unless an ability has the Instant subtype, only readied abilities can be activated during your opponent's turn. This is important when defending against an attack.

When readying an ability for reuse, place it back into a horizontal position, but keep it face up.

Ready an ability (Face down)   Ready an ability for reuse (Face up)

ACTIVATING AN ABILITY

To activate an Ability card, you must first fulfill all its requirements. A card's requirements can be paid for at the same time as activating the card. For example, if you activate an Instant Ability card directly from your hand, and it requires 3 Energy cards, you can discard these from your Energy deck at the same time.

If you activate an Ability card from a readied position, turn the card face up and place it vertically on the Arena, you also must ensure that all Energy cards are discarded when you activate the ability. If the instructions on a Stackable card conflict with this rule, you must follow the instructions on the card.

Once an Ability card has been activated and its effects or abilities have been resolved, you must discard it. If the card has a Reuse type, the player can choose to reuse the card instead. A Reuse card cannot be activated again during the same turn it was initially played. It can have its cost paid again and readied for its reuse in your next turn.

If a player chooses not to reuse a card, is unable to ready the card or satisfy the conditions of a Special reuse type, then the card must be discarded. Players cannot choose to reuse an Ability card from the discard pile.

READYING ABILITIES WITH THE STACKABLE MODIFIER

Stackable abilities have a condition that requires other abilities to be stacked on them, or for them to be stacked onto an ability. When doing this, place the modifying ability on top of the base ability, face up in the opposite orientation to the base. A base ability is the one which either needs abilities to be stacked onto it, or one which a stackable ability will modify.

Stacking a Boost ability onto an attack to add Critical damage. The Stackable ability is modifying the attack, therefore is placed on top.

DISCARDING A CARD

Discarding energy when taking damage

When taking damage from an attack or a card effect, you must discard Energy cards from your Energy deck. If you must discard Energy but your Energy deck is empty, you may discard from your Pure Energy Deck. Once both are empty, you can repurpose energy from your readied Ability cards to discard. Any abilities which have their energy repurposed, must be returned to your hand or discarded.

Discarding energy to play a card

All Energy cards required to ready, activate or reuse an Ability card, or a cards description which says to discard energy to do something, must be taken from your energy deck. If you have no Energy cards in your energy deck, you can repurpose energy from another readied Ability card on your side of the Arena.

Enhanced Abilities need Pure Energy, which must be discarded to activate the ability. Pure energy must be discarded to your Energy Discard zone. You may Repurpose Pure energy from other Enhanced abilities, which are ready on the arena but have not been activated.

Discarding Energy when Discarding Ability cards

Ability cards which are destroyed from a cards effect are sent to the Ability Discard Zone. If the Ability cards had Floating Energy cards with them, the Energy cards are sent back to your Energy deck. If the card being destroyed is a stackable card, then any Ability cards which are stacked on the card must be sent to the Ability Discard Zone too.

ABILITY SPEED

Compare Ability speed when cards are activated at the same time or in response to each other. For example, if the speed of an Attack is higher than that of a Dodge, the attack is successful because the dodge is too slow.

Cards with the subtype Conditional or Instant can always be played in reaction to any card if they are Readied. However, if multiple Conditional cards have their conditions met at the same time, their activation order is determined by the Order of play. If an Instant ability is activated direct from the players hand, it must have a higher speed than the ability it is being played against.

TURN ORDER

Turn order starts with the turn player first, the player whose turn it is, then moves clockwise from the turn player.

ORDER OF PLAY

Used to determine which card is played first when multiple cards are played at the same time. Activate cards in order of highest to lowest starting with Ability speed, then players speed attribute, then by Turn Order. If the Ability speed is the same on the cards being compared, then compare the players speed attribute. If the players have the same speed attribute, then activate cards in Turn Order.

COMBAT STATUS

There are two different combat statuses you may gain from how you conduct your Combat phase. The two types are relentless and rested. Combat statuses may change how your abilities work, or how powerful they will be, so it is important to keep track of which status you have. Combat statuses will increase their quantity as you gain more of the same status. If you gain the other status from which you have, you will lose all your current combat status to gain the other. For example, if you have Rested 5, but you gained relentless in your Combat phase, then your combat status will change from Rested 5 to Relentless 1. To keep track of how many of a particular combat status you have, it is recommended to add counters to the Combat Status Zone.

Relentless

You gain 1 relentless at the end of your combat phase that you choose to attack. If you use a Counter-Attack ability during your opponent's Combat phase, you will also gain 1 relentless.

Rested

You gain 1 rested when you choose to skip your combat phase. Having the Rested combat status can aid in your ability to defend against an attack. When you have the Rested combat status, and you use a Block or Dodge ability in response to an opponent attacking you, treat the attack as having the same or less speed than the Block or Dodge abilities.

HOW TO PLAY

HOW TO BATTLE AND HOW TO WIN

A single game is called a battle. A battle ends when one player wins or there is a draw. Battles are played in sets of 3, called rounds, and the winner of 2 out of 3 rounds wins the battle. Sudden Death format will consist of a single round only.

Each player starts a round with 100 Energy cards and 40–60 Ability cards.

Winning a round

There are three ways to win a round:

- When your opponent's Energy deck is empty, they don't have any floating energy to discard, and they're supposed to discard an Energy card.

- Your opponent has no Ability cards in their Ability deck when they enter their Draw phase or must draw a card.

- A card's effect says you win.

Ending a round in a draw

There are two ways a round can end in a draw:

- You and your opponent both run out of Energy cards and need to discard an Energy card.

- You and your opponent both run out of Ability cards and need to draw an Ability card.

PREPARING TO BATTLE

Before starting a round, follow these steps. Also make sure you have all the additional items that your deck may need, like a coin, dice or counters.

1. After greeting your opponent, shuffle your Ability deck thoroughly. Then you may shuffle and cut your opponent's Ability deck.
2. After shuffling, place your Ability deck face down in the Ability Deck zone.
3. Present your Side deck, face down, to your opponent to count the number of cards doesn't exceed 10, then place your Side deck face down to the side of your play mat.
4. Place all remaining Attribute cards to the side of your play mat.
5. Place your Energy deck face up in the Energy Deck Zone.
6. Draw 10 Ability cards from the top of your Ability deck.

7. Play rock-paper-scissors or flip a coin. The winner decides who will go first. Players will take turns in Turn Order from the player who goes first. For the next rounds, the loser of the previous round decides who goes first. If the previous round ended in a draw, determine who starts first in the next round with another rock-paper-scissors or coin toss.

8. Choose 3 of your 10 Ability cards, and return them to the Ability deck, then reshuffle. The remaining 7 Ability cards are your initial hand.

9. Once all players are ready, pick Attribute cards from your Attribute deck, selecting any combination of 8 attribute points from the 4 Attribute types: Defense, Energy, Strength and Speed. Place these chosen cards in their respective Attribute Zone.

TURN STRUCTURE

A round progresses in a series of turns that are divided into phases.

First player's turn

1. Draw phase
2. Energize phase
3. Action phase 1
4. Combat phase – If combat isn't entered, skip Action phase 2 and go straight to the End phase.
5. Action phase 2
6. End phase

Second players turn (same phases as above)

Draw phase

This is the first phase. The player whose turn it is (the "turn player") draws 1–2 cards from the top of their Ability deck.

Refocus (optional) - Exchange Ability cards in your hand for a cost of 1 Energy card per Ability card, up to 2 cards per Draw phase. Draw cards, then from your hand place the same number of cards at the bottom of the Ability deck. When you've finished, shuffle the deck.

IMPORTANT: The player who goes first can't draw during the Draw phase of their first turn. Neither player can refocus during their first turn.

Conditional cards and Constant cards may have abilities that can be activated during this phase.

Possible actions in this phase:

- Draw 1–2 Ability cards.

- Refocus (except on your first turn)

- Activate Instant or Readied Conditional cards.

- Your opponent can activate Instant or Readied Conditional cards.

Energize phase

Some cards have conditions for activating, costs you must pay, counters to add/remove, or an action to perform in the Energize phase. These may not say during the Energize phase but may simply be written on a card as "once per turn". If you do not have any of these cards on the Arena, you can still activate Instant or Readied Conditional Action cards before moving on to your Action phase 1.

Possible actions in this phase:

- Discard Energy cards to maintain cards in play.

- Add/remove Counters.

- Resolve card effects that happen during this phase.

- Activate Instant or Readied Conditional cards.

- Your opponent can activate Instant or Readied Conditional cards.

Action phase 1

This is the phase in which you ready or activate most of your Action cards. You can also ready Attack cards to activate during your Combat phase. These actions can be done in any order you want, but some actions may have restrictions.

At any point during this phase, your opponent can activate Instant or any readied Conditional cards that have had their conditions met. You can activate readied Conditional or Instant cards in reaction to your opponent's actions.

Once you've readied your Ability cards and activated all the Action cards you want, you can move into the Combat phase. If you don't want to attack your opponent,

you can skip the Combat phase and Action phase 2 and move straight on to the End Phase.

Possible actions in this phase:

- Stack Ability cards from your hand.

- Ready Ability cards from your hand or the Arena.

- Activate Action cards.

- Ready Attack cards.

- Your opponent can activate Instant cards and readied Conditional cards.

Combat phase

It's time to enter combat using your readied Attack cards. You can't attack with Attack cards which were not readied prior to entering your Combat phase. This phase is divided into steps. You don't need to enter combat every turn, even if you've readied Attack cards.

IMPORTANT: The player who goes first cannot enter combat on their first turn.

- Possible actions in this phase:
- Activate readied Attack cards.
- Activate Instant and Readied Conditional cards and Action cards with a Combat Action.
- Your opponent can activate Instant and Readied Conditional cards and Action cards with a Combat Action.
- Add Combat status counter
    - ○ Add 1 Relentless counter if you attacked an opponent.
    - ○ Add 1 Rested counter if you didn't attack an opponent.

Flow of the Combat phase

1. Start
2. Attack
3. Reaction ⟳
4. ⟳ Damage Calculation
5. Ready attack abilities with a Reuse type
6. End
7. Add 1 Combat status counter

1. Start

This step starts the Combat phase. The turn player announces, "I am entering the Combat phase." Remember, the player who goes first cannot enter combat in the first turn.

2. Attack

Select 1 readied Attack card and declare the attack on your target opponent.

3. Reaction

Once you've declared an Attack, your opponent has a chance to react. Your opponent can now play Action cards, which will affect the success or outcome of your declared Attack. These include:

- Instant cards from the arena or their hand, if they're faster than the attack.
- Readied Conditional cards where the conditions have been met when you declared your attack.
- Action cards with a Combat Action.

Your opponent can also activate a readied Attack card with the Counter-Attack Attack type if they perform a successful block or dodge. You can now activate Action cards, which will affect the success or outcome of your opponent's Action cards. These may include Action cards that alter your Attack. More specifically, they may include Instant cards, Readied Conditional cards where their conditions have been met when your opponent activated their Action cards, or Action cards with a Combat Action. If your opponent activates a Counter-Attack card and you're able to successfully block or dodge it, you can activate a Counter-Attack card.

Continue to take turns, reacting until neither you nor your opponent can play any more cards. Then move to the Damage step.

4. Damage calculation

In this step, players calculate the Energy damage resulting from the combat, and discard any Energy cards as a result. See Determining Damage below. Any Readied Conditional cards that have a condition based on receiving Energy damage can be activated now. After finishing the Damage calculation step, return to the Attack step if you have more Attack cards you wish to activate. Otherwise, move to the End step.

5. Ready attack abilities with a Reuse type

After attacking and calculating damage, discard your attack ability. If it has a Reuse type, then you can ready it for reuse instead of discarding it. However, these won't be able to be reused during the current Combat phase.

6. End

After you've finished attacking, and all damage has been calculated and all Energy cards discarded, announce to your opponent that you've finished your Combat phase.

7. Add 1 Combat status counter

Having attacked during your combat phase, remove all Rested counters you may have and add 1 Relentless counter, or increase existing Relentless counters by 1.

Action phase 2

If you've conducted your Combat phase, your turn moves into Action phase 2. The actions you can perform in this phase are the same as in Action phase 1. However, if you've already done something in Action phase 1 that can only be done once in an Action phase, you can't do it again in Action Phase 2.

Use this phase to prepare for your opponent's turn.

Possible actions in this phase:

- Stack Ability cards from your hand.
- Ready Ability cards from your hand or the Arena.
- Activate Action cards.
- Your opponent can activate Instant cards and Readied Conditional cards.

End phase

Announce the end of your turn. If there are any cards in play, or any Readied Conditional cards that say "...during the End phase..." in their text, resolve those effects in this phase.

Lastly, discard Ability cards from your hand until you have no more than 7 cards in your hand.

Possible actions in this phase:

- Resolve card effects that activate in this phase.
- Activate Instant cards and Readied Conditional cards.
- Your opponent can play Instant cards and Readied Conditional cards.
- Discard cards from your hand if you have more than 7

ATTACKING AND RESPONDING

Determining damage

Calculate damage based on the Active cards in play and how your opponent responds to your attack. This section outlines how to determine damage in the game, considering various defense abilities and attack scenarios.

If you attack and your opponent responds with a Block, compare your Attack's speed and Attack points (AP) with their Block's speed and Defense Points (DP). If you attack and your opponent responds with a Dodge card, compare your Attack's speed with their Dodge's speed.

If you attack a rested opponent, then always calculate damage as if the attack were of equal or slower speed than the Block or Dodge ability.

Defense Abilities

There are three stages of defense in the game, each with distinct defense types known as Combat Actions:

1. Barrier (Constant)
2. Block or Dodge (Reaction)
3. Armor (Constant)

Any remaining damage after a defense stage may then be defended by the next stage.

WHEN YOU ATTACK AND YOUR OPPONENT HAS AN ACTIVE BARRIER

- Barriers are the first line of defense when active and must be compared to an attack prior to any other defense.
- Barriers may have special abilities and or Defense Points (DP).
- DP is compared to the attack's Attack Points (AP). If the AP is higher than the DP, the difference is dealt as Damage to the defender, which may be defended by subsequent defense abilities.
- **Special Case:** Piercing damage can pass through barriers unless otherwise stated. When Piercing damage penetrates a barrier, it no longer penetrates further defenses. Further defense abilities such as a Block, Dodge or Armor abilities, may be used to prevent the Piercing damage which penetrated the barrier.

WHEN YOU ATTACK AND YOUR OPPONENT RESPONDS WITH A BLOCK

Successful attack (Faster attack): When the Attack speed is higher than the Block speed:

- The opponent takes damage equal to the attack's AP.
- When the attack has the Critical damage type, the opponent takes damage equal to the combined total of the AP and Critical damage.
- When the attack has the Crushing damage type, the opponent becomes dazed and takes damage equal to the AP.
- When the attack has the Piercing damage type, the opponent takes damage equal to the AP. Piercing damage doesn't apply when the Block is too slow to defend against an attack.

Successful Attack (Equal or Slower Speed): When the Attack speed is the same as or slower than the Block speed.

- When the AP is higher than the DP, the opponent takes damage equal to the difference between AP and DP.
- When the Attack has the Crushing damage type, and the combined total of the AP and Crushing damage is higher than the DP, the opponent takes damage equal to the difference between the combined total of the AP and Crushing damage, and the Block's DP. The Block ability can no longer be reused and must be discarded.
- When the Attack has the Piercing damage type and the AP is lower than the DP, apply damage to your opponent equal to the full value of Piercing Damage (not exceeding the AP value). Piercing damage no longer penetrates further defenses.
- When the Attack has the Piercing damage type and the AP is higher than the DP, apply damage to your opponent equal to the combined full value of Piercing Damage (up to the DP value), and the difference in the AP and the DP. Piercing damage no longer penetrates further defenses.

Failed Attack (Equal or Slower speed): When the Attack speed is the same as or slower than the Block speed.

- If the AP is the same as or less than the DP, the Block is successful, and no damage is applied to the opponent. Your opponent can now play a readied Counter-Attack card if they choose to.

WHEN YOU ATTACK AND YOUR OPPONENT RESPONDS WITH A DODGE

Successful Attack: Where the Attack is an Area Attack type.

Successful Attack: When the Attack speed is higher than Dodge speed. The opponent takes damage equal to the AP. If the attack has the Critical Damage type, the opponent takes damage equal to the combined Critical Damage and AP.

Successful Attack: When the Attack speed is higher than Dodge speed. The opponent takes damage equal to the AP. They will also become Dazed if the attack has the Crushing Damage type.

Successful Attack (Glancing): When the Attack speed is the same or lower than the Dodge speed, and the Attack has the Glancing damage type, the opponent takes damage equal to the Attack card's Glancing damage.

Failed Attack: If the Attack speed is the same or slower than the Dodge speed, the Attack is not an Area attack, and doesn't have the Glancing damage type, the opponent doesn't take damage. The opponent can now play a readied Counter-Attack card if they choose to.

WHEN YOU ATTACK AND YOUR OPPONENT HAS ARMOR

If your opponent has an active Armor ability, then your attack's AP is compared to the armor's DP. Armor is the last line of defense therefore armor is always compared to an attack even if it was first defended using a barrier, block, or dodge ability. If your opponent defended your attack, and your attack was successful, any DP from the defenses will reduce the AP of the attack. The attack's remaining AP is then compared to the armor's DP

Successful Attack: When the attack's remaining AP is greater than armor's DP. The opponent takes damage equal to the difference between the AP and DP.

Successful Attack (Critical): If the attack has the Critical damage type and the combined AP of the attack and Critical damage is greater than armor's DP. The opponent takes damage equal to the difference between the combined Critical damage and AP, and the armor's DP

Successful Attack (Piercing Damage): If the attack has the Piercing damage type and your opponent did not defend using a barrier, block or dodge ability, apply damage to your opponent equal to the combined full value of Piercing damage (up to the DP value), and the difference in the AP and the DP.

Successful Attack (Crushing Damage): If the attack has the Crushing damage type and the AP is greater than the armor's DP, then the opponent takes damage equal to the difference between the AP and DP, and they will become Dazed.

Failed Attack: If AP is equal or lower than armor's DP.

Failed Attack (Critical): If the attack has the Critical damage type and the combined Critical damage and AP is the same or lower than armor's DP.

Special case (Piercing): If the attack has Piercing damage and was successfully Blocked, any Piercing damage which penetrated the block will be counted as AP to compare against the armor's DP. If it is greater than the DP, then your opponent will take damage equal to the difference in the AP and the DP.

WHEN YOU ATTACK AND YOUR OPPONENT DOESN'T ACTIVATE AN ABILITY.

The opponent takes damage equal to the full AP of the Attack.

Special Case: If the Attack has the Critical damage type, your opponent takes damage equal to the combined Critical damage and AP.

Special Case: If the Attack has the Crushing damage type, the opponent becomes Dazed, and they take damage equal to the full AP.

Adding non-specified DP (Defense Points)

Some abilities add DP to a player, either to a specific ability or nonspecifically. Nonspecific DP is calculated as if they had Armor with the same DP. If a player has both Armor and an ability adding DP, add the DP value to the Armor.

Note: Be sure to refer to card abilities for specific interactions.

ROUNDING AND NEGATIVE NUMBERS

Rounding

Sometimes the effect of a card may change a number on a card. If the result isn't a whole number, the number must be rounded up to the nearest whole number. The value of the change isn't rounded; it's the resulting number that is rounded up. For example, if a card is played that reduces the damage done from an attack by half,

and the attack is 4, reduce the attack to 2. If the attack is 5, reduce to 2.5, then round up to 3.

Negative numbers

The lowest number in the game is 0. Where the effect of a card would reduce a number to below 0, reduce the number to 0 instead. For example, if the attack of a card is 2 and the opponent has a Barrier card that reduces an attack by 3, reduce the attack to 0, not -1.

CONSTRUCTING A DECK

When building a deck, try to pick cards with a similar attribute requirements and benefits. The more varied your deck becomes, the more likely it is you won't have as many benefits you can use. Selecting cards with the same attributes can help to create a strong deck. Decks that are created with a lot of cards from various attributes often may not work as well as other decks. They can create some amazing combos, but for the most part, they struggle to produce cards that you need, and combos are generally harder to make.

Side deck

Players may use an optional Side deck of up to ten cards. The Side deck may contain any card allowed in the Ability deck. A maximum of four copies of a card, having the same name, may be included between the Ability deck and Side deck.

Between each round, players may choose to exchange cards between their Ability deck and Side deck. The number of cards in the Side deck must remain the same before and after the exchange and the Ability deck must be shuffled once an exchange is completed. An exchange allows a player to change the strategy of their Ability deck.

Side decks must have their cards placed face-down in the Side deck zone. Before each round, you must present your Side deck to an opponent to count. They must count the cards to confirm there are no more than 10 cards, and in subsequent rounds that the number of cards did not change from the first round. While your opponent counts your Side deck, the cards must remain face-down so they are not revealed.

Cards have a limit for how many can be included in your Ability deck and Side deck, or may be banned from use when competing in a tournament. You can find the full list and read more about limited and banned cards at www.eohn.online.

GAME MODES

- 1 on 1
- Free-for-all up to 6 players
- Team on team up to a total of 6 players.
- Legendary Mode: 1 on 2-3

For up to date rules on the specific Game modes, please visit www.eohn.online

RULE BOOK CREDITS

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