

Gardener of Thoughts Card Game System

The **Gardener of Thoughts Card Game System** (GOT CGS) is released under a Common Sense License. The name "Gardener of Thoughts" and the Gardener of Thoughts Customizable Card Game (GOT CCG), namely the artwork and the text of the cards, are free only for personal use; they may not be freely used for commercial purposes. You may freely use the expressions "Gardener of Thoughts Card Game System" and "GOT CGS" to show that your (commercial) game is based on GOT CGS.

Created by George Hara.

First public release on 26.04.2008. Last update on 21.01.2012.

This is a draft.

Table of contents

- ▶ Description.....4
- ▶ Summary.....6
- ▶ Summary ▶ Gameplay overview.....6
- ▶ Summary ▶ Predefined attributes and attribute categories.....10
- ▶ Summary ▶ Aliases.....11
- ▶ Definitions.....11
- ▶ Definitions ▶ Play zones.....14
- ▶ Card packs.....14
- ▶ Cards.....19
- ▶ Cards ▶ Attributes.....20
- ▶ Cards ▶ Attributes ▶ Matching attribute names.....23
- ▶ Cards ▶ Attributes ▶ Conditional operators.....23
- ▶ Playing.....25
- ▶ Playing ▶ Session.....25
- ▶ Playing ▶ Session ▶ Era.....26
- ▶ Playing ▶ Session ▶ Era ▶ Groups.....26
- ▶ Playing ▶ Session ▶ Era ▶ Dealing cards.....27
- ▶ Playing ▶ Session ▶ Era ▶ Claiming cards.....28
- ▶ Playing ▶ Session ▶ Era ▶ Adventure.....28
- ▶ Playing ▶ Session ▶ Era ▶ Adventure ▶ Trade cards.....29
- ▶ Playing ▶ Session ▶ Era ▶ Adventure ▶ Turn.....29
- ▶ Playing ▶ Session ▶ Era ▶ Adventure ▶ Turn ▶ Play adventure card.....31
- ▶ Playing ▶ Session ▶ Era ▶ Adventure ▶ Turn ▶ Play support card.....32
- ▶ Playing ▶ Session ▶ Era ▶ Adventure ▶ End of adventure.....33
- ▶ Playing ▶ Session ▶ Era ▶ End of era.....38
- ▶ Playing ▶ Session ▶ End of session.....40
- ▶ Playing ▶ Various.....41
- ▶ Predefined attributes.....42
- ▶ Predefined attributes ▶ Powers.....44
- ▶ Predefined attributes ▶ Roleplay ▶ Details.....47
- ▶ Predefined attribute categories.....52
- ▶ Predefined attribute categories ▶ Conditional play.....52
- ▶ Predefined attribute categories ▶ Conditional powers.....54
- ▶ Predefined attribute categories ▶ Costs.....59
- ▶ Predefined attribute categories ▶ Resources.....61
- ▶ Examples.....64
- ▶ Examples ▶ Adventure card.....64
- ▶ Examples ▶ Conditional play.....66
- ▶ Examples ▶ Time travel.....66
- ▶ Examples ▶ Time weapon.....67

- ▶ Examples ▶ Adventure with support cards.....68
- ▶ Examples ▶ Disable cards.....71
- ▶ Examples ▶ Unforeseen destruction.....72
- ▶ Examples ▶ Costs and resources.....73
- ▶ Game specific.....74
- ▶ Game specific ▶ Gardener of Thoughts.....74

► Description

The **Gardener of Thoughts Card Game System (GOT CGS)** is a customizable card game system which borrows features from classic card games (namely Bridge) and from modern customizable card games. Loosely speaking, the purpose of a session (= game) is to win as many adventures (= tricks) and eras (= deals) as possible.

Unlike in Bridge, each won adventure and each era have further effect in the game. Each adventure may bring new skills to the player who wins it or to all the players, skills which may be used later in the game to win new adventures. Each new era may preserve some of the adventures won in the previous eras.

A single deck (for each era) is used for all the players in order to make the game playable by people who are new to the game (because they don't need their own deck), playable in unexpected situations (when only a single session pack is available), allow playing different cards every time (because the cards are shuffled), and allow cards to easily move from player to player (because the cards don't have to be separated in different decks after the game).

The play structure (turns, tricks, phases) is as simple as that from classic games (like Bridge), not complex as that from modern games. The beauty of the gameplay comes from gathering and playing a set of cards which have the attributes which fulfill the costs of the current adventure.

The main mechanics are: turns, adventures (which may bring new skills to their winners), eras, adventures persistent through eras, card trading, card reuse (= to replay cards), card seizing (= using the cards dealt to other players), disabling cards (= forcing players to get back their played cards), wrecking cards (= taking cards out of play), recovering cards (= getting back played cards), various adventure roleplays (battle, cataclysm, competition, cooperation, doomsday, epic, obstruction, solo), costs and resources of multiple types, randomness (= the cards are shuffled), deferred costs (until the end of an adventure or era).

Some of the mechanics are important enough to alter a player's era strategy: card trading, card reuse, card seizing, cost deference.

The rules may seem very large to you, but this is because they explains things in excruciating details. In order to be able to play the game, you mostly need to read the summary rules and look at the examples (from the end of this book).

You also have to understand what attributes are. Attributes are very short descriptors which are used to create logical links among various actions, for the purpose of making the game complex enough to keep you playing for a long time.

GOT CGS is so general that game designers can use its rules exactly as they are, in any other game with similar mechanics. Only one era deck has to be created and the game is on. But the hard work is just beginning for you. GOT CGS is only a frame for your game, and it's worthless without the cards. Your cards will either make or break your game.

► Description ► Requirements

The minimum age of a player is 14 years.

Necessary player skills: reading, basic arithmetic (= number addition, subtraction and comparison), complex logic (for developing game strategies), team spirit (for cooperative adventures).

The number of players for a session depends on the design of the used session pack, but it's at least 2.

► Summary

Here you'll find a quick reference to the most important elements of the game.

► Summary ► Gameplay overview

The structure of the gameplay resembles Bridge. Have a deck of cards, shuffle it and deal all the cards. Start playing one card per player, trying to win for yourself as many tricks as possible.

You win a trick if you play a group of cards formed by an adventure card and all the support cards required by that adventure card. If you don't have all the necessary support cards, you may trade cards with other players.

Your main objective is to win adventures which bring you the highest number of era resources, number which forms the most part of your victory points.

► Summary ► Rules

Establish a turn sequence. Establish the player who has the first turn.

The first era of the session begins.

All the cards from the current era deck must be moved to the void.

The silver cards, from the current era deck, must be shuffled and dealt. All the dealt cards must then be turned with their frontsides up.

The players have a time limit to look through their opses. This time limit is specified in the card pack's instructions as the "Ops analysis time limit".

Each player must choose, in the order in which he has to turn, a value listed by the "Affiliation" attribute from any card from the current era deck. The chosen affiliation must be different than all the affiliations chosen by the player's rivals.

Each player must then claim, from all his rivals, all the silver cards which have the chosen affiliation. All the claimed cards must be moved from the opses of the rivals to the player's ops.

Each player must then claim, from the void, all the gold cards which have the chosen affiliation. All the claimed cards must be moved from the void to the player's ops.

When the first era of the session begins, the first adventure of the era may begin.

An era is played split in adventures.

The players may trade any number of cards cards anytime.

Turns begin now.

While a player turns, the rivals may not perform any actions, except trading.

Each player has a time limit to turn. This time limit is specified in the card pack's instructions as the "Turn time limit".

The player who turns may resolve the power (= apply the power's effect on its target) of the card played in his previous turn.

The player who turns may recover, reuse and seize cards.

If no adventure card was played, the player who turns may say "request end era" in order to end the current era. If all the rivals agree with the request, the "End of era" step starts. Otherwise, if no card is played for 1 round after the request was made, the "End of era" step starts anyway.

If no adventure card was played, the player who turns may play an adventure card from his ops.

The player who plays an adventure card is called hero.

A player other than the hero is called competitor.

The first card played in an adventure must be an adventure card.

An adventure card may only be played as the first card in an adventure.

If the hero plays a solo adventure, he must also play (together with the current adventure card) all the support cards which cover the costs of the adventure, else the adventure is lost; no competitor may play cards and the "End of adventure" step starts.

The player who turns may play a support card from his ops.

If the player who turns plays a card which has a power, a special round starts beginning with the next player to turn. During this special round, the rivals may play only support cards which have the "Recover1" attribute or the "Immunelf1" attribute category.

The player who turns must resolve the effect of the played card.

The player who turns may say "request end adventure" in order to end the current adventure. If all the rivals agree with the request, the "End of adventure" step starts. Otherwise, if no card is played for 1 round after the request was made, the "End of adventure" step starts anyway.

If the player may not or will not do any more actions, he must say "pass". In this case, the next player must turn.

The "End of adventure" step usually starts if the end of the current adventure was requested by a player and all the rivals either agreed to end it or no card was played for a round. This step is also called resolution. Check the "End of adventure" section for details.

For each distinct adventure cost attribute name, if the adventure cost coverage is at least equal with the adventure cost requirement, the costs of the adventure are considered covered.

The "End of era" step usually starts if the end of the current era was requested by a player and all the rivals either agreed to end it or no card was played for a round.

If the "End of era" step started, check the "End of era" section for details.

For each distinct era cost attribute name, if the era cost coverage is at least equal with the era cost requirement, the costs of the era are considered covered.

A player who has not covered the costs of the era, loses the era.

A player's victory points are equal with the sum of the values of all the era resource attributes from all the cards from the player's buildsite, plus sum of the values of all the "StockHolding" attributes from all the cards from the player's buildsite, minus the sum of the values of all the era cost attributes from all the cards from the player's buildsite and wreckage.

An era is won by the player who has covered the costs of the era and has the highest number of victory points. If several players have the highest number of victory points (that is, there is a tie) then they all win the era.

The current era ends and the next one begins. If there are no more eras to play, the session ends.

The "End of session" step starts if there are no more eras to play.

A session is won by the player who has won the highest number of eras. If several players have the highest number of eras then they all win the session.

The session ends.

► Summary ► Predefined attributes and attribute categories

Legend: "(A)" indicates that the attribute (category) in front of it is only used on adventure cards, "(S)" indicates that the attribute (category) in front of it is only used on support cards.

Predefined attributes: Affiliation, CommonBuildsite (A), MultiEra (A), MustPlay, Powers (Freeze, FreezeAdventureCommonCosts, RewindAdventure) (S), Recover1 (S), Reuse (S), Roleplay (A), StockHolding (S), StockOffering (A), Type, Unique, UniqueAny.

Predefined attribute categories: Conditional play (AcceptSupportIf1 (A), PlayIfBuildsite, PlayIfBuildsiteSum, PlayIfBuildsite1), Conditional powers (DisableIf, DisableIf1, DivertIf, DivertIf1, WreckIf, WreckIf1) (S), Costs (AdventureCosts (S), AdventureCommonCosts, EraCosts), Feats (A), Immunelf1 (S), Resources (AdventureResources, EraResources), Seizelf (S), Seizelf1 (S).

► Summary ► Aliases

"AC" = "AdventureCosts".

"ACC" = "AdventureCommonCosts".

"AR" = "AdventureResources".

"EC" = "EraCosts".

"ER" = "EraResources".

► Definitions

Action: Something a player is allowed to do. Examples: playing a card.

Adventure: A sequence of turns during which various cards are played.

Attributes: The text from a card's attributes text area (the second text area from the top of the silver cards, the top-left text area of the gold cards). Attributes are small pieces of textual information which define the way in which the card they are present on may be played.

Card face: The side of a card which has text (like: attributes, directive, lore, identifier).

Card played in an adventure: A card which was played by a player and which is in the playground of that player.

Claim card: Move a card from the void to the ops of a player.

Competitive adventure: An adventure which has the "Roleplay Battle", "Roleplay Competition" or "Roleplay Epic" attribute.

Cooperative adventure: An adventure which has the "Roleplay Cataclysm" or "Roleplay Cooperation" attribute.

Competitor: A player other than the hero. Also see "rival".

Current adventure: The adventure which is being played.

Deal: At the beginning of an era, the deck (only the silver cards) for that era must be shuffled and then dealt one card at a time to each player, in the order they have to turn.

Deck: The cards with which an era is played; each era from a session may be played with a different deck. A deck is customizable.

Directive: The text from a card's directive text area (the first text area from the top of the silver cards, the bottom-left text area of the gold cards). This text has no effect on the rules.

Disable card: Move an adventure card to the buildsite of its player, and a support card to the ops of its player.

Era: A sequence of adventures.

Game: A session.

Give (to a player): A player may give (= move) various cards that he has to another player.

Gold card: A large format card (B6 ISO 216 format). Gold cards are generally more powerful than silver cards. Gold cards are not dealt, but they may be claimed.

Hero: A player who plays an adventure card.

Identification number: The number from the end of the identifier of a card.

Identifier: The text from a card's identifier text area (the first text area from the bottom of the silver cards, the bottom-right text area of the gold cards).

Individualist adventure: An adventure which has the "Roleplay Battle", "Roleplay Competition", "Roleplay Doomsday", "Roleplay Epic", "Roleplay Obstruction" or "Roleplay Solo" attribute.

Lore: The text from a card's lore text area (the second text area from the bottom of the silver cards, the top-right text area of the gold cards). This text has no effect on the rules.

Obstructive adventure: An adventure which has the "Roleplay Doomsday" or "Roleplay Obstruction" attribute.

Play an adventure: Playing an adventure card and then playing various cards.

Play card: Move the card from the player's ops to the player's playground.

Played card: A card which was played by a player and which is in the playground of that player. If a card was played and then moved out of the playground, it's no longer considered a played card.

Player: A person (or a group of people) who plays a session.

Player's card: A card which is in one of the play zones of the player.

Rival: A player other than the referenced player; for the hero, a rival is a competitor, but for a competitor, a rival is either the hero or another competitor. Also see "competitor".

Round: A sequence of turns of all the players, one turn per player. A round doesn't start with a specific player, it just means that all the players turn once, one after another.

Session: A sequence of eras.

Silver card: A normal format card (B8 ISO 216 format).

Solo adventure: An adventure which has the "Roleplay Solo" attribute.

Target: When a card tells the player to do an action to another player or to a card, the player has to choose who the other player or card is. The chosen player or card is called target.

This card: The card which is implied, for example, the card which has the mentioned attribute present on it.

Tournament: A sequence of sessions.

Turn: A time when only a single player may perform actions.

Wreck card: Move the card to the player's wreckage.

► Definitions ► Play zones

Play zones common to all players:

- **Void.** All the cards must be put here at the beginning of a session.
- **Common buildsite.** The adventure cards which represent adventures won by a player and have the "CommonBuildsite Yes" attribute must be put here.

Play zones for each player:

- **Buildsite.** The adventure cards which represent adventures won by the player must be put here.
- **Ops.** The cards dealt to the player must be put here.
- **Playground.** The cards played by the player must be put here.
- **Wreckage:** The played cards must be moved here at the end of an adventure.

► Card packs

The published types of card packs are:

- **Edition pack:** Contains any number of era decks, each with a large number of cards.
- **Expansion pack:** Contains any number of era decks, each with a large number of cards. An expansion pack is usually smaller than an edition pack and is meant to extend one with new eras.
- **Extension pack:** Contains any number of era decks, each with a large number of cards. An extension pack is usually smaller than an edition pack and is meant to extend one with more players (possibly of new affiliations).
- **Booster pack:** Contains a small number of various cards, or even adventure cards with all the support cards which are necessary to cover their costs.

A booster pack is usually published for the following reasons:

- To publish gold cards for their exceptional graphics.
- To publish rare silver cards.
- To correct a previously published edition, expansion or extension pack.

All the cards are made of cardboard. The silver cards have a size of 63 * 88 millimeters (B8 ISO 216 format) and a thickness of 0.30 millimeters, the gold cards have a size of 125 * 176 millimeters (B6 ISO 216 format) and a thickness of 0.30 millimeters.

The frontside of a card has a background picture and text on it. The text covers most of the frontside of the silver cards.

Each gold card has a unique frontside picture.

All the silver cards have the same frontside picture. This picture must be different for each card pack.

All the cards which have the same affiliation, have the same backside picture. This picture must be different for each affiliation. The lack of an affiliation is like a separate affiliation.

The pictures from all the silver cards are in portrait mode, those from the gold cards may be either in landscape or portrait mode.

All the cards have 2 different border colors (visible on both sides): red for the adventure cards, blue for the support cards.

► Card packs ► Instructions

Each card pack has specific information and instructions about how to play a session with it, depending on what play scenario it was designed for:

- Name of game.
- Name of card pack.
- Card pack type.
- Names of era decks.
- Game components.
- Session play duration. This is not a limit, it's an estimation.
- Era setup duration. This is not a limit, it's an estimation. During this time, the cards are shuffled and dealt.
- Era wrap-up duration. This is not a limit, it's an estimation. During this time, the players calculate their era cost requirements, era cost coverages and victory points.

- Ops analysis time limit. During this time, the players look at the cards from their opses and decide what era strategy to follow.
- Turn time limit. During this time, a player may perform various actions.
- Player level. The possible values are: beginner, casual, experienced, expert. If none is specified, the beginner level is implied.
- Edition packs may specify the available affiliations.
- Edition packs may specify the number of players; this must be the same for all the eras of a session. The affiliation of each player may also be specified; these may be different for each era of a session. If the affiliations are not specified, the players may choose what they want. The number of players must be at least 2 and at most the number of affiliations.
- Expansion and extension packs must specify the name of the edition pack which is extended.
- Expansion packs must specify the names of the new eras with which an edition pack is extended. They must also specify the order in which the eras must be played.
- Extension packs must specify the number of players; this must be the same for all the eras of a session. The affiliation of each player may also be specified; these may be different for each era of a session. If the affiliations are not specified, they are the ones from the extended edition pack. The number of players must be at least 2 and at most the number of affiliations.
- Allowed session pack customizations. If none is specified, any customization may be done.

- Extra instructions.

► Card packs ► Customize a session pack

A session may be played with a **session pack** formed from several era decks.

Each session pack is customizable; it may contain any era decks. Each era deck is customizable; it may contain any adventure and support cards from any edition, expansion and booster packs.

If a session pack is customized, the number of players with which that era may be played has to be adjusted as the players decide.

An era deck should have at least 2 similar support cards, so that 2 players could compete for the same adventure, at least for the support cards which cover the costs of competitive adventure cards.

Custom cards may also be used, but only if all the players agree to use custom cards. Cards with excessive powers are not allowed.

The playing cards may be shown to all the players, prior to starting a session.

► Card packs ► Design

► Card packs ► Design ► Linear action

Era decks may be designed to have a linear action by having most adventure cards have the "Roleplay Battle", "Roleplay Competition" and "CommonBuildsite Yes" attributes, and the "PlayIfBuildsite", "PlayIfBuildsiteSum", "PlayIfBuildsite1" attribute categories. This way, it doesn't matter who wins an adventure, it only matters who gets the era resources; in any case, the linear action can continue.

► Card packs ► Design ► Various

All gold cards must have an affiliation.

Because the support cards which have the "StockHolding" attribute are included in the calculation of the victory points (since they are the only support cards which may be in a buildsite), all the players are motivated to participate to and win cooperative adventures which have the "StockOffering" attribute.

► Cards

Cards are categorized in two ways:

- By format: **silver** and **gold** cards.
- By play mode: **adventure** and **support** cards.

A silver card is a normal format card (B8 ISO 216 format). Silver cards form the most part of an era deck.

A gold card is a large format card (B6 ISO 216 format). Gold cards are generally more powerful than silver cards. Gold cards are not dealt, but they may be claimed.

Adventure cards define how players must play adventures (= tricks). An adventure is always started with an adventure card.

Support cards have to be played in adventures, as defined by the adventure card which represents the current adventure, in order to win the current adventure.

A card has the following text areas:

- **Attributes:** This contains card attributes written as pairs of name and value (which may be an integer number or a text).
- **Directive:** This text has no effect on the rules.
- **Lore:** This text has no effect on the rules.
- **Identifier:** This text uniquely identifies cards. An era deck may contain several copies of the same card.

► Cards ► Attributes

All cards have **attributes**. Attributes are small pieces of textual information which define the way in which the card they are present on may be played.

An attribute has two parts separated by a blank space: a name (formed only by letters) and a value. The name is the part from the left of the attribute text, the value is the part from the right. The value of an attribute may be either an integer number (at least 0) or a text (any number of words). Textual values are always contained within quotes.

An attribute with a textual value may not have an empty value.

An attribute may be present a single time on a card.

Here is an example of an attributes text area:

```
Name1 Value  
Name2 Value
```

The **global attribute** names are written "Name*", and the attribute values are written "Value".

The rules show clearly all the possible values of the described attributes.

If a reference is made to an attribute which is not present on a card, the reference must be ignored because the attribute is not applicable to that card, that is, the attribute may not be used for that card.

Sometimes, the numerical values of an attribute are based on a logarithmic scale instead of the usual linear scale, so as to keep them within normal human perception.

Sometimes, the numerical values of an attribute may be dependent on another (textual) attribute present on the same card, so as to keep them within the scale of all numerical values.

► Cards ► Attributes ► Categories

Attributes may be grouped in **attribute categories**. A category doesn't have a single value, but lists a list of attributes. Category names are shown on the left most side of an attributes text area. The attributes which are grouped in an attribute category are indented to the right. Attribute categories may not be imbricated, that is, they may not be part of other attribute categories.

An attribute category may be present a single time on a card.

Here is an example of an attributes text area:

```
Name1 Value
Name2 Value
CategoryName1
    Name11 Value
    Name12 Value
CategoryName2
    Name21 Value
    Name22 Value
```

The attribute names are written "Name*", the attribute category names are written "CategoryName*". The attribute values are written "Value".

The global attributes are not indented, for example "Name1" and "Name2".

The attributes which are grouped in an attribute category are indented; for example "Name11" and "Name12".

► Cards ► Attributes ► Aliases

Attribute names and attribute category names may have aliases, that is, different names (usually shorter) which may be used (in general on cards) instead of the full name.

Examples: full name - "LongAttributeName", alias - "LAN".

► Cards ► Attributes ► Matching attribute names

The names of the conditional attributes (including play conditions and conditional powers) must be matched to the global attribute names of the referenced cards.

However, if such attribute values contain a dot then the part from the left of the dot must be matched to an attribute category name, while the part from the right of the dot must be matched to an attribute name listed by the specified attribute category name.

Examples: "Name", "CategoryName.Name".

► Cards ► Attributes ► Conditional operators

A card may have conditional attributes (including play conditions and conditional powers). The values of such attributes are called **conditions**.

The conditional attributes indicate either that the card may be played only if all the specified conditions are fulfilled, or that its conditional powers may be applied only if all the specified conditions are fulfilled, or that its effects may be applied only if all the specified conditions are fulfilled.

Conditional attributes must have an operator between the attribute name and its value, to indicate when the condition is fulfilled.

Conditional attributes with numeric values may have one of the following operators: "=", "<", ">".

Conditional attributes with textual values may have only the "=" operator.

If the operator is "=", the attribute value may have several elements separated by a "/" character. This indicates that the condition is fulfilled only if the value of the attribute with a matching name from the compared card is identical with one of the value elements of the conditional attribute.

If the operator is "<", the condition is fulfilled only if the value of the attribute with a matching name from the compared card is at most equal with the value of the conditional attribute.

If the operator is ">", the condition is fulfilled only if the value of the attribute with a matching name from the compared card is at least equal with the value of the conditional attribute.

► **Predefined attributes**

All cards may have various **predefined attributes**, that is, attributes with special play rules. These attributes are described at toward the end of this rulebook.

► Cards ► Custom attributes

All cards may have various **custom attributes**, that is, attributes with no special play rules. They may be used only as global attributes, feats, costs, resources and conditions (including play conditions and conditional powers).

► Playing

All the steps described here must be strictly followed, in the presented order, while playing a session.

► Playing ► Choosing the playing cards ► Skipped eras

When playing a session which has several eras where each is building the base of era resources for the next one, sometimes the players may want to skip the starting eras and only play the ending eras.

For this, all the adventure cards (from the skipped eras) which have the "MultiEra Yes" and "CommonBuildsite Yes" attributes must be moved to the common buildsite.

► Playing ► Session

Customize the session pack.

Establish a turn sequence, that is, which player has to turn after which player.

Establish the player who has the first turn.

The first era of the session begins.

► **Playing** ► **Session** ► **Era**

A session is played split in **eras**. Each era may be played with a different deck.

Every adventure card which has the "MultiEra Yes" attribute and is in a buildsite (including in the common buildsite) must remain in its buildsite. All the other cards from the previous era deck must be moved to the void.

All the cards from the current era deck must be moved to the void.

All the adventure cards (from the skipped eras) which have the "MultiEra Yes" and "CommonBuildsite Yes" attributes must be moved to the common buildsite.

► **Playing** ► **Session** ► **Era** ► **Groups**

Several people can join together to form a group which controls a player; each group may have a different number of people. After all the cards are dealt to the players, the cards of each player are shuffled again and dealt one at a time to each person from the group who represents the player.

Grouping doesn't affect the rules, it merely offers a way for more people to play the game without conflicting with the number of players recommended by a card pack's instructions.

A group must act exactly as a single player, like, for example, play a single card per turn.

Each person from a group controls only their own ops; all the other play zones are controlled in a cooperative manner. All the people from a group must cooperate in order to act as a successful player.

The structure of the groups may change at the beginning of each era.

► **Playing** ► **Session** ► **Era** ► **Dealing cards**

The silver cards, from the current era deck, must be shuffled (with their frontides toward the playing space).

Since shuffling all the cards at the same time may be difficult, you can split the deck in smaller decks and shuffle each of them individually, then put them back together and shuffle them again as well as it's possible.

The shuffled cards must be dealt (with their backsides up) one at a time to each player, in the order in which they have to turn.

All the dealt cards must then be turned with their frontides up and as spread as the available space allows for. All the cards must be visible to all the players, all the time.

The players have a time limit to look through their ops. This time limit is specified in the card pack's instructions as the "Ops analysis time limit".

► **Playing** ► **Session** ► **Era** ► **Claiming cards**

Each player must choose, in the order in which he has to turn, a value listed by the "Affiliation" attribute from any card from the current era deck.

The chosen affiliation must be said loud so that all the rivals of the player can here it.

The chosen affiliation must be different than all the affiliations chosen by the player's rivals.

Each player must then **claim**, from all his rivals, all the silver cards which have the chosen affiliation. All the claimed cards must be moved from the opses of the rivals to the player's ops.

Each player must then claim, from the void, all the gold cards which have the chosen affiliation. All the claimed cards must be moved from the void to the player's ops.

► **Playing** ► **Session** ► **Era** ► **Adventure**

An era is played split in **adventures**.

When the first era of the session begins, the first adventure of the era may begin.

Turns begin now.

► Playing ► Session ► Era ► Adventure ► Trade cards

A player who wants to **trade a card** may indicate a card from his ops and a card from the ops of a rival and say "trade". If the rival accepts the trade, the cards are exchanged; both cards must then be moved to the ops of their new owner.

Once a trade is accepted, it must be either fulfilled or canceled. If one of the players who participates in a trade refuses to give his card to the other player, the trade is canceled and any moved card must be moved back to its original ops.

The players may trade any number of cards cards anytime.

See the "Seizelf" and "Seizelf1" attribute categories for how to take a card from a rival without trading.

► Playing ► Session ► Era ► Adventure ► Turn

During a **turn**, a player may perform various actions.

While a player turns, the rivals may not perform any actions, except trading.

The player who turns may put his cards in the play zones only as specified by the rules. Once a card is put (according to the rules) in a play zone, it may be moved to another play zone only according to the rules.

The player who turns may change the order of all the cards from all his play zones.

The player has a time limit to turn. This time limit is specified in the card pack's instructions as the "Turn time limit".

► **Playing ► Session ► Era ► Adventure ► Turn ► Resolve power**

The player who turns may resolve the power (= apply the power's effect on its target) of the card played in his previous turn.

► **Playing ► Session ► Era ► Adventure ► Turn ► Recover, reuse and seize cards**

The player who turns may recover, reuse and seize cards.

You must carefully plan what cards you are going to reuse and seize because:

- The player from whose wreckage you are reusing and seizing the cards will not pay their costs at the end of the era.
- You will pay the costs of the reused and seized cards at the end of the era, unless you play them and a rival is going to reuse or seize them.

► **Playing ► Session ► Era ► Adventure ► Turn ► Request end of era**

If no adventure card was played, the player who turns may say "request end era" in order to end the current era.

If all the rivals agree with the request, the "End of era" step starts. Otherwise, if no card is played for 1 round after the request was made, the "End of era" step starts anyway.

The round mentioned here begins with the rival who turns after the player who made the request, and ends with the rival who turns before the player who made the request.

► **Playing** ► **Session** ► **Era** ► **Adventure** ► **Turn** ► **Play**
adventure card

If no adventure card was played, the player who turns may play an adventure card from his ops.

The player who plays an adventure card is called **hero**.

A player other than the hero is called **competitor**.

The first card played in an adventure must be an adventure card.

An adventure card may only be played as the first card in an adventure.

An adventure card which has conditional play attributes may be played only if all the conditions are fulfilled.

See the "Unique" and "UniqueAny" attributes for play restrictions.

A player may not play an adventure card if he has in his buildsite (or there is in the common buildsite) an adventure card which has the same identification number.

A player may not play an adventure card if he has in his playground a card which has the same identification number.

If the hero plays a solo adventure, he must also play (together with the current adventure card) all the support cards which cover the costs of the adventure, else the adventure is lost; no competitor may play cards and the "End of adventure" step starts.

► **Playing** ► **Session** ► **Era** ► **Adventure** ► **Turn** ► **Play support card**

The player who turns may play a support card from his ops.

A support card may not be played if no adventure is in progress.

A support card which has conditional play attributes may be played only if all the conditions are fulfilled.

See the "StockHolding", "Unique" and "UniqueAny" attributes for play restrictions.

See the "Powers" and "Conditional powers" sections for play restrictions.

A card which was disabled or wrecked in the current adventure card may not be played again in the current adventure.

A player may not play a support card if he has in his playground a card which has the same identification number.

If the player who turns plays a card which has the "Seizelf" or "Seizelf1" attribute categories, all card trading (including the trades which are in progress) must stop until the card seizing ends.

If the player who turns plays a card which has a power, a special round starts beginning with the next player to turn. During this special round, the rivals may play only support cards which have the "Recover1" attribute or the "Immunelf1" attribute category.

The special round mentioned here begins with the rival who turns after the player who played the card which has the power, and ends with the rival who turns before the player who played the card which has the power.

► **Playing** ► **Session** ► **Era** ► **Adventure** ► **Turn** ► **Resolve effect**

The player who turns must resolve the effect of the played card.

► **Playing** ► **Session** ► **Era** ► **Adventure** ► **Turn** ► **Request end of adventure**

The player who turns may say "request end adventure" in order to end the current adventure.

If all the rivals agree with the request, the "End of adventure" step starts. Otherwise, if no card is played for 1 round after the request was made, the "End of adventure" step starts anyway.

The round mentioned here begins with the rival who turns after the player who made the request, and ends with the rival who turns before the player who made the request.

► **Playing** ► **Session** ► **Era** ► **Adventure** ► **Turn** ► **Pass**

If the player who turns may not or will not do any more actions, he must say "pass". In this case, the next player must turn.

► **Playing** ► **Session** ► **Era** ► **Adventure** ► **End of adventure**

The **End of adventure** step usually starts if the end of the current adventure was requested by a player and all the rivals either agreed to end it or no card was played for a round. This step is also called **resolution**.

An adventure has costs which must be covered when the "End of adventure" step starts, in order to be won. A player may cover costs by playing support cards.

► **Playing** ► **Session** ► **Era** ► **Adventure** ► **End of adventure** ► **Cooperative adventures**

This applies only to cooperative adventures.

For each distinct adventure cost attribute name, the **adventure cost requirement** for all the players is equal with the sum of the:

- Values of the attributes (with the distinct name) listed by the "AdventureCosts" attribute category present on all the cards played by all the players.
- Values of the attributes (with the distinct name) listed by the "AdventureCommonCosts" attribute category present on all the cards played by all the players.

For each distinct adventure resource attribute name and feat attribute name which is the same as each distinct adventure cost attribute name, the **adventure cost coverage** of all the players is equal with the sum of the:

- Values of the attributes (with the distinct name) listed by the "AdventureResources" attribute category present on all the support cards played by the all the players.
- Numerical values of the attributes (with the distinct name) listed by the "Feats" attribute category present on all the cards from the common buildsite.
- Numerical values of the attributes (with the distinct name) listed by the "Feats" attribute category present on all the cards from all the buildsites of all the players.

► **Playing** ► **Session** ► **Era** ► **Adventure** ► **End of adventure** ►
Individualist adventures

This applies only to individualist adventures.

For each distinct adventure cost attribute name, the **adventure cost requirement** for a player is equal with the sum of the:

- Values of the attributes (with the distinct name) listed by the "AdventureCosts" attribute category present on all the cards played by the player.
- Values of the attributes (with the distinct name) listed by the "AdventureCommonCosts" attribute category present on all the cards played by all the players.

For each distinct adventure resource attribute name and feat attribute name which is the same as each distinct adventure cost attribute name, the **adventure cost coverage** of a player is equal with the sum of the:

- Values of the attributes (with the distinct name) listed by the "AdventureResources" attribute category present on the current adventure card.
- Values of the attributes (with the distinct name) listed by the "AdventureResources" attribute category present on all the support cards played by the player.
- Numerical values of the attributes (with the distinct name) listed by the "Feats" attribute category present on all the cards from the common buildsite.
- Numerical values of the attributes (with the distinct name) listed by the "Feats" attribute category present on all the cards from the buildsite of the player.

► Playing ► Session ► Era ► Adventure ► End of adventure ►
Winning conditions

For each distinct adventure cost attribute name, if the adventure cost coverage is at least equal with the adventure cost requirement, the costs of the adventure are considered covered.

For a distinct adventure cost attribute name whose adventure cost requirement is 0 (when the "End of adventure" step starts), no adventure cost coverage is necessary.

If a player has covered the adventure costs of the current adventure, the sum of all the adventure cost coverages for all the distinct adventure resource attribute names which are the same as all the distinct adventure cost attribute names, is called **overflow adventure cost coverage**.

If the current adventure is competitive, it may be won by any player. The player who has the highest overflow adventure cost coverage wins the adventure. If several players have the highest overflow adventure cost coverage (that is, there is a tie), the adventure is lost.

If the current adventure is cooperative, it may be won only by the hero. The hero may win it only if all the players (together) cover the costs of the adventure. The competitors can participate to cover the costs of the adventure.

If the current adventure is obstructive, it may be won only by the hero. The hero may win it only if he covers the costs of the adventure. The competitors can only create obstacles (like use powers, become immune to powers and add adventure common costs); other actions don't affect the outcome of the adventure.

If the current adventure is solo, it may be won only by the hero. The hero may win it only if he covers the costs of the adventure. The hero must also play (together with the current adventure card) all the support cards which cover the costs of the adventure. The competitors may not win it and may not create obstacles.

In any other case the current adventure is lost.

► **Playing** ► **Session** ► **Era** ► **Adventure** ► **End of adventure** ► **Wrap-up**

The "End of era" step starts (ignore the rest of this section) if:

- The current adventure card has the "Roleplay Cataclysm" attribute and is lost.
- The current adventure card has the "Roleplay Doomsday" or "Roleplay Epic" attribute and is either won or lost.

If the current adventure is won by a player, if the current adventure card doesn't have the "CommonBuildsite Yes" attribute then it must be moved to the player's buildsite (this includes a cooperative adventure card), but if it does have the "CommonBuildsite Yes" attribute then it must be moved to the common buildsite.

If the current adventure is won and is cooperative, all the cards which are in the playgrounds of all the players and which have the "StockHolding" attribute must be moved to the buildsites of their players; these cards can't be reused.

If the current adventure is won and the current adventure card has the "Roleplay Competition" attribute, all the players except the one who won the adventure must move to their opses all the support cards which they have played.

If the current adventure is lost and the current adventure card has the "Roleplay Competition" attribute, all the players must move to their opses all the support cards which they have played.

If the current adventure is lost, the current adventure card must be moved to the ops of its player.

Each player must wreck all the support cards which are still in his playground.

The current adventure ends and a new one begins. The next player must turn; the order of turning is not reset when an adventure ends, so the players must continue to turn as usual. Note that requesting to end an adventure is part of a turn, so the player after the one who makes such a request (to end an adventure) is the next to turn.

► **Playing** ► **Session** ► **Era** ► **End of era**

The **End of era** step usually starts if the end of the current era was requested by a player and all the rivals either agreed to end it or no card was played for a round.

If the last played adventure has the "Roleplay Cataclysm" or "Roleplay Epic" attribute and was lost, nobody wins the current era. The costs of the era and the victory points are ignored.

If the last played adventure has the "Roleplay Doomsday" attribute and was lost, the competitors win the current era (the hero loses it). The costs of the era and the victory points are ignored.

If the last played adventure has the "Roleplay Doomsday" or "Roleplay Epic" attribute and was won, the player who won it also wins the current era. The costs of the era and the victory points are ignored.

If the current era deck has at least an adventure card which has the "Roleplay Doomsday" or "Roleplay Epic" attribute, but the last played adventure doesn't have the "Roleplay Doomsday" or "Roleplay Epic" attribute, nobody wins the current era. The costs of the era and the victory points are ignored.

A player who has in his ops at least one card which has the "MustPlay Yes" attribute, loses the era.

For each distinct era cost attribute name, the **era cost requirement** for a player is equal with the sum of the:

- Values of the attributes (with the distinct name) listed by the "EraCosts" attribute category present on all the cards from the buildsite of the player.
- Values of the attributes (with the distinct name) listed by the "EraCosts" attribute category present on all the cards from the wreckage of the player.

For each distinct era resource attribute name which is the same as each distinct era cost attribute name, the **era cost coverage** of a player is equal with the sum of the:

- Values of the attributes (with the distinct name) listed by the "EraResources" attribute category present on all the cards from the buildsite of the player.

For each distinct era cost attribute name, if the era cost coverage is at least equal with the era cost requirement, the costs of the era are considered covered.

For a distinct era cost attribute name whose era cost requirement is 0 (when the "End of era" step starts), no era cost coverage is necessary.

A player who has not covered the costs of the era, loses the era.

An era is won by the single player who has covered the costs of the era and has the highest number of victory points. If several players have the highest number of victory points (that is, there is a tie) then they all win the era.

The current era ends and the next one begins. If there are no more eras to play, the session ends.

► **Playing** ► **Session** ► **Era** ► **End of era** ► **Victory points**

A player's **victory points** are equal with the sum of the values of all the era resource attributes from all the cards from the player's buildsite, plus sum of the values of all the "StockHolding" attributes from all the cards from the player's buildsite, minus the sum of the values of all the era cost attributes from all the cards from the player's buildsite and wreckage.

► **Playing** ► **Session** ► **End of session**

The **End of session** step starts if there are no more eras to play.

A session is won by the single player who has won the highest number of eras. If several players have the highest number of eras then they all win the session.

The session ends.

► Playing ► Various

A player may communicate anything to the other players, like give playing advice or talk about his playing plans. The communication may be carried in any way (it may even be hidden).

The players may form alliances. There is no obligation for the members of an alliance to fulfill the promises which they have made when they were negotiating the alliance, so long as breaking an alliance doesn't break the rules. For example, even though card trading may be a term of an alliance, once a trade is accepted, it must be either fulfilled or canceled.

A player may not move any card from a play zone to another, except when he is explicitly required by the rules to do so.

A player may not give any of his cards to his rivals, except when he is explicitly required by the rules to do so (like during trading).

A player may look anytime through all the cards of all the players, but he may not change the order of the cards of his rivals.

If two rules appear to explicitly allow and forbid a certain action, at the same time, the context specific rules have priority. If both rules are general, the action is forbidden, that is, the most restrictive rule must be used.

If a card appears to allow something which the rules specifically forbids, the rules have priority. The card, or your interpretation of its information, is flawed.

Once a player has performed an action, the action may not be undone.

Actions which are not specifically allowed by the rules, are forbidden.

A player who doesn't respect the rules is eliminated from the game. A player who is out of the game, is no longer a player.

The rules may be modified only if all the players agree. If not all players agree, the rules must be strictly followed.

► **Predefined attributes**

This section describes the predefined global attributes, that is, those which are not contained in an attribute category. The predefined attributes have special play rules.

► **Predefined attributes ► Affiliation**

All cards may have this attribute.

Any text may be the value of this attribute. The value of this attribute is the **affiliation of the card**.

A player may not reuse or seize cards which have an affiliation, but they may be claimed when an era begins.

► **Predefined attributes ► CommonBuildsite**

Adventure cards may have this attribute.

The possible values of this attribute are: "Yes".

The cards which are in the common buildsite may be used by all the players when interpreting the following attributes and attribute categories: "MultiEra Yes", "Unique", "PlayIfBuildsite", "PlayIfBuildsiteSum", "PlayIfBuildsite1".

The cards which are in the common buildsite are also used when calculating the adventure cost coverage.

► Predefined attributes ► MultiEra

Adventure cards may have this attribute.

The possible values of this attribute are: "Yes".

When a new era begins, every adventure card which has the "MultiEra Yes" attribute and is in a buildsite (including in the common buildsite) must remain in its buildsite. All the other cards from the previous era deck must be moved to the void.

► Predefined attributes ► MustPlay

All cards may have this attribute.

The possible values of this attribute are: "Yes".

A player who at the end of an era has in his ops at least one card which has the "MustPlay Yes" attribute, loses the era.

► Predefined attributes ► Powers

The attributes from this section are called **power attributes** or **powers**.

Support cards may have powers.

A **power** is represented by specific actions which a player may take against rivals, 1 round after he plays the card which has the power.

A rival may become immune to a power which can affect him, that is, he may block that power from having any effect on him and on his cards.

If a card which has a power was played, a special round starts beginning with the next player to turn. During this special round, the rivals may play only support cards which have the "Recover1" attribute or the "Immunelf1" attribute category.

The special round mentioned here begins with the rival who turns after the player who played the card which has the power, and ends with the rival who turns before the player who played the card which has the power.

Cards which have these attributes may not be recovered, reused, rewound, seized, disabled, diverted or wrecked.

► Predefined attributes ► Powers ► Freeze

The possible values of this attribute are: "Yes".

If a player plays a card which has the "Freeze Yes" attribute, no rival may play any more cards in the current adventure. If no rival becomes immune to this power in the special round (which starts in order to allow the players to become immune), the "End of adventure" step starts.

► **Predefined attributes ► Powers ► FreezeAdventureCommonCosts**

The possible values of this attribute are: "Yes".

If a player plays a card which has the "FreezeAdventureCommonCosts Yes" attribute, no rival may play, in the current adventure, any more cards which have the "AdventureCommonCosts" attribute category.

► **Predefined attributes ► Powers ► RewindAdventure**

The possible values of this attribute are: "Yes".

This attribute allows players to rewind an entire adventure if they made mistakes while playing cards.

If a card which has the "RewindAdventure Yes" attribute is played, each player (including its player) must move back to his ops all the cards which he has played in the current adventure. The current adventure card must be moved to the ops of its player. The card which has this attribute and the cards which may not be rewound must be wrecked. The "End of adventure" step starts.

No player may become immune to the "RewindAdventure" power.

Cards which have this attribute may not be recovered, reused, rewound, seized, disabled, diverted or wrecked.

► **Predefined attributes ► Recover1**

Support cards may have this attribute.

The possible values of this attribute are: "Yes".

After a player plays a card which has the "Recover1 Yes" attribute, he may move a card (except the current adventure card) from his playground to his ops.

Cards which have this attribute may not be recovered, reused, rewound, seized, disabled, diverted or wrecked.

► Predefined attributes ► Reuse

Support cards may have this attribute.

The value of this attribute is an integer number, at least 1.

After a player plays a card which has this attribute, he may choose any "X" support cards which have no affiliation from the wreckage of a rival and move them to his ops; "X" must be at most equal with the value of this attribute.

Cards which have this attribute may not be recovered, reused, rewound, seized, disabled, diverted or wrecked.

► Predefined attributes ► Roleplay

Adventure cards may have this attribute.

The possible values of this attribute are: "Battle", "Cataclysm", "Competition", "Cooperation", "Doomsday", "Epic", "Obstruction", "Solo".

This attribute is used in the "End of adventure" step.

Adventures are categorized by the value of this attribute present on the adventure cards:

- **Cooperative adventures** if the value is: "Cataclysm" or "Cooperation".
- **Individualist adventures** if the value is: "Battle", "Competition", "Doomsday", "Epic", "Obstruction" or "Solo".

Individualist adventures are categorized in particular by the value of this attribute present on the adventure cards:

- **Competitive adventures** if the value is: "Battle", "Competition" or "Epic".
- **Obstructive adventures** if the value is: "Doomsday" or "Obstruction".
- **Solo adventures** if the value is: "Solo".

If the current adventure card is cooperative, it doesn't have the "CommonBuildsite Yes" attribute, and it has era resources, the era resources may be used to calculate only the victory points of the hero (because it's in the buildsite of the hero).

The solo adventure cards encourage trading.

► **Predefined attributes** ► **Roleplay** ► **Details**

Battle

This is a competitive roleplay used for scenarios where all the players have to be engaged in a battle which can be won by a single player, and where the other players lose their cards.

Possible scenarios: a battle between armies.

Cataclysm

This is a cooperative roleplay used for scenarios where all the players have to cooperate in order to avoid a cataclysmic event which would lead to an immediate end of the current era. If such an adventure is lost, nobody wins the current era.

This is useful for a player who, at some point during an era, is not a favorite to win the era, and who wants to force the favorite players to play valuable cards in order to avoid losing the era.

Possible scenarios: cooperate in order to destroy or deflect a huge asteroid which is about to hit the Earth.

Competition

This is a competitive roleplay used for scenarios where all the players have to be engaged in a competition which can be won by a single player, and where the other players get their cards back. If the adventure is lost, the players get another chance to play all their cards.

Possible scenarios: compete in order to find an ancient and magical artifact, control the antimatter, control the graviton.

Cooperation

This is a cooperative roleplay used for scenarios where all the players have to cooperate in order to finish an adventure.

Possible scenarios: cooperate to control the antimatter, cooperate to control the graviton.

The adventure cards with such roleplays should also have the "CommonBuildsite Yes" attribute.

Doomsday

This is an obstructive roleplay used for apocalyptic scenarios where a single player can win an adventure and also the current era, and where the other players have to cooperate in order to stop him.

Possible scenarios: a player is about to start a nuclear war while the other players try to stop him, a player controls an alien species which wants to annihilate humanity while the other players try to stop him.

Epic

This is a competitive roleplay used for scenarios where all the players have to be engaged in an epic competition or battle which can be won by a single player, who also wins the current era. If such an adventure is lost, nobody wins the current era.

Possible scenarios: race to be the first who discovers the West Indies, race to be the first who controls the power of the atom, race to put the first human on Mars.

Obstruction

This is an obstructive roleplay used for scenarios where a single player can win an adventure, and where the other players have to cooperate in order to stop him.

Possible scenarios: a player tries to build a city and the others try to sabotage him, a player tries to conquer a land and the others try to stop him.

Solo

This is a solo roleplay used for scenarios where a player can win an adventure without any obstacles. This is useful for adventures which have to be won quickly.

Possible scenarios: create a recipe to give the player more powers.

► Predefined attributes ► StockHolding

Support cards may have this attribute.

The value of this attribute is an integer number, at least 1.

This attribute is used to limit the benefit that players can get from participating to and winning a cooperative adventure.

In a cooperative adventure which has the "StockOffering" attribute, a support card which has the "StockHolding" attribute may be played only if the sum of the values of all the "StockHolding" attributes from all the cards played by all the players is smaller than the value of the "StockOffering" attribute from the current adventure card.

The cards which have the "StockHolding" attribute should also have the "EraResources" attribute.

► Predefined attributes ► StockOffering

Adventure cards may have this attribute.

The value of this attribute is an integer number, at least 1.

This attribute is used to allow players to benefit from participating to and winning a cooperative adventure.

► **Predefined attributes** ► **Type**

All cards may have this attribute.

The possible values of this attribute are: "Adventure", "Support".

► **Predefined attributes** ► **Unique**

All cards may have this attribute.

Any text may be the value of this attribute.

A player may not play an adventure card if he has in his buildsite (or there is in the common buildsite) an adventure card which has the same value for this attribute.

A player may not play a (support or adventure) card if he has in his playground a card which has the same value for this attribute.

If a card which is about to be played doesn't have this attribute, it may be played anyway.

► **Predefined attributes** ► **UniqueAny**

All cards may have this attribute.

Any text may be the value of this attribute.

A player may not play an adventure card if any player (including himself) has in his buildsite an adventure card which has the same value for this attribute.

A player may not play a (support or adventure) card if any player (including himself) has in his playground a card which has the same value for this attribute.

If a card which is about to be played doesn't have this attribute, it may be played anyway.

► **Predefined attribute categories**

This section describes the predefined attribute categories and the attributes which they may contain. The predefined attribute categories have special play rules.

► **Predefined attribute categories** ► **Conditional play**

The attribute categories from this section are called **conditional play attribute categories**.

The attributes listed by these attribute categories are called **conditional attributes** in general, and **conditional play attributes** or **play conditions** in particular.

Some conditional play attribute categories specify the conditions in which the card they are on may or may not be played, while others specify the conditions in which support cards may or may not be played (in an adventure).

When you verify if a conditional attribute is fulfilled, take the conditional operator in consideration.

A play condition becomes active only if all the specified conditions are fulfilled.

► **Predefined attribute categories** ► **Conditional play** ► **AcceptSupportIf1**

Adventure cards may have this attribute category.

If a support card has present on it an attribute listed by this attribute category which is present on the current adventure card, it may be played only if its value is conformant with the value (see the "Conditional operators" section for details) of the attribute listed in this attribute category.

► **Predefined attribute categories** ► **Conditional play** ► **PlayIfBuildsite**

All cards may have this attribute category.

A card which has this attribute category may be played only if the attributes listed by this attribute category are all found, conformant with the specified value (see the "Conditional operators" section for details), on various cards from the player's buildsite (or on various cards from the common buildsite).

Each attribute listed by this attribute category must be found on a single card, the attribute values may not be added from several cards.

► **Predefined attribute categories ► Conditional play ► PlayIfBuildsiteSum**

All cards may have this attribute category.

A card which has this attribute category may be played only if the attributes listed by this attribute category are all found, conformant with the specified value (see the "Conditional operators" section for details), on various cards from the player's buildsite (or on various cards from the common buildsite).

The attribute values of each numeric attribute listed by this attribute category may be added from several cards.

► **Predefined attribute categories ► Conditional play ► PlayIfBuildsite1**

All cards may have this attribute category.

A card which has this attribute category may be played only if the attributes listed by this attribute category are all found, conformant with the specified value (see the "Conditional operators" section for details), on a single card from the player's buildsite (or on a single card from the common buildsite).

► **Predefined attribute categories ► Conditional powers**

The attributes listed by these attribute categories are called **conditional attributes**, **power attributes** or **powers** in general, and **conditional power attributes** or **conditional powers** in particular.

A conditional power is represented by specific actions which a player may take against rivals, 1 round after he plays the card which has the power.

Support cards may have conditional powers.

When you verify if a conditional attribute is fulfilled, take the conditional operator in consideration.

A conditional power becomes active only if all the specified conditions are fulfilled.

A rival may become immune to a power which can affect him, that is, he may block that power from having any effect on him and on his cards.

If a card which has a power was played, a special round starts beginning with the next player to turn. During this special round, the rivals may play only support cards which have the "Recover1" attribute or the "Immunelf1" attribute category.

The special round mentioned here begins with the rival who turns after the player who played the card which has the power, and ends with the rival who turns before the player who played the card which has the power.

Cards which have these attribute categories may not be recovered, reused, rewound, seized, disabled, diverted or wrecked.

► **Predefined attribute categories** ► **Conditional powers** ► **Disablelf**

If a card which has this attribute category is played in an adventure, its player may **disable** any support cards which have been played in the adventure by a rival, if the attributes listed by this attribute category are all found, conformant with the specified value (see the "Conditional operators" section for details), on each of the cards to be disabled.

A disabled card must be moved to the ops of the player, and may not be played again in the same adventure.

► **Predefined attribute categories** ► **Conditional powers** ► **Disablelf1**

If a card which has this attribute category is played in an adventure, its player may **disable** a support card which has been played in the adventure by a rival, if the attributes listed by this attribute category are all found, conformant with the specified value (see the "Conditional operators" section for details), on the card to be disabled.

A disabled card must be moved to the ops of the player, and may not be played again in the same adventure.

► **Predefined attribute categories** ► **Conditional powers** ► **DivertIf**

If a card which has this attribute category is played in an adventure, its player may **divert** any support cards which are in the playground of a rival, if the attributes listed by this attribute category are all found, conformant with the specified value (see the "Conditional operators" section for details), on each of the cards to be diverted.

A diverted card must be moved to the playground of the player of the card which has this attribute.

A diverted card behaves as if it were played by the player who diverted it.

A card may be diverted any number of times (during an adventure).

► **Predefined attribute categories** ► **Conditional powers** ► **DivertIf1**

If a card which has this attribute category is played in an adventure, its player may **divert** a support card which is in the playground of a rival, if the attributes listed by this attribute category are all found, conformant with the specified value (see the "Conditional operators" section for details), on the card to be diverted.

A diverted card must be moved to the playground of the player of the card which has this attribute.

A diverted card behaves as if it were played by the player who diverted it.

A card may be diverted any number of times (during an adventure).

► **Predefined attribute categories** ► **Conditional powers** ► **WreckIf**

If a card which has this attribute category is played in an adventure, its player may wreck any support cards which have been played in the adventure by a rival, if the attributes listed by this attribute category are all found, conformant with the specified value (see the "Conditional operators" section for details), on each of the cards to be wrecked.

A wrecked card must be moved to the wreckage of the player of the card which has this attribute.

A wrecked card may not be played again in the same adventure.

► **Predefined attribute categories** ► **Conditional powers** ► **WreckIf1**

If a card which has this attribute category is played in an adventure, its player may wreck a support card which has been played in the adventure by a rival, if the attributes listed by this attribute category are all found, conformant with the specified value (see the "Conditional operators" section for details), on the card to be wrecked.

A wrecked card must be moved to the wreckage of the player of the card which has this attribute.

A wrecked card may not be played again in the same adventure.

► **Predefined attribute categories ► Costs**

The attribute categories from this section are called **cost attribute categories**.

The attributes listed by the attribute categories from this section are called **cost attributes** or **costs**.

The attribute categories from this section may list various custom attributes which have only numerical values.

The costs consume the resources played by the players.

► **Predefined attribute categories ► Costs ► AdventureCosts**

Support cards may have this attribute category.

The attributes listed by this category are called **adventure costs attributes** or **adventure costs**.

Alias: "AC".

This attribute category lists attributes which are used in the "End of adventure" step.

► **Predefined attribute categories ► Costs ► AdventureCommonCosts**

All cards may have this attribute category.

The attributes listed by this category are called **adventure costs attributes** or **adventure costs** in general, and called **adventure common costs attributes** or **adventure common costs** in particular.

Alias: "ACC".

This attribute category lists attributes which are used in the "End of adventure" step.

► **Predefined attribute categories** ► **Costs** ► **EraCosts**

All cards may have this attribute.

The attributes listed by this category are called **era costs attributes** or **era costs**.

Alias: "EC".

This attribute category lists attributes which are used in the "End of era" step.

► **Predefined attribute categories** ► **Feats**

Adventure cards may have this attribute category.

The attributes listed by this attribute category are called **feat attributes** or **feats**.

This attribute category lists attributes which are used in the conditions of the conditional play attribute categories, and to cover adventure costs during every adventure.

The feats of the cards from a buildsite act like ongoing adventure resources, that is, like adventure resources which, for every played adventure, are included in the calculation of the adventure cost coverage.

► Predefined attribute categories ► Immunef1

Support cards may have this attribute.

The attributes listed by this attribute category are called **conditional attributes** in general.

If a card which has this attribute category is played in an adventure, its player may choose to become **immune** to the powers of a card which has been played in the adventure by a rival, if the attributes listed by this attribute category are all found, conformant with the specified value (see the "Conditional operators" section for details), on the card with powers to which the player is about to become immune.

When you verify if a conditional attribute is fulfilled, take the conditional operator in consideration.

If a player becomes immune to the powers of a card, he must play his next cards in the current adventure as if the card with powers was not played (in the current adventure).

No player may become immune to the "RewindAdventure" power.

Cards which have this attribute category may not be recovered, reused, rewound, seized, disabled, diverted or wrecked.

See Powers and Conditional powers for details.

► Predefined attribute categories ► Resources

The attribute categories from this section are called **resource attribute categories**.

The attributes listed by the attribute categories from this section are called **resource attributes** or **resources**.

The attribute categories from this section may list various custom attributes which have only numerical values.

The resources are available to the players to cover various costs.

► **Predefined attribute categories** ► **Resources** ► **AdventureResources**

All cards may have this attribute category.

The attributes listed by this attribute category are called **adventure resources attributes** or **adventure resources** in particular.

Alias: "AR".

This attribute category lists attributes which are used in the "End of adventure" step.

► **Predefined attribute categories** ► **Resources** ► **EraResources**

All cards may have this attribute category.

The attributes listed by this category are called **era resources attributes** or **era resources**.

Alias: "ER".

This attribute category lists attributes which are used in the "End of era" step.

► Predefined attribute categories ► Seizelf

Support cards may have this attribute.

The attributes listed by this attribute category are called **conditional attributes** in general.

If a card which has this attribute category is played in an adventure, its player may seize any cards which are in the ops of a rival, if the cards to be seized have no affiliation and if the attributes listed by this attribute category are all found, conformant with the specified value (see the "Conditional operators" section for details), on each of the cards to be seized.

A seized card must be moved to the ops of the player of the card which has this attribute.

When you verify if a conditional attribute is fulfilled, take the conditional operator in consideration.

A card may be seized any number of times (during an adventure).

Cards which have this attribute may not be recovered, reused, rewind, seized, disabled, diverted or wrecked.

► Predefined attribute categories ► Seizelf1

Support cards may have this attribute.

The attributes listed by this attribute category are called **conditional attributes** in general.

If a card which has this attribute category is played in an adventure, its player may **seize** a card which is in the ops of a rival, if the card to be seized has no affiliation and if the attributes listed by this attribute category are all found, conformant with the specified value (see the "Conditional operators" section for details), on the card to be seized.

A seized card must be moved to the ops of the player of the card which has this attribute.

When you verify if a conditional attribute is fulfilled, take the conditional operator in consideration.

A card may be seized any number of times (during an adventure).

Cards which have this attribute may not be recovered, reused, rewound, seized, disabled, diverted or wrecked.

► Examples

Here are examples which make it easier to understand the rules.

► Examples ► Adventure card

Here is an adventure card:

Directive: Explore the Temblor sector. Destroy threatening asteroids.

Type "Adventure"

Subtype "Exploration"

Roleplay "Competition"

AdventureCommonCosts

StarshipCapacity 1

StarshipFirePower 2

StarshipFlyRange 2

AcceptSupportIf1

AR.StarshipFlyRange > 2

EraResources

Sway 7

The common costs to win this adventure are:

- Support cards with a total "AdventureResources.StarshipCapacity" of (at least) 1.
- Support cards with a total "AdventureResources.StarshipFirePower" of (at least) 2.
- Support cards with a total "AdventureResources.StarshipFlyRange" of (at least) 2.

Support conditions:

- A support card which has an "AdventureResources.StarshipFlyRange" attribute smaller than 2 may not be played (by any player) because of the "AcceptSupportIf1.AR.StarshipFlyRange" conditional attribute.

► Examples ► Conditional play

The following support card may be played after the player achieves fluon drive:

Directive: Fluon starship drive.

Type "Support"

Subtype "Starship drive"

AdventureResources

StarshipFlyRange 7

PlayIfBuildsite

Feats.StarshipDrive = "Fluon"

EraCosts

Sway 2

► Examples ► Time travel

A player who has achieved time travel may play the following support card in order to rewind the current adventure:

Directive: Travel back in time to correct your mistakes.

Type "Support"
Subtype "Time travel"
RewindAdventure "Yes"
AdventureResources
 TimeDistortionStrength 1
PlayIfBuildsite
 Feats.TimeTravel = "Yes"
EraCosts
 Sway 1

► Examples ► Time weapon

If Alice has achieved time weapons, she may play the following support card:

Directive: Freeze time! See the world around you stunned.

Type "Support"
Subtype "Time weapon"
Freeze "Yes"
AdventureResources
 TimeDistortionStrength 1
PlayIfBuildsite
 Feats.TimeWeapons = "Yes"
EraCosts
 Sway 1

After Alice plays this card, no rival may play any more cards in the current adventure.

However, a rival may avoid a freeze with a time shield:

```
Type "Support"  
Subtype "Time shield"  
PlayIfBuildsite  
    Feats.TimeWeapons = "Yes"  
EraCosts  
    Sway 1  
Immunelf1  
    AR.TimeDistortionStrength < 1
```

► **Examples** ► **Adventure with support cards**

Here is the adventure card which brings fluon drive to the player who wins it:

Directive: Reach the Kinesis deep-space research station. Defend from pirates.

Type "Adventure"

Subtype "Mission"

Roleplay "Competition"

Unique "Fluon"

AdventureCommonCosts

FluonResearch 2

StarshipCapacity 1

StarshipFirePower 2

StarshipFlyRange 1

EraResources

Sway 7

Feats

StarshipDrive "Fluon"

Here are support cards which can cover the costs of the adventure:

Type "Support"

Subtype "Starship"

Unique "Magellan"

AdventureResources

StarshipCapacity 1

EraCosts

Sway 1

Directive: Ion starship drive.

Type "Support"

Subtype "Starship drive"

AdventureResources

StarshipFlyRange 1

EraCosts

Sway 1

Directive: Ion cannon starship weapon.

Type "Support"

Subtype "Starship weapon"

AdventureResources

StarshipFirePower 2

EraCosts

Sway 1

Type "Support"

Subtype "Scientists"

AdventureResources

FluonResearch 1

EraCosts

Sway 1

Type "Support"
Subtype "Scientists"
AdventureResources
 FluonResearch 1
EraCosts
 Sway 1

► Examples ► Disable cards

Alice plays a starship:

Type "Support"
Subtype "Starship"
Unique "Magellan"
AdventureResources
 StarshipCapacity 2
EraCosts
 Sway 1

Bob can disable Alice's starship by playing the following card:

Directive: Magnetic combat sensor.

Type "Support"

Subtype "Combat sensor"

AdventureResources

StartshipDetectionRange 2

StartshipDetectionSensitivity 2

DisableIf1

AR.StarshipCapacity > 2

Subtype = "Starship"

EraCosts

Sway 1

Alice can block having her starship disabled by playing the following card:

Type "Support"

Subtype "Starship cloak"

EraCosts

Sway 1

Immunelf1

AR.StartshipDetectionSensitivity < 2

► Examples ► Unforeseen destruction

Alice plays a starship weapon:

Directive: Ion cannon starship weapon.

Type "Support"

Subtype "Starship weapon"

AdventureResources

StarshipFirePower 2

EraCosts

Sway 1

Bob can disable Alice's starship weapon by playing the following card:

Directive: A starship weapon is damaged.

Type "Support"

Subtype "Unforeseen event"

DisableIf1

AR.StarshipFirePower > 2

Subtype = "Starship weapon"

EraCosts

Sway 1

► Examples ► Costs and resources

Let's say that the current adventure card has an "AdventureCommonCost.StarshipFirePower 3" cost attribute.

The hero plays a starship card which has an "AdventureResources.StarshipWeaponSize 3" resource attribute.

Then he wants to play a starship weapon card which has an "AdventureResources.StarshipFirePower 3" resource attribute. However, this card has an "AdventureCost.StarshipWeaponSize 4" cost attribute and since the hero has only 3 resources available, he may not play it (if he were to play it and if the adventure were to end, he would lose the adventure).

Instead, the hero plays a starship weapon card which has an "AdventureResources.StarshipFirePower 2" resource attribute and an "AdventureCost.StarshipWeaponSize 2" cost attribute, and another starship weapon card which has an "AdventureResources.StarshipFirePower 1" resources attribute and an "AdventureCost.StarshipWeaponSize 1" cost attribute.

Now, the adventure's cost of 3 starship fire power is covered.

► Game specific

► Game specific ► Gardener of Thoughts

Name of game: "Gardener of Thoughts".

Name of card pack: "Genesis".

Card pack type: edition.

Names of era decks: "Book of Genesis".

Game components: 50 adventure cards, 200 support cards, the rules. There are 2 gold cards.

Session play duration: 90...120 minutes.

Era setup duration: 10 minutes.

Era wrap-up duration: 10 minutes.

Ops analysis time limit: 10 minutes.

Turn time limit: 5 minutes.

Player level: beginner.

Available affiliations: Spacelings , USSA.

Number of players: 2.

Allowed session pack customizations: any.

Goals (from the most important to the least important): trade cards, win adventures, create obstacles for heroes, stop rivals from winning adventures.

Legend:

- USSA = Unionized Socialist States Alliance.

