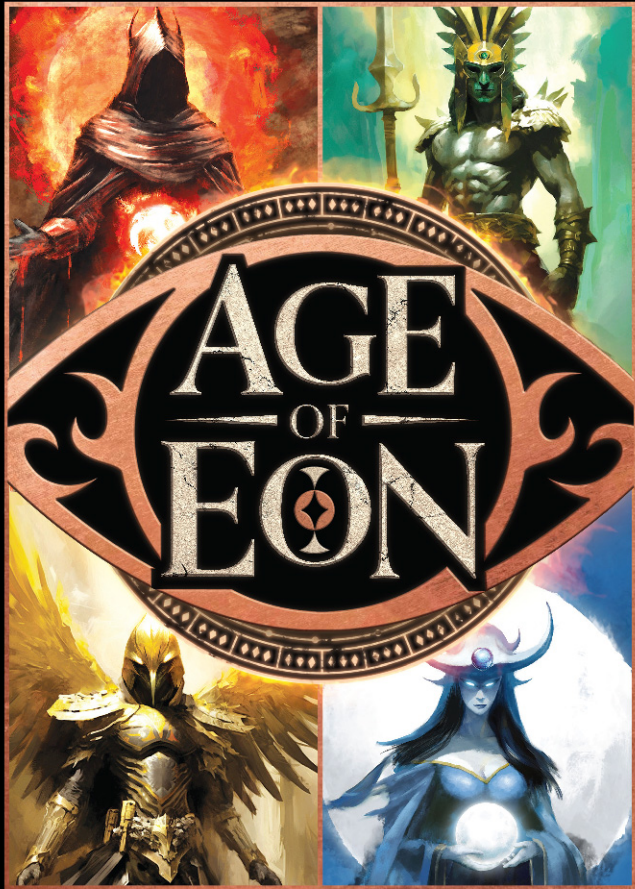


DESIGNED BY ZION WU



RULEBOOK



*In a time long forgotten, four enigmatic ancient empires thrived: **Infernia**, **Tikan**, **Aten** and **Yonashiro**. Yet each vanished at the peak of their might. The demigod rulers of each empire cast forbidden spells, banishing their empires to a realm beyond time, known only as the Land of EON.*

In this mystical realm, a powerful artefact awaits. An epic war for the Eternal Stone has begun.

OVERVIEW

Age of EON is a strategic duelling card game for two players. You and an opponent each represent one of four ancient empires in the mystical Land of EON – **Infernia**, **Tikan**, **Aten** or **Yonashiro** – and battle for control of the Eternal Stone. Whoever has the Eternal Stone will wield the power of Time to restore their empire's lost legacy. Each empire has a deck that includes 3 demigods and 10 attack cards. Gain enough power and unleash your character's mighty force to enhance combat strategies. The goal is to defeat all of your opponent's characters in a series of battles and claim the Eternal Stone.

GAME COMPONENTS

Each empire is designated by colour: **Infernia (red)**, **Tikan (green)**, **Aten (yellow)** and **Yonashiro (blue)**.



1 Eternal Stone Card



12 Character Cards
(3 per empire)



40 Attack Cards
(10 per empire)



4 Sacred Seal Cards



4 Land Cards
(1 per empire)



4 Command Cards
(2 per attack type)

CARD TYPES


+ CHARACTER CARDS +

Each empire has 3 demigod characters. Here is the layout of a Character card:

- A** Required power threshold for activating the Mighty Force
- B** The name of the demigod
- C** The demigod's title
- D** The empire's emblem
- E** The name of the Mighty Force
- F** The Mighty Force's effect
- G** Flavour text



+ MIGHTY FORCE +

Each demigod has a unique ability called a Mighty Force. To activate it, you'll need a certain total power threshold **X** generated from your played face-up cards. Once a player's total power is **equal to or higher than** the required power level, they may rotate  the Character card to use the Mighty Force at any time during their turn.

Each demigod can only use their Mighty Force once per battle, and not on the last turn of the battle (see p.11), so use it wisely!

This example shows the demigod needs 18 power for his Mighty Force. The played cards total 23 power, so the player can use the Mighty Force by rotating the card any time during their turn.



+ ATTACK CARDS +

Each empire has a set of 10 Attack cards (4 magical attack cards, 4 physical attack cards and 2 multiple attack cards). Some cards have a special effect when played from your hand or on your Homeland at the end of a battle. Here is the layout of an Attack card:

- A** The attack power
- B** The attack type
- C** The empire's emblem
- D** The name of the attack
- E** The card effect



+ ATTACK TYPE SYMBOLS +

Each Attack card has at least one attack type symbol. Some cards have multiple attack type symbols, allowing you to choose which one you want to use.



Multiple Attack



Magical Attack



Physical Attack



+ SACRED SEAL CARDS +

On your turn, you may play a face-down card on your Land and take a Sacred Seal card and place it onto the opponent's side of the Land. This is called to **Cast a Seal** and it lets you block a card space on your opponent's Land. Once a Sacred Seal card is placed, it can't be removed until the end of the battle. The Sacred Seal also ignores all other cards, including any Mighty Force abilities, for the rest of the battle.



There are only 4 Sacred Seal cards available each battle. Each player **can only use 2** of these per battle, so make use of them wisely!

+ LAND CARDS +

In *Age of EON*, battles are fought on the mystic lands of Infernia, Tikan, Aten, and Yonashiro, each represented by a unique Land card. These four cards are distinct in **red**, **green**, **yellow**, and **blue**. When an empire's matching Land card is in play, it becomes that empire's Homeland, offering strategic advantages for that battle (see p.10).



Infernia



Tikan



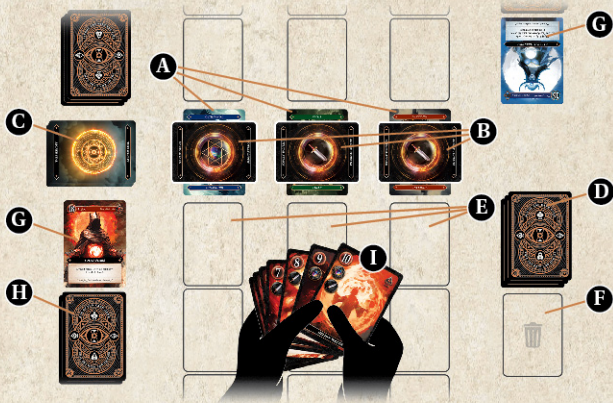
Aten



Yonashiro

SET UP

Shuffle one of the Empire Decks. Each Empire Deck consists of the set of 10 coloured Attack cards for that empire. Each player draws a card from the deck. The player who draws the highest value card chooses which empire they wish to play for the game. The other player then chooses the empire they wish to play for the game.



+ LAND AREA +

1. One player shuffles all 4 **Land cards**, draws 3 cards and places them in a row in the middle of the play area between the two players. **A** This is called the **Land area**.
2. The other player shuffles all 4 **Command cards**, draws 3 cards, and places them horizontally across the centre of each Land card. **B**
3. Set aside the unused Land card and Command card.
4. Place the 4 **Sacred Seal cards** **C** face-up to the side.

+ PLAYER AREA +

1. Each player shuffles their empire's **10 Attack cards** to form a face-down Empire Deck. **D**
2. There should be room for **3 cards** **E** on either side of each Land for each player to play Attack cards. Include space next to each Empire Deck for a discard pile. **F**
3. Decide the order in which your characters will fight for the game. This order is not changed during the game. Each player places their first character face-down and reveals them simultaneously. **G** Place the rest of your characters face-down beside the active character. **H**
4. Draw **7 cards** **I** from your Empire Deck.



First Battle

To decide the first player of the first battle, both players draw and reveal a card from their Empire Deck after both characters are revealed in the first battle. The player who draws the card with the highest power takes the Eternal Stone card and **chooses to take either the first or second turn**. In the case of a tie, choose the starting player randomly by another means. Both players then place the drawn card back to their Empire Deck and shuffles the deck, then draw 7 cards and the battle begins.

In the following battles

The winner from the previous battle takes the Eternal Stone card and takes the first turn of the next battle.



HOW TO PLAY

† BATTLES †

A game of *Age of EON* is played over several battles. The first player to defeat all of the opponent's characters wins the game. In each battle, you use a character and start with 7 cards in hand. Once all cards in hand have been played across several turns, the battle ends. The player who wins more Lands than their opponent wins the battle, defeats their opponent's active character and the winner's character stays for the next battle.

† LANDS †

At the beginning of each battle, there are 3 Land cards in the Land area between the two players, each with an Command card on top, forming a column. These columns are called **Lands**. Each player may **only have up to 3 cards** on either side of a Land, including face-up and face-down cards. You can't place down a card or move a card to your side of a Land if that Land doesn't have any empty spaces available. The Command cards determine which Attack cards can be played on a given Land.





Homeland

If the Land card from your empire is in play (matching your empire's colour), that column becomes your **Homeland**. Some cards have special effects that boost power on your Homeland. In the event of a tie, you'll win on your Homeland, so use this to your advantage!

+ TAKING TURNS +

During a battle, players take turns **playing 1 card from their hand** at a time. Here are the different plays that you can make on your turn and a few rules for playing cards:



Play an Attack card

- Play an Attack card from your hand onto your side of any Land. When you play the Attack card, you must play a card with the same attack symbol as that on the Land. If you already have cards in that Land, place the new card after them. Each Land **only has 3 spaces** available for cards on each side.
- Once a card is placed, it can't be moved to another Land, except by using some characters' Mighty Force abilities.
- If an Attack card has a special effect, this occurs after the card is played face-up onto your side of a Land.

1st Land



2nd Land



3rd Land



*In this example, you can only play a **6** power card with a **magical attack** symbol on the first Land because the other two Lands have the **physical attack** symbol.*



Cast a Seal

- You may also perform the **Cast a Seal** action by playing a card face-down onto any of your Lands, regardless of any attack symbols (see p. 5). When you take this action, place a Sacred Seal onto one of your opponent's Land spaces, essentially taking up one of their 3 available spaces there.



Use a Mighty Force

- If the total power of your played Attack cards is **equal to or higher than** your current active character's Mighty Force power threshold, you may use that character's Mighty Force before or after playing a card (see p. 4).



If your opponent flips one of your Attack cards face-down so that your total power is less than your active character's Mighty Force power threshold, you may no longer use that Mighty Force until your power threshold is high enough again.

† LAST TURN †

Some cards or abilities may not be triggered in the last turn of a battle. The last turn of a battle is the turn when one player has no cards left and the other player has only one card in hand.

WINNING A BATTLE

To win a battle, you must win more Lands than your opponent at the end of a battle. To win a Land, the total power of your face-up cards at the end of a battle must be higher than your opponent's total power on the same Land.

Note that while you can only initially play a face-up Attack card that matches the Command card's attack type symbol, any later unmatched attack type symbols between the Land and the Attack card still count as power on your Lands.

Face-down cards don't have any power except by using some characters' Mighty Force, such as *Tsukuyami, the Queen of Yonashiro*.



At the end of the battle, some card effects or Mighty Force effects may boost the power on your **Homeland**. Add that extra power to your total power for that Land.

*The example on the right shows the end of the battle. On the first Land, your opponent has the higher total power so they win that Land, but you win the second Land. On the third Land, which is your **Homeland**, your **7** Attack card is boosted by +2 power, so each player's total power is tied. But since that's your **Homeland**, you win that Land and so you win the battle.*

Opponent's Homeland

Your Homeland



Opponent's side



Your side



1st Land

12 : 16

2nd Land

6 : 0

3rd Land

14 : 14

What happens if the total power of both players is tied on a Land?

If the total power of both players is tied on a player's Homeland, the player whose Homeland it is wins that Land. If it's on a general Land, the result is a tie. If at the end of a battle the number of Lands won by players is tied, then players begin the next battle with the same characters. If another tie occurs after this, both characters are defeated, and each player's next character steps in for the next battle.

† SETTING UP FOR A NEW BATTLE †

1. The character of the player who won the previous battle stays in play. Rotate that character back to normal. Remove the defeated character from the game. The player who was defeated in the previous battle reveals their next character for the new battle and places it face-up.
2. Each player collects all of their **Attack cards** and shuffles them to form the new Empire Deck for this battle.
3. Collect all **4 Land cards** and shuffle them. Collect all **4 Command cards** and shuffle them. Deal 3 Land cards in a row to the Land area then place 3 Command cards over them, just like the set-up at the beginning of the game.
4. Each player draws **7 cards** from their Empire Deck. The winner from the previous battle takes the **Eternal Stone card** and takes the first turn of the battle.



Each battle features different Land card and Command card combinations on different Lands, chosen randomly and ensuring every fight is unique and engaging.

GAME END

The game ends when a player's last character is defeated. The player with any remaining characters emerges as the winner, claiming the Eternal Stone until the next game begins.

If both players' last characters are defeated in the final battle, then the game is a draw and no-one takes the Eternal Stone.

TERM REFERENCE

- Boost** A boost adds to an Attack card's power by a certain amount at the end of a battle.
- Destroy** Some card effects and Mighty Force effects allow you to destroy a card. If a card is destroyed, move the card to your discard pile.
- Discard** Some card effects and Mighty Force effects ask you to discard a card, which means moving it from your hand face-up to your discard pile. Any player can always look through the cards in either discard pile at any time.
- Draw** If you are required to draw a card during the game, you draw from the top of your Empire Deck.
- Face-Down** A card that is face-down does not contribute power to the total of all the cards played at that location. A face-down card still takes up one of the 3 available slots at that Land.
- Face-Up** A face-up card contributes its power to the total of all cards played at that location. A face-up card takes up one of the 3 available spaces at that Land.
- Flip** Some card effects and Mighty Force effects allow you to flip a card, which means turning it face-up to face-down, or vice versa.

Homeland	A Land's column with your empire's Land card counts as your Homeland (see p. 10). Some card effects are particular to a player's Homeland.
Lands	Between players, there are 3 columns in the Land area, each called a Land. Players play their cards on their side of these 3 Lands. Each Land has only 3 spaces for cards on either side of it (see p. 9).
Mighty Force	Each character has a special ability to enhance combat strategy. To activate a Mighty Force, you need a certain total power threshold from face-up cards (see p. 4).
Play	When you play a card, you take it from your hand and place it either face-up or face-down on a Land. A played card can't be moved or removed unless it is affected by other card effects.
Protected	Some card effects and Mighty Force effects protect your cards. Once protected, a card can't be moved, switched, destroyed or flipped for the rest of the battle.
Rotate	A card may be rotated 90 degrees to indicate either that it is protected (such as an Attack card) or that it has used an effect (such as a demigod's Mighty Force).
Switch	Some card effects and Mighty Force effects allow you to switch cards, which means exchanging the positions of two cards, either yours or your opponent's, in the same or between different Lands.
Symbol	Each Attack card has at least one attack type symbol, indicating its attack type (see p. 5).
Threshold	The minimum power total required from your face-up Attack cards to activate a character's Mighty Force.
Unmatched	You can only initially play a face-up Attack card to a Land where the attack type symbol matches the relevant Command card. If, later, Attack cards have been moved, or flipped, and their attack type symbol does not match the Command card, this is considered unmatched, but it still counts towards your total power at that Land.

ICON REFERENCE

+2

Boost Power Icon

This icon means the card's power is boosted at the end of a battle by the value within the icon.



Flip Icon

This icon means you may perform a flip card action.



Magical Attack Icon

This icon means the card's attack type is a magical attack.



Physical Attack Icon

This icon means the card's attack type is a physical attack.



Power Icon

This icon is found on each Character card and Attack card. When the power icon is on an Attack card, it represents the power of that card. When the power icon is on a Character card, it indicates the required power threshold for activating that character's Mighty Force.



Rotate Icon

This icon means you need to perform a rotate card action to protect your card.

F.A.Q.

Q What happens if there are no card spaces left when I try to play a card on a Land?

A There are only 3 spaces to either side of a Land, so if a Land is full on one side, you cannot play a card there. If there's no available space left on the Land you want to play on, you can place the card face-down on another Land.

Q Can I draw cards from my Empire Deck during a battle?

A You normally don't draw cards during a battle, except by using some Mighty Force effects, such as the characters from *Infernia*.

Q Can a card effect be activated again after it's flipped face-up during my turns?

A It depends. If the card effect says, "*when you play this from your hand*", that mean it's a one-time use in a battle. But if it says, "*at the end of the battle*", the effect is activated whenever the card is face-up at the end of the battle.

Q Can I use my character's Mighty Force after I play a card?

A Yes, you may use the Mighty Force before or after playing a card during your turn, but if it's the last turn of the battle, you can't use any Mighty Force even if you have enough total power (see p.11).

Q Can I move, flip or destroy a Sacred Seal card?

A No, players can't do anything about a Sacred Seal card. Once it's placed in the Land area, it remains there until the battle ends.

Q With Shumet's Mighty Force, does the power on the switched card still count as yours?

A Yes, the card is on your side of the land and counts towards your power for that land. The power on the card on the opponent's side of the land counts towards their power for that land.

Q With Klymane's Mighty Force, can I choose to destroy one of my face-down cards?

A Yes, unless the card effect specifically states otherwise, you have the option to destroy either a face-up or face-down card.

Q With Tefenut's Mighty Force, does the card moving still need to abide by Land space limits?

A Yes, a card can't be moved to a Land if there are already 3 cards there, but she can move the card to a Land regardless of any symbols.

Q Can you purposefully play an Attack card face-down, to hide it, with the intention of flipping it through another card play later?

A Yes, this gives one more type of strategy to play with.

MIGHTY FORCES



Infernia



Tikan



Aten



Yonashiro

Helio

Draw 2 cards. Then discard any 2 cards from your hand.


Klymane

Destroy 1 of your cards on any Land. Then draw 1 card and play that card immediately.


Phaethone

Destroy 1 of your face-up cards and 1 opponent's face-up card on the same Land. Then both players draw a card.


Itzame

Choose 3 of your face-up cards on any Land. They are protected and each gains +3 power at the end of the battle. Rotate  each card.

Ixcha

Choose 2 of your face-up cards on any Land. They are protected and each gains +3 power at the end of the battle. Rotate  each card.

Buluca

Choose 1 of your face-up cards on any Land. It is protected and gains +3 power at the end of the battle. Rotate  that card.

Shumet

Switch 1 of your face-up cards with an opponent's face-up card on the same Land.


Tefenut

Choose 1 of your face-up cards and move it to another Land, regardless of any attack type symbols.


Heke

Choose 2 of your face-up cards on different Lands and switch them, regardless of any attack type symbols.


Tsukuyami

Flip  1 of your face-up cards. All your face-down cards gain +6 power at the end of the battle.

Suijin

Flip  1 card (either yours or 1 opponent's) on any Land.

Ryujin


Flip  1 opponent's card on any Land.

ATTACK CARD EFFECTS

In each empire's deck, there are Attack cards that have special effects to enhance combat strategy, such as flipping a card or gaining extra power at the end of the battle.




Power 1 Multiple Attack Card

When you play this from your hand, if there is an opponent's power **10** Attack card on the same Land, flip  it.




Power 2 Physical Attack Card

When you play this from your hand, you may flip  1 card (either yours or 1 opponent's) on the same Land.




Power 3 Magical Attack Card

When you play this from your hand, you may flip  1 card (either yours or 1 opponent's) on the same Land.




Power 7 Physical Attack Card

When this card is on your Homeland at the end of the battle, it gains 2 power.



Power 9 Magical Attack Card

When this card is on your Homeland at the end of the battle, it gains 3 power.



The rulebook is subject to change. For any updates, please visit our website.

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