

# QUICK START - GETTING READY

1. Using the provided dividers, organize your cards by Origin Symbol.
2. Each set of Origin cards is a ready-to-play, 22-card deck (21 white-border cards & 1 black-border card).
3. Players pick their favorite Origin deck and face one another across the table.
4. Each player places their black-bordered Hero/Villain card on the table in front of them with their chosen Hero or Villain side face-up.
5. Decks are then shuffled thoroughly and placed face-down on their respective sides of the table.
6. Each Player designates a spot to the left of their Deck for a Depletion Pile, and another spot elsewhere for their Purged Zone.
  - Cards in the Depletion Pile and Purged Zone are always face-up.
7. Each Player draws a 3-card starting Hand from the top of their Deck.
8. Randomly determine who goes first, then proceed to the Turn Phases section of the Quick Start.

## A PLAYER'S EXAMPLE SET-UP



# QUICK START - TURN PHASES

## START:

- Your available Energy is reset to 3. Unused energy does not carry over to your next turn.
- On the first turn of the game (and only on that turn) the player going first may only play 1 card from their hand, regardless of available Energy.

## DRAW:

- You must draw one card, if able.

## ACTION: *You may do any of the following, in any order.*

- Play cards from your hand.
  - Choose a card in your hand, pay its Energy Cost, and put it into Combat (face-up and facing you).
  - A card's text does not impact the game until it's activated.
- Activate the cards you have in Combat.
  - Choose a card in Combat, pay its Energy Cost, then do everything the card's text says to do, in the order it's written (if able).
    - After an Assault, Minion, Tactic or Weapon is activated it must be placed in your Depletion Pile.
    - After a Hero or Villain card is activated, it must be removed from the game entirely.
  - When you Deplete a number of cards from an opponent's deck, that player must move that number of cards from the top of their Deck to the top of their Depletion Pile.

## END: *You must do the following, in order.*

- Announce that you are done with your turn.
- Return all of your Stunned (rotated) cards to their upright position.

## WIN CONDITION:

*If there are no cards left in your deck during an opponent's turn, you are defeated!*