

# GENESIS: THE WORLD'S FIRST TIME TRAVEL GAME

MASTER THE GAME. CHANGE THE WORLD

## © OBJECTIVE

IN GENESIS: THE WORLD'S FIRST TIME TRAVEL GAME, YOUR MISSION IS TO  
COMMAND ELEMENTAL FORCES,

OUTMANEUVER YOUR OPPONENT, AND REDUCE THEIR IMMORTAL'S  
RESOURCE FROM 33 TO 0 — BEFORE THEY DO  
THE SAME TO YOU.

PLAYERS ACHIEVE THIS BY:

- STRATEGICALLY CRAFTING DECKS AROUND POWERFUL IMMORTALS,
- MANAGING RESOURCES OF EARTH, AIR, WATER, FIRE, AND KARMA AS THE  
BALANCING FORCE THROUGHOUT THE GAME,
- PLAYING CARDS TO PROTECT THEIR OWN IMMORTAL AND CHALLENGE THEIR  
OPPONENT.

IT IS A CONTEST OF MIND, MOMENTUM, AND MEANING — WHERE EVERY  
CHOICE ECHOES ACROSS TIME. YOUR  
IMMORTAL IS MORE THAN A CHARACTER; IT IS SPIRIT AND SOUL IN ACTION.



## DECK BUILDING & IMMORTALS



### CRAFT INSIGHT:

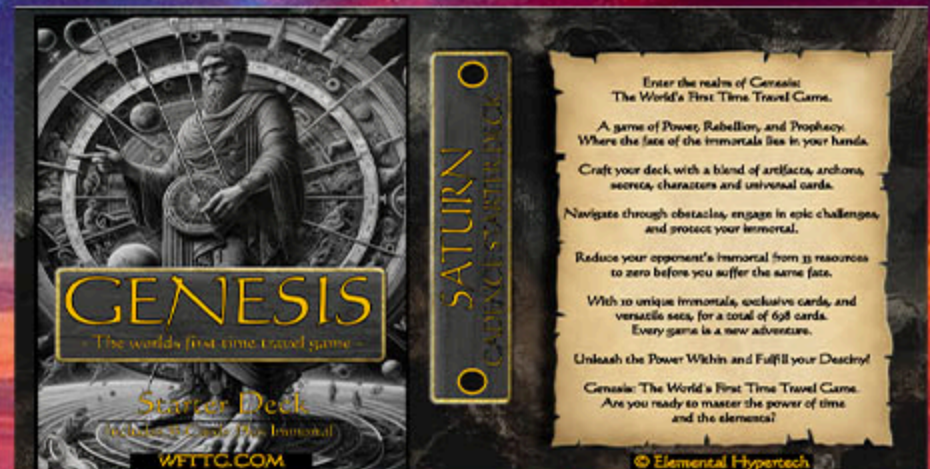
FORGE WITH INTENT.

BALANCE YOUR DECK WITH VARIETY AND CURVE.

WIELD POWER, SYNERGY, AND STYLE.

EVERY CARD IS A CHOICE—EVERY DECK, DESTINY.

BUILD NOT TO WIN, BUT TO AWAKEN.



- A 2-PLAYER GAME WHERE EACH PLAYER CRAFTS A 33-CARD DECK DESIGNED TO  
PROTECT THEIR

IMMORTAL, SLOW THEIR OPPONENT, MANEUVER AND DRIVE TOWARD VICTORY.

### • DECK CONSTRUCTION RULES:

- YOU MAY INCLUDE UP TO 2 COPIES OF ANY IMMORTAL SPECIFIC CARD OR UNIVERSAL  
CHARACTER  
CARD.
- YOU MAY INCLUDE ONLY 1 COPY OF EACH NEXUS EDITION CARD.
- EACH DECK IS CENTERED AROUND ONE OF 10 PRIMARY IMMORTALS, EACH  
POSSESSING A UNIQUE  
POWER AND EXCLUSIVE CARDS.
- THE REMAINING 3 IMMORTALS — SUN, SHADOW, AND STAR — EXIST AS UNIVERSAL  
CHARACTER  
CARDS, USABLE IN ANY CRAFTED DECK.
- THE VILLAIN IMMORTAL MAY BE PLAYED AS EITHER A CRAFTED DECK OR USED AS  
UNIVERSAL CARDS.

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698 CARDS. 13 IMMORTALS. 4 EDITIONS (ORIGIN/HARMONY/REACTOR/NEXUS)





## 📌 PLACEMENT & SETUP



1. **IMMORTAL:** PLACE YOUR CHOSEN IMMORTAL CARD FACE-UP IN FRONT OF YOU.
2. **PLACE WEAPONS** FACE-UP TO THE RIGHT OF YOUR IMMORTAL. YOU CAN ONLY HAVE 1 WEAPON EQUIPPED AT A TIME.
3. **PLACE SECRETS** FACE-DOWN TO THE LEFT OF YOUR IMMORTAL (MAX 6).
4. **DRAW PILE:** PLACE YOUR 33-CARD DECK FACE-DOWN TO THE RIGHT OF YOUR IMMORTAL AND WEAPONS PILE.
5. **SECONDARY EFFECTS PILE:** NEXT TO YOUR DRAW PILE, PLACE YOUR SECONDARY EFFECTS PILE (FACE-DOWN). THIS HOLDS CARDS CREATED BY GAME EFFECTS.
6. **REMOVE PILE:** TO THE LEFT OF YOUR IMMORTAL AND SECRETS PILE, PLACE YOUR REMOVE PILE FOR ALL DISCARDED CARDS.
7. **KARMA:** BESIDE YOUR REMOVE PILE, SET OUT YOUR 12 KARMA.
8. **CHARACTER PLACEMENT:** CHARACTERS ARE PLACED ON THE CHOSEN HYPERBOARD WITH A MAXIMUM OF 6 SPACES FOR EACH PLAYER. ATTEMPTS BEYOND 6 ARE PLACED IN THE REMOVE PILE. STRATEGICALLY PLACE CHARACTERS TO IMPACT THE FLOW, PROTECT KEY UNITS OR BAIT ATTACKS.

## 👉 STARTING HAND & MULLIGAN

- **PLAYER 1:** DRAW 3 CARDS. MAX 9 CARDS IN HAND. CARDS DRAWN BEYOND 9, PLACE IN THE REMOVE PILE.
  - **PLAYER 2:** DRAW 3 CARDS PLUS 1 MONEY CARD, A CATCH-UP MECHANIC TO BALANCE GOING SECOND.
- MULLIGAN:** EACH PLAYER MAY REPLACE UP TO 3 CARDS (EXCLUDING THE MONEY CARD), SHUFFLE BACK IN THE DECK, DRAWING NEW CARDS.

## 🧘 KARMA

- EACH PLAYER STARTS WITH 1 KARMA ON TURN 1.
- GAIN +1 KARMA EACH TURN, UP TO 12 KARMA MAX.
- KARMA LIMITS HOW MUCH EARTH YOU CAN USE EACH TURN. UNSPENT KARMA DOES NOT CARRY OVER.

### 🌿 KARMA'S WHISPER:

KARMA DOES NOT PUNISH OR REWARD — IT SIMPLY REVEALS. HOW YOU SPEND EARTH UNDER THE WATCH OF KARMA IS HOW YOU SPEND YOUR DAYS UNDER THE WATCH OF TIME. PRACTICE HARMONY WITH YOUR OWN CYCLES.





# TURN STRUCTURE

## TURN PHASES

1. **RECEIVE KARMA:** TURN 1 STARTS WITH 1 KARMA. GAIN +1 KARMA EACH TURN (MAX 12).
2. **DRAW:** DRAW 1 CARD EVEN ON TURN 1. IF YOUR DECK IS EMPTY, YOUR IMMORTAL LOSES 1 RESOURCE FOR EACH CARD YOU CANNOT DRAW.
3. **PLAY PHASE:** SPEND EARTH UP TO YOUR KARMA TO PLAY CHARACTERS, ARTIFACTS, SECRETS, WEAPONS, OR ACTIVATE YOUR IMMORTAL POWER.
4. **EXCHANGE (STRIKE) PHASE:** ARTIFACTS, CHARACTERS AND WEAPONS STRIKE USING AIR TO REDUCE WATER OR IMMORTAL RESOURCES. CHOOSE ORDER CAREFULLY.
5. **ADJUST VALUES:** UPDATE AIR AND WATER VALUES TO REFLECT CHANGES. WATER DOES NOT RESET.
6. **END TURN:** TALLY FIRE IF USED. (SEE OPTIONAL FIRE RULES) YOUR OPPONENT BEGINS THEIR TURN.

THE ECHO OF YOUR CHOICES:  
EVERY STRIKE, EVERY RISK, EVERY CAUTIOUS PASS IS MORE THAN GAMEPLAY —  
IT'S A REHEARSAL FOR LIFE. NOTICE HOW YOU HANDLE LOSS. HOW YOU CELEBRATE ADVANTAGE.  
THIS IS A MIRROR.  
MASTER YOUR CHOICES HERE... AND WATCH YOUR CHOICES ELSEWHERE TRANSFORM

EARTH  
(Card Cost)

Card Type  
Ruling Immortal

AIR  
(Card Impact)

6

Character  
SHADOW

4



5

Card Name  
Card Effects

FIRE  
(Card Energy)

## ELEMENTAL STRUCTURE

ELEMENT	MEANING	USAGE
EARTH	COST & WEALTH	SPENT TO PLAY CARDS
AIR	IMPACT & ACTION	USED TO STRIKE REDUCES OPPONENTS WATER / RESOURCES
WATER	STRENGTH & HEALTH	HEALTH OF CARDS: IF 0 REMOVE FROM PLAY
FIRE	ENERGY & VALUE	OPTIONAL: RETURN CARDS (5 FIRE = 1 EARTH COST)
KARMA	CAPACITY & FLOW	LIMITS EARTH SPENDING PER TURN

## ELEMENTS & RESOURCES

- **EARTH:** COST TO PLAY CARDS. LIMITED BY KARMA. GREEN, UPPER LEFT.
- **AIR:** FORCE OF A CARD TO REDUCE WATER OR RESOURCES. YELLOW, UPPER RIGHT.
- **WATER:** POWER AND DURABILITY OF A CARD TO TAKE A HIT. WATER DOES NOT RESET. BLUE, LOWER LEFT.
- **FIRE:** (OPTIONAL) USE TO RETURN CARDS FROM REMOVE PILE BACK TO YOUR DECK. RED, LOWER RIGHT.
- **KARMA:** DETERMINES TOTAL EARTH YOU MAY SPEND EACH TURN. MAX 12

## WATER REMEMBERS:

WATER IN GENESIS DOES NOT RESET EACH TURN, JUST AS WOUNDS AND WISDOM DO NOT VANISH OVERNIGHT. PLAY WITH CARE — EVERY REDUCTION OR RESTORATION IS A TESTAMENT TO ENDURANCE.  
STRENGTH IS BUILT IN THE TIDES THAT DO NOT BREAK YOU.







## CARD TYPES



### CHARACTER

• OCCUPY YOUR 6 SPACES IN FRONT OF YOUR IMMORTAL.

• USE EARTH TO PLAY. USE AIR TO STRIKE.

LOSE WATER WHEN STRUCK. IF WATER REACHES 0, REMOVED FROM PLAY.



### WEAPONS

• PLACED FACE-UP TO THE RIGHT OF YOUR IMMORTAL.

• IMMORTALS USE WEAPONS. LOSE RESOURCE WHEN STRIKING.

• ONLY 1 EQUIPPED AT A TIME. NEW WEAPONS REPLACE OLD.

• HAVE STRENGTH THAT DECREASES BY 1 PER STRIKE. AT 0, REMOVED.



### SECRETS

• PLACED FACE-DOWN TO THE LEFT OF YOUR IMMORTAL.

• TRIGGER WHEN OPPONENT PERFORMS SPECIFIC ACTIONS.

• UP TO 6 UNIQUE SECRETS MAY BE ACTIVE.



### ARTIFACTS

• ONE-TIME EFFECTS. ADJUST ELEMENTS OR MODIFY CARDS.

• DO NOT OCCUPY CHARACTER SPACES. AFTER USE, PLACED IN REMOVE FILE.





# ★ SPECIAL POWERS & MECHANICS

## 👤 IMMORTAL POWERS

- UNIQUE TO EACH IMMORTAL.
- USE ONCE PER TURN, COSTS 2 EARTH.
- POWERS VARY WIDELY, SHAPING GAMEPLAY PROFOUNDLY

## ★ IMMORTAL INSIGHT:

USE YOUR POWER WITH STRATEGIC PURPOSE. CONTROL THE BOARD. PRESSURE THE FIELD. STRIKE WITH FORCE.

TIMING IS THE TRUE IMMORTAL



## ♈ ZODIAC CARDS

- YOU CAN HAVE 1 ZODIAC CARD PER DECK.
- COST 0 EARTH. RETRIEVE ANY CARD FROM REMOVE FILE.
- IF IT NAMES OPPONENT'S IMMORTAL, RETRIEVE 1 EXTRA CARD AND OPPONENT RETRIEVES 1 CARD.
- NEXUS CARDS CANNOT BE RETRIEVED THIS WAY.



## 🎲 FORTUNE CARDS

- YOU CAN HAVE 1 FORTUNE CARD PER DECK.
- COST 0 EARTH. BOTH PLAYERS RETRIEVE LAST ARTIFACT & CHARACTER.
- IF IT NAMES OPPONENT'S IMMORTAL, EACH ALSO RETRIEVES 1 WEAPON OR SECRET.
- NEXUS CARDS EXCLUDED.



## 🎲 FORTUNE'S WHISPER:

CHANCE IS PART OF THE DESIGN.

DRAWS BEND REALITY — BUT SKILL, TIMING, AND AWARENESS BEND IT BACK.

ADAPT. LEARN. PLAY YOUR FATE WISELY.







## ADVANCED & OPTIONAL RULES

- FIRE: USE FIRE TO RETURN UP TO 3 CARDS PER TURN FROM REMOVE PILE (SHUFFLED). 5 FIRE = 1 EARTH COST. FIRE CARRIES OVER EACH TURN. MONEY & NEXUS CARDS EXCLUDED.
- SERENDIPITY: ONCE PER GAME, DRAW FROM OPPONENT'S DECK INSTEAD OF YOURS.
- QUESTS: EPIC SHADOW QUEST CARDS (8 TOTAL) ACTIVATE WHEN DRAWN OR BY PRE-GAME AGREEMENT.
- CHEATS: CHEAT CARDS (5 TOTAL) ARE AGREED TO BY BOTH PLAYERS AT THE BEGINNING OF A GAME.
- BANNING: PLAYERS MAY AGREE TO BAN OR ALLOW SPECIFIC CARDS.



## KEYWORDS & EFFECTS

- ARTIFACT +: INCREASES AIR OF ARTIFACTS.
- PROTECTION: SHIELDS FROM 1 STRIKE.
- SILENCE: REMOVES EFFECTS AND ABILITIES.
- PRIORITY: ACTS IMMEDIATELY.
- BLOCK: FORCES OPPONENT TO STRIKE THIS FIRST.
- STRENGTH: WEAPON DURABILITY.
- CONSEQUENCE: TRIGGERS ON REMOVAL.
- CLOAK: HIDDEN, PREVENTS DIRECT TARGETING UNTIL IT ATTACKS.
- ASSASSIN: INSTANTLY REMOVES CHARACTER WITH REDUCED WATER.
- RAPID: STRIKES TWICE.
- SECRET: ACTIVATES ON OPPONENT'S ACTION.
- COPY: DUPLICATES A CARD.
- FREEZE: STOPS ACTIONS FOR 1 TURN.
- ARMOR: ABSORBS DAMAGE BEFORE RESOURCE (MAX 33).
- MYSTERIES: RANDOM BOON — GIANT (+1/+1), ALIEN (+2 AIR), SIREN (+2 WATER), DEMON (ARTIFACT +2).



## THE GAME REALM & WINNING

- STRATEGICALLY PLACE CHARACTERS, PLAY ARTIFACTS, WEAPONS AND SECRETS TO PROTECT KEY UNITS, MANEUVER OR BAIT ATTACKS.
- VICTORY: REDUCE OPPONENT'S IMMORTAL RESOURCE FROM 33 TO 0 BEFORE THEY DO THE SAME TO YOU.
- TIES: IF BOTH REACH 0 SIMULTANEOUSLY, THE GAME ENDS IN A TIE — DESTINY DEMANDS A REMATCH.
- USE A D6 DIE FOR RANDOM EFFECTS. KEEP A NOTEBOOK TO TRACK FLUCTUATING AIR, WATER, AND FIRE.



### THE BREATH BETWEEN MOVES:

PAUSE. BETWEEN YOUR TURNS, BREATHE SLOWLY. IN THAT BREATH, YOU STEP OUTSIDE OF TIME — AND GLIMPSE THE TIMELESS.  
• THIS IS WHERE THE REAL MASTERY BEGINS

