

GENESIS: QUICK REFERENCE GUIDE

The World's First Time Travel Game

Objective

2-player card game to outmaneuver your opponent and reduce their Immortal's Resource from 33 to 0 before they do the same to you. Build your deck, manage resources, and wield powerful cards with strategy and timing.

Turn Phases

1. Receive Karma – Gain +1 each turn (max 12).
2. Draw – Draw 1 card. (Max 9 in hand) If your deck is empty, lose 1 Resource per missing card.
3. Play Phase – Spend Earth (limited by Karma) to play cards.
4. Exchange Phase – Strike with Characters, Artifacts, Weapons using Air.
5. Adjust Values – Update Air & Water. Water does not reset.
6. End Turn – Tally Fire if used.

Elements

- Earth (Green): Play Cost, limited by Karma
- Air (Yellow): Strike Value, reduces Water/Resource
- Water (Blue): Card Health — does not reset
- Fire (Red): Return cards from Remove Pile (optional)
- Karma: Limits Earth spending per turn (max 12)

Card Types

- Characters – Use Earth to play, Air to strike, Water as health
- Weapons – Equipped to Immortal, 1 at a time, lose durability
- Secrets – Face-down traps (max 6), trigger on opponent actions
- Artifacts – One-time effects, then removed

Special Powers

- Immortal Power – Once per turn, 2 Earth
- Boost – Mercury: Borrow Earth from next turn
- Zodiac Card – 1 per deck, retrieves cards
- Fortune Card – 1 per deck, both players retrieve cards

Winning

Reduce opponent's Immortal Resource to 0 first. If both reach 0 same turn, it's a tie.
Keep a d6 and notebook to track Air, Water, and Fire changes.