

# Xemytica

## FATE OF HEROES

### **RULES**

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[www.xemytica.com](http://www.xemytica.com)

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### **ABOUT XEMYTICA**

Xemytica is a rule system created by J. Pingo Lindstrom and H. Pettersson in 2006. It was made for fast-paced battle type of games. The first game based on the Xemytica rules (and so far only game) is the Fate of Heroes-card game.

Fate of Heroes is a fantasy/comedy card-game for two players. It is possible to play with more players, but it will become more complicated.

Fate of Heroes was first published in 2009. The version sold at DriveThruCards, which you are now reading the rules for, has no changes to the cards. However, the first version had the rules on three cards. The game was also more expensive in its first release.

This 2016-version is cheaper, has extended rules and is also available as electronic PDF-version.

The Official Site will have the updated rules:

[www.Xemytica.com](http://www.Xemytica.com)

### **DEFINITIONS**

All new games use new words, and sometime games uses the same words as others - but to describe different things. Fate of Heroes is of course no exception.

Below are the most common words used, and their definitions.

### **PACK**

We use the word PACK to describe packs of card that is not a DECK (see below). A Pack is a pack of Fate of Heroes cards, for instance the 51 cards that comes with the Starter Pack. A Pack of card is not used in the game, but you pick cards from the Pack to create your Deck.

### **DECK**

The Deck consists of cards used for Play. A Deck should be 30 points worth of cards. Their value may be less, but never more.

### **GAME**

A Game is a series of "rounds" (Fights), where you try to become the overall winner by presenting Fighter Cards and boosting these with Fate and Gear Cards.

### **ROUND**

A Round is a battle between two (or more) Fighters.

There are three (3) different types of cards. These are:

FIGHTER, FATE and GEAR.

### **FIGHTER**

These cards are the most important. Without a Fighter you can't fight. Every Deck needs at least one Fighter.

### **FATE**

The Fate cards modify the Attack Values on the Fighter Cards, but may also have other effects to game play.

### **GEAR**

These cards are special, since they usually only effect your own Fighter. These cards usually modify Attack Values, but may also have other effects on game play.

## **CLASSES**

In Fate of Heroes, a CLASS describes what type of card it is.

Some cards' rules has effect on Class, and therefore it is important to know which Classes exists in Fate of Heroes.

There are three (3) Classes in Fate of Heroes. These are:

**COMMON, SUPERNATURAL and DIVINE**

### **COMMON**

Common is the most common (really!) type of card. Fighter's that belong to the Common Class can be one of these five:

- Barbarian
- Warrior
- Firstborn
- Magician
- Ninja

### **SUPERNATURAL**

This is the next most common Class. When the card is a Fighter and Supernatural, the warrior is one of these:

- Ghost
- Demon
- Dragon

### **DIVINE**

This is the least common and most of these cards exist as Fate or Gear cards. A Divine Fighter may however, be one of these:

- God
- Angel
- Monarch

Fate and Gear cards are also divided into Common, Supernatural and Divine cards. Most of them may be of any Class, and still use these below types - but some types are only used for some Classes. Currently, these types are used for Fate and Gear cards:

#### ***Common Fate card:***

- Helper
- Location

#### ***Common Gear card:***

- Vehicle
- Weapon
- Armor
- Machine
- Protection

#### ***Supernatural Fate card:***

- Illusion
- Ritual
- Location

#### ***Supernatural Gear card:***

- Potion
- Protection
- Vehicle

#### ***Divine Fate card:***

- Divine Intervention
- Event

#### ***Divine Gear card:***

- Protection
- Potion
- Machine

Why are these types important? Well, some cards effect CLASS, but some cards effect TYPE. Of course, a card that effects a whole Class with a +1 Strength modification is much more valuable than the same modification to only a specific Type (as, for instance, a Magician).

### **HERO**

Among the Fighter cards are also HERO. These are special Fighter's that usually have very special rules written on the cards.

They usually have strong Attack Values, as well as high Value (most common is value 3, the highest).

Some are also UNIQUE.

It is therefor important to, when talking about a Fighter, to use the word "fighter" or "warrior" instead of "hero", since that is actually used on the cards. The same goes for the other words, of course.

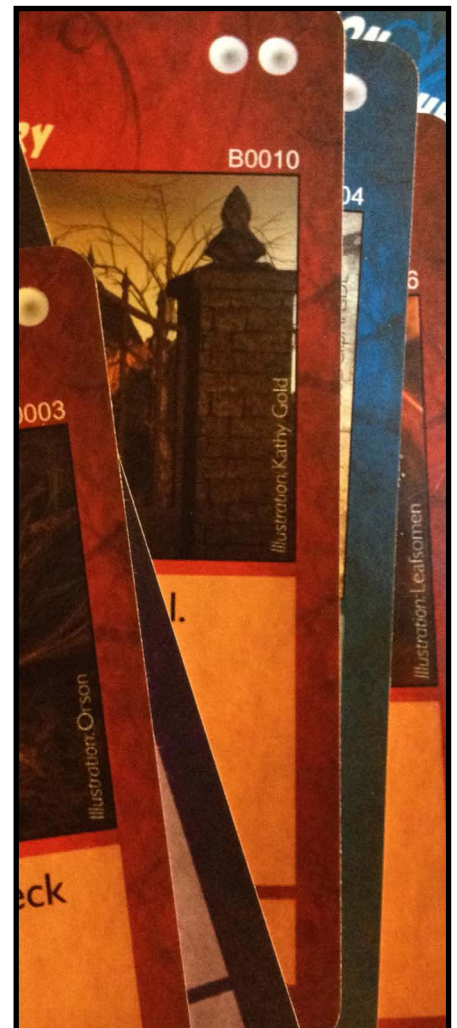
### **UNIQUE**

An unique card is a card that may not be duplicated in a deck. You may, in your deck, have any number of the same card. But when it comes to unique cards, you may only have one of those in your deck.

### **ATTACK VALUES**

The three Attack Values are STRENGTH, SPEED and SKILL.

The goal of the game is to have your Fighter win over your opponents Fighter, by boosting one of the Attack Values.



## HOW TO PLAY

### PRE GAME

Look at the top right corner of each card. There are one, two or three dots. This is the value of the card. You, and your Opponent, should pick out enough cards to create a deck with a total value of 30. This means that you will end up with a small deck of between 10 to 30 cards. You need to have at least one Fighter (blue) card in your deck (but we recommend more!).



### GAME

The game is played in a number of Fights or Battles. Think of this as small arena fights, where you bring in your Hero and try to bash the other guy as much as you can, by adding magic swords, choosing the right location for the fight and so on.

The winner of the overall game is the one who still have fighters left, when the opponent(s) have none.

### Now, play the battles:

**1.** Draw 8 cards from your deck. This is your hand. You may draw cards at any time, but you may not have more than 8 cards on your hand. You may discard (any time) to draw other cards. If you discard, that card may not be brought up into play again (if card rules doesn't say otherwise).



**2.** Play a Fighter (blue card) – do this *simultaneously* with your opponent(s). None of the players should be able to change their mind – so it is important that everyone does this at the same time.

**3.** Now play a Fate card (red card). Carefully look at the modifications. The goal of the game is to boost one of your Fighter's Attack Values (Speed, Strength, Skill – the three values on the bottom of the Fighter Card). This card is also played simultaneously with the other player(s).

The Fate card effects all Fighters on the table! Be careful – if you play a Helper, this guy will actually also help your enemies!

4. Last, play a Gear card (purple card). These cards effect *your Fighter only* (if card rules doesn't say otherwise). Now add up all the modifications.

The Fighter with the highest of *any* of the Attack Values wins. The Player with that Fighter can now put *all* his played cards back into the bottom of his deck.

The loser(s) *discards all* played cards.

Now, start over again – and do all fights until only one player is left with Fighter cards.



#### *Example:*

Lets assume the above cards were played, and that there were no other Hero in play (and no other cards effecting Hragnar). Then Hragnar would end up with Strength of 9, Speed of 6 and Skill of 8. Why? Because he is only Hero in play (add +1 to Skill), he is a Common, fighting in Fiona's Creek (add +1 to Speed) and he is fighting with The Great Headcleaver (add +1 to Strength). If the opponent's Fighter does not have any Attack Value (Strength, Speed, Skill) of 9 or more – then Hragnar wins.

#### **END OF GAME**

If only one Player has Fighter Card(s) left, that Player wins.

If rules on cards contradict main rules (these rules), then *the card rules always applies*.

When in doubt – discuss the rules among each other, try to flip a coin, but after the game, come back to the Xemytica website. On the link to buy the game is also a place where you may discuss what just happened. We want to know – and others too!

#### *What if there is a draw?*

These situations can occur! However, they are not common.

If a draw does happen – which means that the Fighters in Play have the same Attack Value, and the Players can not play any more cards – *then all cards in play are discarded*.

This could end the game without a winner – the game is draw.