TERRENE ODYSSEY

PARTY-BASED CARD COMBAT

WELCOME TO TERRENE ODYSSEY

You are the commanding officer questing the chaotic lands of Terreria. Only by defeating other adventurers can you hope to continue your treasure hunt. Defeat other commanding officers or all of the characters defending them to claim victory.

CONTENTS
❖ Rulebook
❖ Three Sets of 108 Unique Cards (Total of 324)
❖ Four Pre-Constructed 30-Card Decks (Built from the 324 Cards)
❖ XX Tokens (AA Level, BB Damage, CC Hit Points)

THE GOAL
❖ Reduce your opponent's Hit Points (HP) from 50 to 0 to win a game
❖ Defeat all the characters protecting your opponent(s) to win a game
❖ Win 2 out of 3 games to claim victory and win the match

SET UP

Just choose a one of the 30-card pre-constructed decks and you're ready to jump right in!

However, if you want to fine-tune your own strategies, complete rules for building your own decks can be found on Page 14.

TO BEGIN A GAME...
Look through your deck and select:
❖ Four different one-supply (SP1) Characters (you cannot start the game with duplicate Characters)
❖ One Item or Command for each of your four selected Characters (four total)
❖ One Terrain card
❖ Place all of these face down as shown below.
❖ Shuffle your deck.

Decide the starting player by rolling a die. The player who rolls highest decides who goes first.

Before the first turn, all players reveal their Terrain cards.

Each player starts with a 30-card deck. Only cards in your deck will be used during the course of the game. Decks are constructed from the following card types:

Characters
Terrain
Items
Commands

Lets take a look at what each of these cards do.

CHARACTERS

Characters are the primary card type in the game. Recruiting them allows you to attack and defend in battle. They can also use Items and Command cards assigned to them. Characters can grow more powerful with *XP (experience)* that they earn by defeating other characters.

CHARACTERS AND SUPPLY

You can control up to four *SP* (Supply) of Characters at a time. What does this mean? Characters cost you supplies, and any Character on the table consumes Supply.

When you start the game, you must begin with four 1 Supply Characters. There are characters that take up more Supply when recruited. (Hidden characters, however, always take up only 1 Supply). When a Character leaves play, their Supply becomes available for another Character to use.

Ethan the Resilient

LV 1
SP 1

WARRIOR

...er deals damage to
...heals 10 HP.

ATK 20 DEF 0

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Zowie the Ingenuic

HERO

LV 2
SP 1

INTERDIMENSIONAL

Zowie is Immune to Commands.

When Zowie is Recruited →

You may search your deck or hand for a Scout Character and Recruit it for 0 supply. If you do, shuffle your deck.

HP 30   ATK 20 DEF 5

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CLASSES

Each Character belongs to a class. Each class has its own strengths and weaknesses.

Warrior
Guardian
Thief
Spellcaster
Tactician
Assassin
Machine
Engineer
Beast
Golem
Interdimensional
Energy

TERRAIN

Terrain cards represent not only the environment in which your characters battle, but the environment they are most proficient in. Terrain cards also determine how many Actions you get per turn and how your Characters will Level Up!

You must include at least one Terrain card in your deck (to place during setup), but you may include more.
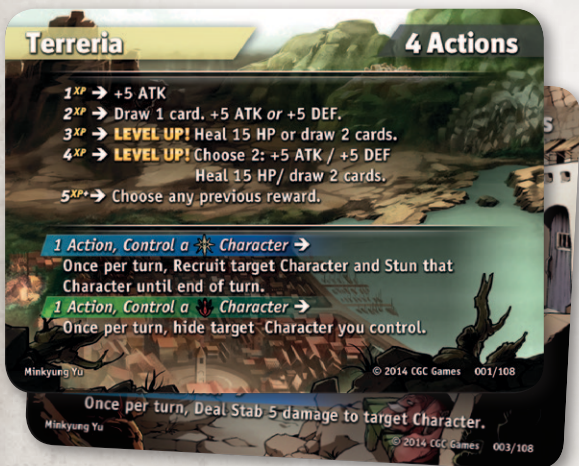
ITEMS

Items can be held and used by any Character. Each Character can only one control one Item *or* one Command Card.

COMMANDS

Command cards represent orders you give your Characters and grant them a special power or maneuver to execute. Most Commands are class-specific and will only work if paired with Characters from that class. Again, each Character can only control one Item *or* one Command Card.

Just to clarify: Items and Commands can only be used by Characters, and therefore must be assigned to Characters. The Player can never execute a Command or use an Item except through a Character.

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Terrene Odyssey is played in a best-of-three series. As such the first player to win two games wins the match.

After determining which player goes first, the game begins.

SET-UP REVIEW

❖ Each player starts with a 30-card deck.
❖ Each player selects four Character cards from their deck.
❖ Each player selects four Item or Command cards from their deck, one for each selected Character.
❖ Each player selects one Terrain card from their deck.
❖ Both players place all selected cards on the table, face-down (No duplicates on the table).
❖ Each player shuffles their deck.
❖ Both players flip and reveal their Terrain card..

Okay, now let's get started!

TURN OVERVIEW

1. *Command Phase*
2. *Draw Phase*
3. *Action Phase*
4. *End Phase*

1. COMMAND PHASE

Lose any unspent Actions, *gain* the amount of Actions your Terrain produces, and *resolve* 'Start of turn' abilities.

2. DRAW PHASE

Draw one card from your deck.

3. ACTION PHASE

During the Action Phase you can take Actions in any order. Free Actions may be performed as often as you wish, while Spend Actions require available Action Points.

4. END TURN

The player declares the end of their turn. All "end of turn" effects on characters must be resolved before the next player can start his or her turn.

Now that we've seen what happens in a turn, let's take a look at Free and Spend Actions you can take during the Action Phase in more detail.

SPEND ACTIONS

Recruit a Character

Pay 1 Action to recruit a Character face-up. Recruited Characters are available to attack, defend, use their abilities, and use their Item / Command.

Recruited Characters remain face-up until they are defeated or dismissed.

If playing a face-down Hidden Character or a Character directly from your hand, you must have enough available SP for that Character.

Declare an Attack

Pay 1 Action to declare an attack with a Character. Only recruited Characters can attack.

Each Character can declare one attack per turn. Characters can attack on the turn they are recruited.

In the following section, "Conducting Battle," we will review what happens when an attack is declared.

Note: On the very first turn of the game, may not attack other players.

Use a Character ability, Item, or Command

Items and Command cards have varying costs to use. Pay to printed Action cost to use those cards! All cards in the game also have Trigger Abilities. These are abilities you can trigger by paying their costs. You can use Blue Trigger abilities on any player's turn

FREE ACTIONS

Play a New Terrain

Once per turn, you can play a new Terrain from your hand OR switch between Terrains you control.

The new or newly-active Terrain should be placed over the old or inactive Terrain.

When a new Terrain first comes into play from your hand, it becomes the default Terrain for that turn.

Hide a Character

You can bring a character into play face-down (hidden) from your hand as a free Action.

You cannot hide Characters that have already been recruited with this Action. You must have available Supply to use this Action.

Assign Items or Commands

You can assign a Character an Item or Command if they are not already holding one. When an Item / Command is assigned, it is brought into play face-down behind that Character. (It will only be flipped face-up when you pay for its trigger ability).

Trade Face-Down Items or Commands

Once per turn, two characters can trade Items / Commands they control. Face-up on-going cards cannot be traded.

Dismiss a Card

You can dismiss any Character, Item, or Command card you control during your turn. As a penalty, you take damage to your HP equal to any damage on the dismissed card.

Run

You can run from the battle and forfeit the game but *only* on your turn. If you forfeit the game (not the set), you will be allowed to draw 2 cards instead of 1 on your first turn of the next game. This game must be part of the same set.

ADDITIONAL RULES

Cards in Hand Limit

There is no limit to how many cards you can have in your hand in Terrene Odyssey.

Decking Out

When you run out of cards to draw, there is no penalty. You simply have no more cards to draw.

Taking Damage

When you take damage, place the damage on your Terrain card. Once that damage reach 50, you lose the game.

BATTLE | Toe-to-toe, the fighters square off!

Attacks are resolved in the following manner:

1. ATTACKING PLAYER DECLARES AN ATTACK W/CHARACTER

When a player declares an attack with a Character, they push that Character forward to indicate the attack. This starts the Battle phase. Characters can only attack once per turn.

2. DEFENDING PLAYER DECLARES A BLOCKING CHARACTER

Once an attack has been declared, the defending player chooses one of their Characters to block as a Free Action. There is no limit to how many times a Character can block an attack, however, only one Character may block per attack. The defending player can also choose not to block and take direct damage to their HP.

Note: If a defending player only has hidden character cards, their opponent can declare a direct attack to their HP.

3. RESOLVE DAMAGE

During combat between Characters or when a Character attacks a player, damage must be resolved before the game can continue. No player actions can be taken during this step.

To resolve damage, take the attacking Character's ATK (attack) value and subtract it from the blocking Character's DEF (defense) value. The new value is the DMG (damage) taken by the blocking Character to his or her HP (hit points).

Attackers ATK - Blockers DEF = Damage (DMG)

Place DMG on the blocker. If damage equals or exceeds the blocker's HP, that character is defeated!

4. DISCARD DEFEATED CHARACTERS

When the blocking Character receives total DMG greater than or equal to their HP, discard that Character and any Items or Commands they possessed.

5. RESOLVE OVERKILL

If a defeated character has more DMG than they had HP, the remaining DMG is dealt directly to the player's HP.

6. DEFENSE DECAY

Each time a Character blocks an attack from another Characters, they suffer Defense Decay, and their DEF is reduced by 5 until the start of their next turn. Defense Decay can stack, but a Character's DEF value can never drop below zero. Only battle damage causes Defense Decay and never damage from other sources like Abilities, Items, and Commands.

7. GAINING XP

When a Character is defeated, the defeated character is sent to the discard pile and the Character that won the battle gains XP equal to the defeated Character's LV (level).

Before the next battle, you will resolve XP and LV UP gains.

8. RESOLVING XP AND LEVELING UP

When a Character receives XP, your Character will gain a permanent benefit listed on your Terrain card. A common 1XP Gain would be +5ATK. Mark your Character with there new permanent +5ATK. When a Character gains its second XP, you will gain the indicated 2XP gain, and so

on. Characters each possess their own pool of XP. XP is not collective to the party.

ADDITIONAL DEFINITIONS

DIRECT ATTACK
When an attack is not blocked and a Player takes direct damage to their HP, that attack is considered a Direct Attack.
UNBLOCKABLE
Unblockable characters can't be blocked. Their attacks are Direct Attacks.
DAMAGE
All damage in Terrene Odyssey hits a Characters DEF. This includes Battle damage and damage done by Items, Commands and Abilities.
STAB DAMAGE
Stab damage ignores the DEF value of the defending Character. Damage is dealt directly to the Character's HP.
BATTLE DAMAGE
Battle damage is the type of damage dealt when you declare an attack with a Character. It can also be Stab damage.

If Inu blocks Ethan's attack, he will take 20 DMG. Since he already has 5 DMG, Inu will be Overkilled by 5 DMG. The Player takes 5 DMG.

If Asu blocks Ethan, she will only take 10 DMG due to her DEF of 10. However, her defense will drop by 5 until the end of turn due to Defense Decay. But she can still block another attack.

The face of battle is in its heroes.

CHARACTERS

Unique Name
Hero: There can only be one card with the "Hero" descriptor in your deck.
Class: There are 9 classes in Terrene Odyssey. Each class has its own unique mechanics and function. Be sure to compose a party with a blend of classes.
Affiliation: Environmental affiliation of the Character. There are 6 affiliations in the game: Earth, Fire, Water, Wind, Light, Dark. Certain affiliations perform better in certain Terrains and worse in others.
LV: A Character's Level is how much XP they give to the Character that defeats them.
SP: How much of your four Supply a Character takes up in your party.
HP: How much DMG a Character can take before they are defeated.
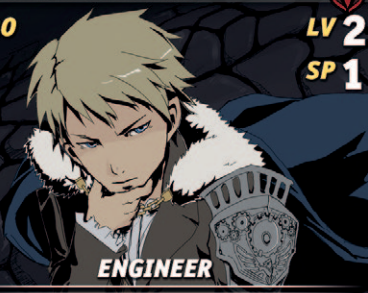**ATK:** How much DMG your character can deal during combat.
DEF: Defense. How much DMG a Character prevents when they are attacked.

Jin the Ambitious

HERO

LV **2**
SP **1**

ENGINEER

Jin is Immune to Character abilities.

When Jin is Recruited ➜

You may search your deck or hand for a Scout Character and Recruit it for 0 supply. If you do, shuffle your deck.

HP **30**   ATK **20** DEF **5**

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AFFILIATION
LV
SP

CLASS
TRIGGER ABILITY & COST
EFFECT
HP/ATK/DEF

TERRAINS, XP, AND LEVELING UP!

Actions: How many Actions you gain per turn.

XP Gain Tree: How your Characters will grow when they gain XP.

Affiliation Trigger Abilities: Terrains have Trigger Abilities you can use if you control Characters with the correct Affiliations.

ACTIONS

XP GAIN TREE

TRIGGER ABILITIES

GENERATING XP WITH ITEMS AND COMMANDS

When a Character is defeated with an Item or Command, the Character controlling that card will gain the XP.

Here, Ethan the Resilient uses Fire Bomb on Sammy the Agile. Sammy already has 10 DMG on her. Fire Bomb will do 10 more DMG to her and defeat her. The Fire Bomb defeated Sammy because it dealt the damage that finished her off. Ethan controls Fire Bomb. Therefore Ethan gains 1XP for defeating Sammy the Agile, a 1LV Character.

XP STACKS

When a character gains 1XP and later gains another, they will have a total of 2XP and gain the reward listed next to 2XP on their Terrain card.

GAINING MORE THAN 4 XP

If a character gains 5+ XP, the player can choose which XP Gain they want to gain from the card.

WASTED XP

If a character if defeated in a way that has no connection to another Character (such as a Storm Effect) that card gains the XP. Since only Characters can use XP, the XP is wasted.

AFFILIATIONS

There are 6 Affiliations in the game.

 Earth   Fire

 Water   Wind

 Light   Dark

When you would like to activate an Item or Command card, flip it up by paying it Trigger Ability cost. Resolve its effect and then send that card to the discard pile.

CHARACTERS AND ITEMS

A Character must control an Item or Command card for it to be used. The player can never activate an Item or Command card themselves.

When a Command or Item does damage, always reduce it by a Character's DEF (except for Stab described later.)

When a Character is defeated, any Items or Commands controlled by that character are also discarded.

ITEM AND COMMAND SUBTYPES

On-going cards stay active and continue to provide their effect(s). They are not dismissed after activation.

Spells are Commands that can only be activated by Spellcasters. When A Spell is activated, its effect(s) strength will vary depending on the LV of the Spellcaster activating it.

Traps are Commands that can only be activated if you control a Tactician in your party. The Tactician doesn't need to be the one that activates the Trap. These one-time use Commands have specific Triggers with devastating effects.

STATUS CONDITIONS

Characters may gain a Status Condition during the course of the game. The duration of the Status will be stated on the card giving that Status Condition.

SLOW — *Slow:* A Character must pay 2 Actions to declare an attack. An attacking Character that gains slow must pay an additional Action or their Action is cancelled. (No Action spent is refunded.)

STUN — *Stun/Stunned:* A Character with Stun can't attack or defend.

SILENCE — *Silence:* A Character with Silence is considered to have no Ability text on their card, and loses those abilities! If a character is Silenced while using a Trigger Ability, it resolves but with no effect.

GAINED ABILITIES

A Gained Ability is not a Status Condition. You may find yourself granting these Passive Abilities to your characters often. Gained Abilities *cannot* be Silenced.

Haste: A Character can declare an attack for 0 Actions instead of 1.

Stab: A character with Stab will ignore the DEF value of any character that blocks it.

Resourceful: A Character with Resourceful reduces Action costs of Items and Commands that Character controls to 0.

Retaliate: When a Character with Retaliate blocks an attack, it does Stab Damage back to the attacker equal to its own DEF.

Immune: When a character is Immune, it is unaffected by whatever it is Immune to. This does not stop that effect from resolving or affecting other cards.

OTHER ABILITIES

Certain cards may give you unique abilities and conditions. These are Gained Abilities and never Status Conditions.

PASSIVE ABILITIES

Some cards have passive abilities that are always in effect. These effects can't be responded to.

ACTION TOKENS

These tokens are used to keep track of your remaining Actions. Place them on your Terrain card and flip them over once they are used. They are also used as counters for Charge and Stratagem.

TRIGGER ABILITIES AND CARD SPEEDS

While a Passive Ability is always in effect, Trigger Abilities can only be used if they meet the requirements or pay the cost. Trigger Abilities are indicated by a colored banner.

WHEN TRIGGER ABILITIES CAN BE USED

Green Trigger Abilities ➔ can be used during your turn only. They can't be played in response to other Trigger Abilities.

Blue Trigger Abilities ➔ can be used any time during any turn. They can be played in response to other Trigger Abilities.

Purple Trigger Abilities ➔ can only be found only on Interdimensional class characters. They can be played any time on any turn. When they are activated, they can't be responded to by other Trigger Abilities.

RESPONDING TO A TRIGGER ABILITY

You may play a Trigger Ability in response to another players Action. If you do so, other players have a chance to respond to your response. This chance to respond passes around the table in player order until there is no further Action from any player. Then the effects resolve from last played effect to the first played effect. This is a chain. Once the chain begins resolving, no more actions can be added to it. The chain can't be interrupted mid-resolution for any reason.

USING TRIGGER ABILITIES OUTSIDE OF YOUR TURN

You may use Blue and Purple Trigger Abilities outside of your turn only in response to another player's Action. The Active player must the first player to take an Action.

CUSTOMIZING YOUR DECK

Build the ultimate party by building your own custom 30 card deck. Mix and match with any Terrene Odyssey cards! Here are the rules for building your own deck:
- ❖ The deck must be exactly 30 cards
- ❖ You can only have 1 Hero in your deck.
- ❖ Your deck must have at least four 1 Supply characters.
- ❖ Your deck must have at least 1 Terrain card that can be picked on setup.
- ❖ Your deck must must have at least 4 Items / Commands.

Here are a few tips:
- ❖ We recommend 8 - 12 characters depending on your strategy.
- ❖ Keep an eye out for synergies with your Terrain cards when picking your party.
- ❖ Items and Commands are part of your Opening Party. Consider how they play into your turn 1 Strategy.
- ❖ Consider your Starting party's build based on whether or not you get the first attack.
- ❖ Consider how many strong opening party compostions your deck can generate. The more different opening strategies you have, the more diverse your early game will be. Too many opening parties can lead to a weaker late game though!

PRE-CON DECK LIST

GREGORY THE HOARDER

TERRAINS
Emberstadt
Training Grounds
Fire Storm x 2

CHARACTERS
Gregory the Hoarder
Sammy the Agile
Inu the Inferno x 2
Ike the Aggressive
Just a Traveler
Jace the Saboteur
Hooks in the Zephyr
Olivia the Graceless
Pernicious x 2
Ready the Absurd
Zane the Ender

ITEMS
Haze
Bomb x 2
Healing Salve x 2
Strength Potion x 2
Life Potion
Haste Potion
Blinding Bomb x 2

COMMANDS
Intimidate
Agressively Engaged
Item Expertise
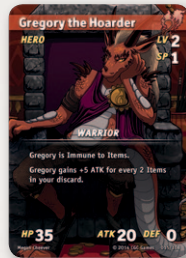
SK THE ART HISTORIAN

TERRAINS
The Plateau
Seaside Market
Thunder Storm

CHARACTERS
S.K. The Art Historian
Just a Travler
Sammy the Agile
Ashen the Unseemly
Olivia the Graceless
Luminous
Jace the Saboteur
Zile the Recruiter
Jake and Lillith the Unity
Akos the Perceptive

Guntram the Malefactor

ITEMS
Fire Bomb x 1
Life Potion x 2
Sticky Bomb x 2
Blinding Bomb
Another Man's Treasure
Prophecy
Healing Salve

COMMANDS
Item Expertise x 2
Pillage
Retaliate
Tripwire
Embezzle
Disorientate

MR. WHITE THE ASTUTE

TERRAINS
Seaside Market
Emberstadt
Training Grounds
Rain Storm x 2

CHARACTERS
Mr. White the Astute
Valorie the Manip-
 ulator
Alexie the Studious
Ivan the Organic
Ashen the Unseemly
Gerald the Silent
Candace the Catalyst
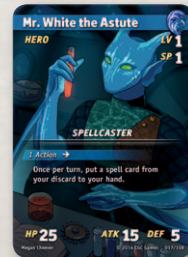Chogan the Scrounger
Just a Traveler

Susana the Glacial
Demattei the
 Architect x 2

ITEMS
Prophecy x 2
Spell Book x 2

COMMANDS
Fireball x 3
Shadow Veil x 2
Intensity x 2
Silence
Tripwire

SKYLAR THE DETERMINED

TERRAINS
Hot Springs
The Plateau
Snow Storm

CHARACTERS
Skylar the Determined
Zile the Recruiter
Isaac the Observer
Sammy the Agile
Talon the Pickpocket
Dagger on the Edge
Sabre in the Sun
Blades Up Above
Hooks in the Zephyr
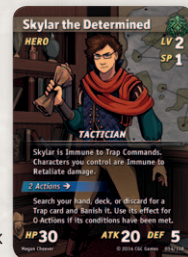Ike the Agressive
Rika the Voltaic
Jake and Lilith the Unity

Zane the Ender

ITEMS
Flare
Haze Bomb
Fire Bomb
Smoke Bomb
Silence Orb

COMMANDS
Lethal Counter Attack
Adaptive Combat
Persuaded with Power
No More Hiding
Tactician's Point Man
Perfect Block
Assassin's Agenda
Zowie's Ingenuity
Retaliate

ZOWIE THE INGENUIC

TERRAINS
Steam Fields
Terreria
Thunder Storm x 2
Snow Storm x 2
Rain Storm

CHARACTERS
Zowie the Ingenuic
Bellicose the
 Insightful x 2
Asu the Flame
 Hellion
Ivan the Organic
Luminous
Ike the Aggressive
Scout

Insidious
Zile the Recruiter
Prague the Last of
 Them x 2
Malicious
The Revenant
The Banisher

ITEMS
Smoke Bomb
Defense Potion

COMMANDS
Zowie's Ingenuity x 2
Aggressively Engaged
Critical x 2
Taunt

JIN THE AMBITIOUS

TERRAINS
Hot Springs
Terreria
Fire Storm

CHARACTERS
Jin the Ambitious
Wanderer from a
 Previous World x 3
Scout x 2
Valorie the Manipulator
Luminious
Ethan the Resilient
Javelin from the Mist
Talon the Pickpocket
Knife in the Shadows
Bran the Pilferer

Sade the Rejuve-
 native
Insidious
Ivan the Organic
Avis the Predecessor
 x 2
Demattei the Archi-
 tect

COMMANDS
Scoops McGee and
 Johny Donuts x 3
Jin's Ambition x 2
Machine Factory
Energy Factory
Intensity

2V2 FORMAT

Two Versus Two play is an official format for *Terrene Odyssey*, but a few rules are changed:

❖ A team shares 50 HP.
❖ Each player controls 3 Supply instead of 4.
❖ You lose if you control no Characters as a team. It's OK for an individual to control no Characters.
❖ You and your teammates are considered allied. The resources you both control together are considered Allied.
❖ Players take turns acting, alternating between teams and players. (See the following diagram.)
❖ The 2nd player (First of Team B) gets to declare the first attack.

TEAM A

PLAYER 1   PLAYER 3   2ND ATTACK

PLAYER 2   1ST ATTACK   PLAYER 4   3RD ATTACK

TEAM B
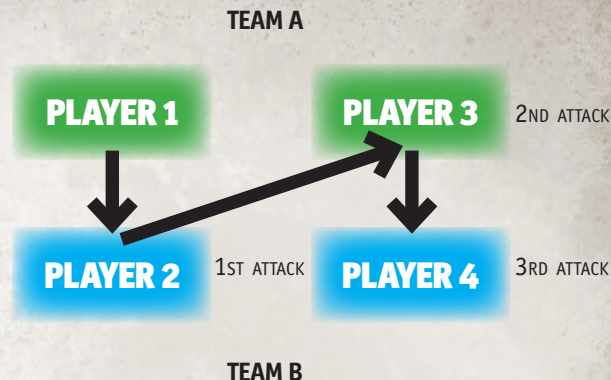
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QUICK PLAY REFERENCE

ACTION PHASE SPEND ACTIONS
❖ **Recruit** a Character in play.
❖ **Attack** with a Character by playing 1 Action. Each Character can attack once per turn.
❖ **Pay** for Trigger Abilities on Characters, Items, Commands, and/or Terrains (X Actions).

ACTION PHASE FREE ACTIONS
❖ **Hide** a Character into play from your hand by playing it face-down. (Takes up 1 SP).
❖ **Block** an attack from an enemy Character. You can only do this on your opponent's turn.
❖ **Assign** Items and Commands to your Characters (card placed face-down behind the Character holding it).
❖ **Trade** face-down Items and Commands between two of your Characters.
❖ **Dismiss** Characters, Items, and Commands you control (You take any damage on these cards to your HP).
❖ **Run** from battle and forfeit the game. If you run during a set, you draw 2 cards on your first turn of the next game (same set only).

SETUP
❖ Decide who goes first by flipping a coin.
❖ Four 1 Supply characters
❖ Four Items / Commands, each assigned to a character
❖ 1 Terrain card
❖ Place them all on the table face-down. When all players are ready, all Terrains are flipped face up.
❖ Start each turn by drawing 1 Card and gaining the number of Actions listed on your Terrain

SUPPLY
❖ In a 1v1 game, you control 4 SP.
❖ In 2v2 game, you control 3 SP each (6 total as a team).

ITEMS AND COMMANDS
These go behind your Characters face-down. Characters can only control one of these cards at a time.

LV AND XP
Your Characters gain experience equal to the LV of the Character they defeated.

BATTLE
❖ *Damage*: Attacker's ATK - Blocker's DEF
❖ *Hiding:* Face-down Characters can't block or Attack. They can't be dealt damage, gain XP, Status Effects or Gained Abilities. Face-down characters are safe from danger!
❖ *Defense Decay:* After you block an attack from a character, your DEF is decreased by 5 until end of turn. Only attacks from Characters cause Defense Decay (Never Items, Commands, or Abilities.)
❖ The player who goes first can't attack.

WIN CONDITIONS
Reduce your the HP of your opponent / enemy team to 0. Defeat all of your opponent / opposing teams' characters.