


Atlas the Trading Card Game

Game Tutorial

This section describes the actions that you will take during a game, including activating your cards, playing cards, and attacking and blocking with Souls. All rules in the game always apply to all cards, unless another card states otherwise. Each player starts with a base with 40 Life Points. Players can not go over 40 life points. If a card would gain you life but you are at 40 life points. You will still "gain a life" but life total will stay at 40. This may be relevant during the game.

Activate and Refresh

To activate a card is to turn it sideways to show that it has been used for the turn. You do this when you use an Energy card to make Energy, when you attack with a Soul, or when you activate an ability that has the symbol as part of its cost  (means "activate this card"). When a card is **vulnerable**, you can't activate it again until it's been refreshed (turned back upright). As your turn begins, refresh your vulnerable cards so you can use them again.

ATTACKING AND BLOCKING

The most common way to win the game is to attack with your Souls. If a Soul that is attacking an opponent isn't blocked, it deals damage equal to its attack to that opponent's base life points. There is no designated "battle phase". You choose which of your Souls will attack. You may choose to attack one at a time or you may choose to have all Souls you control attack at once to overwhelm your opponent. You choose which opponents' Base or **vulnerable** Soul(s) they control that you will attack.

CARD BREAKDOWN

There are 3 types of abilities on Soul, Tech and Energy cards. **Continuous** abilities, **triggered** abilities, and **activated** abilities.

Continuous Abilities.

Continuous abilities are abilities in the text of a card that are always on. Continuous abilities do not have to be activated and do not cost energy. For example, a card that states "Drones you control gain +1/+1." As long as it remains in play. No other action is necessary from you, the player.

Triggered Abilities

A **triggered** ability is an ability that is triggered by a specific event occurring in the game. For example, a soul with the **triggered** ability "When this soul dies, each opponent loses 2 life." There is no energy payment for this ability, it simply occurs when the condition or conditions are met, in the example when the soul dies.

Activated Abilities

An activated ability is an ability that you can activate whenever you want (Activating an ability can be used to respond to a card with **warp**), as long as you can pay the cost. Each activated ability is formatted in the same way: "Cost: Effect." For example, a soul with the activated ability **activate** (turn this card sideways to the vulnerable state) "Create a 1/1 Annex drone soul." Most activated abilities contain the activate symbol in their costs; You can't activate this kind of ability if the card is already vulnerable.

Vulnerable – A card is vulnerable when it is turned a quarter turn to the right or left. When a card is vulnerable it cannot attack, it cannot block, and it is *vulnerable* to an attack from the opponent.

Souls are turned 90 degrees to the right or left to show that they are attacking. Your opponents then choose which of their Souls will block, if any. **Vulnerable** Souls can't be declared as blockers.

Once all blockers have been chosen, all Souls—both attackers and blockers—simultaneously deal battle damage to one another.

- An attacking Soul that isn't blocked deals battle damage to the player's base it's attacking.
- An attacking Soul that is blocked deals battle damage to the Soul(s) that are blocking it, and vice versa. Spill over damage does not go to the owner of the blocking souls base. Unless the attacking soul has "Overkill".

If damage is dealt to your opponents' base, they lose that many base life points (this may be abbreviated to "life" in some instances to save space. Ex: "gain 4 life").

If one of your attacking Souls is blocked by multiple Souls, you decide how to divide its battle damage among them. You must assign at least enough damage to the first blocking Soul to destroy it before you can assign damage to the second one, and so on.

If a Soul is dealt damage equal to or greater than its defense over the course of a single turn (whether it be battle damage, damage from cards or abilities, or a combination of both), that Soul is destroyed, (or "DIES") it goes to its owner's "Scrap Pile. If a Soul takes damage that isn't enough to destroy it in a single turn, that Soul stays on the front lines, and the Soul's defense is fully restored at the end of the turn.

TEXT BOX

Some cards have special abilities. This box is for text that will help explain what the card does in the game. Flavor text may also appear in the text box. Flavor text has no effect on gameplay; it's a bit of story information about the card.

Stand by – **Stand by** card is placed vertically on the front lines, words on the card should be readable to the owner of that card. **Stand by** cards can attack, block, activate an ability, and cannot be attacked by opponent's souls.

Advanced Topics

One of the most fun and interesting aspects of ATLAS: Secure the Rift is the tremendous number of unique cards you can play with, which in turn provide an incredibly wide range of things that could happen at any given time in the game. This section is a reference for when you need to know more details about the rules of Atlas.

Targeting

Some cards and abilities use the word "target" to describe something that the card or ability will affect. You must choose all targets for a card when you play it, and for an ability when it triggers or when you activate it. If you can't meet the targeting requirements, you can't play the card or use the ability. For example, if a card has the text "Destroy target Soul," but there are no Souls on the front lines, you can't play that card because it has no valid targets.

If a card "deals damage to any target," you can choose any Soul or player as a target for that card.

Once you choose targets, you can't change your mind later. When the card or ability concludes, it checks the targets to make sure they're still legal (that is, they're still there and they still match the requirements of the card or ability). If a target isn't legal, the card or ability can't affect it. If none of the targets are legal, the card or ability does nothing at all. Then, that card goes to the discard pile.

The Sequence

The sequence is a game zone shared by all players (like the front lines) where cards and abilities wait to conclude. Concluding a card or ability simply means that its effect happens.

Using the Sequence

When you play a card or activate an ability, it doesn't conclude right away—it goes in sequence. Cards and abilities remain in sequence until both players choose not to play any new cards or activate any new abilities. Triggered abilities also go in sequence until they conclude.

When you have finished putting cards and abilities in sequence, priority then passes to the next player in turn order, who may want to use a card or ability of their own to react. Subsequent players (including you) can then react to that player's reaction, and so on—the result is a "sequence" waiting to conclude. Cards and abilities remain in sequence until all players choose not to play any new cards or activate any new abilities.

Typically cards and abilities in sequence conclude one by one, beginning with the last one put in sequence.

Reacting to Cards and Abilities

When you play a card or activate an ability, it doesn't conclude right away—it goes in sequence. Cards and abilities remain in sequence until all players choose not to play any new cards or activate any new abilities. Triggered abilities also go in sequence until they conclude.

Each player has an opportunity to play a card with WARP in reaction to any card or ability that goes in sequence. If a player does decide to react, their card or ability goes in sequence on top of what is already waiting there. When all players pass—that is, decline to do anything more—the last card or ability in sequence will conclude.

Each player starts with 40 Base Life Points.

Beginning of Turn

At the beginning of your turn, refresh your cards. Draw one card for your turn. Place the top energy card of your energy card pile into play. While these are separate activities, they all happen at the same time in the game, or are considered simultaneous. Additionally, the first player forfeits their draw on their first turn due to the advantage of going first.

If you have cards or abilities on a card that say, "at beginning of your turn," it happens here.

You can play any number of Actions, Souls, and Techs, You can ACTIVATE abilities. Your opponent can play cards with WARP and ACTIVATE abilities.

Playing a card will consume the amount of Energy stated in the top-left corner of the card. You are also able to use the ACTIVATE abilities of your Souls; your Souls may also attack. Once the player has exhausted all options, or is simply finished with play this turn, they may end their turn.

Players have no maximum hand limit. If the player needs to draw but has no cards in their deck, they lose the game.

End of Turn

Abilities that trigger "at end of turn" go in sequence. Players can play cards that have WARP and ACTIVATE abilities.

Once the sequence is clear. That is no cards or ability are waiting to conclude, all players agree the turn is over. all damage on Souls is removed, All "until end of turn" effects end. Players cannot play cards or activate an ability at this point.

After a card or ability concludes, all players again get the chance to react. If no one does, the next thing waiting in sequence will conclude. If the sequence is empty and no player wishes to make another action the current step of the turn will end, and the game will proceed to the next step.

Parts of the Turn

Each turn proceeds in the same order. When you enter a new step, any triggered abilities that happen during that step are put in sequence. The active player (the player whose turn it is) gets to start playing cards and activating abilities, then each other player in turn order will as well. When all players decline to do anything more and nothing is in sequence waiting to conclude, the game will move to the next step.

Pre-Play

Players may decide who goes first by a coin flip or dice roll. Each player must randomize (shuffle) their deck.

Each player begins with exactly 40 card main deck. Each player initially draws 5 cards for their first hand.

Redraw

a player may select any number of cards that they do not want and put them on the bottom of that players deck. You may redraw the amount of cards that were placed on the bottom off your deck. This can only be done once before the game starts. There is no maximum hand limit.

Players must have exactly 10 energy in their energy pile. Each player must randomize (shuffle) their energy pile.

KEYWORDS

CONTINUOUS – this effect will continue until this card is no longer in play.

AIRBORNE - This Soul can only be blocked or attacked by other AIRBORNE Souls.

AMBUSH –This Soul may attack and/or activate abilities as soon as it comes under your control.

ATTACKS – ATTACKS abilities are triggered when a Soul is selected to attack and becomes vulnerable. The ATTACKS abilities then goes into the Sequence.

SAFEGUARD - The first time this card is dealt damage, it is prevented. Then this card loses SAFEGUARD.

BLOCKS – BLOCK abilities are triggered when a Soul is selected to block. The BLOCKS abilities then goes into the Sequence.. Souls do not become vulnerable by blocking.

DIES – DIES abilities are triggered when the card is destroyed. A card is destroyed when its defence is reduced to 0. Voiding a Soul does not trigger this ability. A soul being place in the void does not count as "dying." DIES abilities trigger when the Soul is placed into the Scrap pile. Scrapping a card does trigger the DIES ability.

ENTERS – ENTERS abilities are triggered when the card ENTERS play.

OVERKILL - All damage dealt by this card that exceeds its target's defence is dealt to the controlling player's Base.

TOXIC – any damage done by this soul is enough to destroy a soul it is attacking or blocking.

LIFEGAIN - Gain life equal to the damage dealt by this card

WARP – Play this card at any time.

FATE - This card cannot be cancelled.

VOID – A voided card is removed from the game and placed in the void zone.