



QUICK START RULES

THE MULTIVERSE OF OPHELIA IS COLLAPSING. FIGHT WITH YOUR FAVOURITE CHARACTERS TO ENSURE THEIR PLACE IN TIME FOREVER, WHILE BANISHING ALL MEMORY OF YOUR ENEMIES.

WHO WILL HISTORY REMEMBER?



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TIME IS A RELENTLESS FORCE.

SOME REFUSE TO BE FORGOTTEN.

**IN THIS BATTLE OF WILLS, YOU'LL LEAD A
FACTION – OR AN ALLIANCE – TO GLORY.**

**YOUR GOAL: TO TRIUMPH OVER YOUR RIVALS
AND CLAIM A SPOT IN HISTORY.**

**VICTORY IS EARNED BY WINNING ENOUGH
ROUNDS TO SECURE 5 POINTS.**

**YOU'LL DEPLOY CHARACTERS STRATEGICALLY,
AND USE POWERFUL RELICS THAT OFFER
CRUCIAL SUPPORT.**

**WHEN ALL SEEMS LOST, A WELL-TIMED
TURNING POINT CAN CHANGE EVERYTHING.**

WHO WILL HISTORY REMEMBER?

THE CARDS

Your deck is made up of Characters, Relics, and Turning Points.

You'll play characters into slots on the board, activating their abilities and contesting your opponent's characters to turn the tides of battle.



Relics are played just like characters, except they don't have an Attack or Initiative stat - as they don't fight in the contest phase.



A Turning Point is a one-use card that is then sent to the forgotten zone. You'll have a chance to play these on your opponent's turn too!





- 1 Card Name
- 2 Faction Type
- 3 **Power:** The amount of damage this character deals when attacking.
- 4 **Initiative:** Dictates the order in which characters attack in the contest phase.
- 5 **Life:** The amount of cumulative damage it takes to defeat this character.
- 6 Card Type
- 7 Abilities

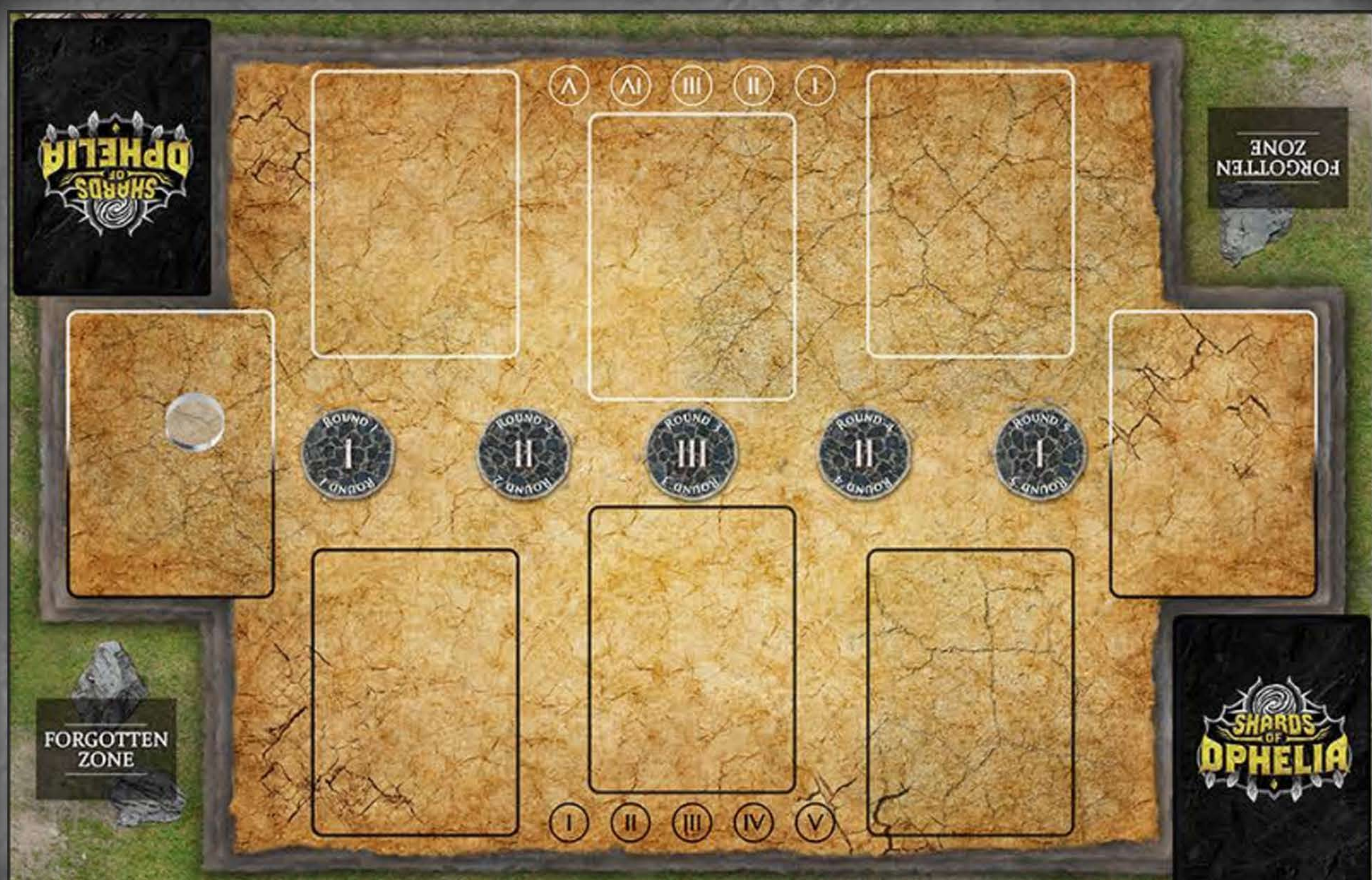
THE BOARD

Your deck starts face down in the deck zone.

In the example below, black bordered slots are your side of the board, while white bordered slots are your opponent's. The two outer slots are shared. You can only play or move characters into your open slots.

Characters that are in vertically opposing slots are contesting, and attack in the contest phase.

When a character is defeated, discarded, sacrificed, or detached: Send it face up to its owner's forgotten zone.



PLAYING THE GAME

Setup Phase

In the first round, both players start with 5 cards. Randomly determine who goes first.

From the second round onwards, both players draw up to 3 cards to a maximum of 7 cards in hand, then the loser of the previous round decides who goes first.

Action Phase

You may take any number of the following actions, in any order you like.

- Play cards from your hand.
- Characters that were not played this turn, and are not contested can be moved to an adjacent slot once each per turn.
- Activate an Action ability on a character you control. *(Each action ability on a card can be used once per turn)*
- Retire a character you own and control, or discard a card. *(send to the forgotten zone)*

Turning Point Phase

During this phase, your opponent has an opportunity to play Turning Point cards before you proceed to your Contest Phase.

Contest Phase

All characters contesting slots deal damage to their opposing character, in order of highest to lowest Initiative.

Characters deal damage to opposing characters equal to their Power. Characters with the same Initiative attack simultaneously.



In the example above, characters with a red line between them will attack!

End Phase

Resolve all “until the end of turn” effects.

If no cards are played in any two consecutive turns, move to the **Round Resolution Phase**. Otherwise, the next player begins a new turn and an **Action Phase**.

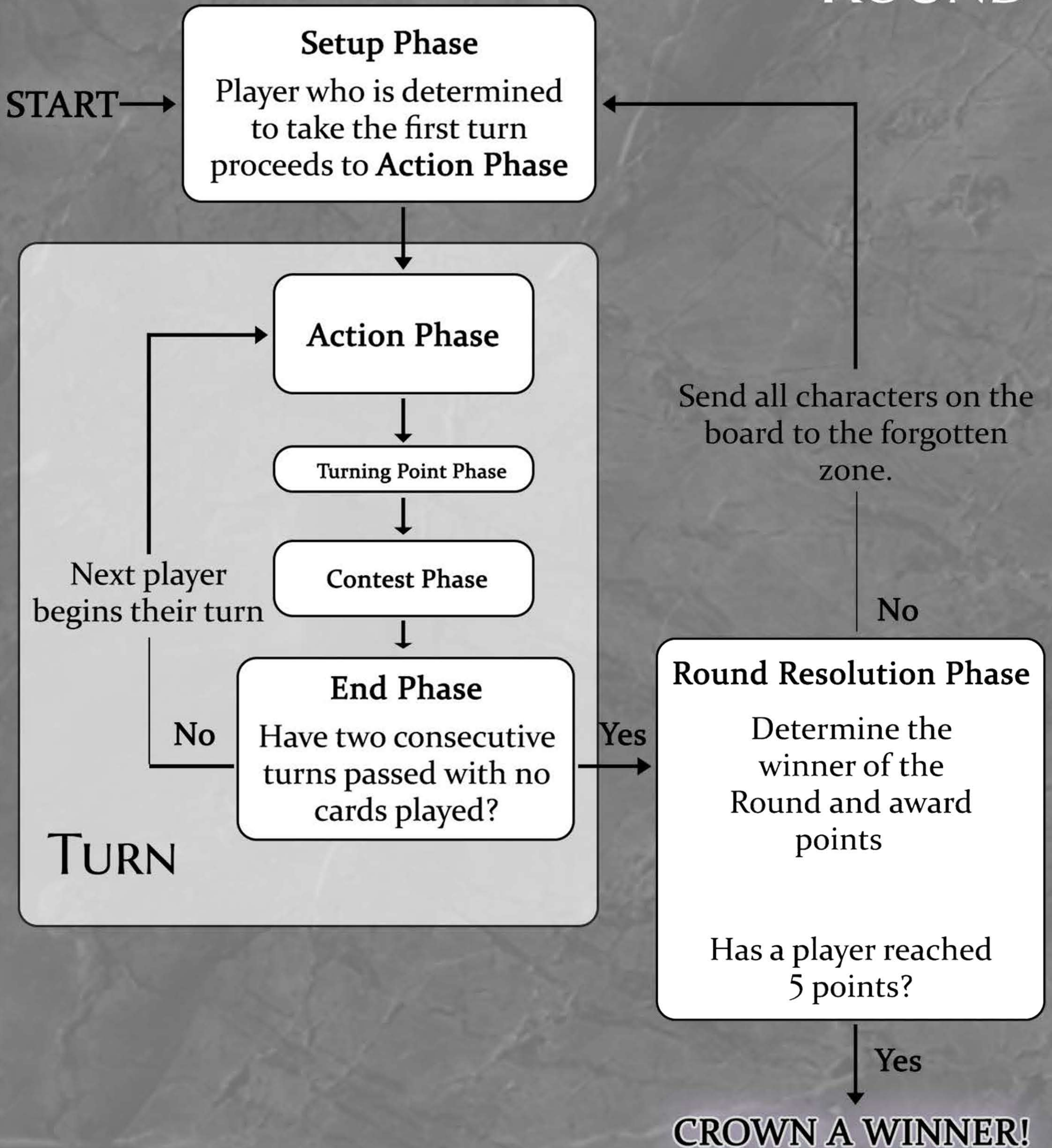
Round Resolution Phase

Use the following to determine a winner. If after step 1 there is no winner, proceed to step 2, and so forth.

1. The player who has the most Power on a character in the middle slot, or:
2. The player who has the most combined power on their side of the board, or:
3. The player who went second in the round.

After awarding points, if a player has 5 or more points, they have won the game! Otherwise, send all cards on the board to the forgotten zone and proceed to a new **Setup Phase**.

ROUND



ROUND	1	2	3	4	5
POINTS	1	2	3	2	1

ABILITIES

Cards can have Passive, Claim, Action and Trigger abilities.

To activate any ability, you must be able to pay the cost. Costs are found preceding any “:” in an ability’s text.

Claim

One Claim ability can be activated each time a card is played or moved into an open and uncontested slot.

If a character becomes contested or leaves the field before the ability resolved, the effect is negated.



Action

An Action ability can be activated once each per card, during your Action Phase.

Trigger

A Trigger ability is made up of two parts: The trigger, and the effect.

The trigger can be found before the “;” in the card’s text, which describes the event that would cause this ability activate.

Text after the “;” is the resulting effect.

Passive

Passive abilities are static effects that passively affect the game, and are found unlabelled at the top of a card’s abilities box.

