

The world started to change. People started sprouting different enhanced abilities.

With the growing number of enhanced appearing around the world it wasn't long before the war of enhanced had taken over.

Use your abilities, survive and take on the other enhanced battling to prove who is the best.

Use your abilities, counter your foes, enhance with modifiers fight to the death.

Death is not the end..

## **RULES:**

### **GENERAL:**

Start Game with 20HP

Always Min of 3 cards in hand (*Unless weakened/handicapped*)

When playing actions that affect everyone pick a player who it affects first. (*All foes starting with...*)

### **Play ordering:**

Draw card

Actions for self( Heal, draw card)

Actions against foes ( Damage, weakness,)

Counter battles

## **ABILITIES & MODIFIERS**

2 x ABILITIES can be played at a time

Modifiers can not be played by itself

Can play up to 3 cards a turn if it matches 1x abilities and 2x Modifiers

## **COUNTERS**

Counters can be played if a action affects you directly (*eg receive damage or discard*)

Counters can be countered. (*Unless is a Unblock-able*)

Counter battles start with the the player who is being targeted then round the group from there

Either Clockwise/ anticlockwise

If a counter card doesn't specify "Player damage" then it is assumed that the counter blocks the damage.

-Example

Counter: Immortality

"Draw a card"

This counter card stops the attack from hitting the target, and the target gets to draw a card.

Dead player actions can not be countered

stand alone WEAKNESSES gained from actions other than ABILITY, MODIFIERS, COUNTERS can not be countered

## **ON YOUR TURN**

Draw a card

Build combo Max of 3 cards

(*1 x Ability & 2 x Modifiers*) /// (*2 x Ability*) /// (*1x Ability*)

OR

Draw another card to forfeit attack.

## **CHARACTER SPECIFIC TRAITS**

Character traits come into play either from a players THIRD turn, or once Health reaches 10 or under,

Which ever comes first.

## **HEALTH MODIFIERS**

Adds extra actions to the start off your turn, or helps you for your turn. Only lasts the duration of each health point marker

**Weakness** Select a player and gift them a weakness.

**Steal** Select a player to steal a card from them to add to your hand.

**+(number)** Adds the amount to any action played

**Discard** Select a player to force them to discard their hand.

**Immortal** You have reached a self generative state and have become immortal.

**Draw** Draw extra cards

**GraveDraw** Draw from the discard pile

### ***DEATH***

On your death the person who killed you gains a weakness

Each time it is your turn while dead you can give a player a weakness of force them to discard their hand. These actions are Unblock-able

### **SUDDEN DEATH**

If you have been dead for 4 TURNS and the player who eliminated you is still in alive you may resurrect to 6HP, Draw Up to 6cards

As you resurrect you knock out any other players except for the player who eliminated you, their health changes to 6hp also.

Any players who are knocked out in the resurrection can give a weakness to each of the players in sudden death

### **WIN STATES**

Elimination of all foes

OR

First to reach Immortality

Or

Win sudden death

### **TIPS**

Remember to draw your cards start of your turn

Count your counters and beware in engaging in counter battles

Sometimes it is better to take some small damage than to try to counter which may result in unexpected consequences

Sometimes not attacking can be the better option.