GENESIS: THE WORLD'S FIRST TIME TRAVEL GAME

Master the Game. Change Your World.

🎯 Objective

In **Genesis: The World's First Time Travel Game**, your mission is to command elemental forces, outmaneuver your opponent, and reduce their **Immortal's Resource from 33 to 0** — before they do the same to you.

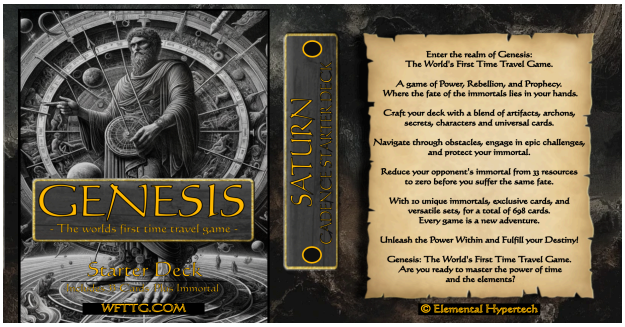
Players achieve this by:

- Strategically crafting decks around powerful Immortals,
- Managing resources of **Earth, Air, Water, Fire, and Karma** as the balancing force throughout the game,
- Playing cards to protect their own Immortal and challenge their opponent.

It is a contest of mind, momentum, and meaning — where every choice echoes across time. Your Immortal is more than a character; it is spirit and soul in action.

🛠️ Deck Building & Immortals

> **🪨 Craft Insight:**
> Forge with intent.
> Balance your deck with variety and curve.
> Wield Power, Synergy, and Style.
> Every card is a choice—every deck, destiny.
> **Build not to win, but to awaken.**



- A 2-player game where each player crafts a **33-card deck** designed to protect their Immortal, slow their opponent, maneuver and drive toward victory.
- Deck construction rules:
  - You may include up to **2 copies** of any Immortal specific card or Universal Character card.
  - You may include only **1 copy** of each **Nexus Edition card**.
- Each deck is centered around **one of 10 primary Immortals**, each possessing a unique power and exclusive cards.
- The remaining **3 Immortals** — **Sun, Shadow, and Star** — exist as **Universal Character cards**, usable in any crafted deck.
- The **Villain Immortal** may be played as either a crafted deck or used as Universal cards.

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698 Cards. 13 Immortals. 4 Editions (Origin/Harmony/Reactor/Nexus)

📍 Placement & Setup



1. **Immortal:** Place your chosen Immortal card face-up in front of you.
2. Place Weapons face-up to the right of your Immortal. You can only have 1 weapon equipped at a time.
3. Place Secrets face-down to the left of your Immortal (max 6).
4. **Draw Pile:** Place your **33-card deck** face-down to the right of your Immortal and Weapons Pile.
5. **Secondary Effects Pile:** Next to your Draw Pile, place your secondary **Effects Pile** (face-down). This holds cards created by game effects.
6. **Remove Pile:** To the left of your Immortal and Secrets Pile, place your **Remove Pile** for all discarded cards.
7. **Karma:** Beside your Remove Pile, set out your **12 Karma**.
8. **Character Placement:** Characters are placed on the chosen **Hyperboard** with a maximum of 6 spaces for each player. Attempts beyond 6 are placed in the **Remove Pile.** Strategically place Characters to impact the flow, protect key units or bait attacks.

🖐️ Starting Hand & Mulligan

- **Player 1:** Draw **3 cards**. **Max 9 cards in hand.** Cards drawn beyond 9, place in the **Remove Pile.**
- **Player 2:** Draw **3 cards plus 1 Money Card**, a catch-up mechanic to balance going second.

Mulligan: Each player may replace up to **3 cards** (excluding the Money Card), shuffle back in the deck, drawing new cards.

🧘 Karma

- Each player starts with **1 Karma** on Turn 1.
- Gain **+1 Karma each turn**, up to **12 Karma max**.
- Karma limits how much **Earth** you can use each turn. Unspent Karma does **not carry over**.

🌿 **Karma's Whisper:** *Karma does not punish or reward — it simply reveals. How you spend Earth under the watch of Karma is how you spend your days under the watch of Time. Practice harmony with your own cycles.*

🔄 Turn Structure

🕰️ Turn Phases

1. **Receive Karma:** Turn 1 starts with 1 Karma. Gain +1 Karma each turn (max 12).
2. **Draw:** Draw 1 card even on turn 1. If your deck is empty, your Immortal loses 1 Resource for each card you cannot draw.
3. **Play Phase:** Spend Earth up to your Karma to play Characters, Artifacts, Secrets, Weapons, or activate your Immortal Power.
4. **Exchange (Strike) Phase:** Artifacts, Characters and Weapons strike using Air to reduce Water or Immortal Resources. Choose order carefully.
5. **Adjust Values:** Update Air and Water values to reflect changes. Water does not reset.
6. **End Turn:** Tally Fire if used. (See Optional Fire Rules) Your opponent begins their turn.

🌀 **The Echo of Your Choices:** *Every strike, every risk, every cautious pass is more than gameplay — it's a rehearsal for life. Notice how you handle loss. How you celebrate advantage. This is a mirror. Master your choices here... and watch your choices elsewhere transform.*



💠 Elemental Structure

Element	Meaning	Usage
Earth	Cost & Wealth	Spent to play cards
Air	Impact & Action	Used to strike. Reduces opponent's Water/Resource
Water	Strength & Health	Health of cards; if 0, remove from play
Fire	Energy & Value	Optional: return cards (5 Fire = 1 Earth cost)
Karma	Capacity & Flow	Limits Earth spending per turn

🌱 Elements & Resources

- **Earth:** Cost to play cards. Limited by Karma. Green, upper left.
- **Air:** Force of a card to reduce Water or Resources. Yellow, upper right.
- **Water:** Power and durability of a card to take a hit. Water does not reset. Blue, lower left.
- **Fire:** (Optional) Use to return cards from Remove Pile back to your deck. Red, lower right.
- **Karma:** Determines total Earth you may spend each turn. Max 12.

🌊 **Water Remembers:** *Water in Genesis does not reset each turn, just as wounds and wisdom do not vanish overnight. Play with care — every reduction or restoration is a testament to endurance. Strength is built in the tides that do not break you.*

🃏 Card Types



🧙 Character

- Occupy your **6 spaces** in front of your Immortal.
- Use Earth to play. Use **Air** to strike. Lose Water when struck. If Water reaches 0, removed from play.

⚔️ Weapons

- Placed **face-up to the right** of your Immortal.
- Immortals use Weapons. Lose Resource when striking.
- Only **1 equipped at a time**. New Weapons replace old.
- Have **Strength** that decreases by 1 per strike. At 0, removed.





🕵️ Secrets

- Placed **face-down to the left** of your Immortal.
- Trigger when opponent performs specific actions.
- Up to **6 unique Secrets** may be active.





🏺 Artifacts

- One-time effects. Adjust elements or modify cards.
- Do **not occupy Character spaces**. After use, placed in Remove Pile.

✨ Special Powers & Mechanics

🧝 Immortal Powers

- Unique to each Immortal.
- Use **once per turn**, costs **2 Earth**.
- Powers vary widely, shaping gameplay profoundly

> 🌟 **Immortal Insight:**
> Use your Power with strategic purpose.
> **Control the board. Pressure the field. Strike with force.**
> Timing is the true Immortal.





⚡ Boost (Mercury)

- Mercury's special ability lets you **borrow Earth from next turn** to play cards now.
- Next turn's Earth on the first card played is increased by the amount you boost.
- Boost cards typically cost less but have stronger stats.



♈ Zodiac Cards

- You can have **1 Zodiac card** per deck.
- Cost **0 Earth**. Retrieve any card from Remove Pile.
- If it names opponent's Immortal, retrieve **1 extra card** and opponent retrieves **1 card**.
- Nexus cards cannot be retrieved this way.



🔮 Fortune Cards

- You can have **1 Fortune card** per deck.
- Cost **0 Earth**. Both players retrieve last Artifact & Character.
- If it names opponent's Immortal, each also retrieves **1 Weapon or Secret**.
- Nexus cards excluded.

🎴 Fortune's Whisper:
Chance is part of the design.
Draws bend reality — but skill, timing, and awareness bend it back.
Adapt. Learn. Play your fate wisely.

🔥 Advanced & Optional Rules

- **Fire:** Use Fire to return up to **3 cards per turn** from Remove Pile (shuffled). 5 Fire = 1 Earth cost. Fire carries over each turn. Money & Nexus cards excluded.
- **Serendipity:** Once per game, draw from opponent's deck instead of yours.
- **Quests:** Epic Shadow Quest cards (8 total) activate when drawn or by pre-game agreement.
- **Cheats:** Cheat cards (5 total) are agreed to by both players at the beginning of a game.
- **Banning:** Players may agree to ban or allow specific cards.

🗝️ Keywords & Effects

- **ARTIFACT +:** Increases Air of Artifacts.
- **PROTECTION:** Shields from 1 strike.
- **SILENCE:** Removes effects and abilities.
- **PRIORITY:** Acts immediately.
- **BLOCK:** Forces opponent to strike this first.
- **STRENGTH:** Weapon durability.
- **CONSEQUENCE:** Triggers on removal.
- **CLOAK:** Hidden, prevents direct targeting until it attacks.
- **ASSASSIN:** Instantly removes character with reduced Water.
- **RAPID:** Strikes twice.
- **SECRET:** Activates on opponent's action.
- **COPY:** Duplicates a card.
- **FREEZE:** Stops actions for 1 turn.
- **ARMOR:** Absorbs damage before Resource (max 33).
- **MYSTERIES:** Random boon — Giant (+1/+1), Alien (+2 Air), Siren (+2 Water), Demon (Artifact +2).

🏰 The Game Realm & Winning

- Strategically place Characters, play Artifacts, Weapons and Secrets to protect key units, maneuver or bait attacks.
- **Victory:** Reduce opponent's Immortal Resource from **33 to 0** before they do the same to you.
- **Ties:** If both reach 0 simultaneously, the game ends in a tie — destiny demands a rematch.
- Use a **d6 die** for random effects. Keep a **notebook** to track fluctuating Air, Water, and Fire.

🌬️ **The Breath Between Moves:** *Pause. Between your turns, breathe slowly. In that breath, you step outside of Time — and glimpse the timeless. This is where the real mastery begins.*

⏳ Winning

Genesis is more than a game. It is a living myth, a natural technology, a hidden language of connection.

Each choice echoes into eternity, shaping not only your immortal's fate, but your own journey.

When you play Genesis, you remember who you are. This is where reality, consciousness, awareness, and presence meet.

May your journey through time be bold, your choices wise, and your legacy timeless.

Fulfill your Destiny. Change Your World.