

Rules for the trading card game, Soulbound Ærkana

Soulbound Ærkana is a captivating trading card game that requires strategy and skill. To ensure fair and enjoyable gameplay, the specific rules are outlined below.

General rules for Soulbound Ærkana

1. Number of players: The game can be played with 2 or up to 4 players.
2. Card deck: Each player uses an individual deck of at least 40 and up to 60 cards, which they assemble before the game. A maximum of 10 special creatures may be in the designated special supply.
3. Card restrictions: Each card may be in the supply a maximum of 3 times, unless the card is already limited to a lower number, e.g.: "Tsunami Wave" (1x).
4. Objective of the game: The main objective is to reduce the opponent's bond points to zero. The game begins with 8000 bond points.
5. Game direction: In a two-player game, the order is determined by a coin toss. In a four-player game, teams are formed or everyone plays everyone else clockwise.
6. Shuffling and Dealing: At the start, each player shuffles their own deck. Then, the opponent's deck can be shuffled. After that, each player draws five cards into their hand.
7. Order of turns: At the beginning of their turn, players draw a card from their own deck and can then play a card.
8. Card value: Cards have different types and values, determined by their abilities and costs.
9. Arcanum (Magic) and Seal (Trap) cards have their costs printed at the top. For example, an Arcanum card with the number 4 costs 4 Soul Points. These must be paid before activation, but not when playing the card.
10. Monster cards have their level printed at the top and cost two Soul Points per binding, unless the card text states otherwise. Higher-level creatures require sacrifices and Soul Points. For example: Level 1, 2, 3, or 4 creatures can be bound without a sacrifice, only by paying two Soul Points. Level 5 and 6 creatures require one sacrifice. Level 7 and 8 creatures can be bound by the sacrifice of two other creatures. Level 9 and above require three sacrifices.
11. Soul Points: Each player receives 10 Soul Points at the start of the game, which must be used to pay costs. Once Soul Points are depleted, the player can no longer bind creatures or activate other cards. Soul Points are replenished at the start of the player's next circle.

Gameplay

1. Playing cards: During their turn, players can play a creature card from their hand onto the playing field by paying the card's cost. Creatures can be placed in the

The circle in which they were summoned cannot be attacked unless their effect states otherwise. A second binding is also possible if the card's effect allows it. A creature that is to be sacrificed to summon a stronger creature of a higher level must have been on the field for at least one circle. Creatures can be played face-up in Strength mode or face-down in Shield mode. Arcane and Seal cards are played face-down in their designated zone, except for Field Arcane or Landmark.

terms	Explanation
Circle	Train, round
Flow	Filing pile, card graveyard
STK/SCH	Attack/Defense, ATK / DEF
Exil	Banished, taken out of the game
Binding, bonding	Summoning or calling upon a creature (monster), Play card
stock	deck, stack of cards
special beings	Fusion, crystal- Overlay

1. **Attack and Defense:** Players can use creatures on the battlefield to attack or block opposing creatures. In Strength mode (strength value, your attack power), the card is upright; in Shield mode (defense value, your defense value), the card is horizontal. If a creature attacks another creature in Strength mode, the weaker creature is defeated. It is removed to the River (discard pile, card graveyard), unless the card states otherwise. The opponent loses the difference in values from their Binding Points. If both creatures are of equal strength, both are removed to the River (discard pile, card graveyard), and neither player loses points. If a creature attacks another in Shield mode, the creature with the higher values wins. The defeated creature is removed to the River (discard pile, card graveyard). No player loses points. If the creature has a higher Defense Value than the attacking creature's Strength, no creatures are defeated, but the attacking player loses the difference in Binding Points. If a face-down creature is attacked, the card is revealed, its effects (if any) activate normally, and it remains horizontal in shield mode. Damage calculation is as above.

2. **Special cards:**

- Arcanum (Blue): These cards can be played to achieve immediate or lasting effects. Cards that remain on the field longer are marked as such.

- Seal (Violet): These cards must be placed before they can be activated. There are also marked cards here that offer permanent advantages.
- Beings without effect (Yellow)
- Creatures with effects (grey): Have strong, game-changing effects
- Merging (Green): Two or more beings are merged together, from the hand, the field, or the river. An arcane spell is sometimes required. The beings used for the merging enter the river, unless the card states otherwise.
- Crystal Overlay (Turquoise): To perform this, the player must overlay two or more matching creatures on the field. The creatures used for the overlay remain beneath the newly bound creature and do not enter the river.
- Net (Red): Have special effects depending on their position.
- Landmarks (horizontal cards): Provide advantages for certain creatures and have effects that influence the course of the game. No negative effects. They are played horizontally into the designated zone.

	<p>Eternal Seal: Remains on the field as long as, until it is destroyed.</p>
	<p>Infinity Arcanum: Remains on the Feld, until it is destroyed.</p>
	<p>Playing field Arcanum: Only in the The designated zone is playable. It will remain so. long in the field until it is destroyed.</p>

Special rules

- Deck run: If a player has no cards left in their deck, they lose the game. Hand limit: At the end of their turn, a player may have a maximum of seven cards in their hand. Any
- excess cards must be discarded.

With these rules, you're ready to dive into the world of Soulbound Ærkana and experience exciting matches. Have fun playing!