

# Rules for the Trading Card Game, Soulbound Ærkana

Soulbound Ærkana is an engaging trading card game that requires strategy and skill. To keep the game fair and entertaining, here are the specific rules.

## General Rules for Soulbound Ærkana

1. **Number of Players:** The game can be played with 2 or up to 4 players.
2. **Card Deck (Supply):** Each player uses an individual of at least 40 and up to 60 cards, which they assemble before the game. A maximum of 10 special beings may be kept in the designated special beings supply.
3. **Limitation of Cards:** 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. **Goal of the Game:** The main goal is to reduce your opponents Bond Points to zero. You start the Game with 8000 Bond Points.
5. **Direction of play:** With two players against each other, the coin toss determines the order of play. With four players, teams are formed or everyone plays against everyone else in a clockwise direction.
6. **Shuffle and give:** At the beginning, each player shuffles their own supply. Then, the opponent's supply can be shuffled. Afterward, each player draws five cards into their hand.
7. **Order of moves (Train):** At the beginning of their train (turn, move), players draw a card from their supply and can then play a card.
8. **Value of the Cards (Level, Rank):** Cards have different types and values (levels, ranks) determined by their abilities and costs.
9. **Arcanum(Magic)- und Seal (Trap)-Cards,** have their costs printed at the top. For example, an Arcanum card with the level or rank 4 costs 4 Soul Points. These must be paid before activation, but not when the card is set.
10. **Being (Monster, Creature) - Cards,** have their level printed at the top and cost two Soul Points per bond, unless the card text states otherwise. Higher-level beings require sacrifices and Soul Points. Example: - Beings of levels 1, 2, 3, or 4 can be bonded without a sacrifice, simply by paying two Soul Points. Beings of levels 5 and 6 require one sacrifice, while beings of levels 7 and 8 can be bonded by sacrificing two other beings. Starting at level 9, three sacrifices are required.

11. **Soulpoints:** Each player receives 10 Soul Points at the beginning of the game, for paying bindings, or activate seals and arcanum cards. Once these Soul Points are used up, the player can no longer bind beings or activate other cards. Soul Points replenish at the beginning of their next train.

## Gameplay




1. **Play Cards:** Players may play a being card from their hand onto the field during their train by paying the card's cost. Beings cannot attack in the train they were summoned into unless their effect specifies otherwise. A second bond is also possible if the card's effect allows it. A being sacrificed to summon a stronger, higher-level being must have been on the field for at least that train. Beings can be played face up in Strength mode or face down in Shield mode. Arcanum and Seal cards are played face down into the designated zone, except for field Arcanums or landmarks.

Terms	Explanation
Train	Turn, Move
Flow	Card Cemetery
STR / SHD	Strength/Shield, ATK / DEF
Exile	Banishment, removed from the game
Binding, binding	Summon being (monster, creature), call, play card
Supply	Deck, Pile of Cards
Elite beings	Merges (Fusion), crystal overlay

1. **Attack and defense:** Players can use creatures on the field to attack or block opposing beings. In Strength mode (STR value, your attack power) the card lies upright, in Shield mode (SHD value, your defense) the card lies horizontally. If a being attacks another being in Strength mode, the weaker creature loses. It goes into the flow (card graveyard) unless the card states otherwise. The opponent has the difference in their Bond Points subtracted. If both beings are equally strong, both go into the flow (card graveyard), and neither player loses Points. If a being attacks another in Shield mode, the being with the higher points wins. The defeated being goes into the flow (card graveyard). Neither player loses Points. If the being has higher SHD values than the attacking being's STR, no beings are defeated, but the attacking player loses the difference in Bond Points. If a being is attacked while face-down, the card is flipped face-up, its effects (if any) activate normally, and it remains horizontal in shield mode. Damage is calculated as above.

## 2. Special Cards:

- **Arcanum (blue):** These cards can be played to create immediate or permanent effects. Cards that remain on the field for a longer period of time are marked as such.
- **Seal (violet):** These cards must first be placed and set before they can be activated. Here, too, there are marked cards that offer permanent effects.
- **Beings without effects (yellow)**
- **Beings with effects (grey):** Have strong, game-deciding effects
- **Merges (Fusions) (green):** Two or more beings are fused together, from the hand, from the field, or from the flow. Sometimes an Arcanum is required. The beings used for the fusion go into the flow unless the card specifies otherwise.
- **Crystal Overlay (turquoise):** To do 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 flow.
- **Net-Binding (red):** Have special effects depending on their position.
- **Landmarks (horizontal card):** They provide advantages for certain creatures and have effects that affect the course of the game. They have no negative effects. They are played horizontally into the designated zone.

	Eternal Seal: Remains on the field until it is destroyed.
	Infinity Arcanum: Remains on the field until it is destroyed.
	Playing Field Arcanum: Playable only in the designated zone. Remains on the field until it is destroyed.

## Special rules

- **Deck pass:** If a player has no more cards in his supply, he loses the game.
- **Hand limit:** At the end of a train, a player may have a maximum of seven cards in their hand. Any excess cards must be discarded to the flow.

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