1 – 4 players

12+

60-90 minutes

GUARDIANS of EDEN

RULEBOOK

The Shaper of All Forms, creator of the universe, has vanished. In his absence, the elements of creation have fallen out of balance and the divine nature of mankind is fading. Only few lineages still carry the spark of divinity and have now been left alone to protect Eden from the Abominations that have invaded their world.

Table of Contents

List of components:

Cards (234)

4 Character decks (97 cards in total)
- Avenger (24 cards)
- Cryomancer (23 cards)
- Elderblade (27 cards)
- Timeshifter (23 cards)

6 Lineage decks (8 cards each, 48 cards in total)

Abomination decks:
- Oboros, the False God (20 cards)
- Neth, Lord of the Void (20 cards)
- Abomination 3 (20 cards)
- Abomination 4 (20 cards)

4 Double-sided player aids

5 Wrath cards

Other components

4 Character boards	6 Wound Tokens (Abomination)
2 Double-sided Abomination boards	25 Damage tokens
28 Wooden components	20 Resource tokens

Game Setup
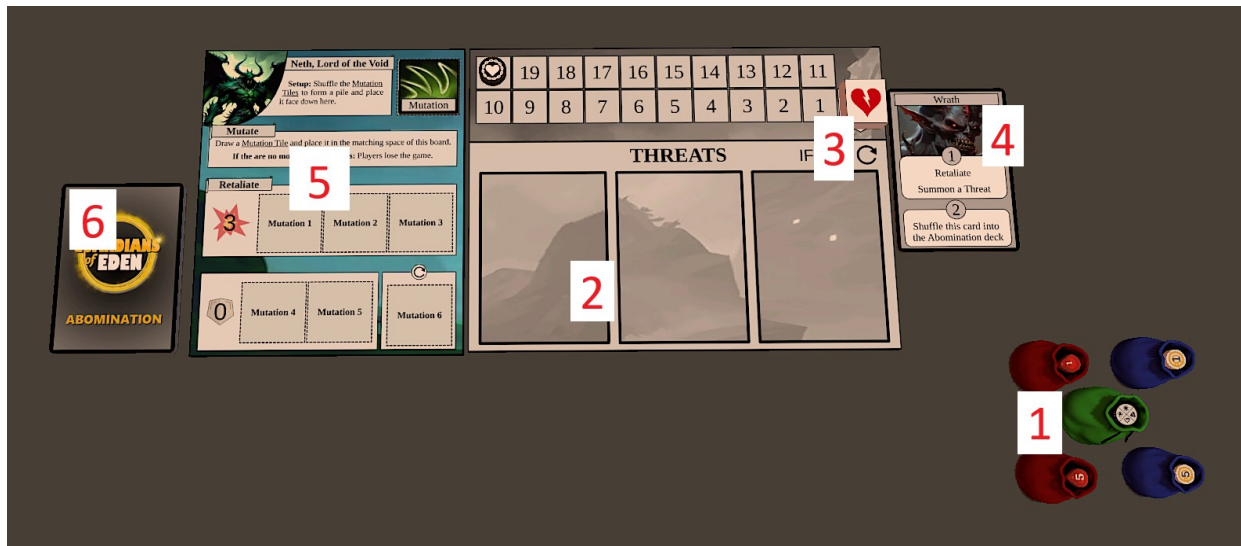
1 – Tokens

- Place <u>Damage</u>, <u>Sigil</u> and <u>Resource Tokens</u> in piles within reach of all players.

2 – Threat Board

- Place the <u>Threat Board</u> on the table, so that all players can see it.
- Place the <u>HP Marker</u> on space 20 of the Abomination's <u>Vitality Track.</u>
- Shuffle all <u>Wound Tokens</u> (**3**) face down, then place a number of them equal to 1 + the number of players on space 0 of the Abomination's <u>Vitality Track</u>.
- Place a number of <u>Wrath Cards</u> (**4**) equal to 1 + the number of players on the right of the Abomination's <u>Vitality Track</u>.

5 – Abomination

- Choose an Abomination to play against. For you first game, it is recommended to choose the Abomination "Neth, Lord of the Void".
- Place its <u>Abomination Board</u> to the left of the <u>Threat Board</u>.
- Shuffle the <u>Abomination Deck</u> (**6**) and place it besides the <u>Abomination Board</u>.
- Follow the additional setup steps specific to the chosen Abomination, as instructed on the <u>Abomination Board</u>.

Player Setup
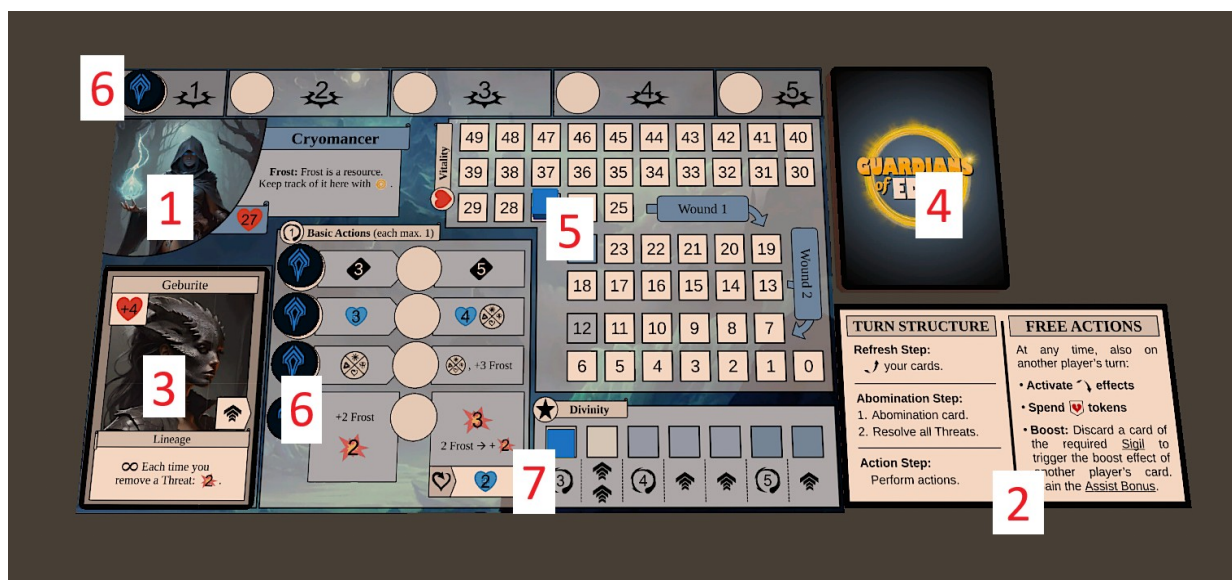
1. Choose a character and place the matching <u>Character Board</u> (**1**) in front of you.
2. Take a <u>Player Aid</u> (**2**) and place it near your <u>Character Board</u>.
3. Choose a Lineage, then place the <u>Lineage Card</u> (**3**) on the matching space of the <u>Character Board</u>. The <u>Lineage Card</u> starts with the non upgraded side face up, which shows the upgrade cost (⍟) in the bottom right corner.
4. Assemble your deck by shuffling together the 23 cards of your Character and the 7 cards of your Lineage. Place the resulting deck of 30 cards (**4**) on the right of your <u>Character Board</u>.
5. Calculate your starting Vitality by adding up the Vitality of your Character (see the Character Board) and the Vitality Bonus of your Lineage. Place a wooden cube (**5**) on the space of the <u>Vitality Track</u> matching the resulting sum.
6. Place a wooden disk (**6**) on the left step of each <u>Basic Action</u> and on the first step of the <u>Eminence Track</u>.
7. Place a wooden cube (**7**) on the first step of the <u>Divinity Track</u>.
8. Follow the additional setup steps specific to the chosen character, as written on the <u>Character Board</u> below the character name.

IMPORTANT! Each Character has a unique play-style and each Lineage gives you a special ability. Read your Character and Lineage carefully before you start playing.

Goal of the Game

Guardians of Eden is a cooperative game. Your goal is to defeat the Abomination by reducing its Vitality to 0, before the Vitality of one player is reduced to 0.

Players keep track of Vitality on the <u>Vitality Track</u> of their <u>Character Boards</u>. If one player's Vitality is reduced to 0, the game is immediately over and players have lost.

Keep track of the Abomination's Vitality on the <u>Vitality Track</u> of the <u>Threat Board</u>. Each time the <u>Vitality Marker</u> of the Abomination would reach or pass space 0 of its <u>Vitality Track</u>, check if that space has a <u>Wound Token</u> (❤️).
- If there is a <u>Wound Token</u>, gain that token and place the Abomination's <u>Vitality Marker</u> back at the beginning of its <u>Vitality Track.</u>
- If there is no <u>Wound Token</u>, the game is immediately over and players have won.

Turn Structure

The game is played in a series of turns, starting with the player with the fewest starting Vitality and proceeding in clockwise order until the game is over. Each turn is divided into 3 steps: the <u>Abomination Step</u>, the <u>Refresh Step</u> and the <u>Action Step</u>.

Abomination Step

The A<u>bomination Phase</u> is divided into two sub-steps:
1. Abomination Card   2. Resolve all Threats.

Abomination Card
Draw and reveal a card from the Abomination Deck. There are two types of Abomination cards: <u>Instants</u> and <u>Threats</u>.

Instants: You can recognize an Instant card by the ⚡ icon. Instant cards are resolved immediately upon reveal. Resolve the effect, then place the card in the discard pile. All effects of Instant cards always apply to the active player (unless a card specifies otherwise).

Threats: You can recognize a Threat card by the fact that the card is divided into two sections. Upon revealing a Threat card, simply put that card on a free space of the <u>Threat Board</u>. Its effect will be applied in the second sub-step.

If you reveal a new Threat and the Threat Board is full: Place the newly revealed Threat in the Abomination discard pile. This turn, all Threats will activate twice.

Resolve all Threats

Each Threat card is divided into two sections. The Threat Effect indicated by the ↻ icon on the left, while the text box at the bottom display the Reward.

During this sub-step, apply the effect of all Threats in play from left to right. The effect of a Threat always applies to the active player (unless otherwise specified). Important: Threats do not leave play, unless players remove them.

Removing a Threat

Letting the Threat Board fill up can be very dangerous, as Threats will keep triggering every turn. Fortunately, Threats can be removed and removing them can give players very useful rewards.

There are two types of Threats. Some Threats have Vitality (♥) and can be removed by dealing damage (✷) to them. Other Threats can only be removed by fulfilling the condition specified in the bottom section and spending the required number of action points (↻). Once a Threat is removed, place it in the Abomination discard pile.

Metamorphic Surge

Retaliate
If you suffered a Wound this turn: Mutate.

①
If you removed another Threat this turn:
★ and ✗ this Threat.

Voidborn Crawler

1
10

2
+ 2 for each Mutation

0
★

Example: "Metamorphic Surge" indicates a cost of 1 action point (①) and specifies the condition "If you removed another Threat this turn". To remove this Threat, Steve can deal sufficient damage to "Voidborn Crawler" to remove it. Then, Steve can spend 1 action point to remove Metamorphic Surge as well, gaining 1 Divinity (★) as a Reward.

Gaining Rewards

After a Threat is removed, its Reward effect is triggered. Regardless of which player removed the Threat, players collectively decide who gains the Reward. Often that Reward is Divinity (★), which allows a player to advance on the Divinity Track, making that player more powerful *(for more details, see Action Points on page 7)*.

Refresh Step

During this step, the active player readies all exhausted cards in his playing area, by rotating them 90° to the left (as seen in this picture). These cards are now ready to be activated again.
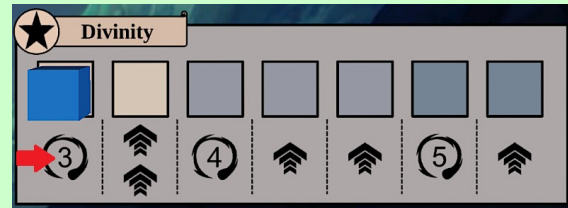
Action Step

During the Action Step, the active player performs his/her actions.

Action Points

Each turn players have a certain amount of Actions Points (◯) available to them, based on their Divinity Track. At the start of the game, players can spend 3 Action Points on each of their turns.

Gaining Divinity (★) – by removing Threats for example – allows you to advance on the Divinity Track, granting you Upgrades (➽) and increasing the number of Action Points available to you each turn. To determine how many Action Points you can spend on your turn, look at the highest ◯ value you reached your Divinity Track.

On your turn, you can perform any number of actions and in any order, as long as you have enough Actions Points (◯) to spend. Some actions might require you to spend several Action Points.

Play a card from your hand

The most common action players will take is to play a card. You can play any number of cards on your turn, as long as you have Action Points (◯) to spend. Each card indicates a cost in Action Points in the top left corner.

There are 4 types of cards:
- **Attacks** are single use effects that deal damage (💥) and are immediately placed in the discard pile after being resolved.
- **Powers** can have a variety of different effects. Powers are always single use and are placed in the discard pile after being resolved.
- **Talents** are cards that you place in your player area and stay in play permanently.
- **Creations** are cards that have a certain amount of Vitality (❤). Creations are placed in your player area and will stay in play as long as they have at least 1 Vitality.

When resolving an Abomination effect that causes damage (💥), the active player may choose one of his Creations as target of

that damage. Keep track of damage suffered by your Creations using <u>Damage Tokens</u>. As soon as a Creation has 0 Vitality, place it in your discard pile.

Eminence (⚔)

The number of Talents and Creations you may have in your player area is not unlimited, but determined by your <u>Eminence Track</u>. To determine how many permanent cards you may have in your player area, simply look at the highest Eminence value you reached on the <u>Eminence Track</u>. In most cases, your Eminence value is 1 at the beginning of the game, so you may have a single permanent card in play.

You can advance on the Eminence Track by spending <u>Upgrades</u> (⮝), thus increasing the number of permanent cards you may have in play.

Special Actions

Some Threats, player cards and some Abominations might provide players with Special Actions. These actions always specify a cost in <u>Action Points</u> (◯). Unless otherwise specified, you can take these actions multiple times in the same turn.

Basic Actions

On your <u>Character Board</u>, you can find a list of actions that are always available to you. You can perform multiple Basic Actions on the same turn, however you may not perform the same Basic Action multiple times on the same turn. Each Basic Action costs you 1 <u>Action Point</u> (①).

- **Draw:** The first action allows you to draw cards (◆). There is no hand size limit.
- **Heal:** This action allows you to heal (💙) by a specific amount.
- **Focus:** With this action, you gain a <u>Sigil Token</u> (✦). <u>Sigil Tokens</u> can be spent to change the Boost Cost of a card to any Sigil *(for more details, see Boost Effects on page 10)*
- **Base Attack:** Each Character has a unique Base Attack that they can perform. This Attack functions in the exact same way as playing an Attack card from your hand.

Basic Actions can be upgraded by spending Upgrades (⮝). Each Character has one upgraded Basic Action that supports its unique special ability / synergies.

Choosing a target

Each time a player resolves a card, a Basic Action or an effect, that player must choose a target. Unless otherwise specified, each effect always has a single target.

If an effect deals damage (✨), players may only choose the Abomination or a Threat as target. Effects that allow to heal (💙), draw cards (◆), gain Sigil Tokens (✳) and so on can only target players instead.

Example: Thomas plays "Whirl of Elderflames". This Attack allows him to deal 3 damage (✨). Thomas chooses the Abomination as his target.

Some cards have more than one effect. You can recognize that a card has multiple effects when its text box has multiple lines. When resolving such a card, choose a target for each effect.

Example: Jenny plays "Merciless Syphon". This Attack allows her to deal 4 damage (✨) to a target. Jenny could choose the Abomination or a Threat for this effect. However, "Merciless Syphon" has a second effect. If Jenny removed a Threat this turn, including by dealing damage with this card, she can have a player draw two cards (◆) or heal 3 (💙). Jenny decides to deal her 4 damage to a Threat, thus removing it. The second effect of "Merciless Syphon" triggers. Jenny chooses to heal Daniel for 3.

Example: Thomas dealt enough damage to the Abomination to gain a Wound Token. He decides to spend it immediately. The Reward of the Wound Token is 1 Divinity (★) and Heal 4 (💙). For each effect, Thomas must choose a target. The target can be the same player, but can also be two different players. Thomas chooses himself as the target for the Heal 4 effect and Jenny as the target of the 1 Divinity effect.

Boost Effects

Every card in *Guardians of Eden* is potentially multi-use, as it displays a text box at the bottom with an icon on the left side. This is the <u>Boost Effect</u> and the icon on its left is the <u>Boost Cost</u>. The <u>Boost Cost</u> is always one of four Sigils: ☀, ◭, 👁 or ♡.

Boosting

Each time a player plays a card, another player at the table may immediately discard a card from his/her hand showing the same <u>Sigil</u> in the bottom left hand corner. If a player does, both players get to resolve the <u>Boost Effect</u> of their cards.

Example: Thomas plays the card "Storm of Elderflames". The card shows a ☀ <u>Sigil</u> in the bottom left hand corner. Jenny decides to boost Thomas' card by discarding "Healing Rain", since her card also shows a ☀ <u>Sigil</u> in the bottom left hand corner. Therefore, in addition to resolving the effect of the Attack, Thomas resolves the <u>Boost Effect</u> of his card (Gain 1 Upgrade) and Jenny gets to resolve the Boost Effect of the card she discarded (Heal 3 and draw 1 card).

Important Rules regarding Boosting

1. Each card may only be boosted once.
2. The active player cannot boost his/her own cards.
3. If there are more than two players, only one of the inactive players may boost.
4. Each player must choose a target for the <u>Boost Effect</u>, following the normal rules.
5. Players can resolve the <u>Boost Effects</u> and the effects of the active player's card in any order they choose.

Sigil Tokens (⊕)

<u>Sigil Tokens</u> grant you more flexibility when boosting. You can gain <u>Sigil Tokens</u> with the Focus <u>Basic Action</u> or with some card effects.

When you play a card, any player at the table (including yourself) can spend a <u>Sigil Token</u> in his/her possession and place it on your card, covering its <u>Boost Cost</u>. The <u>Boost Cost</u> of your card is now replaced to any <u>Sigil</u>, instead of the <u>Sigil</u> printed on the card.

Example: Thomas plays the card "Storm of Elderflames", which has the <u>Boost Cost</u> of one ☀ <u>Sigil</u>. Even though Jenny would have a card with a ☀ <u>Sigil</u>, she decides to spend a <u>Sigil Token</u> (⊕) to boost Thomas' card with a different card from her hand. She places the <u>Sigil Token</u> on "Storm of Elderflames" and discards "Chain Lightning" from her hand, giving one additional target to Thomas' Attack.

Common effects

The following are common effects that you will encounter in the game.

Upgrades
During the game, you will gain Upgrades (⬆), that will make your Character stronger. The main way to gain Upgrades is to advance on the Divinity Track, but there are also some card effects or Rewards that might grant you Upgrades.

Each time you gain an Upgrade, you can choose between three options:
1. Upgrading a Basic Action;
2. Increasing your Eminence (✦);
3. Upgrading your Lineage Ability.

Upgrading a Basic Action
If you want to upgrade a Basic Action, simply move the corresponding wooden disk from the left step of that Basic Action to the right. From now on, each time you perform that action, you will resolve the upgraded effect.

Increasing your Eminence
To increase your Eminence (✦), simply advance the wooden disk on your Eminence Track at the top of your Character Board one step to the right. Your Eminence determines how many permanent cards (i.e. Talents and Creations) you may have in play.

Upgrading your Lineage Ability
If you want to upgrade your Lineage Ability, simply flip the Lineage card to its upgraded side. From now on, apply the stronger version of your Lineage Ability.

Exhaust Effects (⤸)
Exhaust Effects can be found on Talents and Creations. You can activate an Exhaust Effect (⤸) by turning the card sideways by 90°. Activating an Exhaust Effect is not an action and does not require you to spend Action Points (◯). Exhausted cards are readied again during the next Initiative Phase.

Exhaust Effects can be activated at any time, not just during your turn.

Shield (⬡)

Some effects can provide a player, the Abomination or a Threat with a Shield (⬡) of a specific value. While having a Shield, each time the target would suffer damage (💥) subtract the Shield value from that amount of damage.
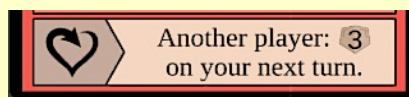
Example: This Boost effect grants you a Shield (⬡) of 3 during your next turn. Each time you suffer damage (💥) next turn, you will suffer 3 damage fewer.

Effect Reminders

Some effects in the game might apply for a specific amount of time or at a specific point of time. Examples of such effects are "next turn" effects. To help you remember these effects, you can keep that card in play for the duration of its effect.

Example: Laura played "Grasp of Frostbite" and chose the Abomination as her target. This means that The Abomination cannot heal (💙) next turn. To remember this, Laura places "Grasp of Frostbite" near the <u>Vitality Track</u> of the Abomination. This way the next player can remember to ignore healing effects for the Abomination during his turn.

Retaliate (Abomination only)

Some effects of the Abomination simply say "Retaliate". Retaliate is a keyword that refers to a specific effect that can be found on the <u>Abomination Board</u>. This means that the effect of Retaliate is different for every Abomination.

Example: When playing against the Abomination "Neth, Lord of the Void", the effect of Retaliate is to deal 3 damage (💥). As Neth mutates during the course of the game, the amount of damage dealt by Retaliate might increase.
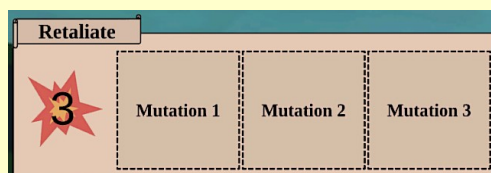
Summon a Threat (Abomination only)

Summon a Threat is the second effect of the <u>Wrath</u> card.

When summoning a Threat, reveal cards from the top of the <u>Abomination Deck</u> until you reveal a Threat. Put that Threat on a free space of the <u>Threat Board</u>, then shuffle the other cards revealed this way (as well as the <u>Wrath</u> card) back into the <u>Abomination Deck</u>.
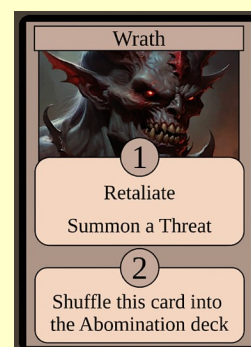
If you must Summon a Threat but the Threat Board is full: Place the summoned Threat in the Abomination discard pile. This turn, all Threats will activate twice during the current <u>Abomination Step</u>.
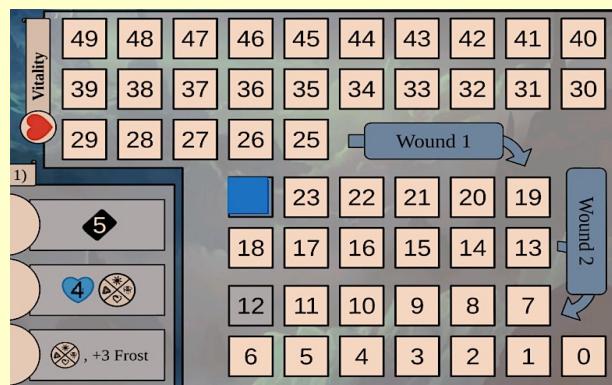
Wounds

As players and the Abomination suffer damage (✴), at some point they will also suffer Wounds. A Wound is an effect that is triggered once the Vitality Marker of a player or of the Abomination crosses a certain threshold on the Vitality Track (♥).

Player Wounds

Players can suffer up to two Wounds:
- A player suffers the first Wound when his/her Vitality drops below 25.
- A player suffers a second Wound when his/her Vitality drops below 13.

After the Vitality of a player dropped below a Wound Threshold, that player is now considered Wounded and cannot heal (♥) above that threshold for the rest of the game. If an effect would allow a player to heal more, all excess healing is lost.

Some cards in the game allow players to heal back Wounds. In that case, the excess healing (♥) is not lost and you are allowed to move the Vitality Marker above the threshold accordingly.

IMPORTANT: Many Abomination cards become stronger against wounded players. Therefore, try to avoid getting wounded.

Example: "Essence Consumption" is an Abomination card that deals you 7 damage (✴). Additionally, the Abomination gets to heal 3 (♥) for each Wound you have. After suffering 7 damage, your Vitality drops to 11, so you become wounded a second time. Hence, "Essence Consumption" heals the Abomination for 6.

Abomination Wounds

Each time the Vitality Marker of the Abomination would reach or pass space 0 of its Vitality Track, check if that space has a Wound Token:

If the space has a Wound Token:
1. Put the Vitality Marker back at the beginning of the Abomination's Vitality Track. Excess damage (✴) is still applied, so move the marker accordingly.
2. Place a Wrath Card from the pile near the Abomination's Vitality Track on top of the Abomination Deck. This card will be drawn next turn.
3. Gain the top Wound Token and place it on your Character Board face-up.

13

IMPORTANT: Just like players, once the Abomination suffered a Wound, it may never heal back that threshold.

If there is no <u>Wound Token</u> on the 0 space of the track: Congratulations, you immediately win the game.

Spending a Wound Token
Each time you inflict a Wound on the Abomination, you gain a <u>Wound Token</u>. Place that token face up on your <u>Character Board</u>. Each <u>Wound Token</u> shows a Reward of the back side.

You can spend a <u>Wound Token</u> at any time, even during another player's turn. When spending a <u>Wound Token</u>, choose a target of each of its effects. Then put that <u>Wound Token</u> back in the box.
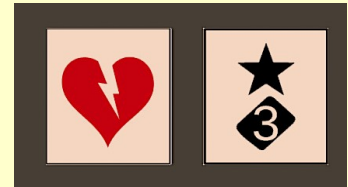
Example: Thomas dealt enough damage to the Abomination to gain a Wound Token. He decides to spend it immediately. The Reward of the Wound Token is 1 Divinity (★) and Draw 3 cards (◆). For each effect, Thomas must choose a target. The target can be the same player, but can also be two different players. Thomas chooses himself as the target for the draw 3 card effect and Jenny as the target of the 1 Divinity effect.

Solo Mode

The solo mode has to be reworked after some major changes to the core mechanisms.