



**SO & SO**  
GAMES

# ***Project Nexus***

***Player's Handbook***  
***Revised Alpha Version 1.0***

# The Project Nexus Playbook

*Last Edited: 02/09/19*

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- About the Game
- l) Stats Progression

*These things will be explained later, but its handy to have these at the beginning of the rulebook so you can easily refer back to them.*

*For terms listed in this rulebook, don't forget to check the **Definitions** section at the back of the Handbook.*

At the beginning of the game, your Life Points are set to a baseline of 40 and Charge Level to 0. Your Charge Level denotes the maximum Mana value that you will have after reaching each of the specified Charge Level milestones.

### Baseline Stats

Maximum Mana: 10

### Charge Level 3

Maximum Mana: 15

### Charge Level 6

Maximum Mana: 20

### Charge Level 9

Maximum Mana: 25

### Charge Level 12

Maximum Mana: 30

*It is important to note that if your Charge Level reaches one of these milestones outside of your Charge Phase, your mana does not reset to maximum until your next Draw Phase. You will, however, be granted an additional 5 mana during to the turn to compensate for reaching the milestone.*

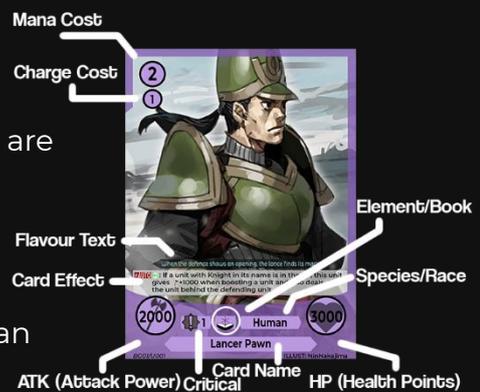
## II) Game Cards

Avatar Cards represent the player on the field. If an Avatar Card has its Health Points reduced to 0, the Critical value of the Attacking card (or noted value of a Spell effect) will be dealt as damage to the owning player's Life Points.

Unlike Items, Units, and Spells, Avatars cost no mana in order to Synthesise. Their written Charge Cost is the Charge Level required to Synthesise this Avatar. Avatars have no Elemental Book Marking, and in place of a Mana Cost, they have the Avatar Marking denoted by an "A" in the larger circle. Avatar Cards can only be synthesised to the Avatar Slot.



Unit Cards are the main cards in the game, they can be summoned to the Front-Line (FL) and Rear-Guard (RG) unless they have an effect that prevents them from otherwise doing so. Units in the Front-Line are capable of performing attacks (More details in *Battle Phase*). Units in the Rear-Guard are capable of *boosting* Front-Line units directly in front of them. Rear-Guard units also are capable of sending themselves to the Discard Pile in order to Body Block an attack on the Front-Line unit in front of them.



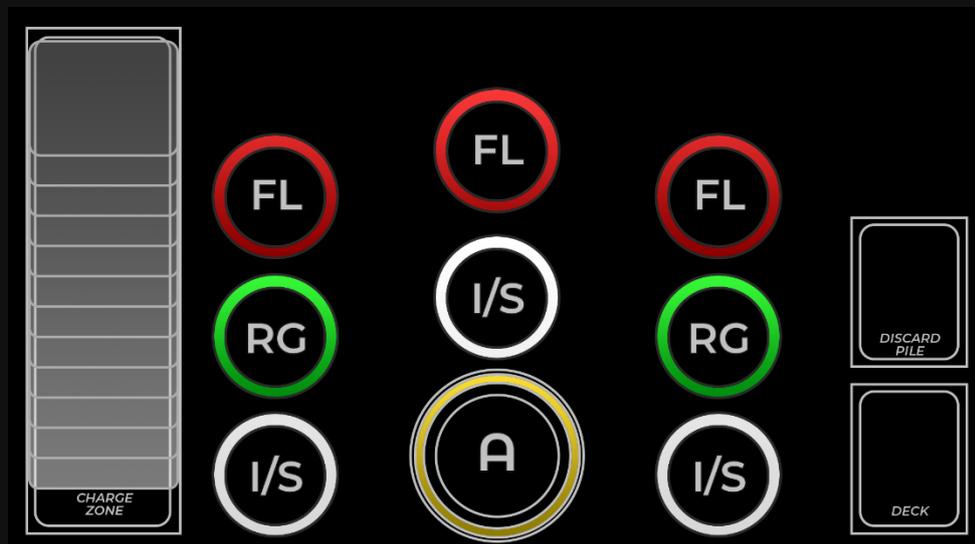
Item Cards also have no Elemental Book Marking, they cannot attack, but in most cases, when played, are equipped to a selected unit. The equipped unit then gains the listed ATK value on the card, if this value is 0, then the HP value of this card is added to the equipped card's HP instead. There are some items whose effects state that it cannot or is not required to be equipped to a unit, these items function similarly to Spell Cards (listed below.)



Spell Cards share a slot with Item Cards on the board. They are often single use effect cards with no ATK or HP values, that cause various effects to happen. There are 3 types of Spell Cards; Normal Cast, Quick Cast, and Continuous Cast. Normal Cast Spells are sent to the Discard Pile at the end of the turn they are played, Quick Cast directly after the card effect has resolved, and Continuous Cast after it has been destroyed.



### III) Playboard



- FL = Front-Line Unit Slots
- RG = Rear-Guard Unit Slots
- I/S = Item & Spell Card Slots
- A = The Avatar Slot

### IV) How to Play

#### Matches and Victory

- How to Win

A single game of Project Nexus is called a Bout, can end when one of the victory conditions is met by one player or the game ends in a draw. In a competitive setting, each player will attempt to win a match, which is played in sets of 3, with the winner winning 2-out-of-3 Bouts.

- Winning a Bout

Each player starts a Bout with 40 Life Points. You win a Bout if you are able to reduce your opponent's Life Points to 0; if your opponent is unable to draw a card when specified; or if a card's special effect says you win. If you

and your opponent reach 0 Life Points at the same time, the Bout is declared a draw.

### Preparing for the Bout

Before starting a Bout, Rock-Paper-Scissors is played to determine first player, with the winning player going first. Both players Draw 5 cards from their deck. They may then choose 2 cards to Charge and Redraw.

### Turn Structure

After the initial preparation, the game starts with the first player; the player that goes first cannot attack on their first turn, however.

#### *1<sup>st</sup> Player's Turn*

- Draw Phase
- Charge Phase
- Standby Phase
- Main Phase
- Battle Phase
  - Attack Step
  - Guard Step
  - Damage Step
- End Phase

#### *2<sup>nd</sup> Player's Turn*

### Turn Explanations

#### *Draw Phase*

This is the first phase. The player whose turn it is (the “turn player”) draws 1 card from the top of their Deck. A player with no cards left in their Deck and is unable to draw loses the bout. After you draw, the turn order proceeds to the Standby Phase.

Main Action this Phase	Draw 1 Card
Possible Other Actions	None.

#### *Charge Phase*

This is the second phase. The turn player takes one card from their hand and places it face-up in the Charge Zone. This action is called a Charge. After you charge, Quick Cast Spell Cards can be activated from the hand as long as there is an open Item/Spell Zone.

Main Action this Phase	Charge 1 Card
Possible Other Actions	Activate Quick Cast Spell Cards

#### *Standby Phase*

Some cards have effects that activate, or costs that you must pay, in the Standby Phase. If you do not have any of these cards on the field, you may still activate Quick Cast Spell Cards before moving to your Main Phase.

Main Action this Phase	Resolve card effects that happen in this phase
Possible Other Actions	Activate Quick Cast Spell Cards

### Main Phase

This is when you play most of your cards; you can Synthesise a new Avatar of equal to or greater Rank than your current Avatar, as long as the Rank of the Avatar is equal to or less than the current level of the Charge Zone.

In addition to this, Unit cards, Item cards and Spell cards can be played, with Quick Cast Spell Cards being able to be set face down to be activated at a later time. These actions can be done in any order you want, but some actions have restrictions.

Possible Actions this Phase	
Synthesise a new Avatar	Avatar cards (coloured Golden) represent the player and are the unit that is attacked in order for the player to take damage, they also serve as an additional attacking unit if at Rank 3 or higher.
Summon a Unit	There is no limit to the number of times you can summon a unit during your turn; however, if there is no free unit space, you must pay an additional mana to remove the existing unit from the slot you wish to summon in, then summon the new unit. Avatar units cannot be summoned to unit spaces. The removed card is placed in your discard pile.
Move a Unit	Unlike summoning a unit, moving a unit's position within a column does not require a charge. Units cannot move outside of the column they were summoned to unless an effect states otherwise.
Summon an Item	There is no limit to the number of times you can summon an item during your turn; however, if there is no free item space, you must pay an additional mana to remove the existing item from the slot you wish to summon in, then summon the new item. The removed card is placed in your discard pile.
Play Spell Cards	You can play Spell Cards in the face up position in an item slot as long as there is one free, and immediately resolve its effect. If there is no free item space, you must pay an additional 2 mana to remove the existing item from the slot you wish to play a spell card in, then play the new spell. The removed card is placed in your discard pile. <i>Quick Cast Spell Cards</i> can be activated outside of the

	Main Phase if they are in the turn player's hand and there is a free slot; or during the opposing player's turn if they are set face down and the activation requirements are met. Unless the card is a <i>Continuous Spell Card</i> , after activation the card is sent to the Discard Pile once its effects have been <i>resolved</i> .
Activate a Card or Effect	<i>Continuous Cast Spell Cards</i> are Spells that are not removed at the end of the activation turn. Their effects can be recast during the Main Phase. Units also have effects that, unless are stated to be during the damage step (having the AUTO listing), must be activated prior to the battle phase.

### *Battle Phase*

During all steps, Quick Cast Spell Cards whose effects have timings that match the timings listed below can also be activated.

#### Start Step

This is the declaration that the turn player has started their *Battle Phase*. This is the step where auto effects that have timing which states "at the beginning of the Battle Phase" activate. After any relevant effects have been resolved, the turn player then declares which unit they will be using to attack, and which of the opponent's units they will attack. If the opponent does not have a unit in the front row and if the attacking unit is in the same column as the defending Rear-Guard unit, then it may attack the Rear-Guard unit without any additional cost; similarly, if there is no unit in the centre Front-Line spot on your opponent's board, then the player may select the Avatar as an attack target.

If the player has no units capable of attacking or chooses to not attack with the units capable of attacking, then proceed to *End Phase*. The player who goes first cannot conduct a *Battle Phase* in their very first turn.

#### Attack Step

This is the declaration that the turn player is choosing to attack one of the opposing player's units or Avatar. This is the step where auto effects which have the timing stating any of the following: "At the beginning of the attack step; When [Card Name] attacks; When [Card Name] boosts / is boosted; When [Card Name] is attacked." After any relevant effects have been resolved, the turn player *exhausts* the unit in their *Front-Line* that will be attacking. If they choose to boost the attacking unit with the *Rear-Guard* unit directly behind them, then they also *exhaust* that unit.

The Turn Player then selects the opposing player's unit that they wish to attack.

- Any unit in the *Front-Line* can be selected.
- A *Rear-Guard* unit in the **same column** as the attacking unit can be attacked, however, the user must pay 2 mana to do so if there is a *Front-Line* unit in the same column.
- An item in the same column can be attacked if there is no *Front-Line* unit in the same column.

- The opposing player's *Avatar* can be attacked if they do not have a unit in the centre Front-Line
- If the Turn Player wishes to attack with their *Avatar* card, they must first have 3 *exhausted* units, they may then *Spark* one card to attack, as normal; however, if they do not have 3 *exhausted* units, they may *Spark* 3 cards, and their *Avatar* may then attack.

After any relevant effects have been resolved, the *Battle Phase* proceeds to the *Guard Step*

### Guard Step

Now that the attack target has been selected, the *Guard Step* commences. This is the step where auto effects which have a timing stating: "At the beginning of the guard step; When [Card Name] *body-blocks*; If [Card Name] is attacked". After any relevant effects have been resolved, the opposing player chooses whether or not to act.

- If the attacked *Front-Line* unit has a *Rear-Guard* behind it, the user can opt to *Body-Block* with the *Rear-Guard* unit. That unit, regardless of its current health points is sent to the discard pile. The attacked *Front-Line* unit does not take any damage unless an effect specifies as such.
- If there is a *Rear-Guard* unit in the opposing player's formation, they can *Body-Block* an attack on their *Avatar* unit.

There are things that can affect the opposing player's ability to *Body-Block*.

- Effects of an attacking unit.
- If the unit that would attempt to *Body-Block* is an affected target of the attack.
- If the unit that would attempt to *Body-Block* is **not** behind the *Front-Line* unit being attacked.

After resolving the guard step

### Damage Step

After the *Guard Step* has been completed, damage calculation will begin its calculation step. In this step, auto effects which have a timing stating: "At the beginning of the damage step; When [Card Name]'s attack hits; When [Card Name]'s attack does not hit; When [Card Name] is sent to the Discard Pile". After any relevant effects have been resolved, damage calculation begins.

The attack points of the attacking unit are subtracted from the health points of the defending unit; if the defending unit's is reduced to 0 or below, then that unit is placed in the discard pile.

If the attack points of the attacking unit are greater than the defending health points, then the attacking unit's Critical Value is subtracted from the opposing player's **Life Points**.

After damage calculation, effects that mention timings such as "during the battle; or until the end of a battle" disappear, however, effects that state "at the end of the battle" activate now.

After any relevant effects have been resolved, the turn returns to the Start Step, unless the player has no more units capable of attacking (i.e. all units "exhausted").

### End Phase

This is the phase of the Turn Player's turn, where any residing auto effects whose timings state: "At the beginning of the *End Phase*; At the end of the turn". During

this phase, all power boosts from boosting reset to 0, effects that mention timings such as “until the end of a turn” disappear.

After all relevant effects have been resolved, the Turn Player states they end their turn, and the opposing player starts their turn as the Turn Player.

## Stipulations and Definitions

### *Stipulations*

- I) If the card text contradicts the rules, the card text takes precedence.
- II) If a player is asked to do something they cannot, the action is not performed, unless it is drawing from the Deck, in which case the regular rules apply, resulting in a loss. In the case in which an action is described as a cost (Example, “Charge 1 card from your hand, then Raise a unit’s ATK by 1000”) and the player cannot fulfil this action, then the entire action does not occur.
- III) If a player is asked to do something they can partially perform, they perform the effect’s actions as much as possible. (Example, “Raise a unit’s ATK by 1000, and Charge 1 card from your hand” – if the Charge Zone is full already (12), or the player has no cards in their hands, “Charge 1 card from your hand” will not be activated. However the player may still raise a unit’s attack. The reason for this is that the Charge effect is an additional effect as opposed to a cost, like in Stipulation II’s example.)
- IV) If one effect asks for a certain action to occur, but another effect states that the action cannot occur at the same time, action does not occur.
- V) If multiple players are asked to make a choice at the same time, the turn player makes the choice first.
- VI) If a card effect states all *spaces* then all item/spell, Rear-Guard and Front-Line units are targeted alongside the Avatar slot. If it instead targets all units then it only targets the Front-Line and Rear-Guard slots.
- VII) Avatars are always classed as units unless otherwise stated.
- VIII) If a card has switched positions, it cannot switch again during the same turn without a card effect.
- IX) If a player does not have an Avatar card, its stats are 0 ATK, 0 Critical, 2000 HP.
- X) Any Front-Line unit can attack the opposing Avatar if there is no opposing unit in the centre Front-Line.
- XI) If your Charge Level reaches a Charge Level Milestone outside of your Charge Phase, your Mana does not reset to maximum until your next Draw Phase, you will, however, be granted an additional 5 mana during to the turn to compensate for reaching the milestone.

### *Order of cards*

You cannot freely change the order of your deck. The order of cards in the hand, Charge Zone, and Discard Pile can be freely changed by the owner of the cards.

- If a card would be placed on a deck, the card is placed on the top of the pre-existing deck unless stated otherwise.
- If a card is inserted into the deck “at random” then the deck is shuffled after, regardless of where the card is inserted to the deck.

- If multiple cards would be placed on a deck at the same time, the owner of the cards chooses what order to place the cards.
- If cards would move from a deck, move cards from the top unless stated otherwise.

## Definitions

### Global

#### Mana

These are a form of cost for summons and activations, the maximum number you can have per turn increases when you reach particular ranks of Avatar (3 – 6 – 9 – 12). Mana recharges to the maximum available at the beginning of the Turn Player's turn.

#### Health Points

These are the available points of health on a **unit or item** card. When these are depleted, the unit or item is sent to the discard pile unless otherwise stated.

#### Life Points

These are the available points of health for the **player**. *Life points* are often reduced by the Critical Value of an attacking card if their Attack points reduce the Avatar card's *health points*.

#### Critical

The Critical value is the amount of damage a unit does to an Avatar card when its attack points cause the Avatar's *Health Points* to deplete to 0. For items, the Critical value is the amount of Critical damage that the item bestows on an equipped unit.

#### Attack Points

These are the points used for attacking units to subtract *health points* from opposing units. For Rear-Guard units involved in a *boost*, their attack points are added to the boosted unit's attack points for the duration of the battle.

## The Board

### Front-Line

These are the attacking units in the game, they go in the front row of the player's board.

### Rear-Guard

These are boosting and body-blocking units in the game. These units go in the second row on the left- and right-hand side of the player's board.

### Item

These are non-attacking units in the game that are not tied to any spellbook type, regardless of elemental effects they may bestow or support. These cards are placed in the Item/Spell zones on the player's board, located in the back row on the left- and right-hand side of the player's board, as well as the centre slot in the middle row. These units can only equip themselves to a unit in the same column as them unless otherwise stated.

## Avatar

This unit represents the player and is the main reason a player should receive damage. These units are able to attack as long as the player has 3 *exhausted* units on their side of the field. During the main phase, if the turn player has a *Charge Level* equal to or greater than the rank of an Avatar card in their hand, they can *synthesise* a new Avatar card.

## Actions

### Draw

The process of taking 1 card from the top of the deck.

### Charge

The process of putting one card in the *Charge Zone*, often done from the hand.

### Recharge

The process of flipping a face-down card in the Charge Zone face-up; effectively allowing for more actions per turn.

### Spark

The process of flipping a face-up card in the Charge Zone face-down. This acts as a way of managing the number of actions a player can perform per turn.

### Synthesise

The process of upgrading or changing an Avatar. If the rank of the Avatar the turn player wishes to Synthesise is equal to or lower than the Charge Zone and is also equal to or higher than the rank of the current Avatar, then the player may Synthesise the new Avatar, and Recharge half of the rank of the Avatar card, rounded down (i.e. Synthesising a rank 9 Avatar would recharge 4).

### Summon

The process of placing an item or unit in their appropriate space on the board.

### Discard

The process of taking cards from your hand or deck and placing them in your Discard Pile.

### Retire

The process of sending a unit or item from the board to the Discard Pile via a *card effect*. (Note: If a unit is sent to the Discard Pile as a result of battle or body-block, whilst the unit does **retire**, it is not treated as such by card effects, and can instead be referred to as "destroyed (by battle)")

### Boost

The process of a Rear-Guard unit adding its attack points to a Front-Line unit.

### Body-Block

The process of a Rear-Guard unit sacrificing itself and being placed in the Discard Pile to negate all damage from an attack. (Note: An effect that requires an attack to "hit" will not activate if the attack is body-blocked)

### Concede

This option ends the Bout, this is where a player has chosen to give up, resulting in the end of a Bout and a loss for the player that chooses to Concede.

### Exhaust

Turning a card sideways so it lies horizontally either left or right to signify that the unit has attacked or used an ability that makes it no longer able to attack.

### Refresh

Turning a card sideways so it lies vertically to signify that the unit has not attacked or used an ability that makes it no longer able to attack.

## *Common Abilities*

### Free Attacker

This ability allows a unit to attack any Front-Line unit, Rear-Guard or Item, regardless of board position. If an Avatar has this ability, this also gives them the ability to attack the opposing Avatar even if the opponent has a Front-Line unit in the centre spot.

### Elemental Surge

This ability turns the unit's damage into their Spellbook's elemental damage unless a different element is stated.

### Elemental Absorption

This negates any elemental damage of the Spellbook's element being dealt to the unit. This ability becomes important in mirror matches where both users have the option to deal the same elemental damage alongside stat increases, but also for self-targeting in order to boost a unit's HP.

### Versatile

This allows an Avatar unit to be equipped by an item in the back row in addition to the central slot as long as the item is not currently equipped to another unit.

### Power Hungry

This ability forces all items on the player's board to be unequipped from their current targets and reequipped to the unit. Whilst this ability is in effect, items cannot be equipped to any other unit. A unit with this ability can be equipped with an item from any slot. *(Note: In the case that 2 units on the player's board have this ability, then the most recently summoned/synthesised card will take hold of all of the equips. Items that have additional abilities when they are equipped for the first time will have those abilities activate again as long as the relevant costs, if any, are paid).*

### Rollover

When this unit attacks an Avatar and successfully damages them, any remaining ATK points are subtracted from the Avatar's refreshed health points, dealing Critical damage again if the health points are depleted again until all of the remaining ATK points have been subtracted.