



A GAME OF MYTHIC STRATEGY FROM



IMMORTAL

Rule Book - Beta v3.0

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IMMORTAL

A Game of Mythic Strategy by David Luis Sanhueza

Introduction

Immortal is a game of mythic strategy... The war of the gods has begun. Born from the dreams and nightmares of mankind, legendary beings are gathering forces to crush their enemies. They have put their fate in the hands of mere mortals like yourself, granting you the power to lead them to victory. Capture your opponents' forces, turn their powers against them, and forge your own legend!

In *Immortal*, ancient gods, heroes, and monsters battle for control over mythic realms. 2 to 4 players assume command of powerful pantheons summoned from world mythologies - Master Set 1 features the Norse, Greek, Japanese, and Native American pantheons. Each pantheon of character cards offers unique abilities and strategies to be mastered. Battles take place on modular grid boards, representing the nexus of mythical realms. The goal of the game is to control the most cards on the board by capturing your opponents' cards and defending your own.

During the game, players take turns placing their character cards on the spaces of the board. Each card has a distinct combination of battle strengths, represented by numbers on its four edges. When a card is placed on a space adjacent to the north, south, east, or west edge of an opponent's card, an attack begins and the strengths on the cards' touching edges are compared. If the attacker's strength is greater, then the defending card is successfully captured and now fights for the attacking player. Special abilities can influence the results of an attack, and set the board up for future combos by strengthening allies, weakening enemies, and bending the normal rules of the game.

After the first battle, players upgrade their pantheon decks with more powerful cards, and expand the battlefield with additional modular boards. Victory goes to the player who controls the most cards at the end of two battles. Game variants allow players to form teams, change the rules of engagement, or play faster matches. Once players have mastered the basic strategies of the game, they can mix and match characters from different pantheons to build their own custom decks.

As *Immortal* evolves, more pantheons will be added from the myths and legends of distinct cultures. These expansions will introduce new abilities and playing styles to the game. With an expanding list of mythical characters and modular board pieces to choose from, the replay value is immortal!

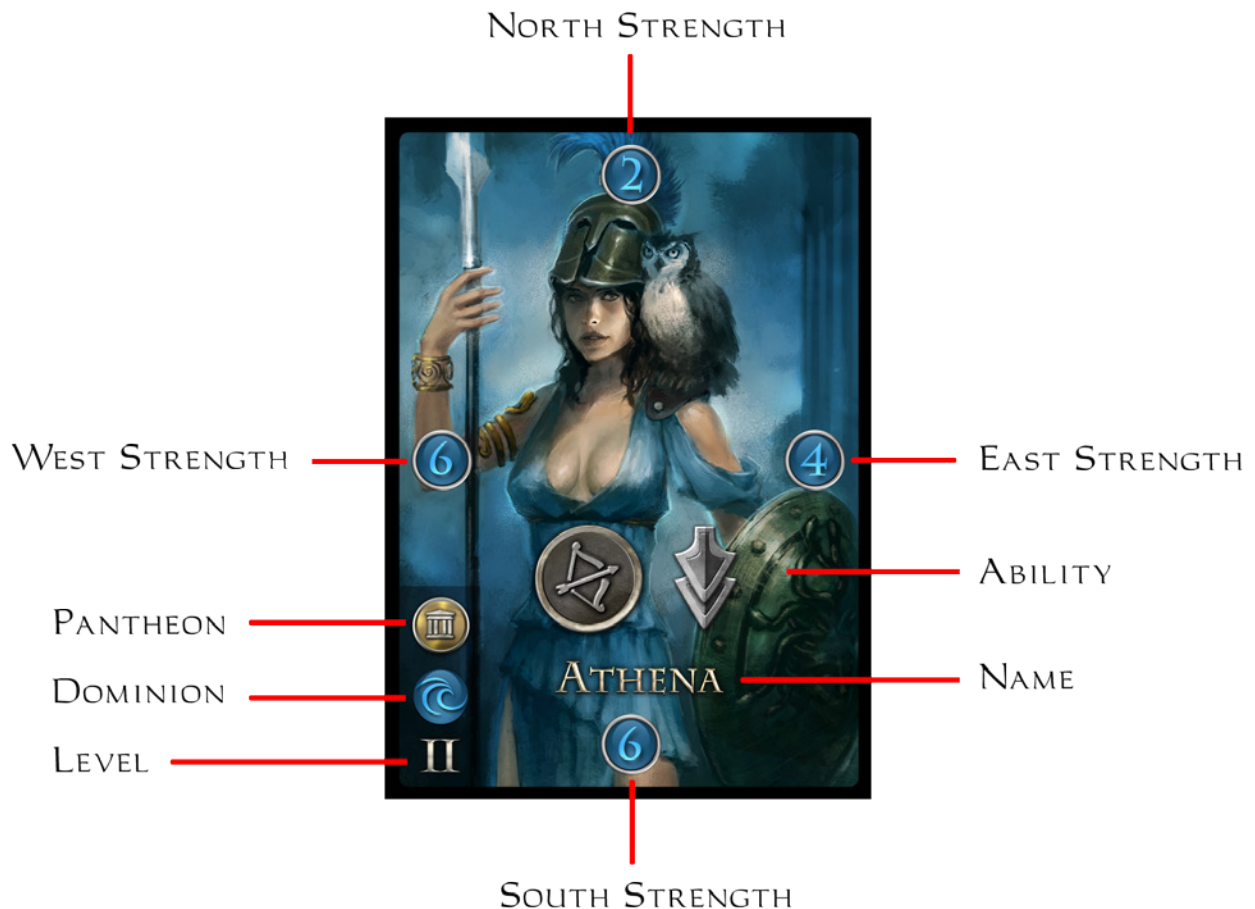
Section I: The Game Components

Game Contents

- 72 Character Cards (4 complete pantheons)
- 8 double-sided Board Pieces
- 4 sets of Control Tokens
- 36 Bonus / Penalty Markers
- 18 Dominion Markers
- 4 Mimic Markers
- 4 Reference Sheets
- Rule Book

Chapter 1: The Character Cards

Each card in *Immortal* represents a different mythological being. Some are gods of creation, others are masters of destruction. Some are terrifying monsters, others are legendary heroes. All of these beings are yours to command in battle. Every character card has the following set of attributes, represented by numbers and symbols:



North Strength – When resolving an attack, this strength is compared to the South Strength of the adjacent card to the north.

East Strength – When resolving an attack, this strength is compared to the West Strength of the adjacent card to the east.

South Strength – When resolving an attack, this strength is compared to the North Strength of the adjacent card to the south.

West Strength – When resolving an attack, this strength is compared to the East Strength of the adjacent card to the west.

Pantheon – Cards belong to one of several pantheons. In this *Master Set*, the pantheons are Greek, Norse, American, and Japanese. Each pantheon has a tendency towards different abilities and strengths. At the beginning of the game, each player chooses a pantheon deck to lead into battle. (see *Chapter 9: Pantheons*)

Dominion – Cards belong to one of three dominions: Earth, Sea, or Sky. Each has a tendency towards different abilities and strengths, and a card's dominion may affect its interaction with some abilities and board spaces. (see *Chapter 8: Dominions*)

Level – A card's level is an indication of its power relative to other cards, and it determines during which act of the game that the card will enter into play. There are three levels, with I being the weakest, and III being the most powerful.

Ability – Most cards have one of many special abilities. A card's ability is depicted as an icon, sometimes accompanied by arrows which represent the ability's area of effect. (see *Chapter 7: Abilities*)

Name – A card's name is found near the bottom. Each character card is unique, and a deck may not contain multiple copies of any card.

Chapter 2: The Boards

Immortal is played on a grid of spaces onto which the character cards are placed. Players create this grid by combining modular **board pieces**. Once combined, the various board pieces selected by the players are collectively referred to as “**the battlefield**.”

The battlefield has north, south, east, and west directions, just as the cards do. The “north” direction for a game is chosen by the player who goes first.

Each board piece contains six spaces arranged in different shapes. During the game, a space which does not have a card on it is considered an “open space”, while a space with a card on it is called an “occupied space.”

Every board piece is double-sided (“alpha” and “omega” sides), and each side has a unique name which represents a different mythical realm. The alpha side is intended for beginning players, and only has standard spaces (spaces without special rules.) The omega side is intended for intermediate and advanced players. Omega sides each have two “**sacred spaces**”, marked with symbols and colored borders.

Sacred Spaces

Sacred spaces affect the cards that are placed on them. There are two types of sacred spaces: “ability spaces” and “dominion spaces”.

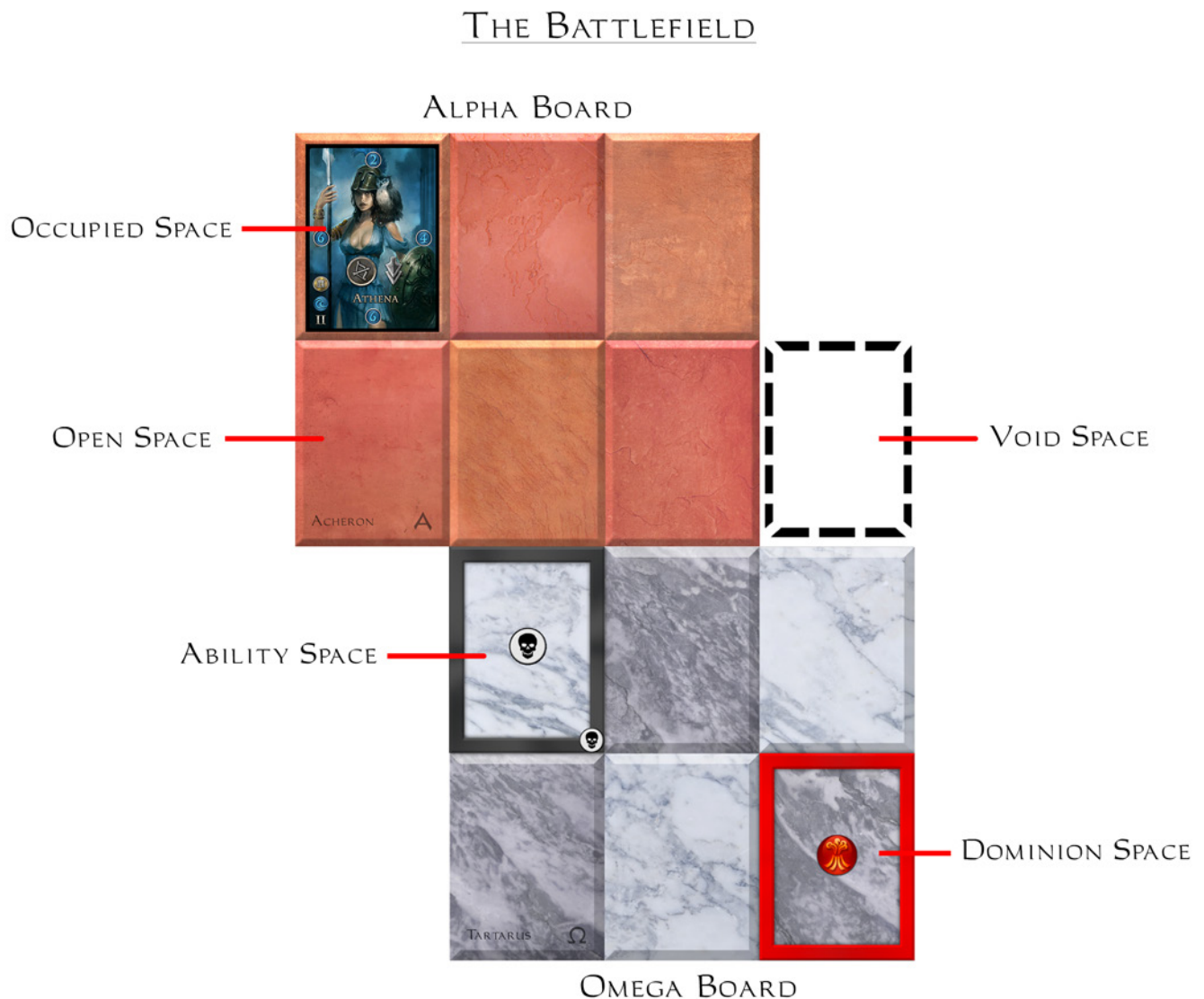
Ability spaces have black-colored borders, and an ability symbol depicted on them. When a card is placed on an ability space, it gains the ability from that space, in addition to whichever ability the card already has.

Dominion spaces have one of three dominion symbols (Earth, Sea, or Sky) depicted on them, and a corresponding colored border (red, blue, and gold, respectively.) When a card is placed on a dominion space, it gains a +1 bonus or -1 penalty to all four of its strengths, depending on whether or not the card's dominion matches the dominion symbol depicted on that space.

See *Chapter 7: Abilities* for more information on sacred spaces.

Void Spaces

“Void spaces” are not actual spaces on the battlefield. Instead, they are imaginary spaces created by the gaps between and areas around the board spaces. Cards cannot normally be placed on void spaces. However, the Voidwalker ability is the exception to this rule, allowing cards with that ability to be placed on void spaces which are adjacent to actual board spaces. Some abilities can extend across void space gaps, if their area of effect covers two or more spaces away from their card's space. (see *Chapter 7: Abilities*)



Chapter 3: Tokens and Markers

In addition to the cards and modular board pieces, *Immortal* is played with a variety of tokens and markers. There is no limit for the number of tokens and markers that can be in play at one time. If for some reason, the quantity of tokens or markers provided with this game is insufficient, you should use a suitable substitute for these components. Tokens from other games will work nicely, as will coins.



Control Tokens – Every player is provided with a set of control tokens, with different colors distinguishing one player from another. Control tokens are used to mark which cards each player controls on the battlefield. When a player places a card onto the battlefield, he puts one of his control tokens on it. If that card gets captured, the control token is replaced with one belonging to the player who captured it. If the card is removed from the battlefield, remove the control token.



Bonus Markers – These markers are used to show when a card has a positive strength bonus gained from an ability or dominion space. For each of these markers on the card, all of its strengths (North, South, East, and West) are increased by 1. When the card no longer has the bonus, or is removed from the battlefield, remove the marker.



Penalty Markers – These markers are used to show when a card has a negative strength penalty due to an ability or dominion space. For each of these markers on the card, all of its strengths (North, South, East, and West) are decreased by 1. When the card no longer has the penalty, or is removed from the battlefield, remove the marker.



Mimic Markers – These markers are used to show when cards have been affected by a Mimic ability. Place matching mimic markers (A with A, B with B, etc...) on the target of the Mimic ability, and on the card which the ability originated from. If one of these cards is removed from the battlefield, remove the mimic marker on that card, but not the marker on the corresponding card.



Dominion Markers – These markers are used to show when cards have been affected by a Trickster ability. The dominion of the affected card permanently changes to the dominion (Earth, Sea, or Sky) of the marker placed on it. When the affected card is removed from the battlefield, or becomes affected by another Trickster ability, remove the marker.

Chapter 4: Decks, Hands, and the Underworld

Each player chooses a **deck** consisting of 18 character cards. At the start of the game, each player's deck is divided into two smaller decks based on the levels of the cards: level I cards are sorted into a deck for play during Act One of the game, while level II and level III cards are set aside as a deck for play during Act Two. Decks are shuffled at the beginning of the act during which they are played, and kept face down.

During the game, players draw cards from the tops of their decks to their **hands**, then choose cards to play from their hands to the battlefield. The contents of a player's deck and hand are always hidden from his opponents.

The Underworld is where cards are sent when they have been removed from the game. The Underworld is a single pile off to the side of the play space, away from the players' decks and the battlefield. A card in the Underworld cannot be retrieved for the remainder of the game, unless an ability states otherwise. Cards in the Underworld are kept face up at all times.

Section II: The Rules

Below are the rules for the Standard game of *Immortal*. For more ways to play, see *Chapter 11: Game Variants*.

Chapter 5: How To Play

In the Standard game, 2 to 4 players lead their chosen pantheons into battle against each other. Play is divided into two rounds, called “acts.” The goal of the game is to control the most cards on the battlefield at the end of Act Two. Depending on the number and experience of the players involved, the game can last between 30 and 90 minutes.

Setting Up

Sort the character cards into distinct piles based on their pantheon symbols. Each complete pantheon consists of 18 cards: 9 level I cards, 6 level II cards, and 3 level III cards. One complete pantheon is needed per player in the game.

Each player is assigned a distinct color for their control tokens. Choose the board pieces you wish to play with, or simply gather a random selection. Two board pieces are needed per player in the game.

Determine who goes first. You can do this using any random method, or by letting an experienced player volunteer to go first. The turn order begins with this player, and then continues going clockwise.

Going in turn order, each player chooses a pantheon to play, taking all 18 cards from that set. (If the players have more than one copy of the character cards available to them, they are permitted to select the same pantheon as an opponent has, for “mirror matches.”) Any remaining pantheons are set aside.

All players sort the 9 level I cards from their chosen pantheons into their Act One decks, and set the remaining cards aside for their Act Two decks. When all players have finished sorting their decks, Act One begins.

ACT ONE: Genesis

Board Phase

Going in turn order, each player selects one board piece and lays it down to create the combined battlefield. The first player places his board piece down in whichever orientation he chooses. Subsequent players place their board pieces where they wish, so that at least two space edges on their board piece touch the edges of spaces already part of the battlefield. When a player places a board piece, he chooses which side, alpha or omega, to lay face up.

When a new board piece is placed, it may be rotated 180 degrees as the player desires, but may not be rotated 90 degrees. In other words, the short edges of spaces cannot be placed against the long edges of other spaces. Long edges must touch long edges, and short edges must touch short edges. See the *Board Placement Diagram* for a visual depiction of how the board pieces are placed together. When all players have finished placing their board pieces, the Battle Phase begins.

Battle Phase

At the start of the battle, all players shuffle their Act One decks, then draw 5 cards from the tops of their decks to their hands. See *Chapter 6: Battle* for the remaining rules of the Battle Phase. The battle ends when either no more open spaces remain on the battlefield, or when any player has no cards remaining in his hand at the start of his turn.

End of Act One

The winner of this act is the player who controls the most cards on the battlefield. In the case of a tie, see *Resolving Ties*. All cards on the battlefield remain there for the next act, with their enduring abilities still in effect, and player ownership of cards still intact. Any unused cards in the players' hands are discarded to the Underworld. Act Two begins with the winner of this act going first, and the turn order continuing clockwise from him.

ACT TWO: Ragnarok

Board Phase

Act Two begins with the Board Phase, during which players will add more modular board pieces to the existing battlefield. Going in the new turn order, each player selects a board piece and lays it down to connect to the battlefield. The same rules apply as during Act One for connecting board pieces. When all players have finished connecting their new boards to the battlefield, the Battle Phase begins.

Battle Phase

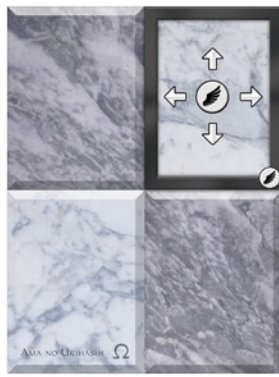
At the start of the battle, all players take the cards which were set aside for their Act Two decks. Each player shuffles his 3 level III cards, and places them face down. Each player then shuffles his 6 level II cards, and places them face down on top of his level III cards. This is the player's deck for Act Two. All players draw 5 cards from the tops of their decks to their hands.

Another battle proceeds. Cards on the battlefield which were played during Act One have their enduring abilities still in effect, and can be captured by the attacks of newly-played cards. See *Chapter 6: Battle* for the remaining rules of the Battle Phase.

End of Act Two

The end of Act Two is the end of the game. Any unused cards in the players' hands are discarded to the Underworld. The player who controls the most cards on the battlefield is the winner. In the case of a tie, see *Resolving Ties* to determine the winner.

BOARD PLACEMENT DIAGRAM



BOARD ONE

At least two edges on Board Two touch spaces on Board One. Correct!

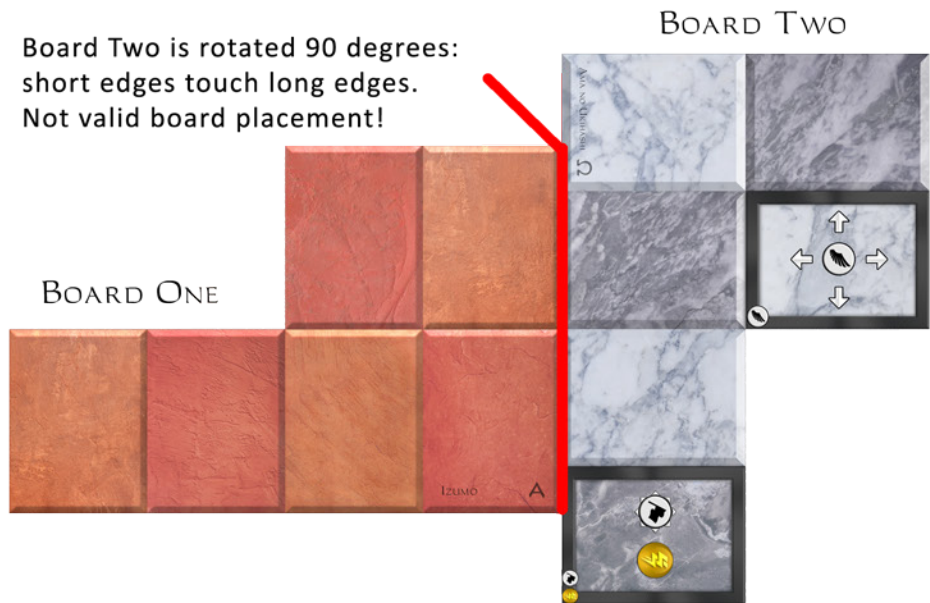
Board pieces are oriented to fit correctly: long edges touch long edges, and short edges touch short edges. Correct!



BOARD TWO

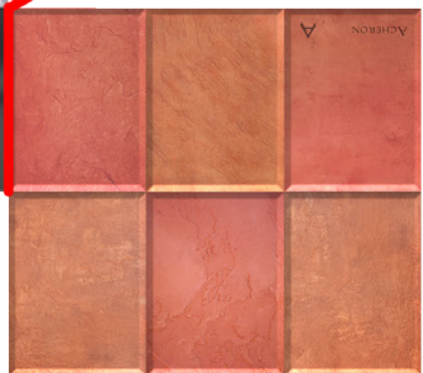


Board Two is rotated 90 degrees: short edges touch long edges. Not valid board placement!



BOARD ONE

Only one edge on Board Two touches spaces on Board One. Not valid board placement!



BOARD TWO

Standard Game Example - Act One



DECK

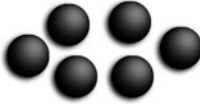
PLAYER 1



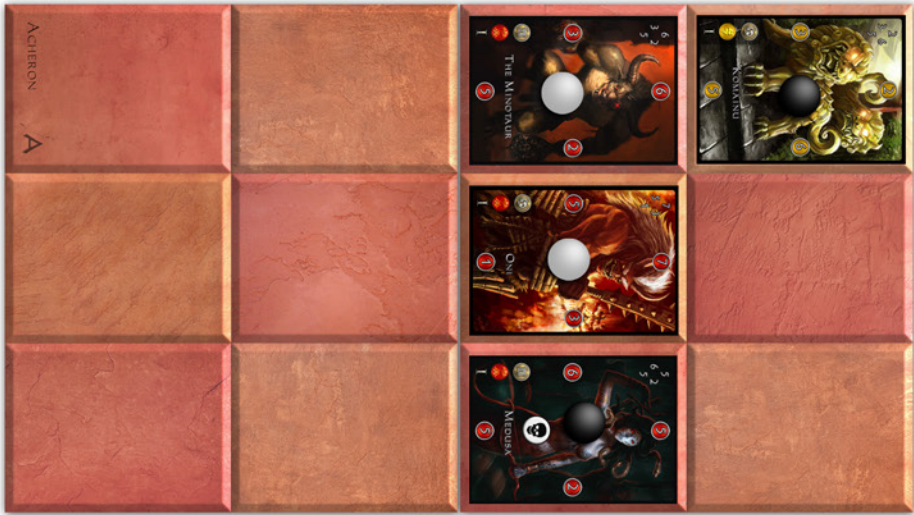
HAND



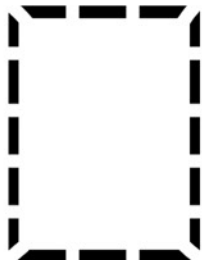
CARDS FOR ACT TWO



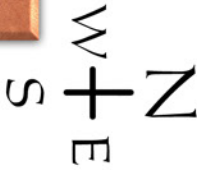
CONTROL TOKENS



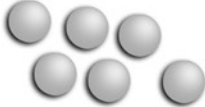
THE BATTLEFIELD



UNDERWORLD



CONTROL TOKENS



HAND



PLAYER 2

CARDS FOR ACT TWO



DECK



Standard Game Example - Act Two

PLAYER 1



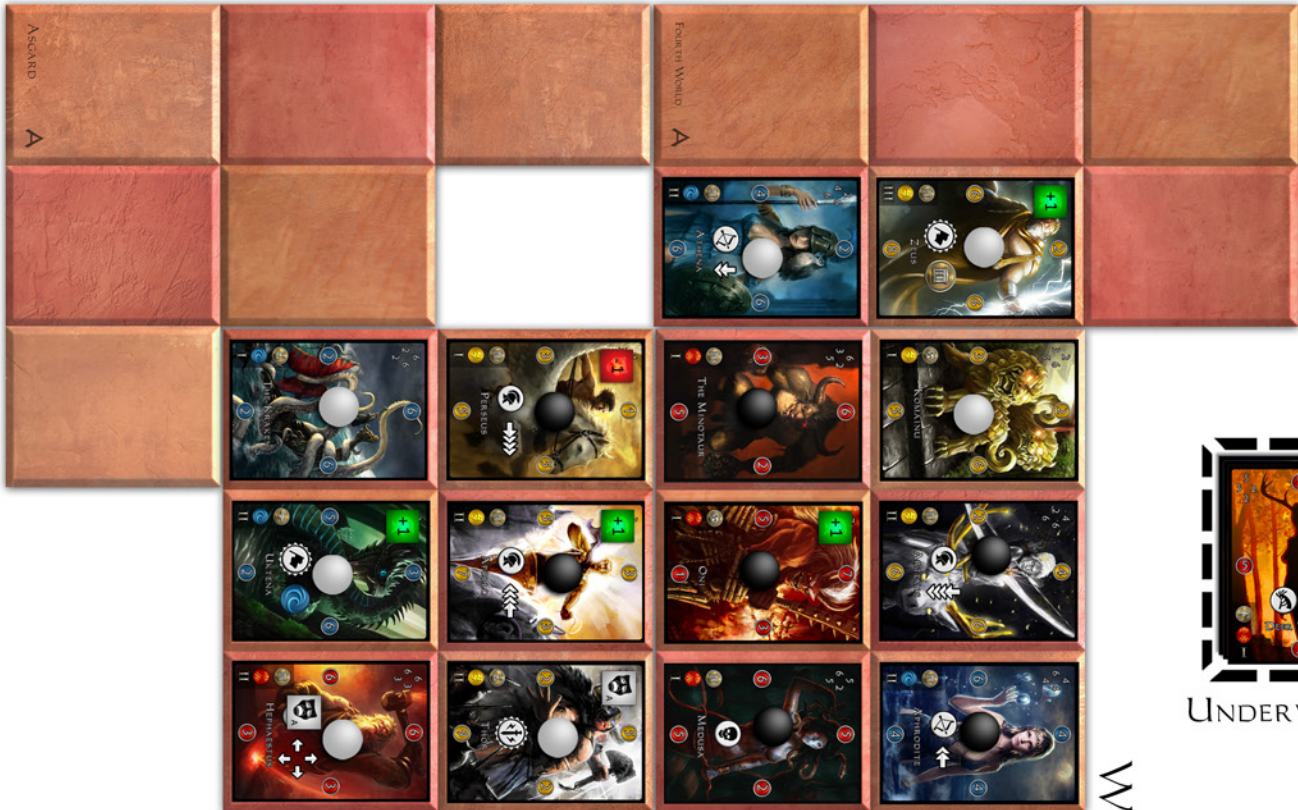
DECK



HAND



CONTROL TOKENS



THE BATTLEFIELD

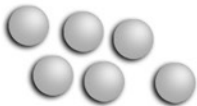
W
S
E
N

HAND



PLAYER 2

CONTROL TOKENS



DECK



Chapter 6: Battle

During the Battle Phase, players place their cards on open battlefield spaces and attempt to capture their opponents' cards. Any cards controlled by the same player are "allied" to each other. Any cards which are not controlled by the same player are "enemy" cards. The goal is to be the player who controls the most cards on the battlefield when the phase is over.

Battle Begins

At the start of Act One's battle, the first player plays 1 card from his hand, face down onto any space on the battlefield. After placing his card, the player puts one of his control tokens on it, signifying that he controls it. He then draws 1 card from the top of his deck to his hand.

The battlefield has north, south, east, and west directions, just as the cards do. When placing his card, the first player decides which direction on the battlefield is "north." He does this by how he orients his card: the direction which the north strength (top edge) of his card is facing becomes north on the board. For the remainder of the game, all cards must be placed according to that orientation, with the north strength of a card always facing north on the battlefield (on the back of a card, the logo's feathered wing points towards north.)

Going in turn order, the other players each play 1 card from their hands onto the battlefield, face down, and place a control token on it. They may play their cards onto any open space, with one important exception: a card that is played face down cannot be played adjacent to another face down card. "Adjacent" means on any of the spaces which touch the north, south, east or west edges of that card, which would normally trigger an attack. Each player, after playing his card, draws 1 card from the top of his deck to his hand.

After all players have played their face down cards, flip those cards over so that they are face up. The abilities of those cards are then applied, along with the abilities of any sacred spaces on which they were placed. Some abilities do not take effect if the card from which they originate was played face down: all Ranged Attack, Voidwalker, and Swift abilities are negated in this case. None of the cards which were played face down will attack each other.

Cards are only played face down at the beginning of Act One. For the remainder of the game, all cards will be played face up, including the first cards played in Act Two.

Turns

For the remainder of the battle, players take turns playing their cards to the battlefield. Every turn has the following steps, performed in this order:

- 1) Play a Card
- 2) Pre-Attack Abilities
- 3) Resolve Attacks
- 4) Post-Attack Abilities
- 5) Reaction Abilities
- 6) Draw a Card

Step 1) Play a Card - The player plays a card from his hand to an open space on the battlefield. An "open space" is a space which does not have a card on it. All cards must orient in the same direction, towards north on the battlefield. When playing a card, the player places a control token on it to mark that he controls it.

Step 2) Pre-Attack Abilities - Any Pre-Attack abilities belonging to the card which was played take effect. If

the space where the card was played is in the area of effect of any other cards' Enduring Pre-Attack abilities, then those abilities also take effect. The effects of all of these abilities are applied simultaneously.

Step 3) Resolve Attacks - The card played on this turn will attack all enemy cards that are within its "attack range". A card's attack range consists of the four spaces adjacent to it: north, south, east, and west. If a card has the Ranged Attack ability, its attack range will include additional spaces.

When an attack occurs, compare the values of the strengths on the touching edges of the attacking and defending cards. For example, if the attack is coming from the north, then the attacker's south strength will be compared to the defender's north strength. If the attack is coming from the west, then the attacker's east strength will be compared to the defender's west strength, etc...

If the attacker's strength is greater than the defender's strength, then the attack is successful and the defending card is captured. The attacker places his control token on the newly captured card, replacing the previous control token. If the defender's strength is greater than or equal to the attacker's strength, then the attack fails and the defending player maintains control of his own card.

Attacking an enemy card within attack range is automatic – players cannot choose to not attack. If multiple enemy cards are within the attacking card's attack range, then all of these attacks occur simultaneously. Defending cards do not normally counter-attack, therefore only the card played on the current turn can capture other cards.

Step 4) Post-Attack Abilities - After attacks are resolved, any Post-Attack abilities belonging to the card that was played take effect. If the space where the card was played is in the area of effect of any Enduring Post-Attack abilities, those abilities also take effect. The effects of all of these abilities are applied simultaneously.

Step 5) Reaction Abilities - Some abilities, such as Swift and Counter-Attack, are Reaction abilities. All Reaction abilities triggered by the events of this turn have their effects applied during this step. These effects are applied in reverse order, beginning with the most recently played card, and ending with the card which has been on the battlefield the longest.

Step 6) Draw a Card - The player draws 1 card from the top of his deck to his hand. His turn ends, and the next player going clockwise begins his turn.

Battle's End

The Battle Phase ends when either there are no more open spaces on the battlefield, or when any player has no cards remaining in his hand at the start of his turn. The winner of an act is the player who controls the most cards on the battlefield at the end of the battle. This player will go first during the next act.

Resolving Ties

A tie happens when more than one player controls the highest number of cards on the battlefield at the end of a battle. To determine the winner when this happens, each player in the tie adds up the total levels of the cards he controls on the battlefield. The tied player with the highest level count wins that battle.

If the level count also results in a tie, then it is a "complete tie." All players in the complete tie are considered to have won the battle. Going clockwise, the player in the complete tie who is furthest from the player who went first during this act, will go first during the next act. At the end of a game, if a complete tie occurs, then all players tied for the level count win the game.

Chapter 7: Abilities

Most cards have one of many special abilities. These abilities can provide strategic advantages, such as improving a card's chances of capturing enemies, strengthening their allies, or twisting the normal rules of the game. Some abilities are more powerful than others, but that power comes with a price – cards with powerful abilities have lower strength values. Some cards have no ability at all, therefore their strength values are higher to compensate for it.

A card's ability is depicted as an icon in the lower-center of the card. Each symbol on these icons represents a different ability. The Player Reference Sheets list the abilities with their associated symbols, and will give you a brief description of what they do. A more thorough description of these abilities, including special situations, is included below. If an ability's description uses the word "may", then the player playing that card has the choice of whether or not to apply those effects. Otherwise, the ability takes effect automatically.

Some abilities grant bonuses or penalties to a card's strengths. There is no limit to the amount by which strengths can be increased or decreased due to ability effects. It is possible for penalties to reduce a strength's value below 0, into negative numbers. In such cases, the greater number still wins when resolving attacks (Example: a -1 north strength wins versus a -2 south strength.)

Areas of Effect

Some abilities have an "area of effect", which is depicted on the cards as one or more arrows next to the ability icon. These arrows point to spaces on the battlefield in relation to the card's position, and any cards on those spaces are within the ability's area of effect. This means they can be affected by that ability, depending on the ability's rules (such as affecting only allied or enemy cards.)

For example, an ability with one arrow pointing north and one arrow pointing south has an area of effect of one space north and one space south of that card. An ability with four arrows pointing east has an area of effect of four spaces east of that card. Gaps in the battlefield (void spaces) do not alter an area of effect, therefore abilities can extend across gaps if their area of effect covers two or more spaces away from their card's space.

Targeting

Some abilities are "self-targeting", meaning that they only affect the card which they belong to. Other abilities "target" cards within their area of effect, depending on whether or not those cards are controlled by opponents. Any cards controlled by the same player are "allied" to each other. Any cards which are not controlled by the same player are "enemy" cards. Abilities which "target enemy cards" will only affect enemy cards. Abilities which "target allied cards" will only affect allied cards. Abilities which "target allied and enemy cards" may have variable effects depending on whether the targeted cards are allies or enemies.

Instant and Enduring Abilities

"Instant" abilities take effect only once, on the turn that their card is played. "Enduring" abilities may take effect multiple times during the game, depending on the actions and attributes of other cards played on each turn. For example, an ability which takes effect every time its card is attacked, or whenever a card with certain attributes is played adjacent to its card, is an Enduring ability. An icon with a golden frame around it signifies an Enduring ability, while an icon without the golden frame signifies an Instant ability.



Instant Ability



Enduring Ability

Permanent and Conditional Effects

Some abilities grant bonuses or penalties which last until the end of the game (or at least until the card they are granted to is removed from the battlefield.) The effects of these abilities are called “Permanent.” Other abilities grant bonuses or penalties that may increase or decrease depending on the actions and attributes of cards played on future turns. These effects are called “Conditional,” because they change based on the conditions around them on the battlefield. For example, the Conditional bonus granted to a card by a Sky Champion ability will increase if more Sky-dominion cards are played adjacent to that card on future turns, and will decrease if any adjacent Sky-dominion cards are removed from the battlefield.

Ability Descriptions



Skinwalker – This card may be played on a space occupied by another card that you control, replacing it. The card being replaced goes to your hand.

Skinwalker is self-targeting. A card with the Skinwalker ability cannot replace another card which has the Skinwalker ability. This is an Instant ability which takes effect during the Play a Card step (Step 1.)



Voidwalker – This card may be played on any void space that is adjacent to at least one real space on the battlefield. If this card is played on a void space, remove it from the battlefield and place it in the Underworld during the Post-Attack step.

This ability is negated if this card began the turn face down. Voidwalker is self-targeting. This is an Instant ability which takes effect during the Play a Card step (Step 1.)



Attack Bonus – This card gains a +2 bonus to all of its strengths for attacking cards whose dominion matches the symbol paired with this ability.

Attack Bonus is self-targeting. This is an Enduring ability which takes effect during the Pre-Attack step (Step 2.)



Defense Bonus – This card gains a +2 bonus to all of its strengths for defending against cards whose dominion matches the symbol paired with this ability.

Defense Bonus is self-targeting. This is an Enduring ability which takes effect during the Pre-Attack step (Step 2.)



Attack / Defense Bonus – This card gains a +1 bonus to all of its strengths for attacking and defending against cards whose dominion matches the symbol paired with this ability.

Attack/Defense Bonus is self-targeting. This is an Enduring ability which takes effect during the Pre-Attack step (Step 2.)



Maelstrom – When this card is played, you may rotate any cards within this ability’s area of effect 180 degrees, so that their north edge now orients towards south on the battlefield.

Maelstrom targets allied and enemy cards. This is an Instant ability which takes effect during the Pre-Attack step (Step 2.)



Mimic – When this card is played, you may choose to target one card within this ability’s area of effect. The targeted card permanently loses all abilities it has, and this card permanently gains them. This includes any abilities granted to the card by ability spaces, but does not include the effects of dominion spaces.

Mimic targets allied and enemy cards. Place a mimic marker on the target of this ability, and a matching mimic marker on this card, to signify the ability that is being mimicked. If either card is removed from the battlefield, the Mimic ability still remains in effect (in the case of the targeted card leaving the battlefield, make a note of which ability was mimicked.) A mimicked ability will take effect during the step in its description.

If any card becomes targeted by more than one Mimic ability, only the first Mimic ability to target it gains its abilities. Cards which have the Shaman or Mimic abilities cannot be targeted by a Mimic ability. Mimic is an Instant ability which takes effect during the Pre-Attack step (Step 2.)



Phalanx – When this card is played, all allied cards within this ability’s area of effect gain a permanent +1 bonus to all of their strengths. All enemy cards within this ability’s area of effect get a permanent -1 penalty to all of their strengths.

Phalanx targets allied and enemy cards. Place permanent bonus or penalty markers on any affected cards to mark the effects of this ability. This is an Instant ability which takes effect during the Pre-Attack step (Step 2.)



Ranged Attack – The spaces within this ability’s area of effect are added to this card’s attack range. When resolving an attack, use the strengths in the direction of the attack, just as if the attacking and defending cards were adjacent to each other.

This ability is negated if this card began the turn face down. If this card fails an attack against a card with the Counter-Attack ability, it will not be counter-attacked by that card if it is beyond that card’s attack range. Ranged Attack is self-targeting. This is an Instant ability which takes effect during the Pre-Attack step (Step 2.)



Shaman – This card is immune to all abilities which target it. The effects of any abilities which target this card, including abilities from both enemy and allied cards, are instead applied to the cards which those abilities originated from. Abilities which can be reflected back at an originating card by the Shaman ability include: Maelstrom, Phalanx, Trickster, Scar, and Slayer.

A reflected ability’s area of effect does not change, and other cards targeted by that ability are affected by it as normal. If there is any choice of how or if the effects of a reflected ability are applied, the player who controls the card with Shaman makes that choice.

Cards with the Shaman ability are unaffected by any sacred spaces they are played on, and therefore do not gain abilities, bonuses, or penalties from them. Cards with the Shaman ability cannot be targeted by a Mimic ability, and cannot be counter-attacked by cards with the Counter-Attack ability.

Shaman is self-targeting. This is an Enduring ability which takes effect during the Pre-Attack step (Step 2.)



Trickster – When this card is played, you may permanently change the dominions of any cards within this ability’s area of effect. Place permanent dominion markers on any cards affected by this ability, to mark what their dominions have changed to: Earth, Sea, or Sky.

Trickster targets allied and enemy cards. The player who controls this card chooses which dominion each targeted card will change to, if at all. The chosen dominion may be different for each affected card. This is an Instant ability which takes effect during the Pre-Attack step (Step 2.)



Champion – This card gains a +1 bonus to all of its strengths from each adjacent card which has a symbol matching the symbol linked with this ability. If a dominion symbol is linked with this ability, then the dominion of adjacent cards is checked to see if any bonuses are granted to this card. If a pantheon symbol is linked with this ability, then the pantheon of adjacent cards is checked to see if any bonuses are granted to this card.

Bonuses may be gained from both allied and enemy cards. The bonus gained by this ability is conditional: when adjacent matching cards are removed from the battlefield, are moved to spaces not adjacent to this card, or if their dominion changes, then the bonus decreases accordingly. When matching cards are played on or moved to spaces adjacent to this card, or the dominion of adjacent cards changes to match the ability, the bonus increases accordingly. Place conditional bonus markers on this card, as needed, to mark the effects of this ability.

Champion is self-targeting. This is an Enduring ability which takes effect during the Pre-Attack step (Step 2) and Post-Attack step (Step 4.)



Scar – When this card is attacked, the card which attacked it gets a permanent -1 penalty to all of its strengths, after attacks are resolved.

Scar targets enemy cards, but will also affect an allied card, if that allied card was the one which attacked and captured this card on this turn. Place a permanent penalty marker on any affected card to mark the effects of this ability. This is an Enduring ability which takes effect during the Post-Attack step (Step 4.)



Slayer – When this card captures other cards, the captured cards are removed from the battlefield and placed in the Underworld.

Slayer targets enemy cards. Any card captured by a card with the Slayer ability has its Traitor and Phoenix abilities negated. If a card with the Slayer ability captures a card with the Shaman ability, then the card with Slayer is removed to the Underworld, not the card with Shaman. This is an Instant ability which takes effect during the Post-Attack step (Step 4.)



Traitor – When this card is captured, remove it from the battlefield and place it on top of the deck of the player who captured it.

If multiple cards with the Traitor ability are captured on the same turn, the attacking player chooses the order in which those cards are placed on top of his deck. The Slayer ability negates Traitor. Traitor is self-targeting. This is an Enduring ability which takes effect during the Post-Attack step (Step 4.)



Counter-Attack – When an attack against this card fails to capture it, this card will attack the card which attacked it. The counter-attack attack occurs after the initial attacks are resolved, during the Reaction step.

Counter-Attack targets enemy cards. After the counter-attack, another Post-Attack step will occur. Cards with the Shaman ability cannot be counter-attacked. This is an Enduring ability which takes effect during the Reaction step (Step 5.)



Swift – On the turn that this card is played, during the Reaction step, the player who controls it may move it to an open space within this ability’s area of effect. After the card is moved, the turn’s steps begin all over again with the Pre-Attack step, including new attacks by this card against enemy cards within its attack range.

There must be a clear and unbroken path of open spaces in order to move this card more than 1 space away from its original position, if the ability’s area of effect allows it. If this card moves to a sacred space, it is affected by that space as if it had been played on it.

This ability is only used once, on the turn that the card is played. If this card has two Swift abilities (having gained one from a sacred space), then each of these abilities may be used, causing the card to move and attack again multiple times in the same turn. In this case, if the card’s original Swift ability has not yet been used, then the Swift ability gained from the sacred space must be used first, if at all.

This ability is negated if this card began the turn face down. Swift is self-targeting. This is an Instant ability which takes effect during the Reaction step (Step 5.)

Sacred Spaces

As mentioned in *Chapter 2: The Boards*, sacred spaces will affect the cards that are placed on them. There are two types of sacred spaces: ability spaces and dominion spaces.

When a card is placed on an **ability space**, it gains the ability depicted on that space, in addition to whichever ability the card already has. For example, a card placed on a space with the Slayer ability symbol gains the Slayer ability.

The ability gained from the space will take effect during the step in its description (see above.) If the ability gained from a space has an area of effect depicted, that area of effect does not apply to any other abilities that the card may have. The area of effect of any other abilities that the card may have also do not apply to the ability gained from the space.

When a card is placed on a **dominion space** which matches its dominion symbol, that card gains a +1 bonus to all of its strengths. If the card’s dominion does not match the dominion symbol on the space, it gets a -1 penalty to all of its strengths.

Example #1: a Sky card is placed on a Sky dominion space. That card gains a +1 bonus to all of its strengths.

Example #2: an Earth card is placed on a Sky dominion space. That card gets a -1 penalty to all of its strengths.

This bonus or penalty is conditional, and will change if the card’s dominion changes, or if the card is moved to another space on the battlefield. Place conditional bonus or penalty markers on the card, as needed, to mark the effects of the dominion space. Because they are conditional, dominion spaces are treated as Enduring abilities which take effect during the Pre-Attack step.

If a card is played face down on a sacred space, then the effects of that space on the card are applied when the card is flipped over. If a card on a sacred space is moved to another space, it loses any enduring abilities or conditional effects it gained from the sacred space. If a card on a sacred space is removed from the battlefield or moved to another space, then any other card placed on that sacred space will be affected by it as normal.

Chapter 8: Dominions

There are three dominions of power among which all cards are divided. A dominion signifies the forces of nature over which a legendary character holds sway. The middle of the three symbols in the bottom left is a card's dominion symbol, represented by a colored jewel.

Cards have different tendencies towards abilities and strengths, depending on their dominion. Paying attention to these tendencies can help you build your strategy for playing them. Some abilities become more or less effective depending on the dominions of adjacent cards.



Earth cards tend towards aggression. Most of their abilities focus on manipulating other cards, or utterly destroying them. Their strengths tend towards having higher numbers in the north, and lower numbers in the south. The strength frames of Earth cards, and the borders of Earth sacred spaces, are colored red.



Sea cards focus on tricks and strategy. Their abilities allow them to cover more ground, launch surprise attacks, and play cards in other unorthodox ways. Their strengths tend towards having higher numbers in the east or west, or both. The strength frames of Sea cards, and the borders of Sea sacred spaces, are colored blue.



Sky cards excel in support and protection. Most of their abilities focus on strengthening allied cards, and defending against enemy attacks. Their strengths tend towards having higher numbers in the south, and lower numbers in the north. The strength frames of Sky cards, and the borders of Sky sacred spaces, are colored yellow.

Chapter 9: Pantheons

Each card belongs to one of several pantheons. A card's pantheon signifies which group of mythologies the character originates from. The top-most of the three symbols in the bottom left is a card's pantheon symbol, represented by a shield.

A pantheon consists of 18 cards, 6 from each dominion. Each pantheon tends towards different abilities and strengths, and understanding these traits is key to playing them effectively. In this *Master Set*, there are four pantheons: Greek, Norse, American, and Japanese. As *Immortal* evolves, more pantheons will be added from the myths and legends of distinct cultures. These expansions will introduce new abilities and playing styles to the game.



Greek cards are usually strong in the south. Their abilities often have a longer range than most, allowing them to hug the edges and corners of the battlefield and still cover much ground. These abilities can include granting bonuses to their allies, stealing enemy abilities, banishing enemies to the Underworld, and even capturing enemy cards at range. The Greek Pantheon symbol is a temple.



Norse cards are usually strong in the north. Their abilities tend to be passive-aggressive, reacting to the actions of other cards. Many have abilities which give them an offensive or defensive bonus against cards of a particular dominion. Be careful... as a Norse player, a few of your cards have the Traitor ability. This makes them very powerful, but also very dangerous if your enemies succeed in turning them against you. The Norse Pantheon symbol is a hammer.



American cards are usually strong in the west. Their abilities can make them tricky to deal with, such as reflecting abilities which target them back on to the aggressors, changing the dominions of other cards, or launching surprise attacks in areas of the battlefield which looked securely defended. Though they may appear weak, many of their cards grow stronger depending on the dominions of other cards around them. The American Pantheon symbol is a thunderbird.



Japanese cards are usually strong in the east. Their stealthy abilities make them well-equipped to capture multiple cards in a single turn. They can move and rotate cards to attack weak sides, and even launch attacks from void spaces. These abilities can often be applied defensively as well, making this a very versatile pantheon. However, relatively lower strength numbers can leave them vulnerable to enemy attacks. The Japanese Pantheon symbol is a mitsudomoe swirl.

Section III: Customization and Variants

Experienced players can find new and exciting ways to play *Immortal*, by applying these rules for customized decks and game variants.

Chapter 10: Custom Decks

Players may create their own custom decks of hybrid pantheons. By mixing cards from 2 different pantheons, players can discover fun and clever card combinations to fit their personal strategies and playing styles. Custom decks are allowed in the Standard game, and in game variants.

Custom decks must conform to the following rules:

They must consist of 18 cards: exactly 9 level I cards, 6 level II cards, and 3 level III cards.

These cards may be selected from up to 2 different pantheons.

A custom deck must have a minimum of 3 cards of each dominion.

Every card in a custom deck must be unique, no duplicates.

Any combination of cards which fit within the above rules is permitted, with no restriction on how the different pantheons and dominions are divided among the required number of cards per level.

Example #1: A player creates a custom deck, selecting 8 cards from the Norse pantheon and 10 cards from the American pantheon. 7 of these cards are Sky dominion cards, 6 are Sea cards, and 5 are Earth cards.

Example #2: Another player creates a custom deck, selecting 12 cards from the Greek pantheon and 6 cards from the Japanese pantheon. 3 of these cards are Sky dominion cards, 3 are Sea cards, and 12 are Earth cards.

As players build their custom decks, they are not required to reveal any of the cards they select to their opponents. They may even have their decks prepared well in advance of the game, to pit against their opponents' own pre-built decks. If the players have more than one copy of the character cards available to them, they are permitted to have some or all of the same cards in their decks as their opponents or allies have.

Chapter 11: Game Variants

Immortal has multiple variants which change how the game is played. Team Battle is a 2-vs-2 game, where teammates ally their forces for battlefield control. The Chaos variant breaks the rule of always orienting cards towards North, allowing players more freedom in how they play their cards. The Skirmish variant is a fast and furious game, putting players' pre-customized mini-decks to the test during a single battle.

Variant #1: Team Battle

Team Battle is a variant of the Standard game, for 4 players competing in teams of 2. Teammates ally their cards and combine control tokens. The team which controls the most cards on the battlefield when the game ends, wins.

In addition to being a variant of the Standard game, the Team Battle rules can also be applied to the Skirmish variant, with the differences being the number of cards in each player's deck (6 instead of 18), the number of board pieces needed (4 instead of 8), and only one act/battle being played instead of two.

Setting Up

Set up is similar to the Standard game, yet is different in the following ways:

One complete 18-card pantheon or custom deck is needed per player, for a total of 4. Two board pieces are needed per player, for a total of 8. Each of the two teams is assigned a distinct color for its control tokens.

Decide the members of each team. Teammates must sit opposite of each other, so that the teams will take alternating turns during the game. For example, Player 1 (Team A) will take his turn, followed by Player 2 (Team B), Player 3 (Team A), and Player 4 (Team B). Players take turns choosing and sorting their decks as usual.

If the players have more than one copy of the character cards available to them, they are permitted to select the same pantheon decks as other players, including their allies. If playing with custom decks, they may also have cards in their decks which are duplicates of cards in other players' decks. Therefore, it is possible that during a game, two copies of the same card may be played to the battlefield by different members of the same team. If appearing in the decks of opposing teams, then it is even possible for four copies of the same card to be played to the battlefield during a game.

Board Phase

As usual, the players take turns selecting and placing down their board pieces to create the combined battlefield.

Battle Phase

In the Team Battle variant, the rules of Battle change in the following ways:

Teammates share control tokens and ownership of cards on the battlefield. All cards with a particular team's control token on them are considered allied, regardless of which teammate played them or captured them. Allied cards do not attack each other.

During the match, teammates can communicate their plans publicly, but cannot physically reveal their hands to each other.

End of Act One

The winner of this act is the team which controls the most cards on the battlefield at the end of the battle. The team which won this act chooses which teammate will go first during Act Two, with the turn order

continuing clockwise from him.

In the case of a tie, see *Resolving Ties*. In the case of a complete tie, neither team wins this act. The player sitting to the right of the player who went first during Act One will go first during the next act.

End of Act Two

Act Two continues as usual, with each team adding new board pieces to the battlefield and competing for control of the most cards. The team which controls the most cards on the battlefield at the end of Act Two wins the game. In the case of a tie, see *Resolving Ties* to determine the winner. In the case of a complete tie, the game is a draw.

Variant #2: Chaos

Chaos is a variant whose rules can be applied to the Standard game, and to other game variants.

When using Chaos variant rules, players may choose to orient their cards towards north or south when they place them on the battlefield. In other words, instead of always requiring a card's north strength (top edge) to face north on the battlefield, the player chooses whether it faces north or south. This orientation can vary from one card to the next, essentially meaning that any card may be rotated 180 degrees when it is played to the battlefield.

The area of effect of any card abilities will orient to the card they belong to, to match the visual indication of which spaces the area of effect arrows are pointing towards. In other words, if a card is rotated 180 degrees to orient towards south, then the area of effect also rotates 180 degrees. If a card gains an ability with an area of effect from a sacred space, that ability's area of effect does not change, even if the card is rotated. The area of effect of sacred space abilities always matches the area of effect arrows depicted on that space.

Variant #3: Skirmish

The Skirmish variant is a quick game, in which 2 to 4 players mix cards into custom mini-decks, fighting for supremacy over the course of one battle. A single Skirmish game will usually last between 10 and 20 minutes. Multiple Skirmish games can be played back-to-back in "best of three" or "best of five" contests, to prove who has built and played the superior card combos.

Setting Up

Each player is assigned a distinct color for their control tokens. Choose the board pieces you wish to play with, or just gather a random selection. There needs to be at least one board piece per player in the match.

Determine who goes first. The turn order begins with this player, and then continues going clockwise.

Building Your Deck

In the Skirmish variant, each player begins by building a custom mini-deck of 6 cards. Players are free to add any combination of cards from up to 2 pantheons to their decks, with an additional limitation: a Skirmish deck must consist of 3 level I cards, 2 level II cards, and 1 level III card. There is no restriction on how many or how few cards from each dominion are permitted in a Skirmish deck.

Skirmish decks may be built at the beginning of a game, or prepared well in advance. When all players have

finished building their decks, the remaining cards are set aside, and the Board Phase begins.

Board Phase

Going in turn order, each player selects one board piece and lays it down to create the combined battlefield. The battlefield is created in the same manner as in the Standard game (see *Chapter 5: How to Play*.) See the *Board Placement Diagram* for a visual depiction of how the board pieces are placed together. When all players have finished placing their board pieces, the Battle Phase begins.

Battle Phase

At the start of the battle, all players draw all 6 cards from their decks to their hands. See *Chapter 6: Battle* for the remaining rules of the Battle Phase. Players may play any card from their hand to the battlefield on their turn, regardless of the level of that card.

Because players have their entire deck in hand from the beginning of the game, they usually will not draw new cards. However, if a card ends up in a player's deck for any reason (such as due to the effects of the Traitor ability), then that player will draw the top-most card from his deck to his hand during the Draw a Card step of his turn.

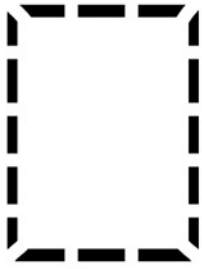
The battle ends when either no more open spaces remain on the battlefield, or when any player has no cards remaining in his hand at the start of his turn.

End of the Game

The winner of the game is the player who controls the most cards on the battlefield when the Battle Phase ends. In the case of a tie, see *Resolving Ties* to determine the winner.

Skirmish Variant Example

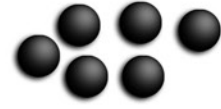
PLAYER 1



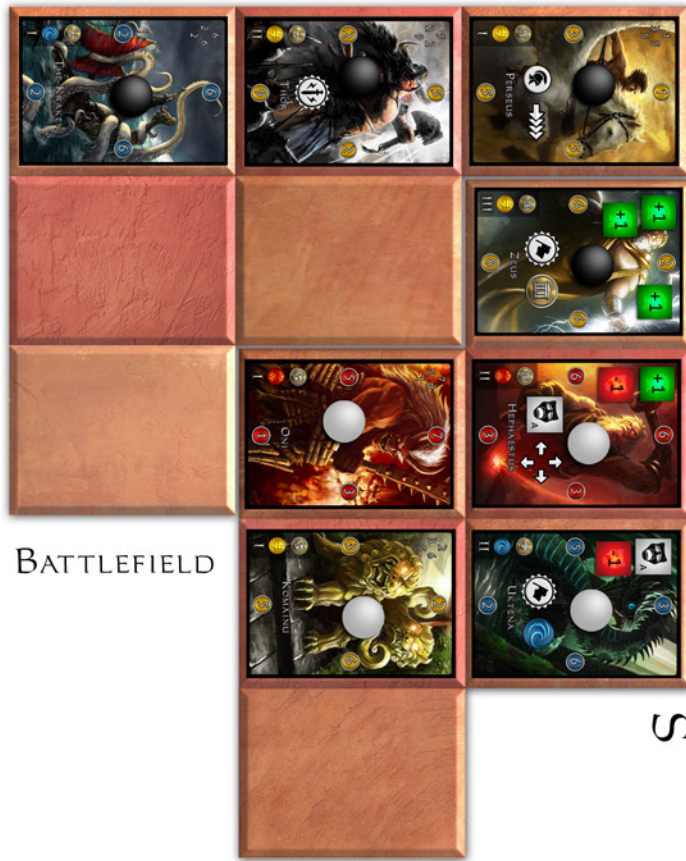
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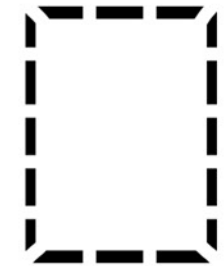
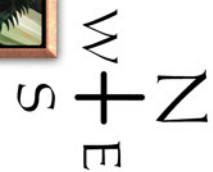
HAND



CONTROL TOKENS



THE BATTLEFIELD

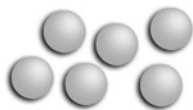


UNDERWORLD

HAND

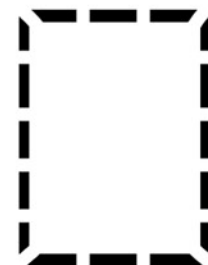


PLAYER 2



CONTROL TOKENS

DECK



Quick Overview

A quick overview of how to play *Immortal*:

Setup

- Each player chooses an 18-card pantheon deck, and control token color.
- Each player: Shuffle the level I cards of your pantheon, setting them down as your Act One deck. Set aside your level II and level III cards for your Act Two deck.

Act One

- Each player adds a board piece of his choice to the battlefield.
- Each player draws 5 cards from the top of his Act One deck.
- Players take turns playing cards from their hands to the battlefield, face down. After each player has played their first card, those cards are flipped over and their ability effects are applied.
- Players continue taking turns. On his turn, in this order, a player:
 - 1) Plays a card from his hand to the battlefield, face up.
 - 2) Applies the effects of pre-attack abilities. Depending on the ability, the effect may target itself, adjacent cards, or cards within the depicted area of effect.
 - 3) Resolves attacks. The card played on this turn is the attacking card. The attacking card's strengths are compared against the strengths of adjacent enemy cards. If an attacking card's strength is greater than a defending card's strength, then the defending card is captured.
 - 4) Applies the effects of post-attack abilities.
 - 5) Applies the effects of reaction abilities.
 - 6) Draws a card from the top of his deck to his hand.
- When either no more open spaces remain on the battlefield, or when any player has no cards remaining in his hand at the start of his turn, Act One ends. The winner of this act is the player who controls the most cards on the battlefield.

Act Two

- Each player adds a new board piece of his choice to the battlefield.
- Each player: Shuffle your level III cards, then your level II cards, placing the level II cards on top of the level III cards for your Act Two deck. Draw 5 cards from the top of your Act Two deck.
- Players take turns playing cards from their hands to the battlefield, as in Act One. All cards are played face up during this act.
- When either no more open spaces remain on the battlefield, or when any player has no cards remaining in his hand at the start of his turn, the game ends. The winner of the game is the player who controls the most cards on the battlefield.

IMMORTAL Ability Quick-Guide

AMERICAN PANTHEON



CHAMPION - This card gains a **+1** bonus to all of its strengths from each adjacent card which has a symbol that matches the symbol linked with this ability.



SKINWALKER - This card may be played on a space occupied by another card that you control, replacing it. The card being replaced goes to your hand. A card with the Skinwalker ability cannot replace another card with the Skinwalker ability.



SHAMAN - This card is immune to all abilities which target it, both enemy and allied. Abilities which target this card instead have their effects applied to the cards which those abilities originated from. These include: Maelstrom, Phalanx, Trickster, Scar, and Slayer. Cards with the Shaman ability are not affected by the sacred spaces they are played on.



TRICKSTER - When this card is played, you may permanently change the Dominions of any cards within this ability's area of effect.

GREEK PANTHEON



RANGED ATTACK - The spaces within this ability's area of effect are added to this card's attack range.



MIMIC - When this card is played, you may choose one card within this ability's area of effect. The targeted card permanently loses any abilities it has, and this card permanently gains them. Mimic cannot target cards with the Shaman ability.



PHALANX - When this card is played, allied cards within this ability's area of effect gain a permanent **+1** bonus to all of their strengths. Enemy cards within this ability's area of effect get a permanent **-1** penalty to all of their strengths.



SLAYER - When this card captures other cards, the captured cards are removed from the board and placed in the Underworld. Slayer negates the Traitor and Phoenix abilities.

JAPANESE PANTHEON



VOIDWALKER - This card may be played on any void space that is adjacent to at least one real space. If this card is played on a void space, place it in the Underworld after attacks are resolved.



+1 vs ATTACK / DEFENSE BONUS - This card gains a **+1** bonus to all of its strengths for attacking and defending against cards whose dominion symbol matches the symbol paired with this ability.



MAELSTROM - When this card is played, before attacks are resolved, you may rotate any cards within this ability's area of effect **180** degrees.



SWIFT - On the turn that this card is played, after attacks, the player who controls it may move it to an open space within this ability's area of effect. After the card is moved, the turn's steps begin all over again, including new attacks.

NORSE PANTHEON



+2 vs ATTACK BONUS - This card gains a **+2** bonus to all of its strengths for attacking cards whose dominion symbol matches the symbol paired with this ability.



+2 vs DEFENSE BONUS - This card gains a **+2** bonus to all of its strengths for defending against cards whose dominion symbol matches the symbol paired with this ability.



SCAR - When this card is attacked, the card which attacked it gets a permanent **-1** penalty to all of its strengths, after attacks are resolved.



TRAITOR - When this card is captured, it is removed from the board and placed on top of the deck of the player who captured it.



COUNTER-ATTACK - When an attack against this card fails, this card will attack the card which attacked it. The counter-attack occurs after the initial attacks are resolved. Cards with the Shaman ability cannot be counter-attacked.