

Welcome Runners to the mean streets of the futuristic Stratic City, where the only thing that matters is how you play your cards! Call upon the mysterious creatures from the world of Revion, with creatures beyond our imagination. It's time to write your Chronicle. Two unique decks of 50 cards clash in an epic battle of power and skill where the first player to reduce their opponent's 10 life points 0 wins the clash.

But before we get into it there are some things you may want are; a set of dice for damage counters and something to keep track of life point totals, this can be anything from a pad and pen to calculator or even a 20 sided dice set to side 10.

Now that that's out of the way let's get into the game play.



Deck Construction

Each main deck must contain 50 cards and an 18 card sideboard that you can swap between your main deck in-between games during best of 3 matches. However, between your side board and main deck you can only have 4 copies of each card sharing the same identical name (ie if your main deck has 4 copies of Hina Red Fox Sister your side board cannot contain any, but you can split them up between side board and main deck.)

Parts of your Field

There are 3 Creature Zones at the center of your field. On either side of your Creature Zones are your 2 Token Zones.

Below your Creature/Token Zones is a line of cards that is called your Script. To the right or left (whichever is most comfortable for you) of your Script/Creature/Token Zones is your face down Deck of 50 cards and above that is your face up Torn or Discard pile, cards here are referred to as Torn cards.

Phases

These are the parts of a turn that you will complete each time the game comes back to you.

Start

First you will both draw a hand of 4 cards and set a counter of 10 to act as your life point total (it is possible to gain more than 10 life points but that's up to card abilities.) Next take the top 3 cards of your deck and place them face down in your Pages (a line of cards at the bottom of your playing area.) These are used to pay costs. After you both are set up and decide a turn order by die roll or coin toss the game is ready to begin.

Draw Phase

This is when you add the top card of your deck to your hand.

Turn a Page

This is when you take another card from the top of your deck and place it face up in your Script (a line of cards at the bottom of your play area) this is called Flipping a Page. Your main Deck cards have abilities that can trigger when placed here and they're sent to the graveyard to help you play cards from your hand onto the field by paying the card's Cost (C).

Main Phase

This is when you can play cards from your hand and activate abilities. You can play as many cards in a turn as you would like as long as you can pay their cost and as long as your Fields capacity doesn't exceed 3 main deck cards and 2 Tokens.

Battle

This is when you can attack with all your creatures. **However, during the first turn of the game you can only attack with 1 creature.** The card that is attacking is called the attacking card and the card that is being attacked is called the defending card. If one card attacks another player's card whose Drive (D) is greater than or equal to the defending card's Endurance (E), that card is Torn and sent to the discard pile then they lose a life point equal to the attacking card's Hit (H) number. If a card of a low Drive (D) attacks a card of a higher Endurance (E), that card permanently loses Endurance (E) equal to the Drive (D) of the attacking card. If a player has no cards on the field to defend themselves, cards may attack

the player directly, the defending player takes that card's Hit (H) as life point damage. The first person to 0 life points is the loser.

End Phase

This is when your turn ends and passes to the other player.

Game Terms.

Call – to Call a card means to place a card on the field.

Normal Call – to place a card on the field by Tearing Pages from your Script to pay that card's Cost (C).

Rest - cards played from your hand cannot attack the turn they are played and enter the battle field sideways and are considered resting.

Torn - this refers to cards already in the discard pile.

Script - this is the line of cards you keep to allow you to pay costs. Cards here can be flipped face down in order to activate an ability which is an act called Casting or send them to the discard pile to Call cards into play in an act called Tearing.

Tear a Page/Card - this means to send a card from your Script, field, or hand to the discard pile; this most commonly happens when you play cards.

Flip a Page - this is when you send a card to your Script, most commonly after the draw Phase from the top of your deck.

Cast - this is the term used when activating an effect that requires you to flip a card face down in your Script.

Tear - To destroy or send a card to the Torn Pile.

Tokens - these are cards created by abilities with Hit, Endurance, and Drive that is determined by the card ability that calls it to battle and no abilities of their own. You can control 2 of these in addition to your 3 regular creature zones. These cards are not part of your Deck and are not sent to your Torn pile when destroyed.

Decking Out – in most games running out of cards in your deck means you lose, but in Revion if you cannot draw due to running out of cards you can Tear a Page from your Script and take a point of damage, then you can shuffle your Torn cards and place them face down as your deck.

Parts of a Card

Soul - this is the primary ability of a card and it activates either during a player's main phase or when a condition is met on the card.

Page - this ability activates when a card is placed into the Script from the top of your deck.

Key - this is key word ability placed above the art; they are a word that is used to represent a specific ability.



- **Link/Hold** – Link is an ability that lets you attach the creature to one with the Hold Key. These cards are played like regular cards so you must have an empty creature zone to call it to. When you Link a card you place the Link card under another card with the Hold Key, this does free up the creature zone it was once occupying. You can then add the E, H, and D of the Link card to the Hold card. That Link card and the hold card are considered one card on the field.



- **Sneak** – this Key lets you hit directly, even with creatures defending your opponent.
- **Tribute** - cards with this Key require you to send face up cards you control equal to that card's C to the discard pile and cannot be normal called by tearing Script Pages.



- **Rush** - cards with this Key can be called at any time during either players turn. But Rush cards can still be normal called during your turn.



- **Evolve** - you must send a specific creature from the field to the Discard pile to play this card. When evolving you do not have to pay their C but you can only evolve 1 card once per-turn. But Evolve cards can still be normal called by paying their C.



- **Duel** – the creature with this Key can make 2 attacks on the same creature in a row.



- **Brave** - opposing creatures cannot attack any cards or players except the creature on the field with the Brave Key. (Cards with the Sneak Key cannot sneak past a card with the Brave Key, they must attack it.)

(H) Hit: this is how many points of damage is taken after a successful attack either on a player or when a card is destroyed via battle.

(D) Drive: this is the power level of a card, it is used to attack during battle.

(C) Cost: this is the number of Pages you have to send or 'Tear' to the discard pile from the script the number listed on the card to call the card into play.

(E) Endurance: this the card's life total of a card, this number drops the more it's attacked, even by cards with weaker drives. When this number hits zero, the card is destroyed and sent to the discard pile.

Class: each card have 2 Classes placed below their name, these are your cards attributes and have different interactions with card abilities.

Name: your deck can only contain four copies of each card bearing the exact same Hit name. Some cards even have abilities that coincide with other cards containing similar phrases to gain powerful effects.



Thank you for playing! We hope you enjoy Revion.

For more please visit our website!

<https://rainforestgames.weebly.com/>

