

ETERNAL DECKS





A B C D E F

24 Eternals



A B C D

BACK

128 Eternals Cards
(16 Decks, 8 cards each)



E

40 Random Cards
(1 Deck)



20 Starting Cards
(4 Decks, 5 cards each)



16 Field Cards



8 Communication Discs
(4 colors, 2 each)



12 Jewels



BACK



6 Stars



3 Hearts



1 4-sided Die (d4)



4 River Rare Cards



BACK

2 Game Over Cards



4 Keys



2 Gatekeeper Discs



B C

9 Purple Star Cards



C

16 Puzzle Cards

BACK



D

16 Gatekeeper Cards
(2 Decks, 8 cards each)

BACK



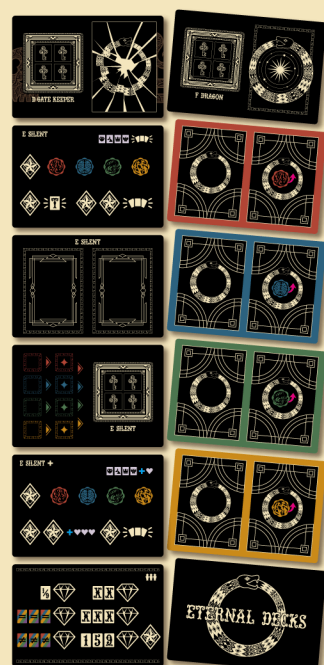
D

4 White Skull Star Cards



BACK

11 Stage Cards



BACK

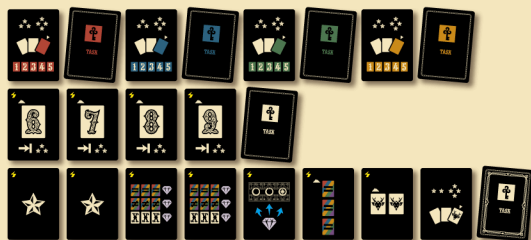


BACK

2 Ability Aid Cards

BACK

4 Player Aid Cards



E

16 Task Cards

BACK

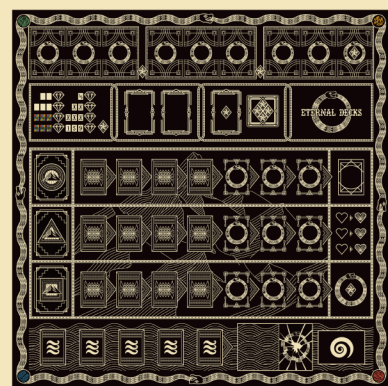


BACK

5 GK Player Cards



2 English Rulebooks
2 Japanese Rulebooks



1 Game Board



F

2 Key Bonus Cards



B+ D+

1 GK Attack Cards

BACK

STORY

Humanity has been plagued by a phenomenon in which their lifespans are shortening. In order to solve this mystery, the Explorers journey to the Eternal World. There they encounter mystical creatures known as the Eternals. Will the Explorers be able to solve the mystery of life and return to their original world?



STAGE A NATURE STAR **First Encounter with the Eternals**

The Eternal World is a vast expanse of nature. Interact with the mysterious Eternals while learning about the different Fields and the power of the Stars.

STAGE B GHOST TOWN **The Key to Solving the Secrets Within**

After unlocking the power of the Stars, you discover there are more realms to investigate within the Eternal World. After some travel, a spooky town appears before you. You think it is abandoned...until you spot Ghostly Eternals! Quickly collect the four Keys to free the ghosts and move onto the next realm.

STAGE C LABYRINTH **Escape from the Labyrinth**

With the knowledge of how Keys work, you now find yourself lost in a Labyrinth. Enlist the help of the Labyrinth Eternals to solve the puzzles inside and find the Keys before you are trapped forever.

STAGE D GATE KEEPER **Fight the Gatekeeper**

After escaping the Labyrinth, you approach a large gate. An even larger figure blocks your path. Work with the Positive Eternals to defeat The Gatekeeper.

STAGE E SILENT **A Silent Trial**

Beyond the large gate is a silent space that seems to go on forever. In the distance, you hear the faint requests of the Random Eternals. Work together and overcome this trial.

STAGE F DRAGON **The Resurrection of the Dragon**

The mystery of this strange life is related to the Dragon's egg. Will you be able to witness the resurrection of the Dragon and return to your world?

PRACTICE: A simulated experience of Eternal Decks **21**
Before you explore the Eternal World, you may train hard to prepare for an encounter with the Eternals.

GAME SYSTEM

Eternal Decks is a cooperative game system where each Stage is a different game. Within each Stage, players will take turns playing cards to the Game Board in order to refill their decks and achieve the different objectives for each Stage.

Game Overview

At the start of a game, each player has five “Number Cards”, which represents the life energy flowing within them. On your turn, you must play at least one card before play proceeds clockwise to the next player. If you cannot play a card on your turn, the cycle of life will fail and everyone will lose the game.

To maintain the cycle of life, you need to acquire new cards from the mysterious “Eternals”. Eternals can be found sleeping at the end of each row within the “Field” (the three rows in the middle of the Game Board). If a player manages to play a card at the end of a Field row, they will connect with the Eternals and “Revive” one of them. Only the player who Revives the Eternal will receive the eight cards from that Eternal.

Upon Revival, a “Curse” will be activated by the Eternal. For example, the Phoenix Curse means any card with the number 1 cannot be played to the Field.

To break the Curse of an Eternal, you must generate a “Jewel” and offer it to the Eternal. To generate Jewels, you must use one to three cards from your hand and play them to the “River” (the row at the very bottom of the Game Board).

Communicating with your teammates is an important part of the game. For that purpose, each player has two “Communication Discs”. You may place the Discs wherever you want to play your cards next. By placing them, you can indirectly communicate the information of your hand to your teammates.

To keep the cycle of life going, you must make sure that all of your cards do not run out. Communicate and “Discuss” who should be the next player to get a new deck.

There are six “Stages”, A/B/C/D/E/F. In Stage A, you win by gaining four “Stars”. In the other Stages, you win by gaining four “Keys”. The conditions for acquiring Keys will vary depending on the Stage.

Let the journey of Eternal Decks begin!



The Secret of Life Energy

There are five energies (Number Card suits) that can be harnessed within the Eternal World. They are Passion, Calm, Harmony, Challenge, and Inspiration. There are also Rare Cards, Ability Cards, and Skull Cards. In Stage A, you will only need to worry about the Number, Rare, and Ability Cards.

Cards That Are Playable On Your Turn



Number Cards

There are five colors (red, blue, green, yellow, purple) and nine numbers (1-9).

Number Cards can be played to the Field or the River. They can also be used to generate Jewels.



Passion



Calm



Harmony



Challenge



Inspiration



Two-Color Cards

These are Number Cards with two colors: "red/green" or "blue/yellow." When played to the Field, the card can be oriented in either direction. When generating Jewels, you choose which color you are using.



Rare Cards

Rare Cards are special Number Cards.

They can be played as any of the five colors and/or any of the nine numbers.

Rare Cards can be next to each other in the Field.

When used to generated a Jewel, you can use more than one Rare Card.

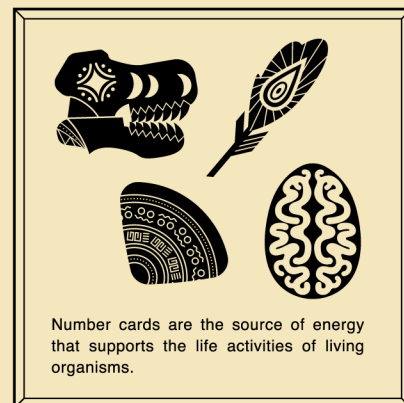


Ability Cards

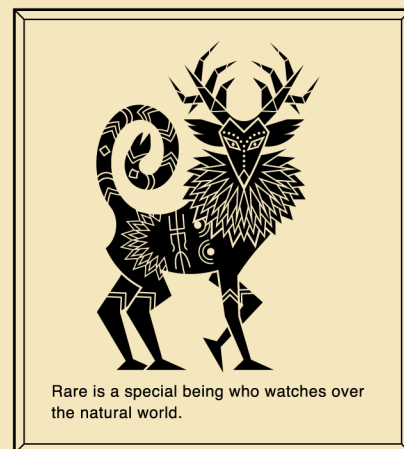
When you play an Ability Card, the effect of that card is activated.

Depending on the Ability Card it will be played to the Stage Card Area, Field, or Discard Area.

Ability Cards **18**



Number cards are the source of energy that supports the life activities of living organisms.



Rare is a special being who watches over the natural world.

Decks

A “Deck” refers to a set of cards that are combined together into one group.
There are the Eternal Decks, Starting Decks, Random Deck, and Gatekeeper Deck.
In Stage A, you will only need to worry about the Eternal and Starting Decks.

Eternal Decks

Each eight card deck is unique to the specific Eternal.
The card backs feature the icon for that specific Eternal.



Starting Decks

Five cards, numbered 1-5, for each player.



Eternal, Face Down



Eternal, Face Up



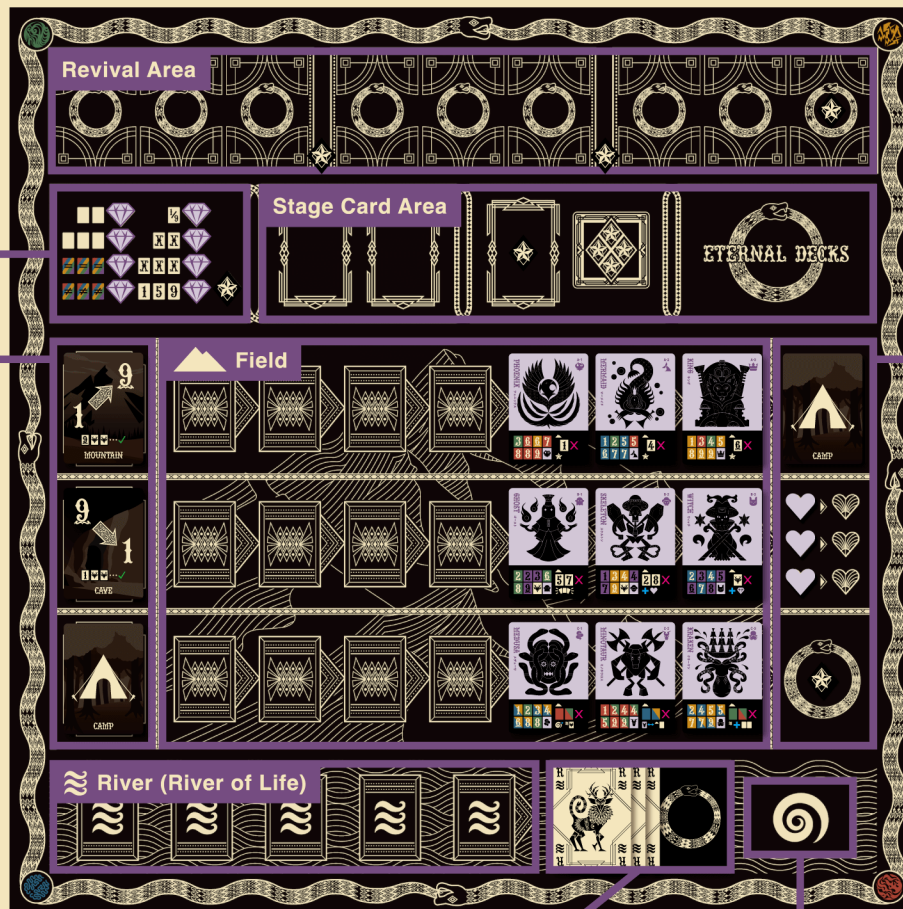
STAGE A NATURE STAR

First Encounter with the Eternals

The Eternal World is a vast expanse of nature. Interact with the mysterious Eternals while learning about the different Fields and the power of the Stars.

Throughout the rest of this rulebook, you will learn the basics of Eternal Decks and how to play Stage A on Beginner Mode.

*Setup for 2-player and 3-player games **22** *Setup for an easier Practice Mode **21** *Setup of other Stages, Stage Description rulebook *Solo Play, Stage Description rulebook **29**



Jewel Area

Field Card Area

top row

middle row

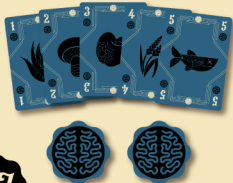
bottom row

4th Lap Bonus Area

top row

middle row

bottom row



River Bonus Area

Discard Area (Vortex)

9 Eternal Decks

- Shuffle the A-1 Phoenix Deck (eight cards), face down.
- Place the Phoenix Eternal Card on top of the eight cards, face down, and place all nine cards in the top row of the Field as shown in the picture to the left.
- Following the same steps, place A-2 Mermaid and A-3 King in the top row.
- Place B-1 Ghost, B-2 Skeleton, and B-3 Witch in the middle row.
- Place C-1 Medusa, C-2 Minotaur, and C-3 Kraken in the bottom row.

*A-4 Fairy, B-4 Vampire, and C-4 Mummy will not be used. **22**



Shuffle face down



6 Stars

Place the Stars in the six spaces marked with Star icons on the Game Board : Revival Area x3, Jewel Area, Stage Card Area, and 4th Lap Bonus Area. To win, you need to gain four star tokens.



8 Jewels

Place the Jewels in the eight spaces marked with Jewel icons in the Jewel Area.



3 Hearts

Place the three Hearts in the middle row of the 4th Lap Bonus Area. Make sure they are in the three spaces to the left of the arrows.



1 CAMP Field Card

Place the other CAMP Field Card in the top row of the 4th Lap Bonus Area.



3 Field Cards

- Place MOUNTAIN in the top row of the Field Card Area.
- Place CAVE in the middle row of the Field Card Area.
- Place CAMP in the bottom row of the Field Card Area.



3 River Rare Cards & 1 Game Over Card

- Place the Game Over Card face up in the River Bonus Area.
- Place the three River Rare Cards on top of the Game Over Card.

Player Setup

Choose a player color. There are four player color icons in the four corners of the Game Board. Players should sit close to their player color.

[Note] Your player color only truly matters for your Communication Discs and where you sit around the Game Board. You will start the game with cards of the player color you selected.

However, throughout the game, everyone will be able to play cards of all colors.

Starting Decks (5 cards each) & 2 Communication Discs

Take the five Starting Deck cards and two Communication Discs in your color.

- Shuffle your Starting Deck, face down. Place it on the table in front of you, creating your "Player Deck". Draw three cards from your Player Deck to keep as your hand.
- Place your two Communication Discs nearby.



Player Deck

3 cards in hand



Shuffle your Starting Deck, face down

Starting Player

- Decide on who will be the starting player.
- Players can look at their hand and place their Communication Discs to help decide who should be the starting player.
- Beginning with the starting player, players take turns in clockwise order. **19 20**



Taking A Turn

On your turn, you must perform one of the following three actions:

1: Play a Card 2: Generate a Jewel 3: Give a Card to a Teammate

1 Play a Card

1-1 Play a card to the Field

- Choose the top, middle, or bottom row of the Field and play one card to the leftmost empty space of that row.
- You cannot play multiple cards to the Field during the same turn.
- Once a card is played it cannot be moved or rotated, until the row is cleared.
- There are placement rules when playing cards to the Field.



Common Placement Rules (applies to all rows)

- Cards of the same color cannot be played next to each other.
- Cards of the same number cannot be played next to each other.



Field Card Placement Rules (applies to a specific row)

- In addition to the common placement rules, there are specific rules for each Field Card.

[MOUNTAIN] You must play cards in ascending order. (From lowest to highest number).

[CAVE] You must play cards in descending order. (From highest to lowest number)

[CAMP] There are no additional placement rules.

Only the common placement rules apply.



Curse of the Eternals

After an Eternal is Revived, placement restrictions will be added to the Field.

For example, after the Phoenix is Revived, cards with the number 1 cannot be played to the Field.



Two-Color Cards

- When playing Two-Color Cards, they may be rotated right-side up or upside down. They cannot be rotated after being played.

- A Two-Color Card may not be adjacent to a card of the same color on its left side when played to the Field.

Additionally, a Two-Color Card may not be adjacent to a card of the same color on its right side when played to the Field.



Rare Cards

- When playing a Rare Card, you can ignore the placement restrictions of the "Common Placement Rules" and "Field Placement Rules".

Please note that when the Witch's Curse is activated, "Rare Cards cannot be played to the Field".

- When playing a Rare Card, it is not considered to be any color or number.

For example, if a Rare Card is played first on MOUNTAIN Field row, it does not have to be considered to be the number 1. As a result, you can ignore the placement restrictions of the Phoenix Curse that says "Number 1 cards cannot be played to the Field".

- After being played, Rare Cards can be considered to be any of the five colors or nine numbers (1-9).

For example, if a Rare Card is played first on MOUNTAIN Field row, then the Rare Card is considered to be a 1 (at minimum, but can be higher) and the next card that can be played would be a number 2 or higher.

[Special rule] You can play any number of Rare Cards to the right of the number 9 on the MOUNTAIN Field row.

[Special rule] You can play any number of Rare Cards to the right of the number 1 on the CAVE Field row.

Two-Color Cards

They may be rotated right-side up or upside down.



Rare Cards

You can ignore the placement restrictions.



Field Cards

EASY: ♦ HARD: ♦♦♦♦♦



CAMP

There are no additional placement rules.
Only the common placement rules apply.



MOUNTAIN

You must play cards in ascending order.
(From lowest to highest number)



CAVE

You must play cards in descending order.
(From highest to lowest number)



FOREST

You cannot play consecutive numbers.
Ex: 3 or 5 cannot be played next to 4.



LAKE

You must play cards in the following order:
red → blue → green → yellow → red...

May start with any color.

Purple can be a substitute for another color.

Common Placement Rules :

Purple cannot be adjacent to another purple.



GRASSLAND

You must play cards numbered 1/2/3/4/8/9.
(5/6/7 cannot be played)



RIVERSIDE

You must play cards numbered 1/3/5/7/9.
(Odd numbers only)



VALLEY

You must play cards numbered 2/4/6/8.
(Even numbers only)



DESERT

You must play cards with consecutive numbers.

Ex: 1 or 3 must be played next to 2. 1 and 9 are not consecutive numbers.



SWAMP

You must play cards in the following order:
red → blue → green → yellow → red... and
you must play cards numbered 1/2/3/4/5.

May start with any color.

Purple can be a substitute for another color.

Common Placement Rules :

Purple cannot be adjacent to another purple.

If a Two-Color, Rare, or purple card is played first, no color has been determined yet.



A red/green card is played first. At this point, the first played color has not been determined. Meaning, blue (which comes after red) or yellow (which comes after green) can be played.

Yellow is played. From here, the cards must be played in the following order:

red → blue → green → yellow → red...

In this example, a purple was played instead of a blue. A rare was played instead of green.

Revival of the Eternals

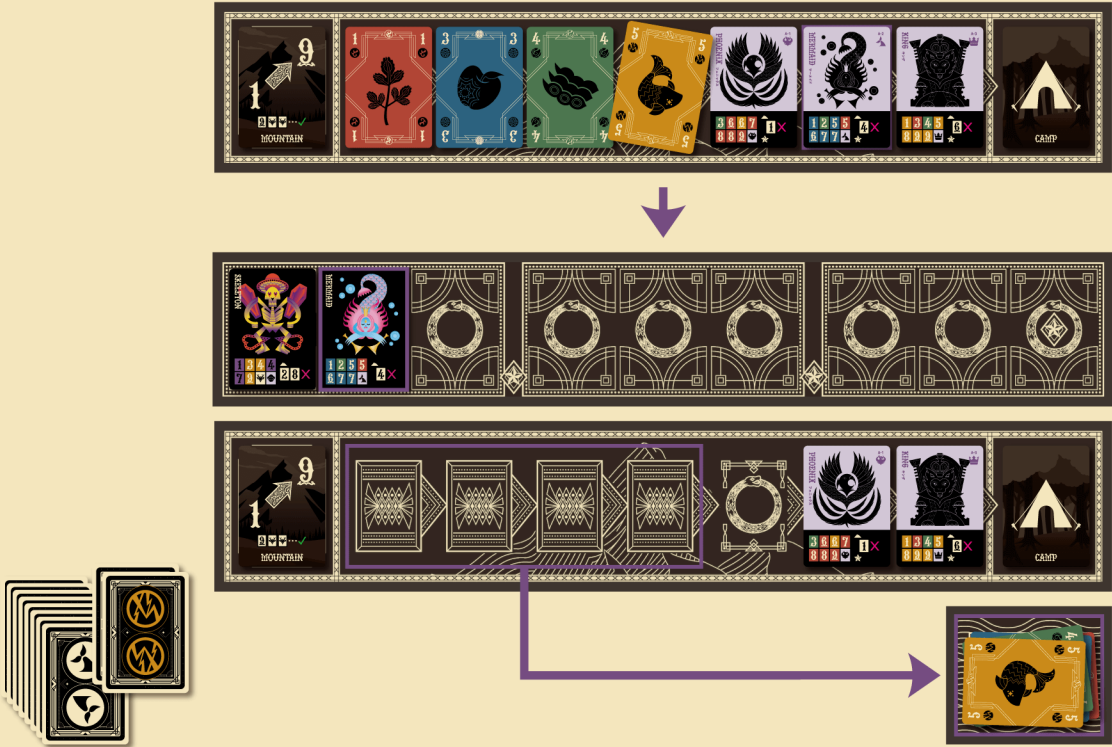
As soon as someone plays a card in the space directly to the left of the Eternals, one Eternal in that row will be Revived. The player who played the last card in that row selects any one of the Eternals they want to Revive in that row. The selected Eternal is flipped face up and placed in the leftmost empty space of the Revival Area. The eight cards from the selected Eternal's deck are placed, face down, on the bottom of that player's Player Deck.

*You do not need to shuffle the eight cards before placing them under your Player Deck, since you shuffled them during Setup.

Clear all played cards in the row by moving them to the Discard Area, face up. Finally, the Eternals that were not selected are moved to the rightmost spaces in that row, if needed.

*If you selected the leftmost Eternal, there is no need to move any Eternals to the right.

[Hint] Placing the 9th Eternal in the Revival Area will gain you a Star. 17



The Yellow player plays the yellow 5. The played card is directly to the left of the Eternals, so one Eternal will be revived. The Yellow player selects the Mermaid. The Mermaid Eternal is flipped face up and placed on the leftmost empty space of the Revival Area. Since the Skeleton is already in the Revival Area, the Mermaid is placed to the right of the Skeleton. Next, the Mermaid's deck of eight cards is placed face down at the bottom of the Yellow player's Player Deck. The four cards in the row that were used to revive the Mermaid are moved together to the Discard Area, face up. Finally, since there is space between the Phoenix and the King, the Phoenix is moved over to the right.

Curse of the Eternals

When an Eternal is Revived, a Curse will be activated that impacts all players. While a Curse is active, players will no longer be able to play the corresponding cards of that type (number, color, Rare) to the Field.

Cursed cards can still be used to generate Jewels or be played to the River. To remove a Curse, you will need to perform the action 'Generate a Jewel' and give it to the Eternal. 15

Curse of the A Eternals



PHOENIX

Number 1 cards cannot be played to the Field.



MERMAID

Number 4 cards cannot be played to the Field.



KING

Number 6 cards cannot be played to the Field.



FAIRY

Number 9 cards cannot be played to the Field.

Curse of the B Eternals



GHOST

Number 5 & 7 cards cannot be played to the Field.



SKELETON

Number 2 & 8 cards cannot be played to the Field.



WITCH

Rare cards cannot be played to the Field.



VAMPIRE

Purple cards cannot be played to the Field.

Curse of the C Eternals



MEDUSA

Red & red/green cards cannot be played to the Field.



MINOTAUR

Blue & blue/yellow cards cannot be played to the Field.



KRAKEN

Green & red/green cards cannot be played to the Field.



MUMMY

Yellow & blue/yellow cards cannot be played to the Field.

Update the Field card within the row

The Field rows will not be updated in this Beginner Mode play of Stage A.

Depending on the game mode, four Field cards may be placed randomly in one of the rows during setup.

When you clear the row, during the 1st-3rd laps, the topmost Field card will also be moved to the Discard Area.

The new Field card on that row is flipped face up and the new placement rules are now applied to that row.

Game modes **22** Game mode Setup Table, Stage Description Rulebook **01**

4th Lap Bonus

Eternals will be Revived on the 1st, 2nd, and 3rd lap. A Bonus will be gained on the 4th lap.



Top Row: CAMP Bonus

- The CAMP Bonus Card is immediately played to one of the other two rows in the Field.
- This changes the placement rules for the rest of that row to CAMP.
- Once you clear the row, the CAMP Bonus Card is moved to the Discard Area along with the other played cards.



The Yellow player plays a yellow 9 to the top row. This clears the row for the 4th time and triggers the 4th Lap Bonus. The Yellow player immediately plays the CAMP Bonus Card to the middle row. From this point on (three spaces remaining), the placement rule for CAVE is changed to CAMP.



Middle Row: Heart Recovery Bonus

The 4th Lap Bonus for the middle row is to recover all spent Hearts (moving them from right to left).

*Hearts **16**



Bottom Row: Gain a Star

The 4th Lap Bonus for the bottom row is to gain a Star.

*Starts **17**

Closing Rows

Once a Field row has been cleared four times, cards can no longer be played to that row. To indicate that the row is closed, the played cards are not cleared and the Field Card is placed face down in the Bonus Area.

*The Field Card in the middle row is moved to the Discard Area instead (otherwise it would cover the three Hearts).

You have gained the 4th Lap Bonus, the CAMP Bonus card.



The row is now closed. Keep the played cards in the row and place the Field Card in the Bonus Area, face down.

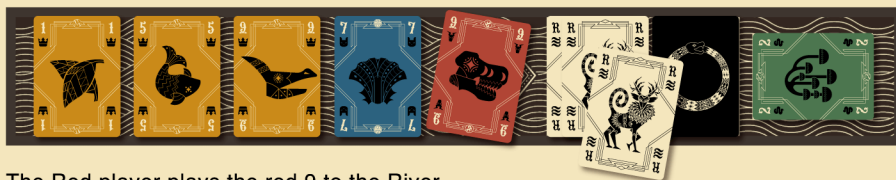
1→2

Play a card to the River ≈

There are no placement rules when playing a card to the River. Cards affected by a Curse can also be played to the River. For example, you can play a 6 to the River even if the King's Curse is active.

When the 5th card is played to the River, you immediately gain a River Bonus from the River Bonus Area.

- You add one River Rare Card to your hand as a River Bonus.
- If there are no River Rare Cards, you gain a Game Over Card and everyone immediately loses the game.
- After gaining the River Rare Card, move the five played cards to the Discard Area, face up.



The Red player plays the red 9 to the River.

The 5th card has been played to the River, so the Red player adds one River Rare Card to their hand.

The five played cards are moved to the Discard Area, face up. The River is now empty.



The Red player plays the red 9 to the River.

The 5th card has been played to the River, but there are no River Rare Cards left.

The Red player receives the Game Over Card and everyone immediately loses the game.

1→3

Use an Ability Card ☯

Most Eternal Decks include Ability Cards. When you play an Ability Card, play the card directly to the Discard Area and resolve the effect of that card.

You may play an Ability Card into the River without activating its effect.

*The Ability Cards for the A Eternals (only during Stage A) are played to the Stage Card Area instead of the Discard Area. **18**

*The Ability Card for the Minotaur will be played to the Field instead of the Discard Area.



Ability cards - A Eternals



Ability card - Minotaur

Check the Discard Area

Checking the Discard Area is not prohibited, but it is recommended to limit your checks to the following:

- Any of the cards from a player's Starting Deck
- A specific card (before checking, announce the specific card you are looking for, such as a River Rare or the Phoenix Red 9)

* Optional advanced rule: Checking the Discard Area is prohibited at all times. Cards should be discarded face down.

2 Generate a Jewel

You will use cards from your hand to generate Jewels and give them to the Eternals to remove their Curses.

- Cards affected by a Curse can still be used to generate Jewels.
- If there are no revived Eternals, you cannot generate a Jewel.
- If you have already given Jewels to all of the currently Revived Eternals, you cannot generate a Jewel.

Jewel Recipes

There are eight recipes for generating Jewels.

- Each recipe can only be generated once.
- You will gain both a Jewel and a Star for the "1/5/9 cards" recipe.

*Stars **17**

Give Jewels to the Eternals

- Take the Jewel matching the recipe you just completed and give it to any Eternal in the Revival Area that does not already have a Jewel.
- If there are multiple Revived Eternals without a Jewel, you can choose between any of them.
- Place the Jewel so that it covers the icon of the Eternal's Curse.

Cards are played to the River

- All cards used to generate a Jewel are played to the River.
- If there are five (or more) cards played to the River, you will gain the River Bonus as normal.
- It is possible to have more than five cards end up in the River after generating a Jewel. **No matter how many cards are in the River, they are all moved to the Discard Area.**



Jewel Recipes

		Any two cards
		Any three cards
		Three cards of the same color
		Three cards of different colors
		One card with the number 1 or 9
		Two cards of the same number
		Three cards of the same number
		One card each of the 1/5/9 cards



Two-Color Cards:
Only use one color of your choice



Rare Cards: Can be any color and number.
Two or more Rare Cards can be used in a single recipe.



Ability Cards: Can be used in the recipe
"Any two (three) Cards"



The Blue player uses the cards "blue 5", "red/green 2", and "red/green 4", to generate a Jewel with the recipe: "Three cards of different colors". The Blue player can give the Jewel to the Skeleton or the King in the Revival Area. The Minotaur has a Jewel, therefore, it cannot be given another. They decide to give the Jewel to the Skeleton. This removes the Skeleton's Curse of "Number 2 & 8 cards cannot be played to the Field". There are now six cards in the River, so the Blue player adds one River Rare Card to their hand and moves the six played cards to the Discard Area.



3 Give a Card to a Teammate



Spend a Heart to give any card from your hand to any other player, face down.

When spending a Heart, move a Heart token from left to right.

A Heart to the the right of the arrow indicates it has been spent.

[Hint] The Skeleton Ability Card recovers 1 Heart (moves Heart from right to left).

[Hint] The 4th Lap Bonus in the middle row of the Field recovers all spent Hearts.



Refilling Your Hand and Ending Your Turn

After performing an action, draw cards from your Player Deck until you have three cards in hand. If you already have three (or more) cards in hand, you will not draw any cards and you will not discard down. If you have no cards left in your Player Deck, you will not draw cards, leaving you with less than three cards in hand.

Play continues with the next player in clockwise order taking their turn.



2 cards in hand



Player Deck



3 cards in hand

The Red player has two cards in their hand after playing one card to the Field. They draw one from their Player Deck. They now have three cards in hand.

The Blue player uses all three of their cards in hand to generate a Jewel. They only have two cards in their Player Deck. They draw them both, leaving their hand with only two cards and their Player Deck empty.

The Green player uses a red 1 Number Card to generate a jewel. This was also the 5th card played to the River. The Green player adds a River Rare Card to their hand. This brings their hand to three cards again. So, they do not draw cards from their Player Deck.

The Yellow player has four cards in their hand. They spend one Heart to give one card to the Red player. The Yellow player still has three cards in hand. So, they do not draw cards from their Player Deck.

The Red player has one card in hand and no cards in their Player Deck. They play their card to the Field to Revive the Phoenix. Normally, they would put the Phoenix Deck at the bottom of their Player Deck, but their Deck was empty. So, they immediately make the Phoenix Deck their Player Deck and refill their hand with three cards.

Losing and Winning

All players lose:

- If a player cannot take one of the three actions on their turn.
- If a player draws the Game Over Card from the River Bonus Area.

All players win:

- When the 4th Star has been gained.

If the win condition and the lose condition occur during the same player's turn, the win condition takes priority.

Example: While playing Stage A, you gain the Game Over Card from the River Bonus Area at the same time that you Generate a Jewel (Recipe 1/5/9) to gain your fourth star.

Gaining Stars

There are six Stars in Stage A. To win, you must gain four of them.

When you gain a Star, place it in the area marked with the four Star icons in the Stage Card Area.



Give Jewels to the 1st, 2nd, and 3rd Eternal in the Revival Area



Give Jewels to the 4th, 5th, and 6th Eternal in the Revival Area



Revive all Eternals

You will gain a Star when you place the 9th Eternal in the Revival Area.

*Jewels are not needed to gain this Star.



Generate a Jewel with the 1/5/9 recipe

You will gain a Jewel and a Star.

[Reminder] Rare Cards can be used as any number.

You can also use multiple Rare Cards.



Complete the 4th lap on the bottom row

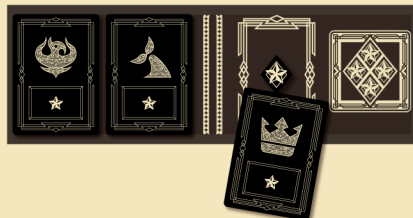
You will gain a Star as a 4th Lap Bonus.



Play the three A Eternal Ability Cards

Once you play the 3rd A Eternal Ability Card to the Stage Card Area, you will gain a Star.

*This Star can only be earned during Stage A.



Ability cards



A ETERNALS

In Stage A only, Ability Cards are played to the Stage Card Area and you gain a Star after the 3rd Ability Card is played.

In other Stages, no Star can be gained. Instead, you gain a Star Bonus each time an A Eternal Ability Card is played.



GHOST

Reveal all cards in player's hands. Players can discuss them until the end of the current turn. Return revealed cards back to player's hands.



MEDUSA

If there are any Rare Cards are in the Discard Area, put one back in the River Bonus Area.

*You may always check the Discard Area before using an Ability Card.

* The Rare Card does not have to be a River Rare Card.

For example, you can use a Ghost Rare Card.

* In Pro Mode, you may also place any Purple card into the River Bonus Area instead of a Rare Card.



SKELETON

Recover 1 spent Heart (move from right to left). If all 3 Hearts are unspent (left), playing the Ability Card will do nothing.



MINOTAUR

Exchange this card with any card in the Field. The Minotaur card is treated as a Rare Card.

Cannot be exchanged for the "CAMP" Bonus Card gained from the 4th Lap Bonus.



WITCH

Generates any one Jewel without using Number/ Rare Cards.

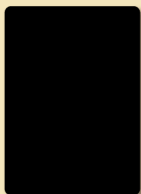
Cannot be used for the 1/5/9 recipe.



KRAKEN

Add any two cards currently in the River to your hand.

*If there is only one card in the River, you can only add one to your hand.



VAMPIRE

No Ability Card.



MUMMY

Draw three cards from any Player Deck and add them to your hand.

*After drawing and looking at the 1st card, you can choose to draw the 2nd card from the same or different deck. Same option for the 3rd card.

*As long as there are cards in a player's deck, you must draw a total of three cards. If there are fewer than three cards among all players' decks, only draw the number of cards remaining.

Verbal Discussion

It is prohibited to directly talk about the information of any Number Cards in your hand, but it is recommended to talk indirectly.



You cannot specifically talk about the "number" or "color" of cards in your hand.

You cannot say something like "I have a number 1 in my hand" or "I have a yellow card".



You can talk about information other than Number Cards in your hand.

- You can talk about the Rare Cards or Ability Cards in your hand.
- You can talk about any of the cards that you have already played to the Field, played to the River, or used for Jewels.

With the cards in my hand now, I can place one here,
but I can't place one here.

I'm thinking of generating this Jewel next.

Oh, it looks like the Yellow player is running out of cards.

Can I get a River Rare Card next?

I'm using the Phoenix Deck. When I play a high number, it will be red.

If you get the Phoenix green 3 card, I want you to play it here.

My deck doesn't have a green 3, but I can place something here.

The Phoenix Curse prohibits the number 1. (I am referring to the Curse itself. I am not referring to having the card in my hand or not).



Who should I Revive, the Mermaid or the King?

The Mermaid Curse on the number 4 is tough.

It's okay, I can remove the Mermaid Curse right away.

If you use the King, it will be easy to make a 1/5/9 Jewel.



It looks like we can win if we get the 4th Lap Bonus Star.

I can play a card here and here to get that Star.

The Yellow player is running out of cards before we can get the Star.

Oh no! I'm out of cards.

Now, I will use the Ghost Ability Card to reveal our cards in hand.

You should gift this card to the Yellow player.

I'll play this card here.

If I place the card I received here...



"We can win!!"



- I have the number 1.
- I don't have the number 5.
- I have red cards.
- I don't have blue cards.
- I have Two-Color Cards in my hand.



- I have a Rare Card.
- I've got the Minotaur Ability Card.
- What is the effect of the Ghost Ability?
- I just played the green 3 to the Field.

Communication Discs



You can freely place or return discs at any time to show your intentions. Want to make the game harder? Try playing with no Verbal Discussion, just Communication Discs!

Place Communication Discs on spaces to indirectly communicate to your teammates where you think you can play the cards in your hand.

The Red player's initial hand was red 1, 3, and 5.

They placed both of their discs on spaces where they think they can play the red 1 and red 5.



3 cards in hand



The Blue player only has the blue 1 in their hand.

They place both discs on the same space to show their strong desire to gain a Deck.



1 card in hand



The Green player places two discs on the "LAKE" Field row to show that they have green and yellow cards.

Because they have cards from the Phoenix deck in hand, we can assume that they are green 3 and yellow 6.

The Yellow player only has a yellow 8. During their turn, they want to play the yellow 8 to the River to gain a Rare Card.

Then on their next turn, they want to play the Rare Card on the final space of the "LAKE" Field row to gain a Deck.

1 2 3 4 If you can play the cards in this order, you will be successful.



Cards as seen by your teammates (back)



3 cards in hand



One card in hand



PRACTICE

A simulated experience of Eternal Decks

Before you explore the Eternal World, you may train hard to prepare for an encounter with the Eternals.

We have prepared a Practice Mode for those who are just starting to play board games or who want to understand the rules while playing the game.



Stars are not used

To win Practice Mode, you need to Revive all nine Eternals.



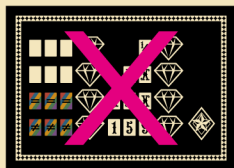
Setting up the Field Cards

Place MOUNTAIN in the top row, CAVE in the middle row, and CAMP in the bottom row.



Setting up the Eternals

- You will not use Ability Cards. Remove them from each Eternal Deck.
- Set up three A Eternals in the top row of the Field. Remove one from the game using a d4 (see 'Setting up three Eternals' on the next page).
- In the middle Field row, setup B Eternals in the same way as the top row.
- In the bottom Field row, setup the Alpha, Gamma, and Delta Golems.
- To setup the Golems, shuffle the fourty cards in the Random Deck, face down, and prepare eight cards for each Golem, without looking at them.
- Remove the remaining cards from the Random Deck from the game.
- Place one Jewel on each Golem.



Revive the Golems and break the Curse of the Eternals

- You cannot perform the action 'Generate a Jewel' during your turn.
- The way to remove a Curse from an Eternal is to Revive a Golem.
- Once you Revive a Golem, you perform the 'Generate A Jewel' action using the Jewel on the Golem.
- If there are no Revived Eternals to give the Jewel to, the Jewel will remain on the Revived Golem. The Jewel cannot be given to a Revived Eternal on a later turn.



Hearts are not spent

You can 'Give a Card to a Teammate' using the normal rules, but you do not spend any Hearts. This means you can give cards from your hand to your teammates as many times as you like throughout the game.



4th Lap Bonuses are not used

The rows close after the 3rd lap.

GAME MODE

DIFFERENT GAME SETUPS AND DIFFICULTY MODES

When playing Practice Mode, 2-player & 3-player Stage A: Beginner Mode, or any future Stages there are different steps you need to take to complete Setup.

Game Setup



Setting up three Eternals

There are four Eternals within the the same family. However, only three will randomly appear in each game.

Roll the d4 to remove one Eternal from the game.

For example, the A Eternals are A-1 Phoenix, A-2 Mermaid, A-3 King, and A-4 Fairy. If you rolled 2, you would remove A-2 Mermaid and use the remaining three in the game.



Setup for 3-player games

In 3-player games, prepare the 3-player Jewel Card in the Jewel Area.

Compared to a 4-player game, your Player Deck will be less likely to run out, but the total number of Jewels will be reduced. Be sure to discuss with your teammates which Eternals you should give your Jewels to!



Setup for 2-player games

In 2-player games, the Starting Deck will increase from five to seven cards.

After each player has decided on their main player color, they will choose a second color from the two remaining colors. Shuffle the Starting Deck of the second color, face down, and remove three cards from the game. Put the remaining two cards face down at the bottom of their Player Deck.



Setup for 1-player games

Stage Description rulebook 29

Difficulty Modes

Stages A/B/C/D/E have four Difficulty Modes: Beginner, Standard, Expert, and Professional.

If you are familiar with board games, try playing on Standard or Expert.

- ① Beginner (Easy) : Recommended for those who want to enjoy board games with others.
- ② Standard (Normal) : Recommended for those who are familiar with board games.
- ③ Expert (Difficult) : Recommended for those who are familiar with this game.
- ④ Pro (Challenging) : Recommended for those who want to take on a high level of difficulty.

Have you completed Stages A-E?

No: Aim to complete them first. Yes: Prepare yourself for the final Stage, Stage F!

What did you think of Stage A: Beginner Mode?

The real beginning to this game is waiting for you in the Stage Description rulebook. Go on!







STAGE DESCRIPTION

Stage Setup Table

This allows you to adjust the Difficulty Mode. These are the recommended settings, but you can arrange the Field Cards and Eternals to your liking.

Beginner Mode

No additional setup.

Standard Mode

Shuffle the FOREST, LAKE, GRASSLAND and RIVERSIDE Field Cards and place them face down on top of each other in the Field Card Area of the bottom row. Turn the topmost card face up.

For Stage C, shuffle nine of the ten non-Stage specific Field Cards face down (do not include SWAMP). Create two face down sets of four Field Cards. Put one set of four cards in the bottom row and the other set in the middle row. Return the extra card back to the box, face down.

Expert Mode

Shuffle eight of the ten non-Stage specific Field Cards (do not include MOUNTAIN & CAMP). Create two face down sets of four Field Cards. Put one set of four cards in the bottom row and the other set in the middle row. Turn the topmost cards face up. Return the extra cards back to the box, face down.

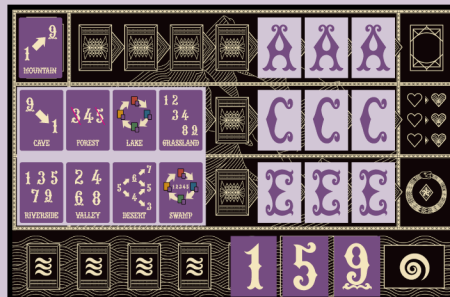
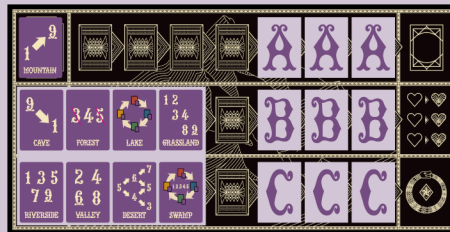
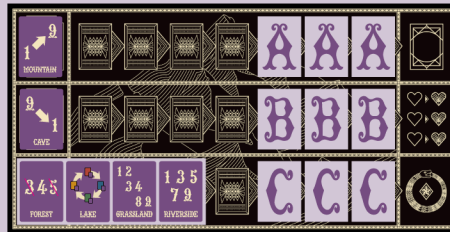
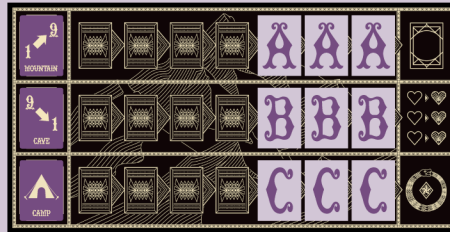
For Stage C, follow the same steps above, except shuffle nine of the ten non-Stage specific Field Cards face down (do not include CAMP). Return the extra card back to the box, face down.

Pro Mode

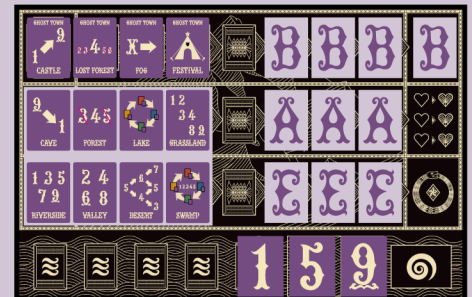
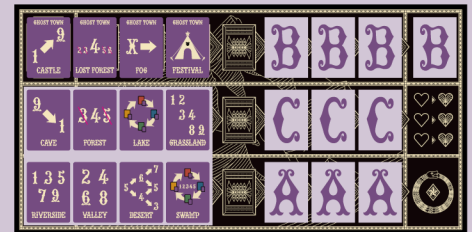
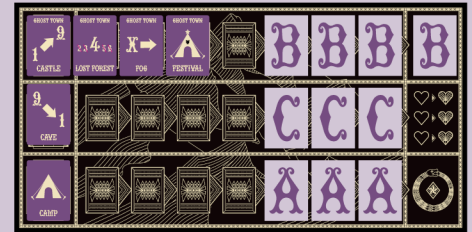
Field Cards are setup the same as Expert Mode. No River Rare Cards are used for the River Rare Bonus. Instead, the Purple 1/5/9 Star Cards are used.

When playing a Stage that uses the Random Deck, remove the four Rare Cards from it before setting up any Eternal Decks.

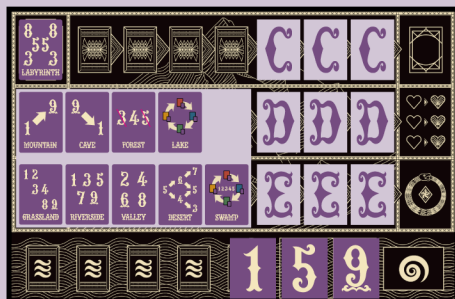
STAGE A NATURE STAR



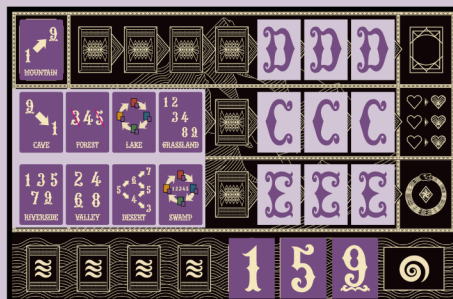
STAGE B GHOST TOWN



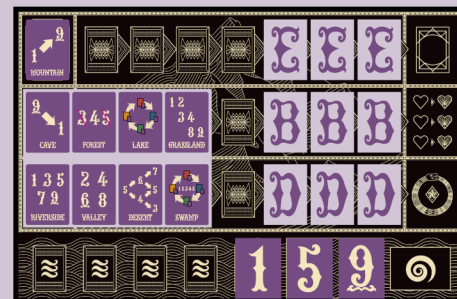
STAGE C



STAGE D



STAGE E



STAGE A

NATURE STAR

First Encounter with the Eternals

The Eternal World is a vast expanse of nature. Interact with the mysterious Eternals while learning about the different Fields and the power of the Stars.



Standard Mode

How did you like Beginner Mode? Now, increase the difficulty by one and try Standard Mode.

Setup Changes

On page 7 of the Basic Rulebook, you prepared for Beginner Mode.

- In Standard Mode, CAMP is no longer used in the bottom row of the Field.
- Instead, FOREST, LAKE, GRASSLAND and RIVERSIDE are used. Shuffle these four Field Cards and place them face down in the Field Card Area. Flip the topmost card face up. That will be the placement rule for the 1st lap.

*Details about Field Cards, Basic Rulebook **10**



Updating Rows With Multiple Field Cards

During the 1st, 2nd, and 3rd lap, when you clear the row, the topmost Field Card in that row will be moved to the Discard Area along with the played cards.

The new Field Card is flipped face up and the new placement rules are applied to that row. After the 4th lap, the Field Card is placed face down in the 4th Lap Bonus Area (or Discard Area) and the played cards stay in the row, as normal.

Win Condition - Stage A



There are no changes to the win condition for Stage A. You still need to gain four Stars.

*How to earn stars, Basic rulebook **17**

Time To Try Stage B!

Once you've cleared Stage A in Standard mode, try moving on to Stage B!

*If you want to play more of Stage A, try Expert Mode.

*If you want to play Stage B and beyond more casually, try them in Beginner Mode.

*Stage Setup Table for each mode. **01 02**

STAGE B C D E F

Gain the four Keys

Win Condition - Stage B/C/D/E/F: Gain four Keys

From Stage B onwards, the win condition for each Stage is to gain four Keys.
Once you have gained a Key, place it in the Key Acquisition Area.
The method for acquiring Keys will vary depending on the Stage.



Key Acquisition Area

How to gain Keys for each Stage

Stage B: Revive four B Eternals

Stage C: Complete four Puzzle Cards

Stage D: Reduce the Gatekeeper's HP to 0

Stage E: Each player completes different tasks

Stage F: Various objectives



Star Bonus



From Stage B onwards, when you gain a Star, you will gain a Star Bonus. Star Bonuses vary from Stage to Stage. For example, in Stage B, you add one of the Purple Star Cards (1-9) to your hand.

Playing all three A Eternal Ability Cards will not gain a Star like it did in Stage A. Instead, each time you play an A Eternal Ability Card, you will gain an immediate Star Bonus. Additionally, the Ability Cards are played to the Discard Area instead of the Stage Card Area as in Stage A.

From Stage B onwards, you will prepare five Stars instead of six.

*The Star from the Stage Card Area in Stage A will not be used.

*Set up the five Stars the same way as in Stage A.

When you gain a Star, place it in the Star Acquisition Area. **There are only four places to place star tokens, but you can still gain all five Stars.** When gaining the last Star, place it on top of the four Stars already placed.



A Eternals Ability Card



Star Acquisition Area

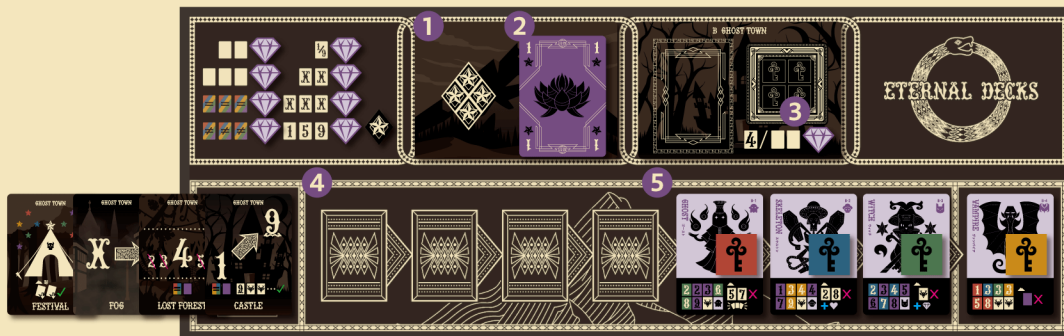
STAGE B GHOST TOWN

The Key to Solving the Secrets Within

After unlocking the power of the Stars, you discover there are more realms to investigate within the Eternal World. After some travel, a spooky town appears before you. You think it is abandoned...until you spot Ghostly Eternals! Quickly collect the four Keys to free the ghosts and move onto the next realm.



SETUP



1 2 Stage Cards

Place the Star Stage Card and the Stage B Card as shown above.

2 9 Purple Star Cards

Place the nine cards on top of the Star Stage Card.



3 1 Jewel

Place one Jewel on top of the Stage B Card as shown above.



4 4 Ghost Town Field Cards

Shuffle the four Ghost Town Field Cards and place them face down in a stack on the top row of the Field Card Area. Turn the top card face up.

5 4 B Eternals Decks and 4 Keys

Prepare all four B Eternals in the top row. Place one Key on top of each Eternal. The CAMP 4th Lap Bonus is not used in this Stage.

Setup the Jewels, Stars, Hearts, Starting Decks, and Communication Discs as normal. Basic rulebook. (07) (08)

Setup Field Cards and other Eternals according to the Difficulty Maode. (01) (02)

Star Bonus



When you gain a Star, you must immediately add any one Purple Star Card, of your choice, to your hand. You may only choose from the remaining Purple Star Cards that are on the Star Stage Card.

How to gain the four Keys

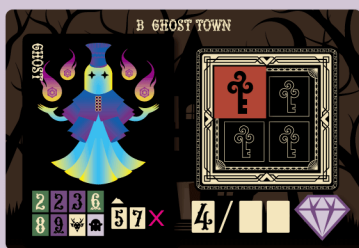


To win, you need to Revive all four ghost-type (B) Eternals.

You will gain one Key for each B Eternal you Revive. As usual, play cards in the row until you reach the B Eternals and then select the Eternal you want to Revive. When you Revive the 1st B Eternal, follow these steps:

- Move the Key that is on top of the selected Eternal to the Key Acquisition Area on the Stage B Card.
- Move the selected B Eternal to the B Eternal Placement Area on the Stage B Card, instead of the Revival Area.

*Please note that only B Eternals can be moved to the Stage B Card. All other Eternals will be moved to the Revival Area as normal.



B Eternal Placement Area

The Jewel recipe needed to remove the Curse for the Eternal on the Stage B Card is "One card with the number 4" OR "Any two cards".

You may not use any of the Jewel recipes from the regular Jewel Area to remove the Curse of a B Eternal on the Stage B Card.

When Reviving subsequent B Eternals, follow these steps. If you gave a Jewel to the Eternal already on the Stage B Card, return the Jewel

to its original position. Note that even if you removed the Curse while the B Eternal was on the Stage B Card, the Curse will be activated again in the Revival Area. You must remove it again by generating a Jewel as normal.

Move the B Eternal on the Stage B Card to the Revival Area. Move the Key and the B Eternal you just Revived to the Stage B Card.

You win after Reviving all four B Eternals.

Ghost Town Field Cards



CASTLE

You must play cards in ascending order. You must play the same color. Purple can be a substitute for selected color. The same color and purple can be adjacent. The same number cannot be adjacent.



LOST FOREST

Cards within two consecutive values cannot be adjacent. You must play the same color. Purple can be a substitute for selected color. The same color and purple can be adjacent. The same number cannot be adjacent.



FOG

You must play cards of the same number. The same number can be adjacent. The same color cannot be adjacent.



FESTIVAL

(Same as CAMP placement rules)

While the Festival is active, the following ability is always available to all players: On your turn, you may play one or two cards to any Field row and / or the River.

*Two in Field / Two in River / One in Field, one in River.

If you play two cards and gain a Bonus or Revive an Eternal, do so after playing both cards.

* After playing a fifth card in the River, you cannot play a sixth card.

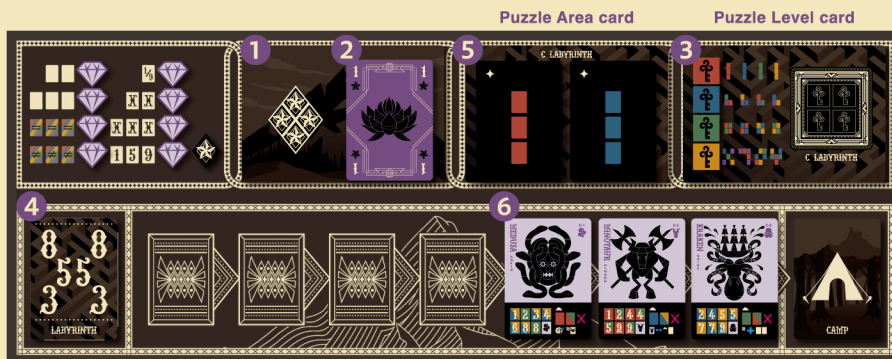
STAGE C LABYRINTH

Escape from the Labyrinth

With the knowledge of how Keys work, you now find yourself lost in a Labyrinth. Enlist the help of the Labyrinth Eternals to solve the puzzles inside and find the Keys before you are trapped forever.



SETUP



1 3 Stage Cards

Place the Star Stage Card and the two Stage C Cards (Puzzle Area and Puzzle Level) as shown above.

2 9 Star Purple Cards

Place the nine cards on top of the Star Stage card.

3 4 Keys

Place the four Keys on the designated spaces of the Puzzle Level Card.

4 1 LABYRINTH Field Card

Place the LABYRINTH Field Card face up in the top row of the Field Card Area. All four laps will be the LABYRINTH.

5 8 Puzzle cards

To setup the Puzzle Cards, first shuffle the four Level 4 Puzzle Cards face down and select one at random. Shuffle the four Level 3 cards face down and place one on top of the Level 4 card. In the same way, place one Level 2 card on top of the Level 3 card and one Level 1 card on top of the Level

2 card. Using the same above steps, create another stack of four cards. Arrange both stacks of Puzzle Cards on the Puzzle Area Card. Turn both Level 1 Puzzle Cards face up.

Be careful not to rotate the puzzle cards upside down. They must be solved in the exact (right-side up) orientation as shown on the card!



6 3 C Eternals and their Decks

Prepare three random C Eternals in the top row of the Field.

Setup the Jewels, Stars, Hearts, 4th Lap Bonuses, Starting Decks, and Communication Discs as normal.

*Setup Field Cards and other Eternals according to the Difficulty Mode 01 02

How to gain the four Keys

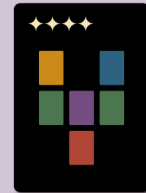


To win, you need to complete four puzzles.

To complete a puzzle, you need to play cards to the different Field rows in such a way that matches the Puzzle Card exactly.

- **Puzzle Cards cannot be viewed in any other orientation.** The diamond(s) showing the puzzle level should be in the top left corner.
- **When playing Two-Color Cards, you choose which color is being used for a puzzle, regardless of the card's orientation in the Field.**
- Rare Cards, the Minotaur Ability Card, and the CAMP 4th Lap Bonus Card can be used as any color in a puzzle. You can even complete the puzzle by replacing the Minotaur Ability Card with a card that was already played incorrectly.

- You can only declare a puzzle is completed the moment after you play the final card that completes the puzzle. If you realize it is completed later, it will not count. Make sure everyone does not miss the completion of a puzzle!
 - If an Eternal would be Revived at the same time a puzzle is completed, complete the puzzle first.
 - When a puzzle is completed, move the Key, corresponding to the puzzle level, on the Puzzle Level Card to the Key Acquisition Area.
 - Move both the completed Puzzle Card and the other Puzzle Card of the same level to the Discard Area.
- You do not need to complete both puzzles of the same level!
- Flip the two Puzzle Cards of the next level face up.



The Red player plays a red 1 to the bottom row in the Field.

This causes them to complete the Level 1 puzzle, which required playing three red cards in the same column.



When using the D Eternals (Skull Cards), simply playing the Skull Card to the Field does not count as completing the puzzle. You must play a Number or Rare Card over the Skull Card for it to count.

The Blue player used the Minotaur's Ability Card

to replace the green 7 card that was already played to the bottom row in the Field.

The Minotaur's Ability Card can be any color. The Blue player says it is red, which causes them to complete the Level 4 puzzle and win the stage!

Labyrinth Field Card



LABYRINTH

Numbers must be symmetrically opposite.

Colors do not need to be symmetrical.

If the amount of cards played (in the row during that lap) is even, the two middle cards will have the same number.

Cards of the same color cannot be adjacent.



Second and second to last card are the same

STAGE D

GATE KEEPER

Fight the Gatekeeper

After escaping the Labyrinth, you approach a large gate. An even larger figure blocks your path. Work with the Positive Eternals to defeat The Gatekeeper.



SETUP

GK = Gatekeeper



In Stage D, the GK takes a turn after the last player takes their turn. 12

1 3 Stage Cards

Place the Star Stage Card and the two Stage D cards (GK HP and GK Deck) as shown above.

2 4 White Star Skull Cards

Place the four White Star Skull Cards on top of the Star Stage Card.



3 2 GK Discs

Place one on the 20 HP space of the GK HP Card. Place the other on the 1st space in the top row of the Field.



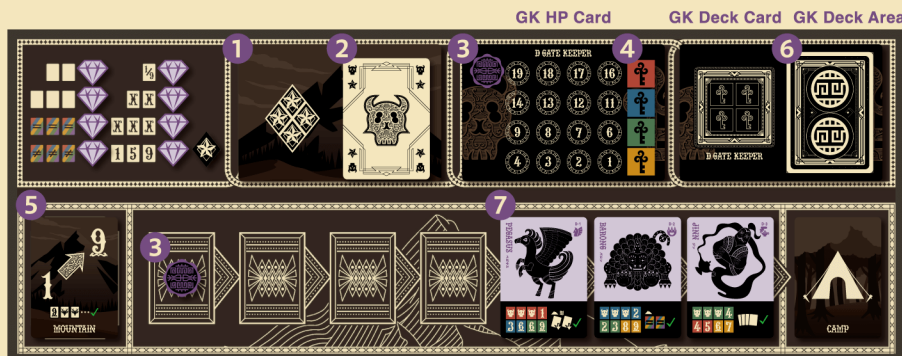
4 4 Keys

Place the four Keys on the 15/10/5/0 HP spaces of the GK HP Card.

5 1 Mountain Field Card

Place the MOUNTAIN Field Card in the top row of the Field Card Area. All four laps will be MOUNTAIN.

The starting player is the red player. If there is no red player, then the blue player starts. If there is no blue player, then the green player starts.



6 16 GK Cards, 1 Game Over Card

GK 1st Half Deck



GK 2nd Half Deck

3-player only cards

To prepare the GK Deck, follow these steps:

- Place a Game Over Card (different from the one in the River) on top of the GK Deck Area.
- Shuffle the GK 2nd Half Deck (purple card back) face down and place it on top of the Game Over Card.
- Shuffle the GK 1st Half Deck (white card back) face down and place it on top of the 2nd Half Deck.

*For 3-player games, all eight cards are used in the 1st Half Deck.

*For 2-player and 4-player games, only six cards are used (remove the two 3-player only cards).

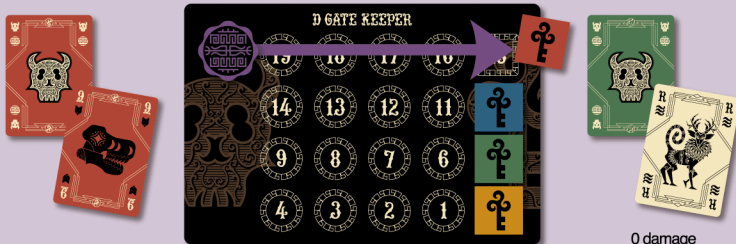
7 3 D Eternals and their Decks

Prepare three random D Eternals in the top row of the Field.

Setup the Jewels, Stars, Hearts, 4th Lap Bonuses, Starting Decks, and Communication Discs as normal.

*Setup Field Cards and other Eternals according to the Difficulty Mode 01 02

How to gain the four Keys



- To win, you need to reduce the Gatekeeper's hit points (HP) to 0.
- By playing a Number Card on top of a Skull Card of the matching color, you can deal damage to the GK equal to that number.
 - You will gain a Key from the GK for every 5/10/15/20 damage you deal.
 - After gaining a Key, the GK's HP will return to 20. Any remaining damage is ignored when the HP resets.

If you play two cards in succession, due to the effect of the Pegasus Curse, resolve the damage from the first card before resolving the damage from the second card.

The GK's HP is currently at 20. The Red player plays a red 9 on the red Skull Card. This deals 9 damage to the GK, which would bring the GK's HP to 11. The Red player moves the HP disc 9 spaces. However, after 5 damage the disc reaches a Key. The Red player places the Key in the Key Acquisition Area. Because a Key was gained, the GK's HP disc returns to 20. The 4 remaining damage that was done is ignored.

Rare Cards can be played on top of a Skull Card, but it will not do any damage to the GK.

Skull Cards are a new card type that appear in Stage D. There are five colors of Skull Cards (red, blue, green, yellow, and purple).

They can be found in the GK's Deck and D Eternal Decks. Skull Cards are played to the Field. **11**

D Eternals

Each D Eternal has three Skull Cards within their Deck. Each D Eternal Curse has a positive impact on the players while it is active.



PEGASUS

On your turn, you may play one or two cards to any Field row and/or the River.

*Two in Field / Two in River / One in Field, one in River.

*If you play two cards and gain a Bonus or Revive an Eternal, do so after playing both cards.

*After playing a fifth card in the River, you cannot play a sixth card.



BARONG

When playing cards to the Field, up to two cards of the same color can be adjacent.

*The Common Placement Rule "cards of the same number cannot be adjacent" applies.

*Field Card Placement rules must be followed.

*This applies to all three rows and can happen multiple times within a single row.



*MOUNTAIN Example: red 3→red 4→blue 5→green 7→green 9

*The Common Placement Rule for LAKE and SWAMP is that "Purple cards cannot be adjacent", but BARONG allows for up to two Purple cards to be adjacent.



JINN

At the end of your turn, refill your hand with cards from your Player Deck so that you have four cards (instead of three).



KYUBI

When playing cards to the Field, up to two cards of the same number can be adjacent.

*The Common Placement Rule "cards of the same color cannot be adjacent" applies.

*Field Card Placement rules must be followed.

*This applies to all three rows and can happen multiple times within a single row.



*RIVERSIDE Example: red 3→yellow 3→blue 9→red 5→blue 5

Playing a Skull Card from your hand

- Skull Cards in your hand are played to the Field just like Number Cards.
- Skull Cards cannot be adjacent to the same color Skull Card or Number Card.
- Skull Cards are subject to the restrictions of an Eternal's Curse.

For example, you cannot play a green Skull Card if the Kraken curse is active.

- Skull Cards can be played to the right of a Skull Card that is already in play.
- It is possible to have multiple Skull Cards in a row.

*You can place Skull Cards to the right of the number 9 in MOUNTAIN and to the right of the number 1 in CAVE.



Playing a Number Card on top of a Skull Card

- Number Cards can only be played on top of a Skull Card of the same color.
- Two-Color Cards can be played on top of a Skull Card of either color.
- Rare Cards can be played on top of a Skull Card of any color.
- You can play the CAMP 4th Lap Bonus Card on top of a Skull Card. It will deal 0 damage to the GK.
- When there are multiple Skull Cards in a single Field row, you must play on top of them in order from left to right.
- Number and Rare Cards cannot be played to the right of a Skull Card. Meaning, you must play Number and/or Rare Cards on top of all Skull Cards in a row before playing more Number or Rare Cards in that row.



Additional notes about Skull Cards

- Skull Cards cannot be played to the River.
 - Skull Cards cannot be used to generate Jewels.
- If all of the cards in your hand are Skull Cards, you will lose the game if you cannot play one of them to the field. However, you can spend a Heart to give a Skull Card to another player.
- You can talk about having a Skull Card in your hand.

The Minotaur Ability Card can be exchanged with Skull Cards. If there is a Number Card on top of a Skull Card, you must take the Number Card instead. The bottom Skull Card will remain in place and the Minotaur Ability Card will go on top of the Skull Card.



Star Bonus - White Skull Cards



When you earn a Star, you add one White Skull Card from the Star Stage Card to your hand. There are only four White Skull Cards. After gaining the last White Skull Card, there are no additional Star Bonuses. (Can be used on Skull Cards located anywhere on the Field.)

White Skull Cards can only be played on top of colored Skull Cards that have already been played to the Field.

You can play any colored Number Card on top of a White Skull Card.

Gatekeeper's Turn

After each player takes a turn, the GK takes their turn. Flip the top card of the GK Deck face up.

If it is a Skull Card:

- Play it to the leftmost empty space on the top row of the Field.

Follow the same placement and Curse rules as if you were playing the Skull Card from your hand.

- If it cannot be played to the top row, play it to the middle row.



2 Players

In a 2-player game, the GK plays after both players take two turns. After each player's first turn, the top card of the GK Deck is tilted 90 degrees. After each player's second turn, the GK plays a card.



The GK Deck is comprised of sixteen cards (fourteen in 2-player and 4-player games). **After the last card from the Deck is played, the next turn will require the Game Over Card to be played and everyone loses the game.**



There are two GK Discs. One is used to track the GK's HP. The other is placed on the Field as a helpful reminder of where the next Skull Card from the GK Deck will be played to. Usually, it is placed to the right of the most recently played card in the top row of the Field.

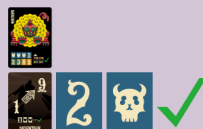
- If it cannot be played to the middle row, play it to the bottom row.
- If it cannot be played to the bottom row, or because there is an active Curse that is stopping it from being played to any row, move it to the Discard Area.

If it is an Ability Card:

- Move it to the Discard Area after activating its effect. Once the GK has played one card, their turn ends.



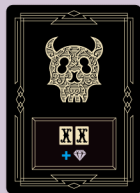
GK Turn: The card on top of the GK deck is flipped face up and it is a blue Skull Card. There is already a blue 2 in the top row of the Field. It cannot be played there since they are the same color. The Skull Card is moved to the middle row, but there is a blue 9, so the Skull Card cannot go there either. The Skull Card is moved to the bottom row, but the Field Card there is LAKE. A yellow 3 was played first in that row. This means the next card needs to be red and the Skull Card is blue. Therefore, the Skull Card cannot be played in the bottom row. The Skull Card is moved to the Discard Area. This ends the GK's turn.



If the Baron's Curse is active, up to two cards of the same color can be adjacent in the same row. In that case, the blue Skull Card would have been able to be played in the top row of the Field. (Even if Baron's Curse is removed later, a blue card can still be played on top of the blue Skull Card.)

Gatekeeper Ability Card

After the GK activates an Ability Card, move it to the Discard Area.



Generate "Two/Three cards of the same number" Jewel

If there is no Jewel on the matching "XX" or "XXX" space, the card does nothing.

If the GK generates a Jewel, the GK must give it to an Eternal in the Revival Area.

The leftmost Eternal in the Revival Area, without a Jewel, will have priority for getting the Jewel.

If there are no Eternals to give the Jewel to, the card does nothing and the Jewel remains in place. If the GK gains a Star by offering a Jewel to an Eternal, the player's whose turn is next will obtain the Star Bonus (White Skull Card) if there are any left.



Shuffle

All players pass the cards in their hand to the starting player, face down. The starting player shuffles all cards together. Then, beginning with themselves and moving in clockwise order, they deal all cards back out, one card at a time.



Assessing the Situation

The GK does nothing on their turn.

*Only used in 3-player games.



3 Players

STAGE E SILENT

The Silent Trial

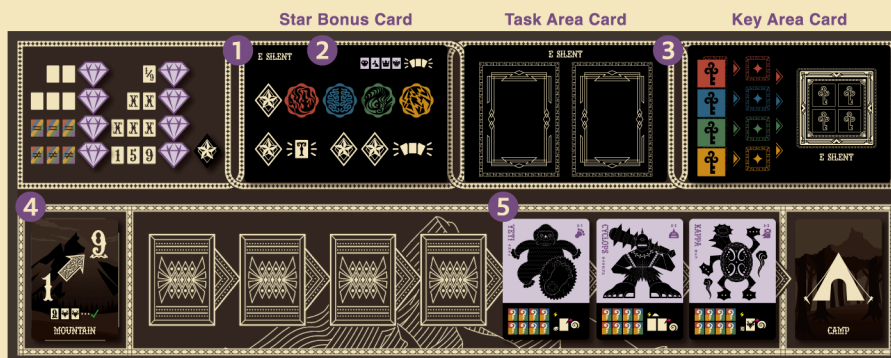
Beyond the large gate is a silent space that seems to go on forever.

In the distance, you hear the faint requests of the Random Eternals.

Work together and overcome this trial.



SETUP



1 3 Stage Cards

Place the three Stage E Cards (Star Bonus, Task Area, Key Area) as shown above.

2 4-8 Communication Discs

Place the Communication Discs, that match the colors of all players in the game, on the Star Bonus Card. Return any unused colors back to the box.

3 4 Keys

Place the four Keys on the leftmost spaces on the Key Area Card

4 1 MOUNTAIN Field Card

Place the MOUNTAIN Field Card face up in the top row of the Field Card Area. All four laps will be the MOUNTAIN.

5 3 E Eternals cards

Prepare three random E Eternals in the top row of the Field. Shuffle the Random Deck face down. Deal eight cards to each Eternal to create their (random) Eternal Deck. Remove

the rest of the Random Deck from the game.

Setup the Jewels, Stars, Hearts, 4th Lap Bonuses, Starting Decks as normal.

*Setup Field Cards and other Eternals according to the Difficulty Mode 01 02

6 Task Cards (3 cards x number of players)

Starting Tasks



- Deal one Starting Task Card to each player that matches their player color.

- Shuffle the 6/7/8/9 Task Cards face down and deal one to each player.

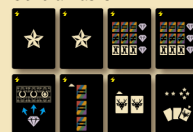
6/7/8/9 Tasks



- Shuffle the General Task Cards face down and deal one to each player.

*Task Cards are not part of your hand and do not count against your hand size!

General Tasks



4 players



3 players



2 players



Any remaining General Task Cards are removed from the game.

Any remaining General Task Cards are placed on the rightmost space of the Task Area Card, becoming the General Task Deck.

The starting player is the red player. If there is no red player, then the blue player starts. If there is no blue player, then the green player starts.

How to gain the four Keys

To win, all players must complete the required number of tasks.



4 players

Each player is dealt three Task Cards. After you complete a task, place the Task Card face up on the left side of the Task Area Card. **Then, move the Key matching your color one space to the right.** After you complete a second task, place the Task Card on the Task Area Card and move your Key to the right again. At this point, it will be in the Key Acquisition Area, which is the goal.

The remaining Task Card you have will not be used, so place it face up in the Discard Area.



The Red player has completed two tasks. The Blue player has completed one task. The Green player has not completed any tasks yet. The Yellow player has not completed any tasks yet.



3 players

Each player is dealt three Task Cards. The remaining General Task Cards become the General Task Deck. Completing a task works the same as a 4-player game. **However, once your Key reaches the Key Acquisition Area, do not discard your final Task Card. Instead, keep it and draw one additional Task Card from the General Task Deck. Each player may only ever draw one card from the Task Deck. When you complete the next task, advance the Key of the color that was not used.** Once that Key reaches the Key Acquisition Area, the Task Cards of the players who have already completed both of their tasks can no longer be used and are placed face up in the Discard Area.



A 3-player game with Red, Blue, and Green as the player colors. The Red player has already completed two tasks. The Red player then completes one more task. The unused Yellow Key has been moved one space to the right.



2 players

Works the same as a 3-player game with one exception. **Each time you complete a Task Card, you draw one card from the General Task Deck.** When the Deck runs out, you can no longer gain Task Cards.

E Eternals

The E Eternals use eight cards from the Random Deck, which includes Numbers Cards (blue, red, yellow, green 1-9) and four Rare Cards. The Curse on the E Eternals is activated one time, immediately upon Revival. It does not stay active while in the Revival Area.



YETI

All players move the top card from their Player Decks to the Discard Area face up.

*If a player has no cards in their Deck, the Curse does nothing to that player.



CYCLOPS

Move two cards in the Field to the Discard Area. Skull Cards and the CAMP 4th Lap Bonus Card are also subject to discard.

The priority for cards to be discarded is from right to left, top to bottom. The row that Cyclops was Revived in is ignored (those cards are being discarded already).

*If there is only one card in the Field, that one card is discarded.

*If there are no cards, the Curse does nothing.



KAPPA

Move 1 River Rare Card in the River Bonus Area to the Discard Area.

*If there are no River Rare Cards, the Curse does nothing.

*In Pro Mode, discard Star Purple cards instead of River Rare cards.



GOLEM

Steals a Jewel from a Revived Eternal with a Jewel in the Revival Area. **The priority for the Jewel to be discarded is from left to right.** The Curse will become active again for that Eternal!

*Place the stolen Jewel on the Golem

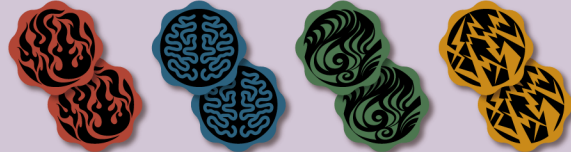
*If there are no Eternals in the Revival Area with a Jewel, the Curse does nothing.

Silent

Verbal discussion is generally prohibited in this Stage. *It's okay to verbally discuss any clarifications related to rules.

Furthermore, Communication Discs cannot be used at the start of the game.

In order to use them, you will need to earn a Star.



When gaining Stars, they must be placed on the Star Bonus Card in order (top to bottom, left to right).

After gaining the 1st Star, all players will take the two Communication Discs of their color, which can now be used.

*Verbal discussion is still prohibited.



After gaining the 2nd Star, all players will reveal their Task Cards.

You may only reveal tasks, verbal discussion of tasks is prohibited.

*In 2-player and 3-player games, a Task Card is revealed each time a card is taken from the General Task Deck.



After gaining the 3rd-5th Star, all players will reveal the cards in their hand. **Players can verbally discuss all cards until the end of the current turn.** Return revealed cards back to player's hands.

*This is the same effect as the Ghost Eternal Ability Card.

*When gaining the 5th Star, place it on top of the 3rd and 4th Star.



After playing an A Eternal Ability Card, all players will reveal the cards in their hand. **Players can verbally discuss all cards until the end of the current turn.** Return revealed cards back to player's hands.

*This is the same effect as the Ghost Eternal Ability Card

Task Cards

Once you complete a task, immediately reveal the Task Card and move the appropriate Key one space to the right.



Starting Task Cards

The moment you gain the 3rd or 4th Star, if you can reveal a 1/2/3/4/5 in your matching color you will complete the task.



**You can also complete the task with Two-Color Cards.*

**Rare Cards cannot be used to complete tasks.*

**Once you gain the 4th Star, you will no longer be able to complete these tasks.*



6/7/8/9 Task Cards

If you play a 6/7/8/9 of any color to the Field before the 3rd Star is gained, you will complete the task.

**Rare Cards cannot be used to complete tasks.*

**Once you gain the 3rd Star, you will no longer be able to complete these tasks.*

General Task Cards

To complete these tasks, you must be the one that performs the matching task, not the other players.



Gain a Star

After you gain a Star and place it on the Star Bonus Card, you will complete this task.

**Cannot be completed by playing an A Eternal Ability Card.*

**There are two identical copies of this card.*

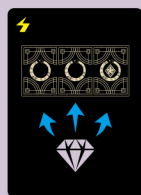


Generate a specific Jewel

After you generate a Jewel for "Three cards of the same color", "Three cards of different colors", or "Three cards of the same number", you will complete this task.

**Can be completed even if you generate the Jewel using the Witch Ability Card.*

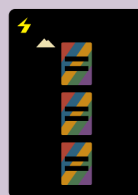
**There are two identical copies of this card.*



Give a Jewel, 7th-9th Eternal

After you give a Jewel to an Eternal in the 7th, 8th, or 9th space in the Revival Area (counting from the leftmost space), you will complete this task.

**Can be completed by Reviving the Golem in the 7th, 8th, or 9th space of the Revival Area as the Golem will steal a Jewel from another Eternal.*



Complete the puzzle

After you play cards to the top, middle, and bottom rows of the Field, you will complete the task.

**To complete the puzzle, you only need to play the last card (to any row) in the column. Anyone can play the first two cards.*

**All three cards must be in the same column.*

**All three cards must be the same color.*

**You can substitute cards with Rares, Minotaur, etc.*



Have a Rare Card in your hand

After the 2nd or 4th Star is gained, if you have at least one Rare Card in your hand, you will complete the task.

**If you gain a Rare Card when you gain your 2nd/4th Star, it can be revealed.*

**Cannot be completed when the 1st, 3rd, or 5th Stars are gained.*



Play a Rare Card

After you play a Rare Card to the right of another Rare Card already in the Field (immediately adjacent and in the same row), you will complete this task.

**Cannot be completed by playing the Minotaur or Camp Bonus Cards.*

STAGE F DRAGON

The Revival of the Dragon

The mystery of this strange life is related to the Dragon's egg.

Will you be able to witness the reveal of the Dragon and return to your world?



SETUP

1 4 Stage Cards

Place the 4 Stage Cards as shown to the right.

2 4 Keys

3 7 Jewels

4 1 Star

5 1 GK Disc

6 1 GK 2nd Half Deck (8 cards)

Place all eight GK 2nd Half Deck Cards on top of the Star Bonus Card, face up. The order does not matter.



7 2 Key Bonus Cards, 1 Camp Bonus Card, and 1 River Rare Card

Place in any order on top of the Key Bonus Area Card.

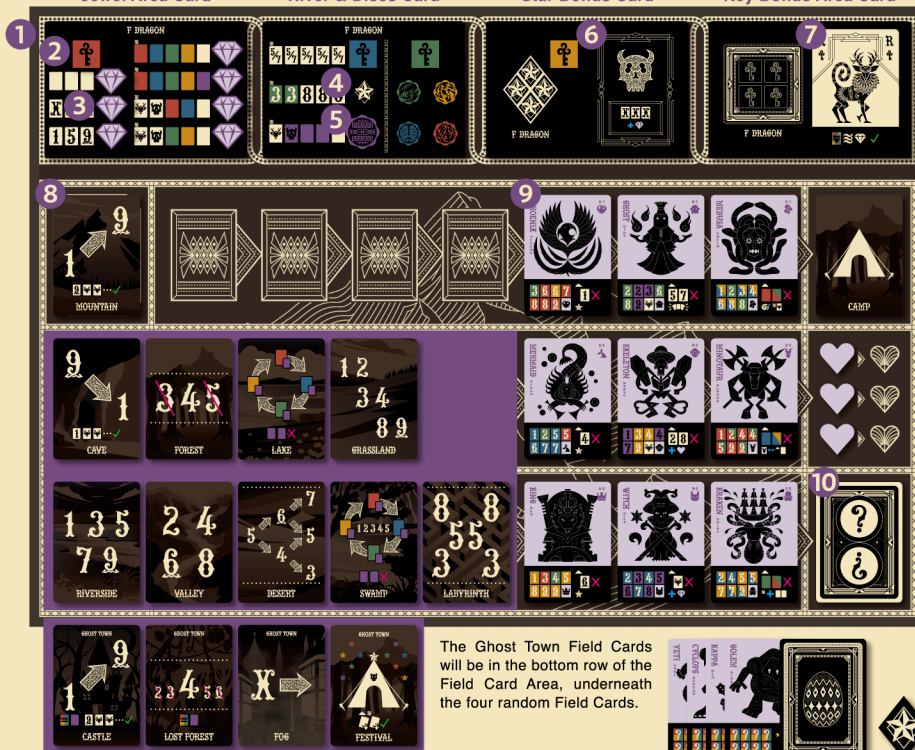


Jewel Area Card

River & Discs Card

Star Bonus Card

Key Bonus Area Card



8 14 Field Cards

- Place the MOUNTAIN Field Card in the top row of the Field Card Area. All four laps will be the MOUNTAIN.
- Shuffle the four Ghost Town Field Cards, face down, and place them on top of each other in the bottom row of the Field Card Area.
- Shuffle the nine Field Cards (shown above), face down.

The Ghost Town Field Cards will be in the bottom row of the Field Card Area, underneath the four random Field Cards.



- Place four of them on top of each other in the middle row. Flip the top card face up.
- Place four more on top of the Ghost Town Field Cards in the bottom row. Flip the top card face up.
- Return the remaining Field Card back to the box, face down.

The other four Stars, Hearts, and the 4th Lap Bonus Camp Card should be prepared as normal.

9 9 Eternals and 9 Eternal Decks

- Randomly set up three A Eternals. Place one in the **top** row, **middle** row, and **bottom** row of the Field.
- Randomly set up three B Eternals. Place one in the **top** row, **middle** row, and **bottom** row of the Field.
- Randomly set up three C Eternals. Place one in the **top** row, **middle** row, and **bottom** row of the Field.



10 Random deck (40 cards), 4 E Eternals, 1 Dragon Egg, 1 Star

- Shuffle all cards in the Random Deck and place it in the bottom row of the 4th Lap Bonus Area, face down.
- Next, place the four E Eternals, face down, on top of the Random Deck.
- Then, place the Dragon Egg, face down, on top of the E Eternals.
- Finally, place a Star on top of the Dragon Egg.

Player Setup

Individual Revival Boards (1 of each) and D Eternals (1 of each)

Each player will take the Revival Board and D Eternal according to their player color. Place the D Eternal, face up, on the left side of the board. Red is Pegasus, Blue is Barong, Green is Jinn, and Yellow is Kyubi.

Starting Decks will use the D Eternal Decks (8 cards each)

Shuffle your eight card D Eternal Deck, face down, and place next to your board, creating your Player Deck. Draw three cards from your Player Deck.

**You will not use your regular Starting Deck. Return those cards back to the box.*



The Curse of a D Eternal only benefits the player it is assigned to. For example, only the Red player can activate the effect of Pegasus, "On your turn, you may play one or two cards to any Field row and/or the River."



2-players

In a 2-player game, you will start with one additional Individual Revival Board as well as one Communication Disc of that color. The additional Communication Disc may only be used when Reviving Eternals using the Individual Revival Board.

*Setup the Individual Revival Boards as shown to the right.

Player Color

Additional Color



How to gain the four Keys



To win, all players must complete various objectives. Every time you obtain a Key, you will also gain a Key Bonus.

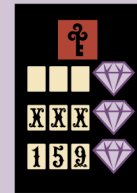
Generating Jewels from your hand

In Stage F, there are only three Jewel recipes that can be generated from your hand.

If you generate all three Jewels, you will gain a Key.

*You will not gain a Star if you generate the 1/5/9 Jewel.

[Hint] In Stage F, if you gain a Star, you will gain a GK Card. You can use the GK Ability Card to generate the "Three cards of the same number" Jewel.



Generating Jewels from the River

You can generate Jewels using the five cards that have been played to the River.

*If you generate a Jewel from your hand, play the cards to the River as normal.

*You may play a single card from your hand to the River on your turn as normal.

Once there are five or more cards in the River, before discarding all cards, you can select any five cards and generate a Jewel from them.

*If you complete two recipes in the River at the same time, you must select one of them.

*Multiple Rare and Skull Cards can be used when generating a Jewel from the River.

The order in which cards are played to the River does not matter. There are 4 River recipes:

- Red + blue + green + yellow + any card
- Red + blue + green + yellow + purple card
- Rare + Skull of any color + red + blue + any card
- Rare + Skull of any color + green + yellow + any card

One of the Key Bonuses is the Key Bonus Rare Card. Once gained, immediately play it to the leftmost space of the River. If there is already another card in that space, move the other card to a different, empty space in the River.

For the rest of the game, the following rules will be in effect:

- Skull Cards in your hand can now be played to the River. This also means Skull Cards can be used to generate River recipes.
- The Key Bonus Rare Card and Skull Cards of the matching color can help with generating any Jewel from the River, not just the two recipes that require it. Example: A red Skull Card is used in the "red + blue + green + yellow + any card" recipe.
- The Key Bonus Rare Card is never moved to the Discard Area when the River is cleared.



Skull Cards cannot be played to the River until you gain the Key Bonus Rare Card!



The Witch Ability Card can generate any of the two Jewels from hand (still cannot generate the 1/5/9 recipe) or any of the four Jewels from the River.

Gaining Keys, Stars, and GK Disc from the River

Have these specific cards (or Rares) in the River to gain the corresponding token.

- To gain the Key, the River must have five 5 and/or 7 cards in it.
- To gain the Star, the River must have two green 3 cards and three 8 cards in it.
- To gain the GK Disc, the River must have Rare, a purple Skull, two purple cards, and any card in it. GK Disc will be explained in more detail on the next page.



Reviving Eternals: Individual Revival Areas

When you Revive an Eternal, you may move that Eternal to your Individual Revival Area instead of the normal Revival Area at the top of the game board. This can only be done once per game, per player.

First, place one Communication Disc of your color on the River & Discs Card. Next, place the Revived Eternal on the rightmost space of your Individual Revival Area. The Curse of that Eternal will only apply to you.

*However, please note that the Yeti's Curse will apply to everyone.

*You can give a Jewel to the Eternal in your Individual Revival Area.



Once all four colored discs are on the River & Discs Card, you will gain a Key. When you gain the GK Disc, you must immediately place it on the River & Discs Card as any color of your choice. Once any disc is placed on the card, it cannot be moved. Using the GK Disc allows one player to avoid the need to Revive an Eternal to their Individual Revival Area since the GK Disc still counts towards gaining the Key.

*That one player may still Revive an Eternal to their Individual Revival Area. In that case, place their Communication Disc on top of the GK Disc.



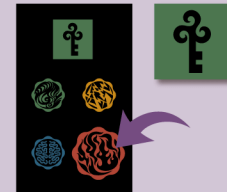
3-player

You cannot gain the Key unless you use the GK Disc.



2-player

You can Revive up to two Eternals to your Individual Revival Area. Place an Eternal on your Individual Revival Area color and use your color Communication Disc first.



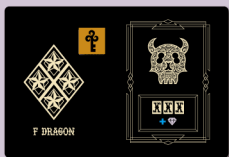
Red used first

Blue used second



Example of a 2-player Individual Revival Area

Gaining Stars



After gaining four Stars, you will gain a Key.

*You can gain Star Bonuses with the A Eternal Ability Cards, but these do not count as a condition for obtaining the Key. You must place the actual Star tokens on the Star Bonus Card.

Star Bonus



When you gain a Star Bonus, you must add one GK card, of your choice, to your hand.



Generate the "Three cards of the same number" Jewel and give it an Eternal in the Revival Area. Unlike Stage D, you can select any Eternal.

*This card will do nothing if you have already generated the Jewel.

All players give their hands to the player who used the Ability Card. Shuffle the cards, face down. Then, starting with the player who is next in turn order, deal one card to each player in clockwise order, until all cards are dealt.

Dragon Deck

After completing the bottom Field row four times, the dragon will be Revived.

The eight cards that make up the Dragon Deck will be the seven cards currently in the bottom row and one GK Card. To create the Dragon Deck, first, place the Star on the Star Bonus Card and select a GK Card. Then, take the selected GK Card along with the seven cards currently in the bottom row of the Field and shuffle them, face down. Finally, place the eight cards on the bottom of your Player Deck.

*If the CAMP 4th Lap Bonus Card is one of the cards in the Field, it should be moved to the Discard Area. In this way, the Dragon Deck will be seven cards instead of eight. If a Number or Rare Card is played on top of a Skull Card, only the Number or Rare Card on top will be added to the Dragon Deck. The Skull Card underneath should be moved to the Discard Area. In this way, the Dragon Deck will never have more than eight cards.



The Revived Dragon is placed on top of the Game Over Card in the River Bonus Area. This means you cannot gain the Game Over Card and you will not lose the game when you need to gain a River Bonus when there are no River Rare Cards left to gain.

The Dragon will also never be moved to the Discard Area.

*You can still play cards to the River and generate River recipe Jewels.



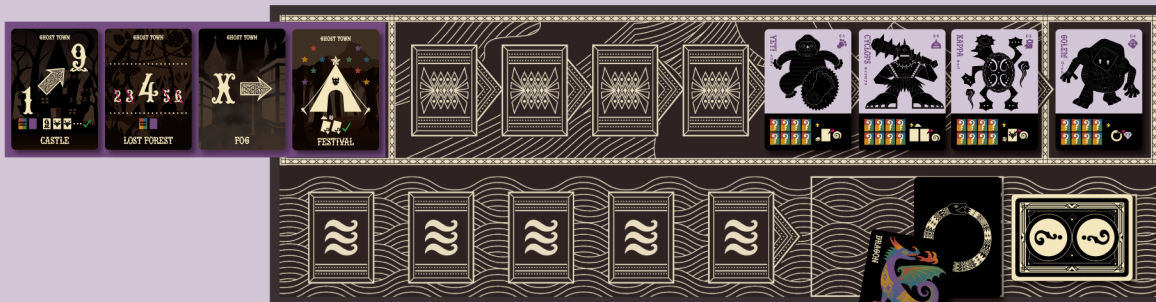
Star Bonus

Emergence of E Eternals



With the Dragon Revived, four E Eternals will emerge. Prepare the E Eternals in the bottom row of the Field by shuffling the Random Deck, face down. Then, deal eight cards to each Eternal to create their Eternal Deck. Remove the rest of the Random Deck from the game.

*The four Field Cards for the bottom row will be the Ghost Town Field Cards that were placed during Setup.



Key Bonuses



In Stage F, when you gain a Key, you will gain a Key Bonus of your choice. There are four Key Bonuses. Players will win, after they gain all four Keys.

*The effect of the last Key Bonus will not be activated.



Key Bonus Rare

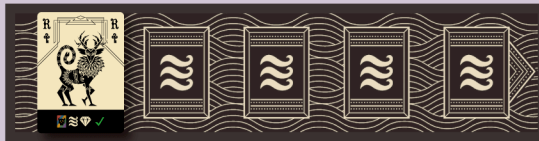
Immediately played to the leftmost space in the River.

This card cannot be moved to the Discard Area.

Skull Cards in your hand can be played to the River.

Skull Cards can be used to generate River recipes.

Skull Cards and the Key Bonus Rare Card can help with generating any Jewel from the River, not just the two recipes that require it.



Add the ability card to your hand.

Recover all spent Hearts.

*Same as the middle row 4th Lap Bonus.



Instantly turn any Field into CAMP.

*Same as the top row 4th Lap Bonus.

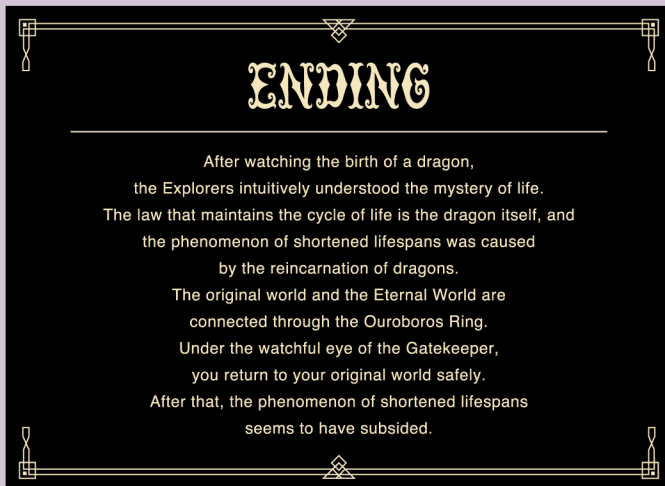


Place it in the River Bonus Area.

*It does not go directly into your hand.

Winning / Ending

After gaining all four Keys, move the last card in the Key Bonus Area to the Discard Area. On the Key Bonus Area Card, you will see a "path back to your original world".



STAGE A + ADVANCE

You find yourself exploring the Eternal World once more and you witness the devastation of the River of Life. With the help of Medusa and her companions, you can get a Rare back into the River of Life.



Advanced Mode

Congratulations on clearing Stage F!

From here, we will introduce Advanced Mode for stages A, B, C, D, and E (known as A+, B+, C+, D+, and E+).

The rules for playing cards to the Field will be easier, but the aspects of completing each Stage will be harder.

- When using the Stage Setup Table, please use Beginner Mode for all Stages.

- Unless stated, all other rules for each Stage are the same.

Fewer Stars

There are no changes to the win condition for clearing Stage A+. You still need to collect four Stars to win. However, there will only be four Stars placed during setup instead of the usual six.

When setting up the Stage, do not place the two Stars in the Revival Area that can be obtained by giving Jewels to Eternals.

- You will no longer gain a Star after you give Jewels to the 1st, 2nd, and 3rd Eternal in the Revival Area.

- You will no longer gain a Star after you give Jewels to the 4th, 5th, and 6th Eternal in the Revival Area.



River Rare Absence and Medusa's Presence

When setting up the Stage, do not place any River Rare Cards in the River Bonus Area.

Instead, place one River Rare Card in the Discard Area and the other two back in the box.

This means if five cards are played to the River, everyone will immediately lose the game.

Additionally, when setting up the Stage, be sure to include Medusa as one of the Eternals.

That way you can use Medusa's ability to add one Rare Card to the River Bonus Area!



STAGE B + BACKUP

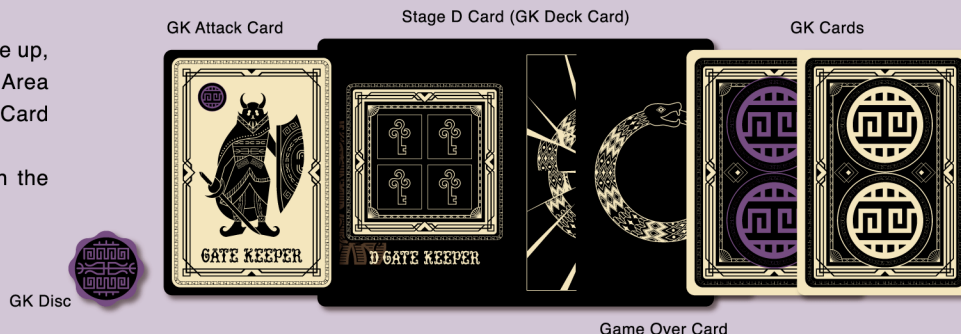
You've reached the Ghost Town again, but this time you find the Gatekeeper there. Revive the ghost-type Eternals and liven up the Festival.



Gatekeeper Appears

There are no changes to the win condition for clearing Stage B+. You still need to Revive the four B Eternals to win. In Stage B+, the GK will take a turn after the last player, like in Stage D. However, there is no way to deal damage to the GK in Stage B+. When setting up Stage B+, use the GK Disc, GK Attack Card, Stage D Card (GK Deck Card), one Game Over Card, and sixteen GK Cards. Setup the GK Deck the same as you did in Stage D.

Finally, place the GK Attack Card, face up, so that it covers the Key Acquisition Area on the Stage D Card. The GK Attack Card is otherwise not used in Stage B+. You will place any Keys you gain on the Stage B Card as normal.



Festival Peak Time



With the arrival of the Gatekeeper, the Festival heats up and reaches its peak time. The rules for the FESTIVAL Field Card have been changed.

When playing a card to the Field and/or River, you must play two cards in a single turn.

*Two in Field / Two in River / One in Field, one in River

If you cannot play two cards in a single turn (meaning you have zero or one card in your hand), the cycle of life will fail and everyone will immediately lose the game.

- Using Ability Cards, Generating Jewels, and spending Hearts are not considered actions that play cards to the Field or River.

STAGE C + COMBINATION

The Labyrinth has become abnormally complicated. Use the Explorers' powers to complete the giant puzzle and restore the Labyrinth to its original form.

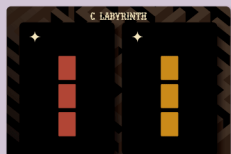


Giant Puzzle

There are no changes to the setup and win condition for clearing Stage C+. You still need complete all four puzzle levels. However, both Puzzle Cards of a single level must be completed as a set on the Field, instead of just one, to advance to the next level.

The two Puzzle Cards must be completed left to right on the Field as they are shown on the Stage C Puzzle Area Card.

There can be space between each puzzle.



The two Puzzle Cards must be completed left to right on the Field.

Rare, Minotaur Ability, and CAMP Cards

Rare Cards, the Minotaur Ability Card, and the CAMP 4th Lap Bonus Card cannot be used to complete any puzzle.

Two-color cards can be used to complete a puzzle as normal.



Rare Cards cannot be used to complete any puzzle.

Two-Color Cards can be used to complete a puzzle as normal.

The same card can be used to complete both puzzles. In this example, the Red 2 is being used in both puzzles.

STAGE D + DESTINY

After encountering the Gatekeeper a third time, you learn of its' true identity - a former Explorer who visited the Eternal World! Let's evoke human emotions by colliding with the emotional energy of an Explorer.



Finisher



There are no changes to the win condition for clearing Stage D+. You still need reduce the GK's hit points (HP) to 0. When setting up Stage D+, place one Key on 10 HP, another on 5 HP, and the last two on the 0 HP space.

When it's time to gain a Key, the player with the same color as the next Key must deal that damage to the GK.

For example, the red Key is the next Key, so the Red Player must be the player to deal the damage that gets the Key (Finisher).

In a 3-player game, anyone can be the Finisher for the unused Key color.

In a 2-player game, each player is responsible for the two colors they started the Stage with.

Gatekeeper Counter

When it's time to gain a Key, the Finisher should try to deal damage so the GK Disc lands directly on the Key. **For every point of damage the GK Disc exceeds past the Key, the Finisher must discard one card from their deck, face up.** Be sure to reset the GK Disc back to 20 HP after.

Example: The GK Disc is exactly 3 damage away from gaining a Key. The Finisher deals 5 damage, so they must discard 2 cards from their deck.

- If there are 0 cards in the Finisher's deck, they do not discard anything. It does not affect their hand.

If a player with a different color than the next Key deals the finishing damage, they will not gain the Key and instead will place the GK Disc one space short of the Key. This means the Finisher is required to deal one damage next time.

Example: The GK Disc is 3 HP away from the red Key. The Yellow player deals 4 damage. Since they are not the Red player the GK Disc is placed 1 HP away from the red Key and the Yellow player does not discard any cards.

When gaining the last Key, the Finisher must deal exact damage to clear the Stage. They cannot exceed past the Key. If they do, they will place the GK Disc one space short of the Key. This means the Finisher is required to deal exactly one damage next time to win.

Gatekeeper Attack

When setting up Stage D+, place the GK Attack Card face down in the Key Acquisition Area on the Stage D Card and place the d4 nearby.

Placing a Key in the Key Acquisition Area will activate the GK's attack. Roll the d4. If it is a:

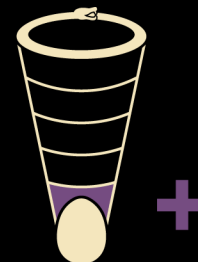
- 1 - Move one card from each player's deck face up to the Discard Area. Same effect as the Yeti Curse.
- 2 - Move two cards in the Field to the Discard Area. Same effect as the Cyclops Curse.
- 3 - Move 1 River Rare Card in the River Bonus Area to the Discard Area. Same effect as the Kappa Curse.
- 4 - Return a Jewel from a Revived Eternal in the Revival Area. Same effect as the Golem Curse except the Jewel is returned to the box instead.



STAGE E + ENGAGEMENT

The story reaches its final stage. To return to their original world, the Explorers must pass through a silent space.

The final test will be to understand the feelings of their companions. Complete the challenges and aim for a reunion.



Star Effect Changes

When setting up Stage E+, place one Communication Disc on the Stage E Star Bonus Card.

There are a couple changes to the effects of gaining a Star in Stage E+:

- The 1st Star gives all players their (one and only) Communication Disc.
- The 2nd and 3rd Star recover up to three spent Hearts.
- The 4th Star reveals all player's hands. Same effect as the Ghost's Ability Card.

Normally, in Stage E+ Beginner Mode, A Eternals are not used. However, if you choose to use them, their Ability Card will recover one spent Heart.



Communication Disc Restrictions

Each player may only use one Communication Disc. The other disc will be on their Starting Task Card the entire time.

Explained in more detail on the next page.

Discs may only be placed on the Field or in the River.

You may not use another player's disc to express any intentions.

You may not use gestures to express any intentions.

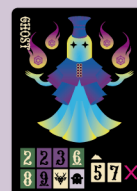


Preparing Eternals

- When preparing the E Eternals, remove the four Rare Cards from the Random Deck.

- The Ghost Ability Card reveals your hand and allow everyone to speak.

However, it is recommended that you do not use the Ghost during Stage E+



Accomplishing Tasks

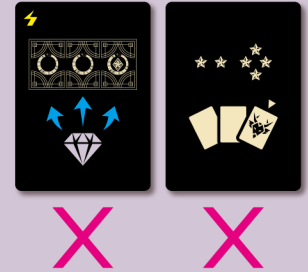
When setting up the Stage, before handing out tasks, return the "Give a Jewel, 7th-9th Eternal" and "Have a Rare Card in your hand" General Task Cards to the box.

With the exception of your Starting Task Card, your Task Cards must be completed by the player whose turn was before yours.

For example, the Blue Player has the "Play a 7 card" task. So, the Red Player, whose turn is before the Blue Player, must play the 7. Once the Red Player plays the 7, the Blue Player reveals the task and moves the blue Key one space to the right.

[Important] Completing your Starting Task Card does not advance your Key.

[Reminder] With the exception of your Starting Task Card, your Task Cards should remain hidden from the other players until they are completed.



Starting Tasks and Winning

When setting up, each player should place their Starting Task Card face up in front of themselves. Then, place a Communication Disc so that it covers the three stars. **This disc cannot be used throughout the Stage.** Your Starting Task Card can only be completed when the 4th Star is gained.

There is a change to the win condition for clearing Stage E+. To win, you must do the following in order:

- 1) Advance all four Keys to the Key Acquisition Area.
- 2) Gain the 4th Star and everyone reveals their hand. At this point, all players must be able to complete their Starting Task Card.

- You may use a Two-Color Card to complete the Starting Task.

- Rares may not be used.

If you gain the 4th Star before advancing all four Keys to the Key Acquisition Area, the cycle of life will fail and everyone will immediately lose the game.

If you gain the 4th Star and one or more players cannot complete their Starting Task Card, the cycle of life will fail and everyone will immediately lose the game.

If you can clear Stage E+, you will have obtained something important that cannot be seen with the naked eye.



Epilogue: Circulation of Eternity

EPILOGUE

As you complete the final Stage, you realize the last card you hold in your hand was the first card you received after coming to this world.
You have succeeded in experiencing the "circulation of eternity."
Just as the sun that sets today will rise again tomorrow, the chain of life continues uninterrupted.
May this great cycle continue eternally.

Thank you for playing Eternal Decks until the end.



Congratulations!
The GK Player Deck has been unlocked.
Try using it as your starting deck.



SOLO PLAY

3 Golems

There are two modes for Solo Play: Basic Mode and Story Mode.

In Basic Mode, you will play a single Stage.

In Story Mode, you will play multiple Stages consecutively.

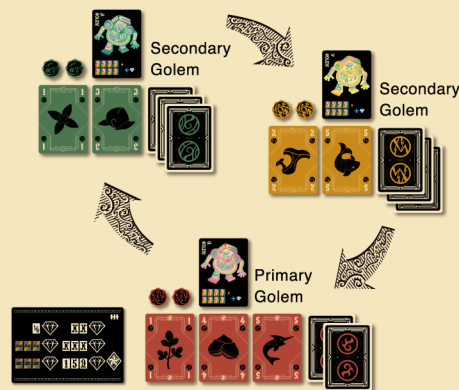
Basic rules for Solo Play

In Solo Play, you will control three Golems by yourself. The game will play like a 3-player game with one player. If you have any questions about a 3-player game, please refer to the basic rules.

When setting up a Stage, prepare the 3-player Jewel Card in the Jewel Area.

Then, prepare the three Golems (Alpha, Beta, and Gamma). Of the three Golems, choose one as your Primary Golem (PG) and the other two as your Secondary Golems (SG). Select a player color for each Golem and prepare their Starting Deck based on the selected color. The PG will have a three card hand, while the SGs will only have a two card hand. The PG is the starting player, with turns going clockwise after that. The PG refills its hand until it has three cards, as usual, but the SGs refill their hands until they have two cards.

You can check the cards of all three Golems by laying them face up on the table.



Changes to rules for Communication Discs and some Icons



When setting up a Stage, prepare two Communication Discs for each Golem. In Solo Play, there are extreme changes to the way Communication Discs are used.

- They are no longer used for communication. Instead, when a Golem uses a disc, the disc is returned to the game box and that Golem adds a card from its Player Deck to its hand.
 - Each disc can only be used once per Stage. So, each Golem may only do this action twice.
 - Each Golem can use their two discs at any time as a free action.
- For example, the PG uses one of their discs during an SG's turn.
- The PG draws one card from their deck into their hand and their disc is returned to the box.
- A Golem may not use another Golem's disc.



This icon, which appears on the Ghost Ability Card and in Stage E, now means "draw one card from each Golem's deck and add it to their hand" instead of "reveal all cards in player's hands."



This icon, which appears in Stage E, now means "when you draw a card from the General Task Deck, turn the entire deck face up and pick any Task Card of your choice" instead of "all players will reveal their Task Cards."

*All Task Cards held by each Golem in Stage E are revealed before the game is played.

Story Mode

Starting on the next page, we will introduce the Story Mode in which you play through successive stages while customizing your Golems.

Please make a copy of the record sheet on the next page and use it while writing with a pen or pencil. The record sheet can also be downloaded from the QR code.



SOLO PLAY

Story Mode "The Alchemist and the Cat".
Record Paper.

DATE

NAME

100

A

GAME OVER -1 8

B

GAME OVER -1 8

C

GAME OVER -1 8

D

GAME OVER -1 8

E

GAME OVER -1 8

★ Convert used Star Points to Victory Points (up to 15)

1	1	1	1	1
1	1	1	1	1
1	1	1	1	1

↓

15

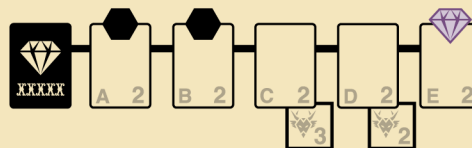
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Golem Alpha



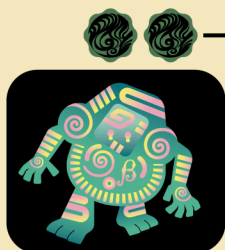
- ◆ Draw one card from your deck, add to your hand
- ◆ Draw two cards instead of one
- ◆ Draw from the Random Deck (or your deck)
- ◆ Give a card from your hand to another Golem
- ◆ Play a card ignoring all Curses
- ◆ You can store cards in other Golems



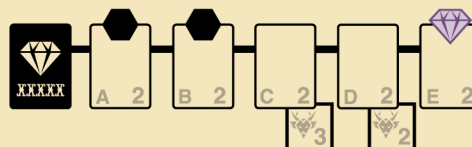
- Red cards allow you to specify any color when generating Jewels
- Red cards allow you to specify any number when generating Jewels
- When you have four cards in your hand, you can generate any of the six Jewels
*Must spend all four cards, but can generate any Jewel

15

Golem Beta



- ◆ Draw two cards from your deck, add to your hand
- ◆ Give a card from your hand to another Golem
- ◆ Give any number of cards to one Golem instead
- ◆ Play a card ignoring all Curses
- ◆ Add a card from the River to your hand
- ◆ Give one disc to a Golem (2 discs required)



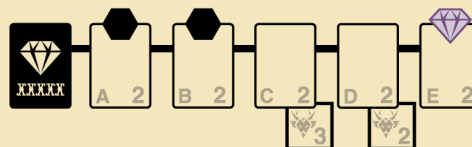
- Green card 1/5/9 can be given to a Golem without using a Heart
- During setup, put two random blue Starting Deck cards at the bottom of your deck
- Add one blue disc to your supply of discs to use

15

Golem Gamma



- ◆ Draw two cards from the Random Deck, add to your hand
- ◆ Give a card from your hand to another Golem
- ◆ Play a card ignoring all Curses
- ◆ Move the rightmost card on the Field (check all rows) to the Discard Area
- ◆ Play one card from your hand, face down, to the Field as a Rare Card (Uses two discs)



- Yellow cards can be played ignoring all Curses
- Refill to four cards at the end of your turn (Continuous effect: Uses two discs)
- When preparing Eternals during setup, you can choose at will instead of rolling the dice

15

SOLO PLAY

Solo Play Story Mode "The Alchemist and the Cat".

Story Mode is a mode in which you play Stages A, B, C, D, and E in succession.

A story about an Alchemist and her beloved cat researching Jewels.



The Alchemist is controlling three Golems and researching the Jewels of the Eternal World.

In addition to the usual clearing conditions, every Stage requires all six Jewels on the three-player Jewel Card to be generated. For example, in Stage A, you cannot clear the Stage by simply gaining four Stars. You must also generate all six Jewels and give them to six Eternals to clear the Stage.

Each time you clear a Stage, you can strengthen the Golem's disc ability according to the number of stars you gained. In stage E, you must generate a special golem jewel and dedicate it to the Eternals. When you clear up to stage E, your performance will be evaluated on a scale of 100 points. Aim for 60 points or more.

In story mode, the Witch Eternal (B-3) will not be used. Return all cards from the Witch's Deck, except the Ability Card, back to the box.

The Witch's Ability Card (referred to as the "Beloved Cat Card") will appear in Stage B and onward.



Golem Alpha, Beta, Gamma

The player colors of the Golems are red for Alpha, green for Beta, and yellow for Gamma. There is no distinction between primary and secondary Golems. Golems replenish their hand so that they have three cards at the end of their turn. Alpha is the starting player, followed by Beta and Gamma, who take turns in clockwise order.

During set up, place both Communication Discs on top of the Golem cards matching their color. Discs have different abilities for each Golem. The timing of using a disc differs from that of the Solo Basic Mode. It must be used during the turn of the Golem that owns it. It can be done before or after an action, and two discs can be used consecutively. However, it must be done before replenishing your hand at the end of your turn. Move the disc off the Golem after using it. Each disc can only be used once per Stage.

Scoring and Disc Enhancements

After clearing a Stage, you will calculate your score.

First, for each Star you gained during the Stage, draw on the star-shaped dotted lines (do not fill in) and record that same number in the top square to the right of that. You earn 1 point for each Star. Stage A will always be 4 points. If you earn 5+ Stars in other Stages, you will only get a maximum of 4 points.

You earn 1 point for each unspent Heart (max. 2 points). Be sure to spend your Hearts actively, but wisely.

You earn 1 point for each unused Rare Card (max. 2 points). Rare Cards in the River and in your hand count, but Rare Cards in your deck do not count.

You can earn a maximum total of 8 points for Stars, Hearts, and Rares. The maximum is 40 points for five Stages.

You can allocate gained Stars to a Golem to strengthen their disc abilities. Each time you fill in a previously drawn Star, you also fill in a solid diamond of any Golem. Filling in a diamond gives you access to ability written to the right of it. If there are two diamonds, you must fill in both before you can use the ability. You can strengthen discs at any time, while playing a Stage or in between Stages, so consider which discs to strengthen when you're in a pinch.

*Prerequisites must be filled in first. For example, "Draw two cards instead of one" must be filled in before you can fill in "Draw from the Random Deck."

After clearing Stage E, you earn 1 point for each gained Star that was not filled in. Up to 15 points.



Draw one card from your deck, add to your hand

Draw two cards instead of one

Draw from the Random Deck

You have filled in one Star point and filled in the diamond for Golem Alpha's "Draw two cards instead of one." This allows you to draw two cards from your deck and add them to your hand when you use the red disc. With two more Star points, you can choose to draw a card from the Random Deck instead of your deck. Meaning you can take one card from each deck or two cards from the Random Deck.

*When setting up the Stage, prepare the Random Deck by shuffling all cards together and placing it near the main game board.

*Each Golem has a diamond that is filled in black from the beginning. These abilities can be used from the very beginning.

If you lose a Stage once, a "-1 point" will be recorded in the Game Over check box.

For example: You clear the Stage on your second try. Your score for Stars, Hearts, and Rares is 6 points. Then, you deduct -1 point. Your score for that Stage will be 5 points.

If you lose the same Stage twice, a score of 0 will be recorded and you will be forced to move on to the next Stage. In this case, the calculation of negative points will not be relevant, and the Stage will be treated as "0 points" out of a maximum of 8 points.

*If you lost a Stage and spent any Star points to strengthen a Golem's disc abilities, the Star points will stay spent and you will keep the upgrades.

Golem Modification

Each Golem has access to a new fourth action, "Store a card." Each Golem can only perform this action once per Stage. To store a card, place one one Number Card or Rare Card from the Golem's hand under the Golem Card. All cards stored must be the same number or be a Rare Card. The number of the stored card is written down on the record sheet. Each stored card is worth 2 points. Storing a Rare Card in Stage C/D earns an additional 3/2 points (total of 5/4 points). **Each Golem is worth a maximum of 15 points, with a total of 45 points for all three Golems.**

Stored cards will stay under the Golem Card. This means some Eternals will have less than eight cards in their deck in future Stages.



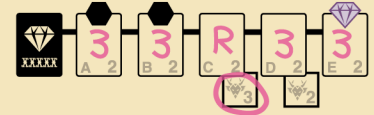
Storing cards in Stages A and B allows you to unlock new abilities for your Golem.

Choose one of three abilities you want to unlock and fill in the hexagon. You can unlock up to two abilities.

You can unlock an ability at any time, while playing a Stage or in between Stages.

***Abilities that specify the use of red, green, or yellow cards cannot be replaced with Two-Color Cards.**

Storing a card in Stage E allows you to immediately place a Jewel on the Golem Card (take from the extra supply and not from the Jewel Card). This special Jewel can be given to an Eternal by having the Golem take the "Generate a Jewel" action. Giving this Jewel to an Eternal is an additional condition for clearing Stage E.



- Red cards allow you to specify any color when generating Jewels
- Red cards allow you to specify any number when generating Jewels
- When you have four cards in your hand, you can generate any of the six Jewels
*Must spend all four cards, but can generate any Jewel

Changes to Stages B, C, and D

In Stage B, your cat is lost in the Ghost Town. When setting up the Stage, prepare only the Beloved Cat Card (Witch's Ability Card) in the top row of the Field. Return the Witch Eternal and the other 7 cards from their deck back to the box. Place a key on the Beloved Cat Card. You must Revive the three Eternals before you can gain your Beloved Cat and the Key it is holding. If you have not generated the six Jewels by the time you have gain all four Keys, move your Beloved Cat to the Stage B Card, just like when the B Eternals are Revived. Your Beloved Cat has no ability and has no Curse.

You can only use your Beloved Cat once between all three Stages C-E, so choose very wisely when to use it. Once used, return it to the box. When preparing for the Stage, place the Jewel that is normally used on the Stage B Card on top of the Beloved Cat and place it near the Golems. The Beloved Cat Jewel can be given to an Eternal by having any Golem take the "Generate a Jewel" action on their turn. Also, in Stage C Expert Mode, normally you prepare the C, A, and E Eternals. However, instead of E Eternals, you prepare B Eternals.

In Stage C Expert Mode, normally you prepare the C, A, and E Eternals. However, instead of the E Eternals, you prepare the B Eternals. In Stage D, if the GK's LP is reduced to 0 (you have gained 4 keys), but the 6 jewels are not yet gained, the GK will not take any more turns.



Stage E Changes and Ending

No Starting Tasks are used. Each Golem prepares two Tasks. Set up the game in the same way as for 3 players. If you have unlocked the "Add one blue disc" option for Golem Beta, place the blue disc on the Stage E Card along with the other discs.

In Story Mode, Stage E will not be cleared even if you advance four Key to the Key Acquisition Area. **In addition, you will clear the Stage by offering Jewels to the nine Eternals.** To do this, you will need to generate the six Jewels on the Jewel Card, as well as the Golem Jewels you create by storing cards and the Beloved Cat Jewel.

*If you have already given the 3 Golem Jewels and 1 Beloved Cat Jewel to the Eternals, you can give the last Jewel from the Jewel Area to your Beloved Cat. Otherwise, you would not be able to clear the Stage (the 6th Jewel could never be gained since you have already given Jewels to all 9 Eternals). You cannot give a Jewel to your Beloved Cat in any other way.

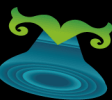
ENDING

The Alchemist has succeeded in
unraveling the mystery of the Jewel.

In the future, it may be possible to create Jewels
in the Eternal World without the help of the Golem.

My final mission is to send at least the results of
this research back to our world.

I hope that one day future researchers will
unravel the mystery of human lifespan.



**After completing the five stages,
calculate and record your score out of 100.**

Below 60 points: The mystery of unravelling the Jewel only deepens.

60-69 points: Yes! I've finally succeeded in unravelling the Jewel.

70-79 points: My beloved cat was so happy that he started wearing my hat!

80-89 points: I'm in high spirits. Maybe I can now solve the mystery of 1/5/9 recipes.

90 points or more: I've not only discovered the Jewel, but I've also come closer to unravelling the Eternal World itself.

*Get creative with your Stage!

CREATIVE MODE

More ways to enjoy

Creative Mode adds the ability to complete achievements and earn titles, making Eternal Decks even more fun.

Creative Mode

Expand the ways you can have fun with Eternal Decks in Creative Mode.

Please make a copy of the record sheet on the next page and use it while writing with a pen or pencil.

The record sheet can also be downloaded from the QR code.



Completing Achievements

After completing an achievement, check the box next to it to show it is complete. There are easy achievements, such as "Eternal Decks you've acquired" and "Jewel recipes you've used." There are also difficult achievements, such as "Have a maximum hand size of nine cards." Aim to complete all achievements.

Earn Titles and Customize Your Stage

There are two types of titles: "Titles achieved by everyone" and "Titles achieved by individuals."

By aiming for a "Title achieved by everyone", you can enjoy customizing your Stages.

For example, if you are aiming for the "All for One" title in Stage A, the same player must earn all of the Stars.

Furthermore, if you are aiming for the "All Star" title, you must earn all six Stars, instead of four.

"Individual Titles" are earned by adding to or restricting the player's personal abilities.

For example, if there is only one player who is a Beginner, that player will replenish their hand so that they have four cards at the end of their turn.

Conversely, if there is only one player who is an Expert, that player will not be able to participate in conversations and will try to express their intentions only with their Communication Discs.

Create Your Own Stages

In Eternal Decks, you can customize your game by combining Stages, Eternals, Field Cards, and Titles.

Create your own Stages and publish them on websites and other platforms.

Players can discover new ways to enjoy Eternal Decks together.

We may officially release Stages that you have created, with you credited.

Be the first to discover the depths of Eternal Decks.

CREATIVE MODE

Check the boxes that correspond to the items you have accomplished.

NAME

Unlocking achievements

Player count



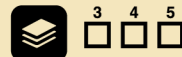
The deck you got



Jewel recipes you used



Number of decks acquired



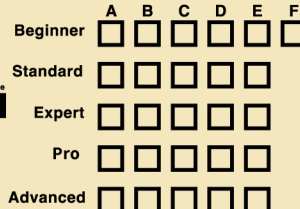
3 4 5

Maximum number of cards in hand



4 5 6
7 8 9

Stages you have cleared



Achievements for everyone

STAGE A

☐ All for One The same player has gained four Stars

☐ 5 Star

After clearing the Stage, continue the game and have the same player gain the fifth Star

☐ All Star

After clearing the Stage, continue the game and have the same player gain the sixth Star

+ ☐ Star Management

During Stage set up, remove two Stars from the game (may be discussed together) and clear the Stage

STAGE B

☐ All for One The same player has gained four Keys

☐ Ghost Town Master

Revive all four Eternals in the Ghost Town Field (top row) without using any Rare Cards

☐ Bonus Master

Gain the 4th Lap Bonus in all three rows
*Must clear the top row last

+ ☐ Peak Time

Clear the Festival by changing the rules to 'Festival Peak Times' (Stage Description rulebook, page 24)

STAGE C

☐ All for One The same player has gained four Keys

☐ Professional Puzzlers

Clear the Stage in Pro mode

☐ Silent Puzzlers

Clear the Stage without verbal conversations

+ ☐ Beautiful Puzzle

Complete every puzzle without using Rare Cards, the Minotaur Ability Card, or the CAMP 4th Lap Bonus

STAGE D

☐ All for One The same player has gained four Keys

☐ 7 Challenger

Any time you deal damage, only deal 7 or less
*Do not deal damage to the GK with cards of 8 or 9

☐ Perfect Finisher

Deal exact damage to gain a Key all four times
*Gain a key four times without dealing excess damage

+ ☐ All Finisher

Each player must gain the Key matching their player color

STAGE E

☐ Professional Silent

Clear the Stage in Pro mode

☐ All Silent

Clear the Stage without verbal conversations, gestures, or Communication Discs.

+ ☐ Engagement

All players must complete their Starting Task Cards and clear the Stage.

Titles for individuals

Beginner

Recommended for beginners

☐ One who walks with destiny

Instead of using the Starting Deck, use eight cards from the Random Deck

☐ A Rare personality

Ability Cards can be played face down as Rare Cards
*A Eternals must be used as normal in Stage A

☐ The Jinn's apprentice

Refill your hand from your Player Deck so that you have four cards at the end of your turn

UniqueAbility

Give each player unique abilities, share roles, and cooperate with each other

☐ Passionate person

You can specify any color and number when generating Jewels with red cards

☐ Calm person

The blue 2/4/6/8 card can be played face down as a Rare Card

☐ Harmonious person

The green 1/3/5/7/9 card can be given to a teammate without spending a Heart

☐ Challenger

Yellow cards can be played ignoring all Curses

☐ Inspirational person

Purple cards naturally help with your inspiration (no unique ability)

Assist

When experts and beginners play together, this is a role suitable for the expert

☐ Silent Supporter

You cannot join in on strategy conversations
Watch your teammates play it out

☐ Guiding Supporter

You can give cards to teammates without spending a Heart

Expert

If you're an experienced player, try setting some limitations for yourself

☐ Guardian of Rares

You cannot play Rares to the Field

☐ The Sealed Sage

When you use an Ability Card, its effect is not activated and it is moved to the Discard Area

☐ A Broken Heart

You cannot spend Hearts

☐ Those with Two Choices

At the end of your turn, draw cards from your Player Deck until you have two cards in hand instead of three

☐ Master of the Discs

You cannot speak or use gestures
Show us your brilliant Communication Disc skills

E SILENT +

