

# Genesis Trials Rulebook

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## 1. Introduction

Welcome to Genesis Trials, a strategic card game of conviction and conflict. Two players face off using decks representing ideological or technological factions in a battle to reduce their opponent's Life total to zero.

### Who Will You Become?

In Genesis Trials, Protagonists and Antagonists represent clashing worldviews: Faith-driven conviction versus Science-fueled ambition.

The Genesis Trust, Alessandro's Cabal, and other factions compete for survival, influence, and ultimate authority over humanity's future.

#### Player Requirements:

- Players: 2-4
- Ages: 12+ (suggested)
- Playtime: 45–75 minutes (Standard Play), 90–120 minutes (Epic Play)

## 2. Components

- Complete Set: 280 cards total, including:
  - Protagonist Deck: 110 cards (blue border)
  - Antagonist Deck: 110 cards (red border)
  - Neutral Pool: 60 cards (tan border)
- Health Tracking: Each player tracks their Life using a D20 die (not included).
- Resource Tracking
  - Protagonists track Faith and Science resources.
  - Antagonists track Strength and Science resources.
  - Each resource can be tracked using a separate D12 die for each type.
  - Players may use alternative tracking methods (tokens, apps) if preferred.

### 3. Card Types (with Visuals)

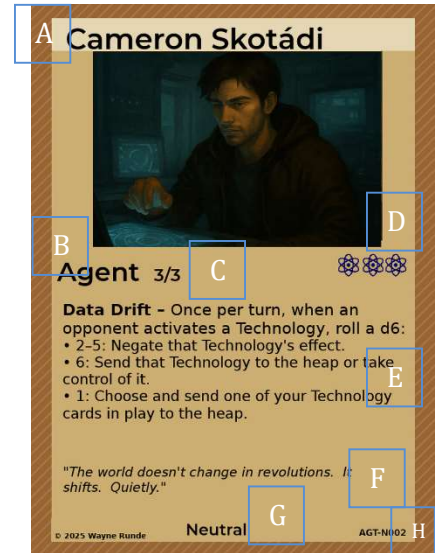
See Section 9A for Author of the Trust special rules.

The following diagram shows the parts of each card type, labeled for clarity:

- |                        |                |
|------------------------|----------------|
| A: Card Name           | E: Effects     |
| B: Card Type           | F: Flavor Text |
| C: Attack/Defend Stats | G: Subgroup    |
| D: Resource Cost       | H: Card ID     |

Border is color coded for faction (Protagonist is blue, Antagonist is red, and Neutral is tan) with patterns for the color-vision-impaired ('/' for Neutral, '\' for Antagonist and 'X' for Protagonists)

**Agent Example:** Basic Agent card layout follows the structure shown in the Anatomy diagram.



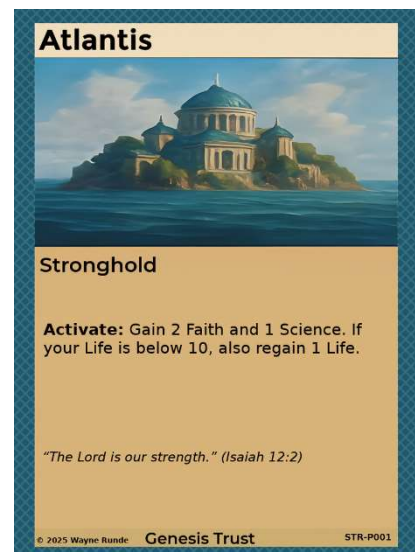
#### Agent cards



#### Paragon cards



#### Stronghold cards



## Principle cards

**Love**



**Principle** 

Once per turn, when one of your Agents is destroyed, gain 1 Faith resource. Then roll a d6:  
 5-6: Draw a card  
 3-4: Shuffle that Agent into your deck  
 1: Lose 1 Faith resource

*"The greatest of these is love." (1 Corinthians 13:13)*

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## Operation cards

**Alessandro's Directive**



**Operation**  

Destroy an enemy Technology with cost 2 or less, or any one Stronghold.


*"Erase the foundation, and the structure will follow."*

© 2025 Wayne Runde **Alessandro's Cabal** OP-A004

## Event cards

**Blackout Directive**



**Event**  

Cancel an enemy Event or Operation.

*"We decide what the battlefield remembers."*

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## Technology cards

**Chaos Amplifier**



**Technology** 


**Activate:** Roll a d6. On 4-6, target opponent loses 1 Faith or Strength resource.



*"Disorder spreads fear."*

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## Special cards

**Author of the Trust**



**Technology**  

When Author of the Trust enters play, tutor a card and add it to your hand.

**Interrupt** – Once per turn, you may cancel the effect of one Agent or Operation.

If this card would be destroyed or sent to the Heap from the field by an effect, return it to your hand instead. Then send the linked Paragon to its Zone. If this card is discarded or sent to the Heap from your hand, exile it instead.

*"From Genesis to Shadow, he penned the plan—yet the final chapter is unwritten."*

© 2025 Wayne Runde **Neutral** TEC-N000

## 4. Setup and Zones

### Deck Size:

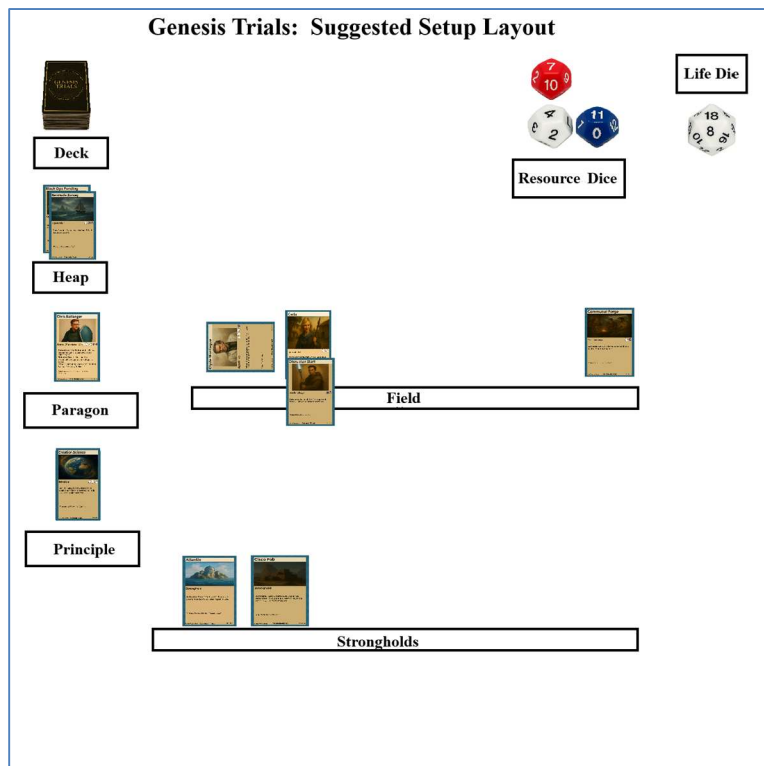
- Standard Format: 50 cards exactly
- Epic Format: 75 cards exactly

### Card Copies:

- Maximum 1 copy per card, except Principles (up to 3 copies allowed per deck).

Each player starts with:


- 20 Life
- 7-card hand plus a Principle card (to be played on their first turn)
- Players do not begin with cards in play. A Principle is played before the Refresh phase of your first turn.



### Starting Hand Rule

At the beginning of the game, each player:

- Draws **7 cards** from their deck to form their opening hand.
- Selects **1 Principle card** and places it **face down** in their Principle Zone.
- At the start of their first turn, the Principle is **revealed and enters play**.

 **Note:** The Principle card is **not part of your 7-card hand** and does **not count toward your 50-card deck minimum**.

### Optional Variation

If you prefer a randomized experience, each player may **draw their Principle** from a predefined pool at the start of the game instead of selecting it during deckbuilding.

“This layout is a suggested format for clarity and ease of play. Players may arrange zones in a way that fits their style, as long as the card types remain clear and accessible.”

## 5. Turn Structure Overview

Turn Phases:

- **Refresh Phase:** Refresh all exhausted Strongholds, Agents, and Technologies. End any “until end of turn” effects.
- **Draw Phase:** Draw one card from your deck.
- **Resource Phase:** Activate each Stronghold once per turn to generate resources. Bank resources. Note: You may bank up to 12 total resources of each type you use. Excess resources beyond 12 are lost.
- **Deployment Phase:** Spend resources to deploy Agents, Technologies, Operations, Principles, or Events.
- **Combat/Action Phase:** You may attack with Agents, or activate their abilities, but not both in the same turn unless specified. Perform any Bonus Actions. If a card allows a Stronghold to be reactivated, activate it again this turn.
- **End:** Discard down to maximum hand size (default 10, unless altered by card effects). End your turn.

### Refresh Phase

- Refresh all exhausted cards
- Remove end-of-turn effects

### Draw Phase

- Draw 1 card

### Resource Phase

- Gain resources from Strongholds
- Use Stronghold effects

### Deployment Phase

- Play cards (Agents, Operations, Events, Technologies, etc.)
- Activate abilities and effects (unless otherwise restricted)

### Combat Phase

- Declare attackers
- Opponent declares blockers
- Resolve combat

### End Phase

- Discard down to hand limit, if any

## 6. Playing Cards and Resources

Cards require payment in **Faith** , **Strength** , or **Science** , shown by icons to the right of the artwork on each card.

Players use dice to track available resources. **Strongholds generate these resources.**

Players begin with **zero resources**. Resources are generated by Strongholds starting during the **Resource Phase** each turn.

### Resource Limits

- **Players may bank up to 12 of each type of resource they use.** Any resources gained beyond 12 in a single type are lost immediately.
- **Protagonists:** 12 Faith, 12 Science
- **Antagonists:** 12 Strength, 12 Science

**Note:** Each Stronghold can be activated once per turn unless specified otherwise.

## 7. Combat Rules

Agents can engage once per turn unless otherwise stated.

Exhausting represents exhaustion.

Damage dealt to Agents is cleared at the end of each turn. Exhausted Agents cannot attack or use abilities again unless refreshed.

Combat flow: “Player A attacks with Agent X (3 Power). Player B defends with Agent Y (2 Endurance). Agent Y is defeated and sent to the Heap.”

### Combat Flow:

- The Falcon attacks (6 Power)
- Chris Ballanger blocks (6 Endurance)
- The Falcon deals 6 damage to Chris Ballanger
- Chris Ballanger Deals 6 damage to The Falcon
- Both are defeated and go to the Heap



## 8. Strongholds, Paragons, and Principles

Strongholds produce resources and support playstyles. Paragons are powerful agents with special synergy. Each player may have only one Principle in play.

### 8A. Principles, Anarchy, and Deck Limits

- Each deck may include up to **3 Principles** (maximum 1 copy of each).
- Each player chooses **1 Principle** from their deck to begin in play in the Principle Zone.
- If a player controls no active Principle, they enter **Anarchy**:
  - At the start of each turn, each Agent loses from its base stat:
    - 1 Shield (if Protagonist)
    - 1 Endurance (if Antagonist)
  - You may not activate any effects from Agents, Strongholds, Operations, or Technologies, while in Anarchy.
  - Strongholds generate resources, but any other effects are ignored.
- **Restoring a Principle**:
  - During your Deployment Phase:
    - Pay 3 resources to search your deck for a Principle and place it in the Principle Zone.
    - Or pay 5 resources to return a Principle from your Heap to the Principle Zone.
    - Restoring a Principle ends your turn immediately.

## 9. Special Abilities and Timing

Interrupts may be played out of sequence. Conditions like 'while Life is 10 or less' affect stats or keywords (e.g., Shield).

### 9A. Author of the Trust (Special Card Rule)

Author of the Trust is a rare special Technology card that represents the book's author and game's creator. It serves as a thematic bridge between the novels and gameplay. This card is designed to support narrative immersion and adds a unique gameplay element tied to your faction's identity.

- You may replay Author of the Trust from your hand at any time a Paragon is in play, increasing its cost by +1 resource of any type each time, as with Paragon redeployment.
- If Author of the Trust is discarded or sent to the Heap from your hand by any effect (including opponent actions), exile it instead.
- If Author of the Trust is removed from the field by an effect that destroys or sends a Technology to the Heap, it returns to your hand instead. Your Paragon is then sent to the Paragon Zone.
- If your Paragon leaves play, return Author of the Trust to your hand.
- It may only be played while your Paragon is in play.
- Only one copy of this card may be included in a deck.

## 10. Victory Conditions

If a player's Life reaches 0, they lose. If a player must draw a card but cannot, they lose.

## 11. Glossary of Terms

**Activate:** To use a card's ability—usually requires exhausting the card or paying a cost.

**Agent:** A character card (such as a Paragon or Operative) that can attack, defend, or use abilities.

**Anarchy:** A state triggered when a player controls no active Principle. While in Anarchy, Agents lose Shield or Endurance, card effects cannot be activated, and gameplay is restricted until a new Principle is restored.

**Battlefield:** The main area where Agents and Strongholds are played and interact.

**Bounce:** Return a card from the field to its owner's hand.

**Cost:** The number and type of resources (e.g., Science, Strength, Faith) you must spend to play a card.

**Decking Out:** Losing by drawing from an empty deck.

**Draw:** Take a card from the top of your deck and add it to your hand.

**Endurance:** The defense strength of Protagonists.

**Enter the Battlefield (ETB):** When a card is played and enters the field, its "ETB effect" happens (if any).

**Exhaust:** To exhaust a card by turning it sideways, usually to activate an ability or attack.

**Exhausted:** A card turned sideways to show it has been used this turn. Exhausted cards cannot attack or defend until refreshed.

**Faith:** A resource exclusive to Protagonists

**Haste:** An ability that allows an Agent to attack or use exhaust abilities the turn it is played (ignores summoning sickness).

**Heap / Scrap Heap:** Your discard pile.

**Interrupt:** A card that may be played during an opponent's turn or in response.

**Mill:** For effects that discard cards from a deck.

**Ongoing:** Card effects that remain while the card is in play.

**Operative:** A standard Agent aligned with Strength or Science, often with attack/defense abilities or tech synergies.

**Paragon:** A powerful Agent card with a unique Faith-based ability.

**Ping:** To deal 1 damage or minimal damage.

**Power:** The attack strength of Antagonists.

**Refresh:** To return a card to its upright position, ready to act again.

**Science:** A resource available to both Antagonists and Protagonists.

**Shield:** The defense strength of Protagonists.

**Shield:** Reduces incoming damage by the listed amount.

**Stack:** A pending chain of effects awaiting resolution.

**Strength:** A resource exclusive to Antagonists.

**Stronghold:** A location or support card with ongoing effects; may also act as a base of operations.

**Summoning sickness:** Newly played Agents can't attack or use exhaust abilities unless they have Haste.

**Trigger:** A card effect that automatically activates when a specific condition is met (e.g., "when this enters the battlefield").

**Turn:** A full cycle consisting of phases: Draw, Main, Combat, and End.

**Tutor:** Search your deck for a card matching specific criteria.

**Valor:** The attack strength of Protagonists.

**Zone:** Area of play where cards are placed.

## 12. Edge Cases & Reminders

Hand Limit: Default 10 cards, unless modified by card effects.

Excess Resources: Players may bank up to 12 total resources across all types. Excess resources beyond 12 are lost at the end of the turn.

Starting Resources: Players begin with zero resources. Resources are generated by Strongholds.

Exhausted Agents: Exhausted Agents cannot attack or defend until refreshed.

Principles: Only 1 active Principle is allowed at a time.

Anarchy: See Glossary. Anarchy effects occur if no Principle is active.

## 13. Quick Reference Summary

Turn Order: Refresh → Draw → Resource → Deployment → Combat/Action → End

Resource Types: Faith (white), Strength (red), Science (blue)

Victory: Reduce opponent's Life to 0.

## 14. Credits

*Genesis Trials* was created by Wayne Runde.

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- Adam Runde
- Cameron McGeorge
- Ken Franklin (TGC Sanity Reviewer)
- Players and supporters who helped refine the mechanics through feedback and testing
- ... and others

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