

OVER REALM

A Competitive Two-Player Card Game
by Holtfork Games

2 Players | 30 - 60 Minutes | Ages 12+

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Rules

Introduction

OverRealm is a competitive two-player card game where you choose a hero to battle your opponent's hero. The one left standing is the winner. Turns are semi-simultaneous and feature a double-blind action-selection mechanic, so you can never be too sure what your opponent will do next, creating constant tension. Summon minions to exert your dominance and help your hero overthrow the enemy. The first player to win two rounds is declared the winner.

Components

Each Hero has associated with it:

- 1 Hero Card
- 16 Minion Cards
- 3 Combat Cards
- Additional hero-specific pieces*

*Not required for all characters

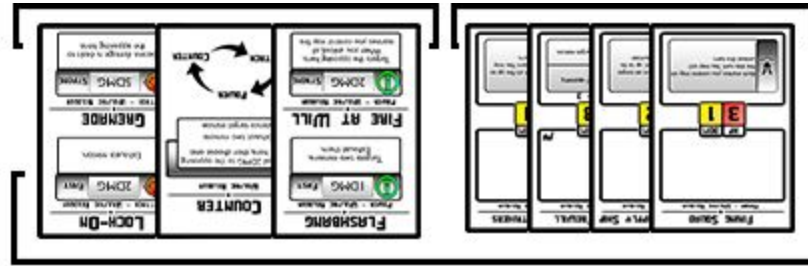
Other Components:

- 60 Damage Counters
- 1 Turn Card
- 8 Pressure Cards

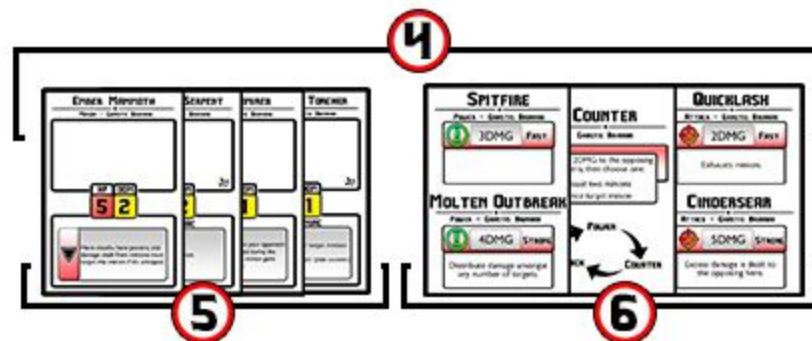
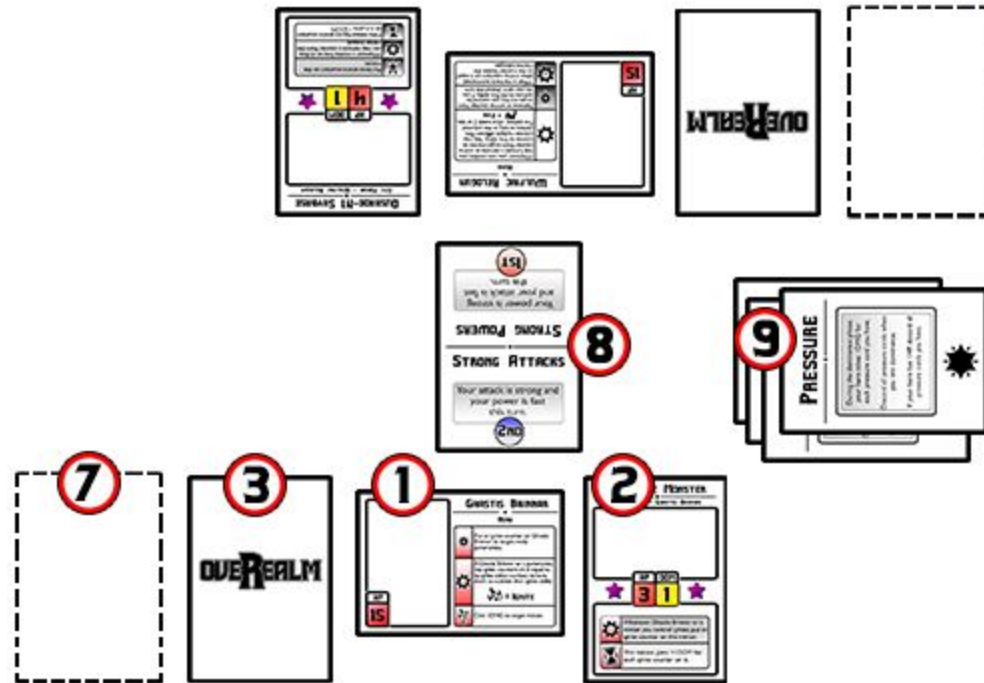
Setup

1. Select which hero you want to play as.
2. Set aside Pressure Cards for easy access.
3. Place the Hero Card in front of you.
4. Retrieve your chosen hero's 3 Epic Minion Cards (denoted by two purple stars in the center), randomly select one of them and place it beside your hero.
5. Shuffle the other 2 Epic Minion Cards with your hero's 13 Minion Cards. That is your Minion Deck.
6. Draw 4 cards from your Minion Deck.
7. Place your hero's 3 Combat Cards in your hand.
8. Place the Turn Card between you and your opponent.
9. Randomly determine which player the "Strong Attacks" side of the Turn Card faces.
10. Begin!

Sample Board Overview



1. Hero Card
2. Epic Minion
3. Minion Deck
4. Hand
5. Minion Cards in-hand
6. Combat Cards in-hand
7. Discard
8. Turn Card
9. Pressure Cards



Phases of a Turn

Each turn is simultaneous. Below are the phases of each turn in the order they occur.

Ready Phase (*skip this phase on the first turn*)

1. Rotate the turn card 180°.
2. Ready all exhausted minions you control.
3. Draw cards from you minion deck until you have four minions in-hand

Minion Phase

1. The player with Strong Attacks has their minion phase first. That player may summon a minion, use hero abilities, etc. When the player with Strong Attacks has finished their actions, then the player with Strong Powers has their minion phase.

Combat Phase

1. Both players play a Combat Card from their hand face-down, then simultaneously reveal chosen card. The players resolve combat then move to the dominance phase.

Dominance Phase

1. Each player sums the dominance values of their minions, then
 - a. If the player who won combat this turn has the higher dominance total, that player wins dominance. The winner of dominance subtracts their opponent's dominance total from their dominance total and deals that much damage to the opposing hero.
 - b. If the player who won combat has the lower dominance total, that player loses dominance and receives a Pressure Card.
 - c. If combat resulted in a tie, the player with the higher total dominance wins dominance. The winner of dominance subtracts their opponent's dominance total from their dominance total and deals that much damage to the opposing hero.
2. Heroes with Pressure Cards take damage equal to the number of Pressure Cards they have.

Win Condition

Reduce your opponent's hero's hit points to zero.

Ready Phase

Each new turn starts at the ready phase. Skip this phase for the first turn. During this phase, do the following steps:

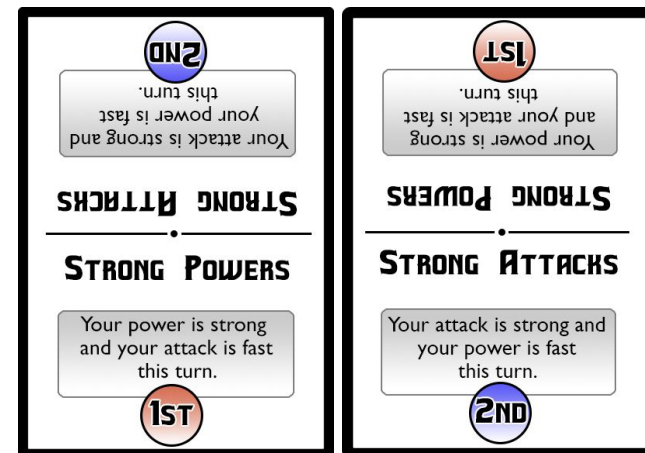
- Rotate the turn card 180°
- Ready all exhausted minions you control
- Draw cards from you minion deck until you have four in-hand

Definitions:

- **Exhaust:** minions will become exhausted throughout each game. To exhaust a minion, rotate it 90° clockwise. To ready a minion, rotate it back to its upright position.
- **Ready:** minions that are ready are not exhausted.

Turn Card

The turn card determines the order players have their minion phase and also determines tie-breakers. The side facing you is the benefit you receive that turn. At the start of each ready phase, rotate the turn card 180°. At the start of the game, randomly determine which sides faces who.



Strong Powers: While this faces you:

- your minion phase occurs first this turn (denoted by 1st)
- your power is strong and your attack is fast

Strong Attacks: While this faces you:

- your minion phase occurs second this turn (denoted by 2nd)
- your attack is strong and your power is fast this turn

Minion Phase

The minion phase occurs after the ready phase. The player with strong attacks has their minion phase first, where they take their action(s). After that player has taken all their actions, then the player with strong powers has their minion phase and takes their action(s). During the minion phase, players may use the following actions in any order:

- Summon one minion from your hand
- Use activate abilities from readied minions you control

Minions

If you summon a minion, place it on the board. Minions have:

- **Hit Points (HP)**
- **Dominance (DOM)**
- **Ability**

If a minion takes damage equal to or greater than its HP, it dies and is sent to discard. DOM adds to your total dominance, which is important for the dominance phase (pg. 8). Minion abilities vary greatly and often times one minion ability can trigger another to occur. Do each ability in order. If two trigger simultaneously, choose which occurs first.

There is no restriction on how many minions you may control and their position on the board is not important. Organize your minions however you see fit.

Epic Minions

Each hero has three epic minions. Before the start of each round, retrieve your three epic minions and randomly select one. You start the round with that minion summoned, then shuffle the other two epic minions with your chosen hero's other minions to form your minion deck. Epic minions have two purple stars on them and are considered summoned on the first turn. You can still summon a minion on your first turn.

Types of Minion Abilities

There are 5 different types of universal minion abilities, plus one ability type exclusive to heroes:



Activate

■ **Activate** abilities are used during the minion phase, and may only be used once per minion phase. Exhausted minions cannot use activate abilities. You may use multiple different activate abilities during your minion phase.



Summon

■ **Summon** abilities occur when that minion is summoned. Epic minions are considered summoned at the start of the game. Summon abilities occur before triggered abilities.



Triggered

■ **Triggered** abilities occur when a certain condition is met. If multiple triggered abilities occur at the same time, you choose the order in which they occur.



Ongoing

■ **Ongoing** abilities are always occurring.



Protector

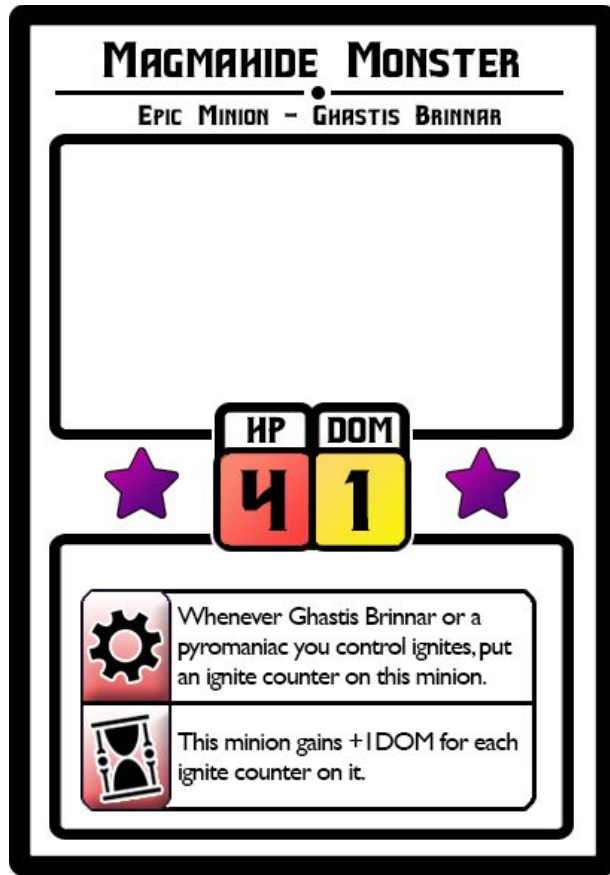
■ **Protector** refers to a specific ability that states: Whenever an opposing minion ability targets a minion you control, this minion must be one of the targets if this minion is ready.



Start

■ **Start** abilities are only found on hero cards, and they happen at the start of your minion phase, before you summon a minion or use activate abilities.

Minion Example



Magmahide Monster has 4HP (hit points) and 1DOM (dominance). It is an epic minion, denoted by the two stars. Its first ability is a triggered ability, which triggers whenever a minion you control ignites. Its second ability is an ongoing ability, where Magmahide Monster's DOM permanently increases by 1 for each ignite counter on it.

Some minions have **sub-types**, which are found directly beneath HP and DOM and above the first ability.

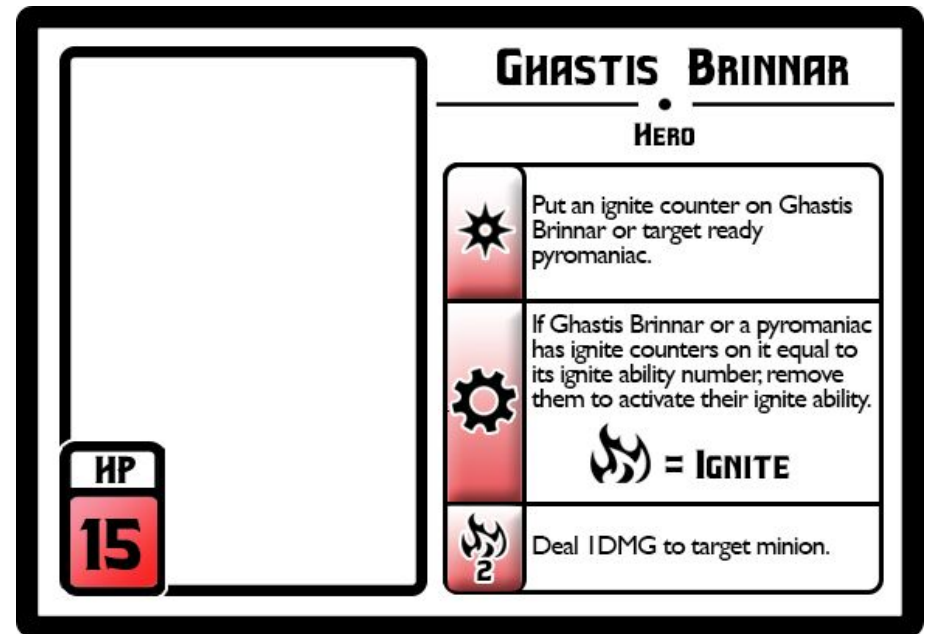
Hero Cards

Hero cards have two features:

- Hit Points (HP)
- Abilities

Once a hero has taken damage equal to or greater their total HP, that hero loses the round.

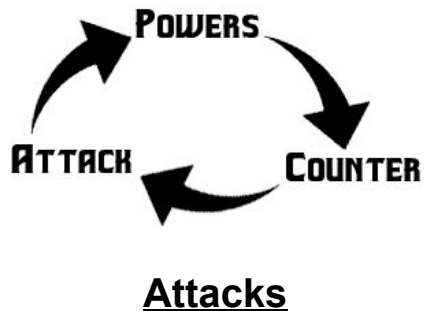
Hero abilities function just like minion abilities and may also define a new ability that its minions may use.



Ghastis Brinnar has 15HP (hit points) and has three abilities. His first ability is an activate ability, which lets you put an ignite counter on himself or target pyromaniac (a minion sub-type) you control. The second ability is a triggered ability, which states how ignite abilities work for Ghastis Brinnar and all pyromaniacs you control. The third ability is an ignite ability, which is defined in the second ability ability.

Combat Phase

After both players have finished their minion phases, you enter the combat phase. During the combat phase, both players select a combat card from their hand and place it face-down. Once both players have done so, they reveal their selected combat cards simultaneously, and resolve combat. After combat is resolved, the revealed combat cards return to players' hands. There are three actions players can select: attack, counter, and powers. Attack beats powers; powers beat counter; and counter beats attack, like so:



Attacks have up to three properties:

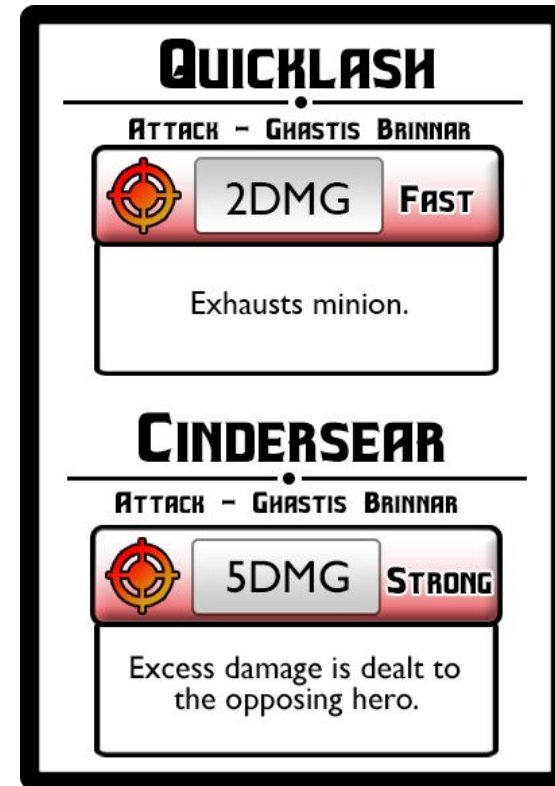
- **Damage** (DMG)
- **Ability**
- **Speed**

The damage (DMG) value of an attack is how much damage the attack deals. If you successfully attack, you determine what it hits: either the opposing hero or a minion they control. If it reduces a minion's HP to 0, move that minion to discard. Speed dictates how quick the attack is, and there are two speeds: **fast** and **strong**. The turn card denotes whose attack is fast or strong this turn. When you reveal your attack combat card, its orientation is irrelevant. If both players attack, the fast attack hits and prevents the opposing strong attack from occurring.

Example: *Albert has strong attacks and Becky has fast attacks this turn. They both reveal attack during combat. Because the turn card says that Becky's attacks are fast, she wins combat, selects a target for her attack, and prevents Albert's strong attack from happening.*

Attacks (Cont.)

Attack Card Example:



If you have fast attacks, you use Quicklash, which

- Deals 2DMG (damage) to any target (including heroes)
- If you target a minion and it survives, exhaust it

If you have strong attacks, you use Cindersear, which

- Deals 5DMG (damage) to any target (including heroes)
- If Cindersear kills a minion, any excess damage is dealt to the opposing hero
 - Example: if Cindersear targets a minion with 3HP, that minion dies, and the opposing hero takes 2DMG

Hero attacks are the same between all heroes and return to your hand after each combat.

Dominance Phase

Counter

Counter prevents all damage and effects from attacks. A player who successfully counters deals 2DMG to the opposing hero and can choose one of the following two options:

- Exhaust two target minions
- Silence target minion

Silence Definition:

- Silenced minions lose all abilities, name and sub-type, and have their dominance reduced to 0 until the ready phase after the next ready phase. Silenced minions are denoted by turning them around 180°

If both players reveal counter, nothing happens and combat was a tie.

Counter returns to your hand after each combat.

Powers

Powers are your hero's unique combat cards. Powers beat counters and are beat by attacks.

Powers function exactly like attack combat cards. They are denoted by an exclamation mark.

Powers return to your hand after each combat.

After the combat phase comes the dominance phase. Each player sums the dominance values of their readied minions, excluding exhausted minions. There are three possible outcomes, A - C:

- A. If the player who won combat this turn has the higher dominance total, that player wins dominance. The winner of dominance subtracts their opponent's dominance total from their dominance total and deals that much damage to the opposing hero.

Example A: *Albert won combat this turn. Albert sums the dominance of each of his readied minions, which totals 7. Becky sums the dominance of each of her readied minions, which totals 4. Albert wins dominance. Albert takes his dominance total of 7 and subtracts Becky's dominance total of 4 from it, which equals 3. Albert's hero deals 3 damage to Becky's hero.*

- B. If the player who won combat has the lower dominance total, that player loses dominance and attaches a pressure card to their hero.

Example B: *Albert won combat this turn. Albert sums the dominance of each of his readied minions, which totals 4. Becky sums the dominance of each of her readied minions, which totals 7. Albert loses dominance. Albert attaches one pressure card to his hero.*

- C. If combat resulted in a tie, the player with the higher total dominance wins dominance. The winner of dominance subtracts their opponent's dominance total from their dominance total and deals that much damage to the opposing hero.

Example C: *Both Albert and Becky revealed counter during the combat phase, which resulted in a tie. Albert sums the dominance of each of his readied minions, which totals 7. Becky sums the dominance of each of her readied minions, which totals 4. Albert wins dominance. Albert takes his dominance total of 7 and subtracts Becky's dominance total of 4 from it, which equals 3. Albert's hero deals 3 damage to Becky's hero.*

Whenever a player wins dominance, that player discards all pressure cards attached to their hero.

If both players total dominance are equal, neither player wins dominance.

Playtesters

Pressure Cards

After dominance is calculated, heroes with pressure cards attached to them take damage equal to the number of pressure cards attached to that hero.

Example: Continuing from “Example B” from page 8, Albert’s hero has one pressure card attached to it. His hero takes one damage. If his hero had three pressure cards attached to it, his hero would take three damage instead.

If a hero’s HP would be reduced to 0 from pressure card damage, discard all pressure cards from that hero and set that hero’s HP to 1 instead. That hero is now in critical condition.

Critical Condition

When a hero has 1HP, that hero is in Critical Condition. When a hero is in Critical Condition, discard all pressure cards from that hero and it cannot receive pressure cards for the remainder of the game. If a hero in critical condition loses combat, that hero loses the round.

Example: Albert’s hero has three pressure cards attached to it and his hero has 2HP. The three attached pressure cards would deal three damage to his hero, but that would reduce the hero’s hit points to zero. Instead, Albert’s hero’s HP is reduced to 1HP and is now in critical condition. Albert discards all pressure cards attached to his hero.

End Turn

After the dominance phase the turn ends. Players proceed back to the ready phase.

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