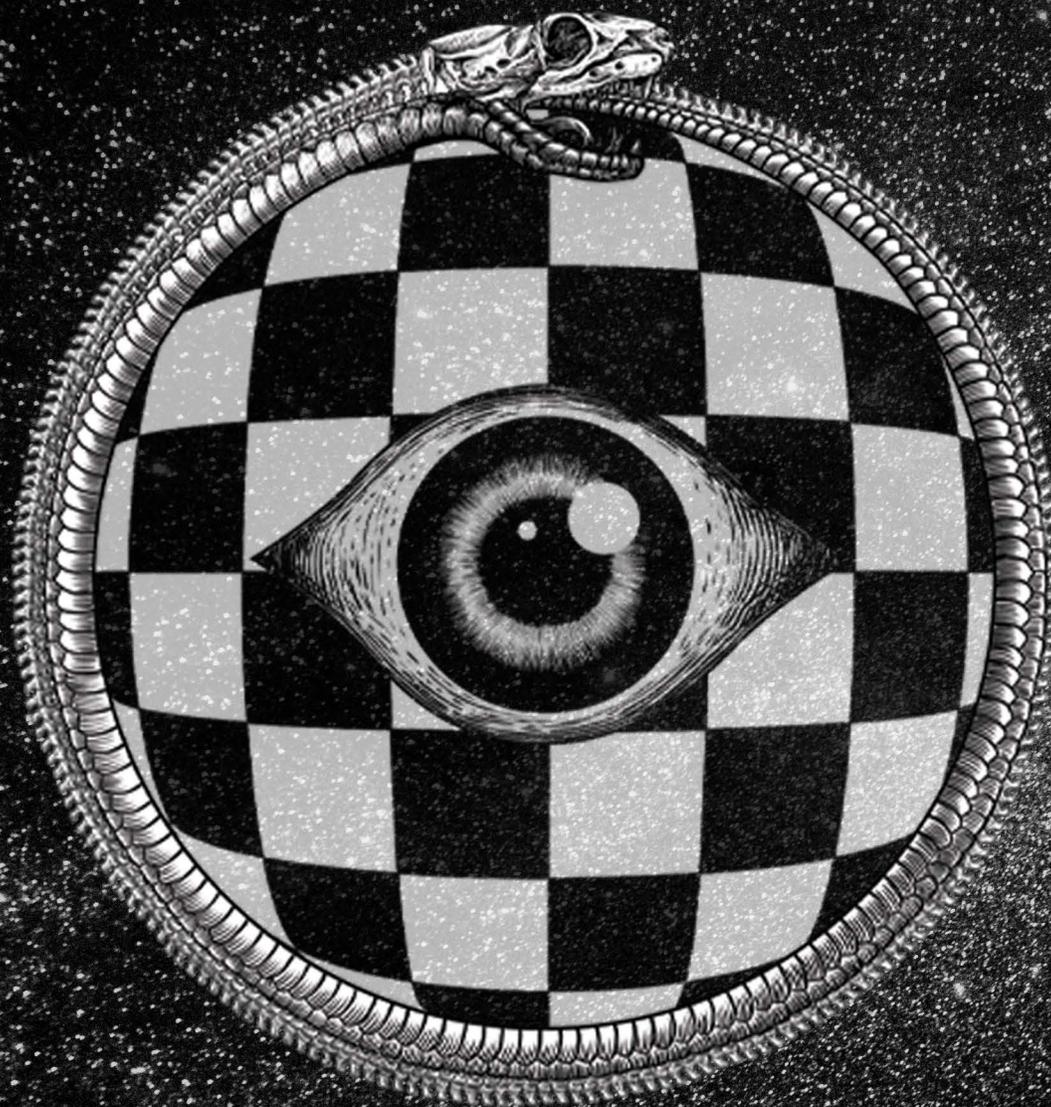


RIZONITICAL



COMPLETE RULEBOOK

VERSION 0.8

INTRODUCTION

Ouroboros, the cycle of life and death; it decides whether a soul remains in the afterlife, is erased or is reborn. Two realms exist within it. The Aetherworld for the mortals and Celestia for the Numens.

Numens are deities with great spiritual force or influence over a concept, law or phenomenon. These powers give them responsibilities towards maintaining certain aspects and laws within Ouroboros. Sometimes their duties clash and they must duel through Rizontical.

Rizontical is a strategic dueling system used by Numens. They summon various Fighters souls in combination with the use of Powers to battle each other. It is mostly used to settle disputes, but is also often used as a leisure activity. Rizontical rules are absolute and the winner automatically gains authority over the Numen that lost. The winner is considered to be a superior Numen because it proves that it is able to use Souls and Powers better than its opponent and has a better judgment and understanding of the universe.

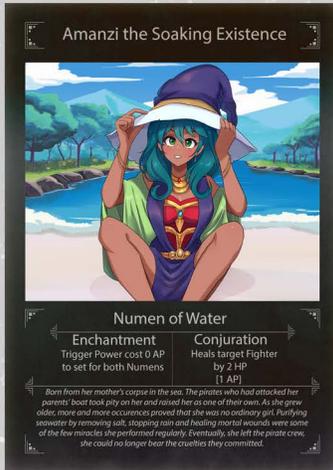
Fighters are entities whose souls are accessible for Numens to use in Rizontical. These souls are duplicates of their original souls, created by Numens that want to use them in Rizontical.

Ouroboros contains many vast galaxies, planets and timelines that all exist at the same time. This leads to many parallel existences, alternative worlds, paradoxical events and infinite possibilities, which makes the duty of a Numen very difficult and complicated, depending on its role.

Most Numens pastime is exploring Ouroboros and studying its universes, laws and concepts in order to become stronger in Rizontical and gain more authority and power. Some of them do not care about all these serious things and just enjoy their eternal life doing the things they like after fulfilling their duties.

Types of Cards

Numen



Numens are the deities that rule over the spiritual realm, each player have one to lead its Fighters and use Powers.

Fighters souls are duplicated from creatures in the physical realm. They are used by Numens during Rizontical duels.

Fighter



Powers



Powers are used by Numens to help them win the duel.

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Stuff needed to play

- A Numen card
- A Fighter Deck containing 7 different Fighter cards
- A Power Deck containing 25 different Power cards
- x1 Board (6 cells by 8 cells shared by both players)
- x1 Cards Field
- Dices & tokens to track various points and things.
(included with the game)



How to win a duel

A player wins a duel when:

- They have **4 Souls** (players gain **1 Soul** every time an enemy Fighter is defeated).
- Their opponent surrenders.
- Their opponent have no more Fighters on the board
- The duel is considered a draw if both players have no more Fighters on the board at the same time.
- If both players gain their fourth **Soul** at the same time the duel is considered a draw.

Cards Field

This is the cards field. Each player has one to put their cards on.



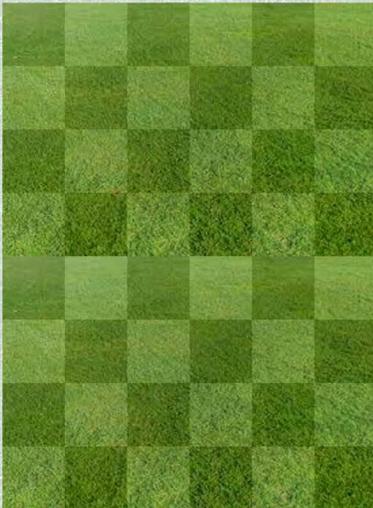
The first row is for putting tokens and dices on, to keep track of Fighters' points and conditions.

These rows are for playing Fighter & Power cards. The numbers from 1 to 4 is the timeline. Players turn order and many aspects of the game follow the timeline order.

The last row is for the decks & void zones.

The Fighter cards go to the Fighter void when they are defeated. The Power cards go to the Power void after they have been used, destroyed or discarded (players are allowed to look in their opponent's voids).

The Board



This is the board, it's where the Fighters battle each other. When a Fighter card is played on the field, its owner will also deploy it on the board by putting a token representing the Fighter on an appropriate cell in the Deploy Zone.

Deploy Zone

Player 1



Player 2

These are the cells players can deploy Fighters on their half of the board.

Game Table

With everything in place, this is how the game setup should look like:



The zone above and below the board is the Numen zone. This is where players put their Numen card, some tokens and also their **Action Points (AP)** dice.

Setup Phase

1. Each player makes sure they have the required items and their deck have the right number of cards. Players then shuffle their Power deck and place it, their Numen card and their Fighter deck face down in their respective zones.
2. Both players reveal their Numen card and take the two top cards of their Fighter deck and place them face down on their slot 1 and 2. Flip a coin or play rock-paper-scissors to decide who goes first or second for the next step.
3. The player going first reveals its Fighter on its slot 1 and deploys it on the board.
4. The player going second reveals its Fighter on its slot 1 and deploys it on the board. That player then does the same for its Fighter on its slot 2.
5. The player that went first reveals its Fighter on its slot 2 and deploys it on the board.
6. The player that went first draws 5 cards from their Power deck, then they may return up to 5 cards to the bottom of their Power deck and draw the same number of cards that they returned, this is called taking a Mulligan. The other player does the same right after.
7. Both player set their **AP** dice to 4. The game starts its first round.

Rounds and Turns Structure

Round Start:

Apply any effects that activates at round start following the Speed Rule (shown at the bottom of this page), then proceed to the first turn in the timeline. There are 4 turns in a round. Players need to follow the timeline order from 1 to 4.

Turn Start:

Both players draw 1 Power and gain 2 AP.

Apply any effect(s) that activates at turn start following the Speed Rule.

Follow the Speed Rule to see which Fighter play its turn first. (The player playing the First turn of the game can't deal damage (DMG) or reduce Health Points (HP).)

A Turn Ends If:

- The current turn player decides to end it.
- The current turn player's Fighter successfully used a Basic Hit or SPELL Hit.
- A Power, Skill or Status makes it end.

When a Turn Ends:

Apply any effect(s) that activates at turn end following the Speed Rule. If both players turn are over, the next turn in the timeline starts.

A Round Ends If:

- Both Players last turn in the timeline are over.
- A Power or Skill makes it end.

When a Round Ends:

Apply round end effect(s) following the Speed Rule. 1 Time point is removed from all Time-based cards.

The next round begins.

Speed Rule

Priority according to the Timeline order and the highest Speed Fighter on that slot. If it's a tie, the one with the highest remaining HP, if it is also a tie, flip a coin or play rock paper scissors to decide which goes first and second. If there is no Fighter on a player slot its opponent has priority, if both slots are empty decide with a coin flip or play rock paper scissors.

Turn Actions

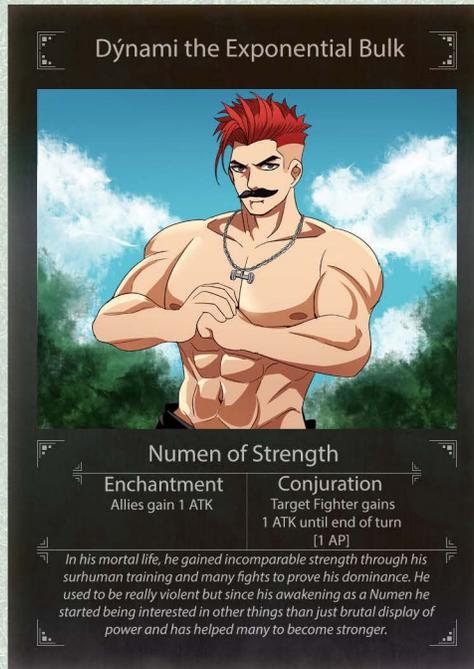
Players can do various actions during their turns:

- Discard a Power from their hand or field to gain 1 AP
- Deploy an ally from their Fighter deck (Fighters can't be deployed on the current turn slot in the timeline except by effects)
- Using current turn ally's Skills by paying its cost(s)
- Moving current turn ally (Once per turn)
- Declaring a Hit with current turn ally (Once per turn, can be done on empty cells)
- Push a Fighter that is on a cell around current turn ally (Once per turn)
- Using Powers in their hand by paying their AP cost
- Set a Trigger Power from their hand by paying 1 AP
- Skipping the current ally's turn (+2 AP if current turn ally didn't move, hit or use a Skill)
- Use its Numen card abilities



Numen Cards

Numens have 2 abilities:



Enchantment:

An ability that is always active or that can be used during some situations.

Conjuration:

This ability can be used once during each of its owner's turns by paying the AP cost.



Fighter Cards

Elements:

There is 8 elements:

Neutral, Fire, Ice, Air, Earth, Thunder, Water and Akasha. Akasha is all elements at the same time except Neutral. When a Fighter have more than 1 elements its owner chooses which element to apply during damage calculation.



Types:

There is 2 types a Fighter can be: Physical or Magical. If the Fighter is both its owner chooses which type to apply during damage calculation.



Element(s)	Name	Type(s)										
	ZILL											
A guardian of the Akasha Tree that infiltrated the Netherworld. Being exposed to the Netherworld has corrupted his body but he still manages to do his duty and reports any anomaly to Humlae.												
Stats: <table style="width: 100%; text-align: center;"> <tr> <td style="width: 50%;"> 4</td> <td style="width: 50%;"> 7</td> </tr> <tr> <td> 2</td> <td> 2</td> </tr> <tr> <td> 4</td> <td> 1</td> </tr> <tr> <td> 0</td> <td> 2</td> </tr> <tr> <td> 2</td> <td> 2</td> </tr> </table>			4	7	2	2	4	1	0	2	2	2
4	7											
2	2											
4	1											
0	2											
2	2											
Skills SPELL*: [2 AP] Hits all cells adjacent to this Fighter and you gain 2 AP per entity hit.												
MANA: [2 AP] Target gains "Reflex" Status.												
ULTIMATE: [2 AP] Move any allies Buff value on this Fighter.												

Health Points (HP)

Mana Points (Mana)

Attack Points (ATK)

Defense Points (DEF)

Movement Points (MP)

Speed

(RA) Range Points

(PSH) Push Points

Weakness

Resistance

Stats Role:

- Health Point (HP):**
Its value is reduced by the amount of damage (DMG) the Fighter takes. If it reaches 0, the Fighter is defeated and sent to the void.
- Mana Point (Mana):**
Points required to use MANA Skills
- Attack Point (ATK):**
Used in damage calculation to determine the DMG dealt
- Defense Point (DEF):**
Used in damage calculation to determine the DMG reduced
- Movement Point (MP):**
Fighters can move by 1 cell per point during their movement

Stats Role:

- Speed Point (Speed):**
Used to determine which Fighter play its turn first
- Range Point (RA):**
RA is the number of cells in distance a Fighter can hit
- Push Point (PSH):**
PSH is the maximum number of cells a Fighter can push a target
- Weakness:**
Weakness to Types or Elements are shown here. The number is how much extra DMG is taken from that Weakness.
- Resistance:**
Resistance to Types or Elements are shown here. The number is how much DMG is reduced when taking DMG from that Resistance.

Skills:

Fighters can have up to 3 skills each. There is 4 types of skills and 2 of them have a variant:

PASSIVE: Passive skills are active as long as the Fighter is deployed and the skill is not negated.

or

TRIGGER: Trigger skills can be used during specific situations.

SPELL: Spell skills are used to hit a target and apply an effect after the hit.

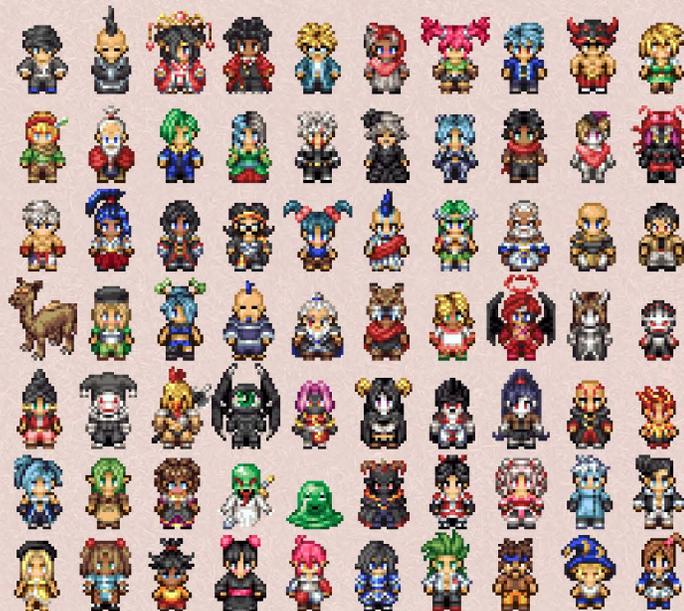
or

SPELL*: Spell* skills effect are applied before the hit is done.

MANA: Mana Skills can be used by paying 1 MANA from its user along with its AP cost.

ULTIMATE: To use an ULTIMATE Skill the slot its user is on must gain an ULTIMATE Marker.

Fighters on a slot with an ULTIMATE Marker can't use their ULTIMATE.



Notes:

- Stats value limit is 10 (except Speed which is 20)
- Speed, Weakness and Resistance value can't change.
- MP can't be gained, only restored through heals
- If HP is transferred between targets: Target A loses HP and target B is healed by that amount
- Protection is a stat that can be gained from effects. When a Fighter has Protection it is reduced instead of HP when taking DMG.
- Use: Some skills have a limited number of use determined by this stat.
- Time: Some skills are only active as long as they have Time.
- Protection, Use and Time maximum value is 6.

Power Cards

There is 2 Power card rank:

Common

Legendary



To use a Legendary Power its owner must put a "Legendary Marker" in their Numen zone before applying its effect. If a player has a "Legendary Marker" they can't use Legendary Powers anymore.

Icons:



Cost AP Cost: The cost the owner must pay to use the Power.



Use Use: The Power loses 1 Use to use its effect. If its Use reaches 0 the Power stays in play but its effect can't be used anymore.



Time Time: Active as long as the Power has Time on it. The Power is sent to the void once its Time reaches 0.



Categories

There is 4 categories of Power cards:

+ Normal +

Normal Powers have various types of effects and if they are not Time-Based they are sent to the void after their use.

+ Permanent +

Permanent Powers stay on the field and their effects are active as long as they are in play.

+ Trigger +

Trigger Powers must first be placed face down on the field by paying 1 AP. They can be used by their owner at certain situations during any player turn by flipping them face up and paying their AP cost.

+ Aura +

Aura Powers are assigned to a Fighter and apply their effect to that Fighter as long as the Power is in play. It is sent to the void if the Fighter is defeated or removed from the field.



Conditions :

Conditions includes **Buff**, **Debuff** and **Status**.

A Fighter can have a maximum of 4 different conditions at once and can't have more than one copy of the same condition on it.

Powers can only have certain **Statuses**, with a maximum of 1 at once.

Each condition have a token for it and it stays on its target's Stats & Conditions zone as long as the target is in play.

Buff & **Debuff** maximum value is 6 and can only be applied to Fighters. They affect the way DMG is calculated for that Fighter. **Statuses** have various effects ranging from positive ones to negatives one.

Markers :

Markers are tokens used to keep track of some events that happened.

ULTIMATE :

Put on top of a Fighter's slot to use their **ULTIMATE** Skill.

LEGENDARY :

Put in player's Numen zone to use a **LEGENDARY** Power.

SOUL :

Put in a player's Numen zone when an enemy is defeated or when an effect gives a **SOUL**.

UNIQUE :

Put in player's Numen zone to use a **UNIQUE** effect.

Tokens :

On the field:

Tokens are used to represent

Bufs, **Debuffs**,
Statuses or Markers.



On the board:

Tokens are used to represent either a Fighter, a Summon or a Tile. They must be placed in the same direction as shown below so it's easier for players to know which tokens are theirs.



Push Tiles are the only Token that are placed in any direction. The direction they are facing affects their effect.

Summons :

A Summon can be deployed on the board by an effect on an empty cell of their owner's choice. They can have various passive or trigger effects and all have 1 HP. They are defeated when their HP reaches 0 and are removed from the board. Summons are considered as Powers and can be destroyed. They are also considered as entities and can be hit, pushed or targeted by applicable effects. A player can have a maximum of 4 copies of the same Summon deployed. Summons can only be copied and owned by their owner.

There is currently 13 different Summons in this version.



Tiles :

A Tile can be put on an empty cell of their owner's choice with an effect. They have various effects that affect the cell they are on. Passive Tiles effect are active as long as an entity is on it. A Contact Tile effect triggers when an entity steps on the cell it is on. A Contact Tile effect can only affect the same Fighter once per turn. Tiles are considered as Powers and can be destroyed. A player can have a maximum of 4 copies of the same Tile on the board. Tiles can only be copied and owned by their owner.

There is currently 2 Tiles in this version. (There will be more on official release)



When an entity steps on a Push Tile, that Tile negates any ongoing movement or push to apply its effect.

How to Battle:

Combat Phase:

Combat Phase starts when a Fighter successfully uses a Basic Hit or a **SPELL** hit against another entity.

Combat Phase DMG calculation goes like this:

1.Variables A:

Apply any Skills/Powers/Ability/**Status** effects that are applied before the DMG calculation.

Example: Fighter gains **ATK** during DMG calculation.

2.Damage Calculation:

Attacking Fighter Attacked Fighter
ATK - **DEF** = Hit DMG

3.Variables B:

Apply any **Resistance(s)**, **Weakness(es)**, **Buff(s)**, **Debuff(s)** or effect(s) to the Hit DMG value.

Example: A Power or Skill that increases DMG dealt.

4.Negation:

Negate the DMG dealt if the attacking Fighter is defeated, removed from the field/board or if the hit is negated by an effect during the combat phase.

Example:



1.Mya hits Aaro

2.Mya has **1 ATK**, Aaro has **3 DEF**. $1 - 3 = -2$
Negative hit DMG value becomes 0, current hit DMG is 0.

3.Aaro has **2 Weakness** to the **Air Element**, Mya hit is in the **Air Element**. The hit DMG increases by 2.

4.Mya has the "Hit DMG Dealt" **Buff** and its value is 5.
The hit DMG increases by 5.

5.The final hit DMG is 7 and it defeats Aaro.
 $0 + 2 + 5 = 7$

Types of DMG/Hit:

Power, Abilities & Non-**SPELL** Skills DMG Calculation:

They can either be elemental DMG or non-elemental DMG and their Type is neither Physical or Magical, unless specified.

Here's how to calculate these sort of DMG:

1.Variables 1:

Apply any Skills/Powers/Ability/**Status** effects that are applied before the DMG calculation.

Example: A Power that boost X type of DMG dealt

2.Variables 2:

Apply any **Resistance(s)**, **Weakness(es)**, **Buff(s)**, **Debuff(s)** or effect(s) to the DMG value.

Hit DMG:

Hit DMG is dealt at the end of a combat phase.

Melee DMG:

When a Fighter hits an entity that is within 1 cell of distance.

Range DMG (RA DMG) :

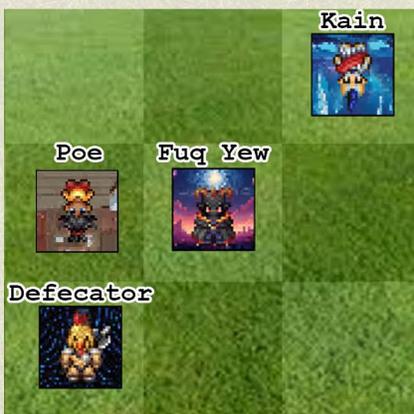
When a Fighter hits an entity that is more than 1 cell away from it, it is considered **RA DMG**. **RA** hits can only be done if there is no entity between the attacker and its target, unless an effect allows it.

Push DMG (PSH DMG) :

PSH DMG is dealt when an entity is pushed against the border of the board or another entity. The DMG dealt will always be equal to the numbers of cell(s) pushed against the border of the board or entity. If pushed against an entity, the DMG will also be dealt to the entity it was pushed against.

PSH DMG Examples:

In this scenario:



1. Fuq Yew pushes Kain by 2 cells.
Kain takes **2 PSH DMG** by being pushed against the border of the board.
2. Kain pushes Fuq Yew by 1 cell.
Fuq Yew and Defecator take **1 PSH DMG** by being pushed against each other.
3. Defecator pushes Poe by 2 cells.
Poe takes **1 PSH DMG** by being pushed against the border of the board.

DMG Dealing Order:

When multiple entities take DMG, it is dealt to Fighters following the Speed Rule, then if there are deployed Summons that also took DMG from that instance, their owner choose the order to apply DMG on their Summons (current turn player first).

Effects Priority Rules:

Numens Priority:

- Numens effects are always applied before any entity or Power. Current turn Numen have priority over the opposing Numen.
- To determine which Numen's round end effect is applied first: apply the Speed Rule on slot 4 in the timeline.
- To determine which Numen's round start effect is applied first: apply the Speed Rule on slot 1 in the timeline.

Trigger Effects Priority:

- Trigger effects have speed priority over other effects and are unaffected by the Speed Rule.
- If multiple Trigger effects are used in response to each other, the effects are applied from the last one used to the first one used.
- If 2 Trigger effects are used at once by opposing players, current turn player have priority.
- If 2 Trigger effects are used at once by the same player, they choose the order those effects will be applied.

Other Priority:

- If multiple non-Trigger effects are used at once: apply the Speed Rule to determine in which order the effects are applied according to the slot they are on.
- If an effect makes a turn or round end, if there are any effect(s) ongoing it doesn't negate them and they are applied before the turn or round ends following the Speed Rule.
- Status** effects that triggers at turn start/end, round start/end or certain situations are applied immediately before any other effects with the current turn player having priority.
- Summons and Tiles effects that activates at turn start/end or round start/end are applied last after every other effects, in the order their owner decides.
If both players have Summons with round start effects, apply the Speed Rule on slot 1 in the timeline to determine which player apply their effects first.
If both players have Summons with round end effects, apply the Speed Rule on slot 4 in the timeline to determine which player apply their effects first.
- When multiple Summons/Tiles effects on a cell are triggered: The current turn player have priority and chooses the order to apply their effects, then if possible the opponent does the same.



Speed Rule Reminder: (Also shown at P.4)

Priority according to the Timeline order and the highest Speed Fighter on that slot. If it's a tie, the one with the highest remaining **HP**, if it is also a tie, flip a coin or play rock paper scissors to decide which goes first and second. If there is no Fighter on a player slot its opponent has priority, if both slots are empty decide with a coin flip or play rock paper scissors.



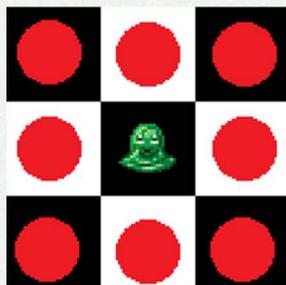
Additional Rules:

- When a Fighter is defeated, its owner draws 1 Power and may deploy another ally on the defeated ally's slot.
- Players can't draw Powers anymore when they have 8 Powers in their hand.
- To use a UNIQUE effect its owner must put a "UNIQUE Marker" in their Numen zone before applying its effect. If a player has a "UNIQUE Marker" they can't use UNIQUE effects anymore.
- When an effect is applied to multiple targets, the Speed Rule is used to determine in which order the effects are applied.
- Players must vocally say their actions before doing them, if there is no Trigger effect used in response to that action, that action can be done.
- If when about to pay an AP or Mana cost, a player can't anymore or couldn't from the start: negate that effect.
- If there is a contradiction between the basic rules and an effect: The effect takes precedence.
For example: Fighters can only hit once per turn, but an effect could make it possible to hit twice.
- When a player searches for a Power in their deck, they must shuffle their deck after.
- When a Power effect can't be applied or is negated it is sent to the void (except for Permanent and Aura).
- When a Skill effect can't be applied it is negated.

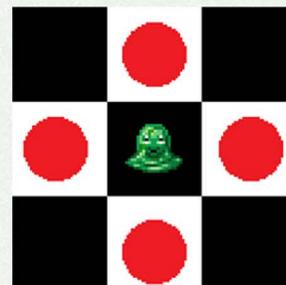
Glossary:

- Entity = A Fighter or a Summon
- (RA) = Within a Fighter's Range
- (∞ RA) = Unlimited Range ignores entities between
- Stepping on cells is done by entities when they come in contact with a cell by being: pushed on, moved on, deployed on or put on that cell by an effect.
- Any: Choose among possible choices in the order you want
Example: Move any allies = you choose which allies to move

Cells Around



Adjacent Cells



Status List:

- Burned: Takes 1 DMG after being damaged except DMG from this **Status** (even if the DMG taken is 0).
- First: Play its turn first (ignore if both current turn Fighters have this **Status**).
- Frozen: Can't use this Fighter and its Skills, remove this **Status** at own turn end or if damaged by **Fire** (can still use Powers or deploy Fighters).
- Invincible: Can't lose **HP** or take DMG (remove this **Status** at round end) (Maximum: 1 copy per player).
- Last: Play its turn last (ignore if both current turn Fighters have this **Status**).
- Poison: Takes 1 DMG at own turn start.
- Reflex: When hit, hits its attacker before being hit (**RA**) (remove "Vengeance" when gaining this **Status**).
- Shield: On a Fighter: Negate DMG taken once, then remove this **Status**. On a Power: Negate destruction once, then remove this **Status**.
- Sleep: Can't use this Fighter and its Skills, remove this **Status** at own turn end or if this Fighter takes DMG, is hit or pushed (Can still use Powers or deploy Fighters)
- Vengeance: When hit, hits its attacker after being hit (**RA**) (remove "Reflex" when gaining this **Status**).
- Venom: Takes 1 DMG at own turn end.

Conclusion:

Thank you very much for giving this game the time and a chance, it's very appreciated! This is still a prototype game and it's still very far from its final version but with your help it is getting closer to that goal. For more detailed tutorials or information, to support the game or to see news and updates about the game please visit rizontical.com all the social links are on the homepage!



RIZONTICAL

2 Players 15-40 Mins Age 10+



This Game is
100% AI-Free