RIZONTICAL

QUICKSTART RULEBOOK

VERSION 0.8

This Quickstart version of the Rulebook was made so learning Rizontical is a less overwhelming experience.

I recommend reading this Rulebook version first when playing for the first time and with both players having starter decks.

Once you switch to regular decks, you may read the complete Rulebook or refer to it when needed.

Thank you so much for taking the time to try my game!

-Brawnie

You can also watch the how to play and tutorial videos on Rizontical's Youtube channel or website! (coming soon)
rizontical.com
youtube.com/@rizontical

Table of Contents

Types of Cards

Numen   Fighter

Caelum the Guiding Breeze

Numen of Air

Enchantment	Conjuration
Round Start: You may draw 2 Powers	Push target by 1 cell [2 AP]

Flavor text

NAVY

A timid girl that works as a meteorologist for Vertex's newspaper. Her boss and colleagues are very understanding of her shyness and lets her work from home. Best job she ever got!

ULTIMATE:[2 AP][UNIQUE]
Return target to its owner's deck (can't use on a Fighter if it's the only deployed Fighter on its side).

Powers

Normal
RAGE

Target gains **1 ATK** until end of turn.

An overwhelming emotion that grants strength. Do not let it consume you.

006-02

Permanent
HEALTHCARE

Fully heals target's **HP**.

Medicine is not only a science; it is also an art.

006-09

Trigger
SHARED DEMISE

LEGENDARY
When a Fighter defeats a Fighter: Send it to the void (you don't gain a **Soul** from this).

A well placed fast effect that brings down the enemy with a fallen Fighter.

008-09

Aura
SENSITIVITY SOAR

LEGENDARY
Takes double DMG value.

A curse that multiplies the amount of nerves an entity has. It greatly increases its reactivity to pain and any physical sensations.

006-10

How to Win

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.**

Game Field

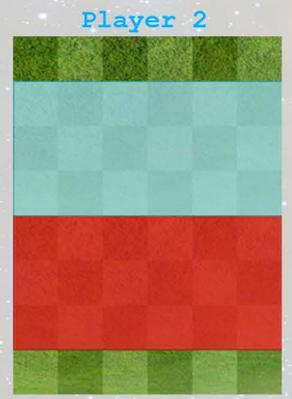With everything in place, this is how the game field should look like:

Ultimate Tokens

Player 2

Player 1

1

2

3

4

Numen Zone

Legendary & Unique Tokens

AP Dice
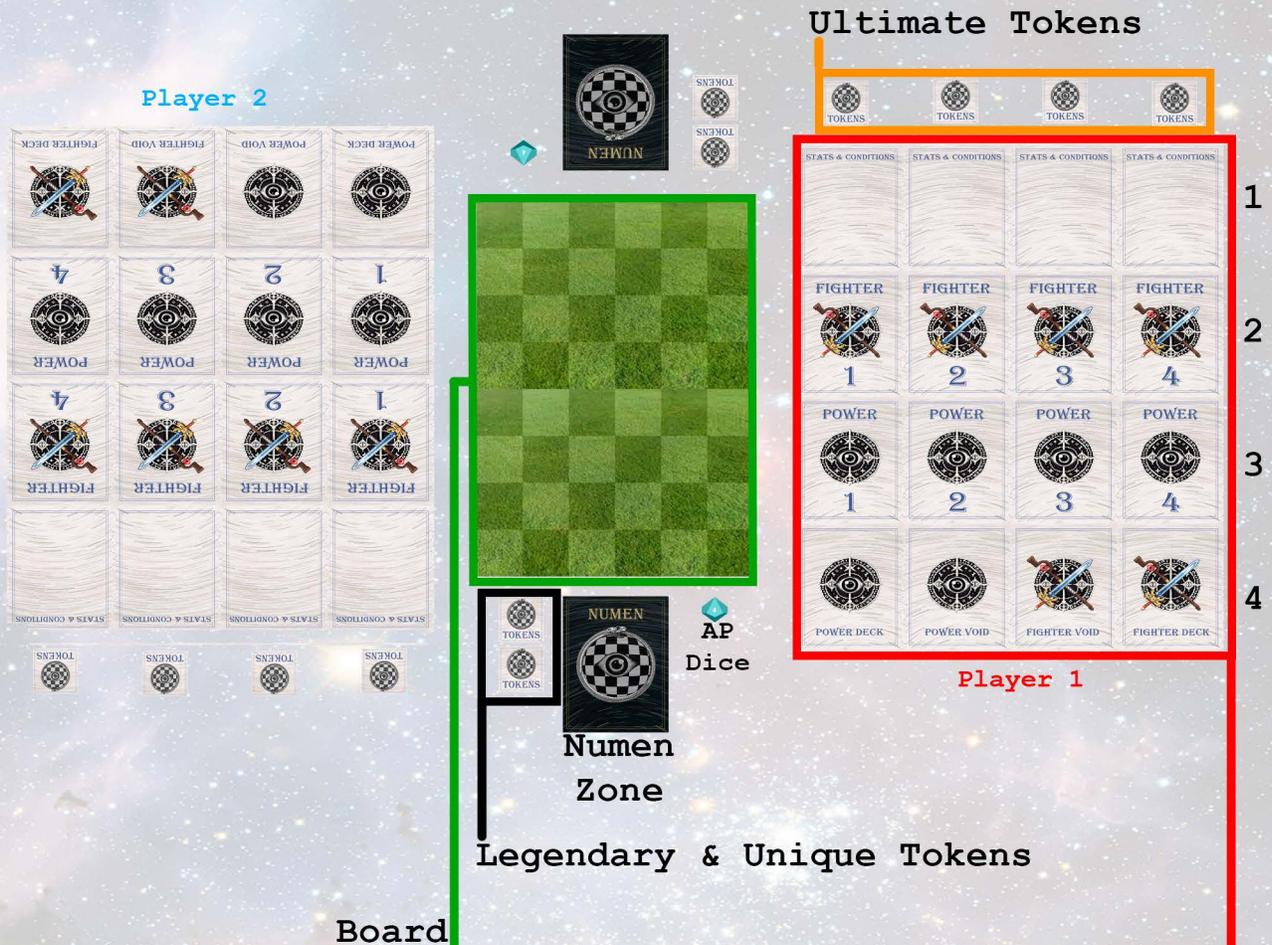
Board

Deploy Zone

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

Player 2

Player 1

Cards Field

1
This row is for putting tokens and dices on, to keep track of Fighters' points and conditions.

2 & 3
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.

4
The last row is for the decks & void zones.

When your game field is set,follow the steps on the next page to play!

Setup Phase

1. Players shuffle their Fighter and Power decks and place them and their Numen card 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 & 2.
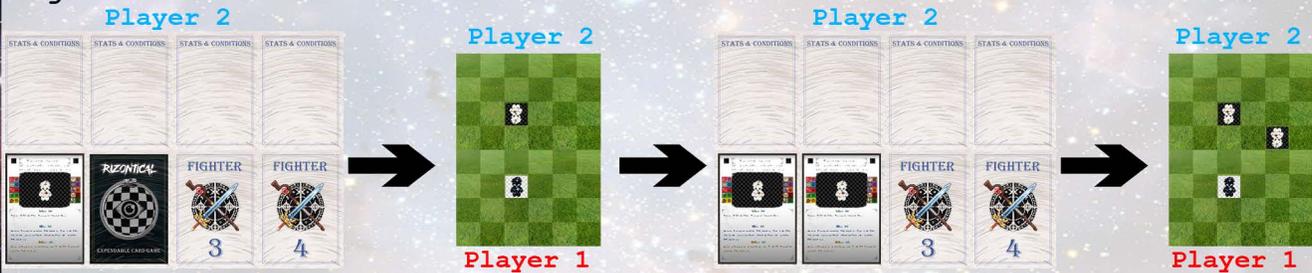
3. Flip a coin or play rock-paper-scissors to decide who goes first or second for the next step.
The player going first reveals its Fighter on its slot 1 and deploys it on the board.

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, then proceed to the first turn. Players need to follow the timeline order from 1 to 4.

Turn Start:
The player with the highest Speed Fighter on that turn slot plays its turn first. Players draw 1 Power and gain 2 AP when their turn starts. After that, apply any effect(s) that activates at turn start.(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.

When a Turn Ends:
Apply any effect(s) that activates at turn end. If both players turn are over, the next turn in the timeline starts.

Round End:
When both players last turn in the timeline are over the round ends. Remove 1 Time point from Time-Based cards. The next round starts.

Turn Actions

•Discard a Power from your hand or field to gain 1 AP

•Deploy an ally from your Fighter deck (Fighters can't be deployed on the current turn slot in the timeline except by effects)

•Using current turn ally's skill 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 your hand by paying their AP cost

•Set a Trigger Power from your 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 your Numen card ability

Numen Cards
Numens have 2 abilities:

Gaia the Self-Regulating Organism

Numen of Earth

Enchantment	Conjuration
Setup Phase:	Put 1 "DMG Tile"
You may take two Mulligans	(Contact: Deals 1 DMG)
	[2 AP]

There once was an ancient planet maintaining a synergetic relationship with its habitants, providing and maintaining ideal conditions for life. She developed a consciousness fueled by the needs of her earthlings. However she had no control over her actions, they were all fully automated by nature. Gaia, powerless, had to watch humanity consume her with their greed. An attempt of self-preservation eventually caused her destruction and she ascended to Numenhood.

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.

Power Cards

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.

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

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.

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.

✦ 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.

Fighter Cards

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

💚 **Protection:**
A stat that can be gained from effects. It is reduced instead of HP when taking DMG.

Element | Name | Type

RIKO

A young astrologer prodigy from Kahakai that can accurately predict some important events. Riko prefers to keep a low profile and not let many people know about his divination powers.

Stats
❤️ 7
🔷 2
🗡️ 5
🛡️ 0
👟 2

Stats
🕐 18
◎ 2
⭐ 1
2
2

Skill
ULTIMATE:[2 AP][UNIQUE]
Look in your opponent's hand and you may destroy target Power in their hand.

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 & Resistance:
Weakness & Resistance to Types or Elements are shown here. The number is how much extra DMG is taken for Weakness or reduced for Resistance.

Elements:
Neutral Fire Ice Air Earth Thunder Water

Types:
Physical Magical

Skills Categories:

PASSIVE:
Active as long as the Fighter is deployed.

SPELL:
Hits a target and applies its effect after the hit.

MANA:
Can be used by paying 1 MANA from its user.

ULTIMATE:
To use an ULTIMATE Skill put an ULTIMATE Marker on its user's slot. Fighters on a slot with an ULTIMATE Marker can't use their ULTIMATE.

TRIGGER:
Can be used during specific situations.

SPELL*:
Hits a target but applies its effect before the hit.

[UNIQUE]:
One UNIQUE Skill can be used in a duel per player.

Conditions:

Conditions includes Buff, Debuff and Status.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.

Tokens:

On the field:
Tokens are used to represent Buffs, Debuffs, Statuses or Markers.

On the board:
Tokens are used to represent either a Fighter, a Summon or a Tile. They must be placed facing the opponent.

LESS HIT DMG TAKEN
BUFF

MORE HIT DMG TAKEN
DEBUFF

BURNED
Takes 1 DMG after taking DMG from another source
STATUS

Rainbow Goblin
When it's defeated you gain 2 AP
SUMMON

Contact
Pushes by 1 cell
TILE

ULTIMATE   LEGENDARY   UNIQUE
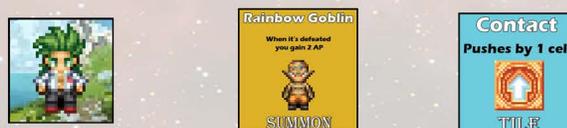
Push Tiles are the only Token that can be placed in any direction. The direction they are facing affects their effect.

How to Battle

When a Fighter successfully use a Basic Hit or a SPELL against an entity it starts the damage calculation phase.

1.Hit DMG Calculation:

Attacking Fighter   Attacked Fighter

        ATK   -   DEF   = Hit DMG

2.Variables:

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

Example:

Ari   Bern

VS

1.Ari hits Bern

2.Ari has 5 ATK, Bern has 4 DEF. 5 - 4 = 1

3.Bern has 2 Weakness to the Fire Element.
    The hit DMG increases by 2.

4.Ari has the "Hit DMG Dealt" Buff.
    The hit DMG increases by 1.

5.The final hit DMG is 4.
     1 + 2 + 1 = 4

## Types of DMG

Powers DMG:

When a Power deals DMG: Apply any Resistance(s), Weakness(es), Buff(s), Debuff(s) or effect(s) to the DMG value.

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.

In this scenario:

Coco

Poe   Maia

Teon

1. Maia pushes Coco by 2 cells.
   Coco takes 2 PSH DMG by being pushed against the border of the board.

2. Coco pushes Maia by 1 cell.
   Maia and Teon take 1 PSH DMG by being pushed against each other.

3. Teon pushes Poe by 2 cells.
   Poe takes 1 PSH DMG by being pushed against the border of the board.

P.7

Summons

A Summon can be deployed on the board by an effect on an empty cell of their owner's choice. They have 1 HP and are defeated and removed from the board when their HP reaches 0. 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.

Rainbow Goblin
When it's defeated you gain 2 AP
SUMMON

Stone
Immune to PSH DMG
SUMMON
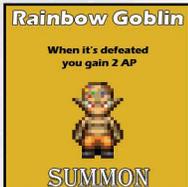
Tiles

A Tile can be put on an empty cell of their owner's choice with an effect. Their effect affects the cell they are on and can only affect the same Fighter once per turn. Tiles are considered as Powers and can be destroyed.

Contact
Deals 1 DMG
TILE

Contact
Pushes by 1 cell
TILE

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

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.

•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.

•When a player searches for a Power in their deck, they must shuffle their deck after.

Glossary

•Entity = A Fighter or a Summon
•(RA) = Within a Fighter's Range
•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.

Cells Around