

# RIZONTICAL



## QUICKSTART RULEBOOK

VERSION 0.9

This Quickstart version of the Rulebook was made so learning Rizontical is a less overwhelming experience. You can zoom to see the smaller images in high quality.

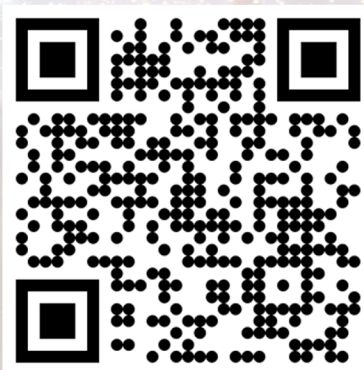
I recommend reading this Rulebook version first when playing for the first time and with both players having starter decks.

Once you switch to regular decks, you may read the P.9 "Transition from starter decks to regular decks" and refer to the Complete Rulebook as needed.

You can also watch the how to play and tutorial video on Rizontical's Youtube channel or website!

[rizontical.com](http://rizontical.com)

[youtube.com/@rizontical](https://youtube.com/@rizontical)



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

-Brawnie

# INTRODUCTION

*Ouroboros, the cycle of life and death;  
Within its infinite universes two realms exist.  
Aetherworld for mortals and Celestia for divine beings called  
Numens. Their powers maintain laws and existence in Aetherworld.  
Sometimes their duties clash and they must duel in Rizontical.*

*Rizontical is a strategic dueling system used by Numens where  
Souls and Powers are used to battle each other. It's 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.*

*Ouroboros contains many vast galaxies, planets and timelines that  
all exist simultaneously. This leads to many parallel existences,  
alternate worlds, paradoxical events and infinite realities,  
which can make the duty of Numens difficult and complicated  
depending on their 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, power and freedom.  
Some of them do not care about all these serious things and just  
enjoy their eternal lives doing the things they like after  
fulfilling their duties.*



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# Stuff needed to play

- A Numen card
- A Fighter Deck containing 8 different Fighter cards
- A Power Deck containing 30 different Power cards
- x1 Board (8 cells by 8 cells shared by both players)
- x1 Cards Field
- Dices & tokens (included with the game).

## Types of Cards

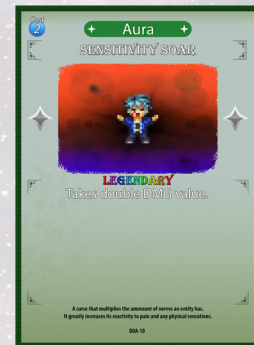
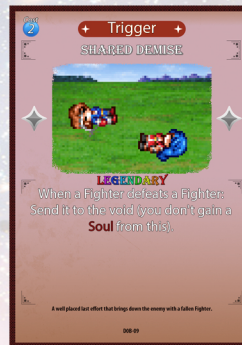
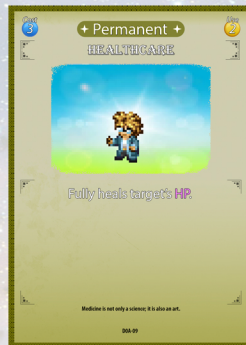
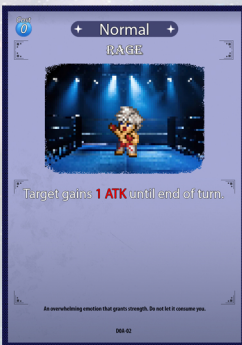
### Numen



### Fighter



## Powers



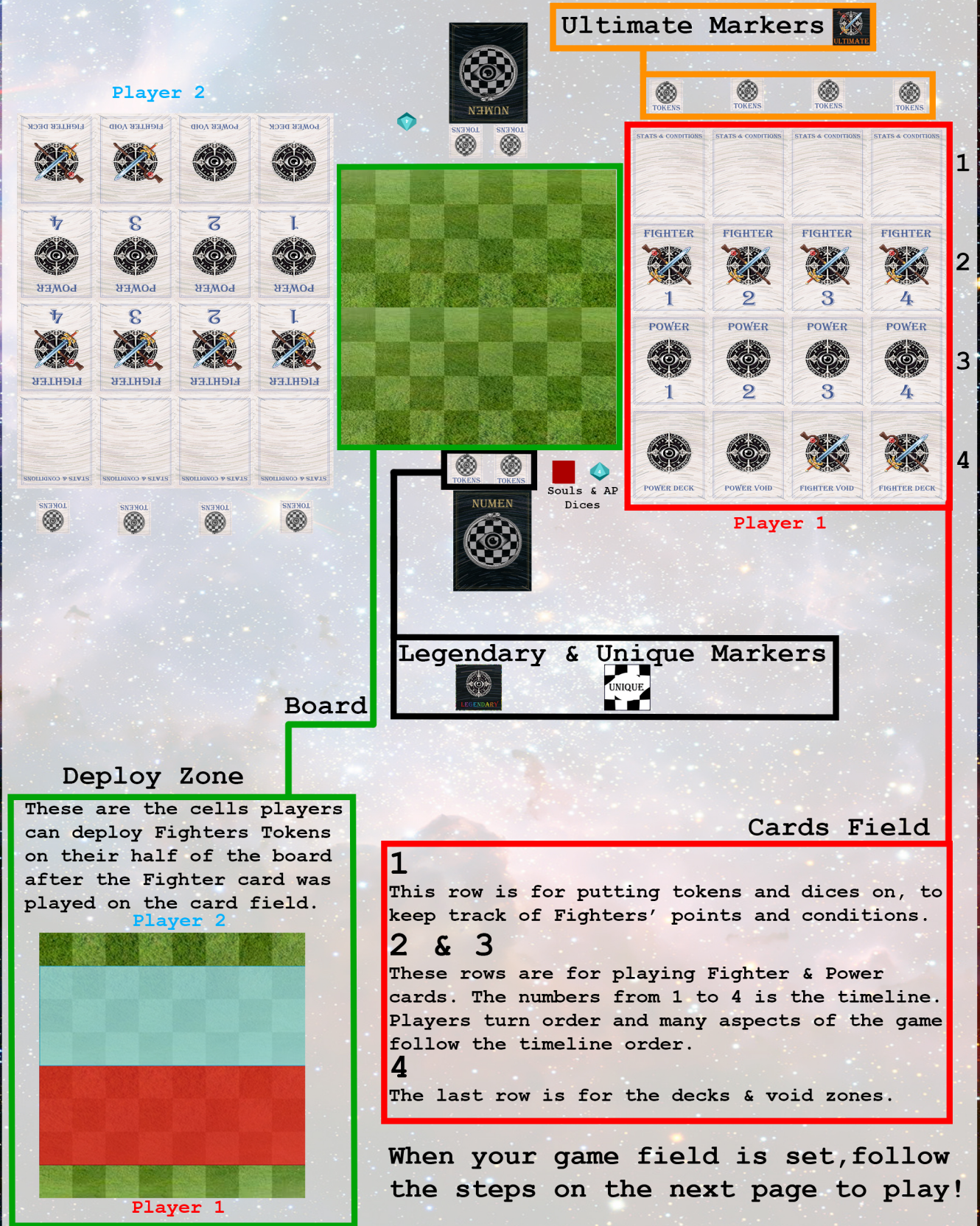
## How to Win

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 Table

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



# 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 their Fighter on their slot 1 and deploys it on the board.



4. The player going second reveals their Fighter on their slot 1 and deploys it on the board. That player then does the same for their Fighter on their slot 2.



5. The player that went first reveals their Fighter on their 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 players gain 4 AP. The game starts its first round.

# Game Table After Setup Phase

With everything in place, this is how the game table should look after the setup phase. the cards in play may be different and the tokens position on the board is decided by players.



# Rounds and Turns Structure

## Round Start:

Apply any effects that activates at round start, then proceed to the first turn in the timeline.

## Turn Start:

Both players draw 1 Power and gain 2 AP.

Apply any effect(s) that activates at turn start.

The player with the highest Speed Fighter on that turn slot plays 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 or skip their Fighter turn.
- The current turn player's Fighter successfully used a Basic Hit or SPELL Hit.
- An effect makes it end.

## 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.

## Bonus Action:

- If a player would play a second turn in a row, their opponent may first use one turn action from the Turn Actions list(except for Skipping current turn ally's turn). This bonus action instance is not considered a turn.



## Turn Actions

### Once per turn:

- Use your Numen card Conjuration
- Move your current turn ally (1 cell per MP, in any direction)
- Declare a Hit in any direction with your current turn ally (Can be done on empty cells)
- Push a Fighter or Summon on a cell around current turn ally, in any direction
- Skip the current turn ally's turn (+2 AP if it didn't move, hit or use a Skill)

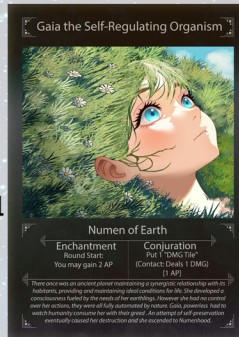
### Unlimited:

- Use a Power in your hand by paying its AP cost
- Set a Trigger Power from your hand by paying 1 AP
- Discard a Power from your hand or field to gain 1 AP
- Deploy an ally of your choice from your Fighter deck (Fighters can't be deployed on the current turn slot except by effects)
- Use current turn ally's skills by paying its cost(s)

# Numen Cards

Numens have 2 abilities:

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



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

# Power Cards

Power cards must be played on an empty Power card slot on their owner's side.

## Icons:



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



**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:** 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.

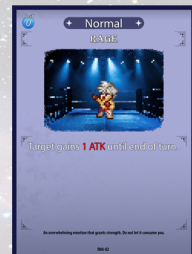


## Categories:

There is 4 categories of Power cards:

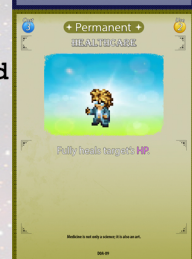
### Normal

Normal Powers have various types of effects and they are sent to the void after their use.



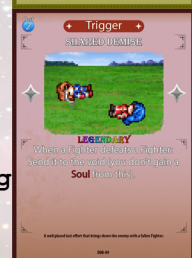
### Permanent

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



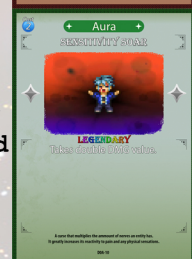
### Trigger

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



# 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 in any direction for each MP

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

## 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:



## Types:



## 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]:**  
To use a UNIQUE Skill put a UNIQUE Marker on its user's Numen Zone. Players with a UNIQUE marker can't use UNIQUE Skills.

# 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 or if they are removed by an effect.

# Tokens:

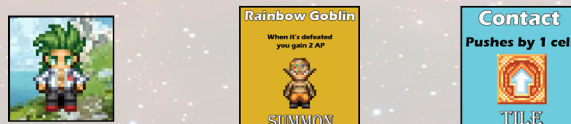
## On the field:

Tokens are used to represent: **Buffs**, **Debuffs**, **Statuses** or Markers. **Buffs** and **Debuffs** maximum value is 6. Fighters can only have 1 copy of a condition on them and max 4 tokens on.



## On the board:

Tokens are used to represent either a Fighter, a Summon or a Tile. They must be placed facing the opponent. Push Tiles are the only Token that can be placed in any direction. The direction they are facing affects their effect.



Players can have a maximum of 4 copies in play for each Summons and Tiles.

# How to Battle

When a Fighter successfully uses 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 Hit DMG value.

## Example:



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, Skills and Numen DMG:

When they deal 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:

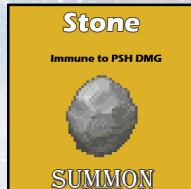
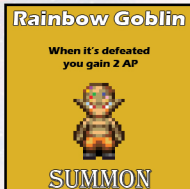
1. Maia pushes Coco by 2 cells.  
Coco takes **2 PSH DMG** by being pushed against the border of the board.
2. Coco pushes Maia by 1 cell.  
Maia and Teon take **1 PSH DMG** by being pushed against each other.
3. Teon pushes Poe by 2 cells.  
Poe takes **1 PSH DMG** by being pushed against the border of the board.

### Deploy Upon Defeat:

When a Fighter is defeated, their owner may draw 1 Power and they may deploy a Fighter from their deck on the defeated Fighter's slot. This pauses any ongoing effect(s), DMG dealing or HP reduction until the deployment.

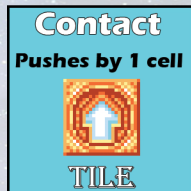
## Summons

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.



## 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 Entity once per turn. Tiles are considered as Powers and can be destroyed.



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

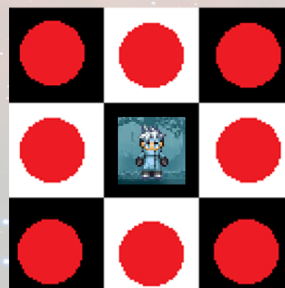
## Additional Rules

- 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

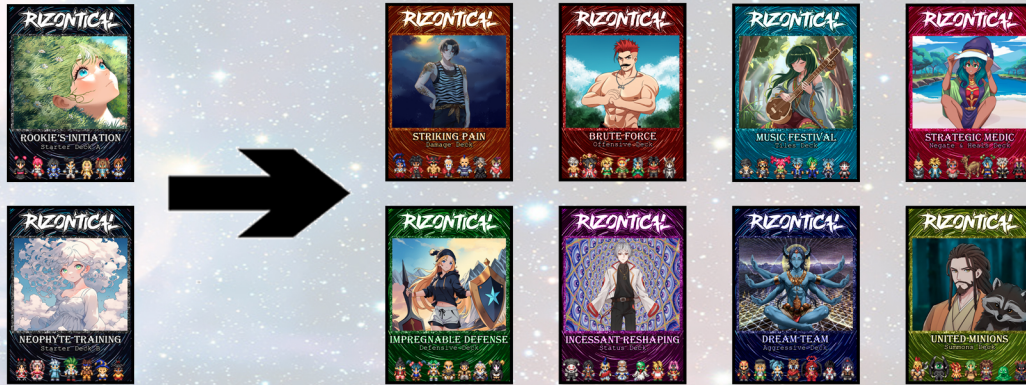
- Entity = A Fighter or a Summon
- (RA) = Within a Fighter's Range
- Stepping on cells is done by entities when they come in contact with a cell by being: pushed on, moved on, deployed on or put on that cell by an effect.

### Cells Around



# Transition to Regular Decks:

This page is for when players are ready to stop playing the starter decks and play with the regular decks. Regular decks have some different features and additional rules which are all included in the Complete Rulebook. The games are more intense, strategic and fast paced. *Are you ready for the next level?*



## Summary of changes:

- Souls needed to win is 6 instead of 4.
- Speed Rule and Priorities Rules: Rules for the order in which effects or events on multiple targets happen.
- A list of all **Bufs**, **Debufs**, **Statuses** and Summons.
- Fighters with the Akasha element, multiple elements or types.
- Additional informations in glossary.
- Additional rules for specific situations.

## Conclusion:

Thank you very much for giving this game the time and a chance, it's 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](http://rizontical.com) all the social links are on the homepage!



2 Players 15-40 Mins Age 10+



RIZONTAL



This Game is  
100% AI-Free