

ESPEERS

PLAYTEST RULES

Each player begins the game with:

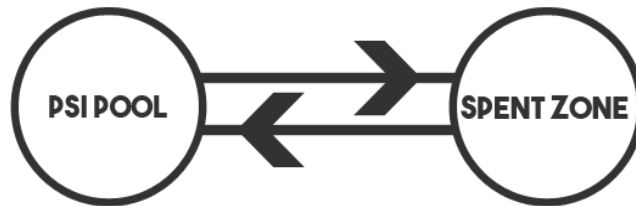
- A 30 card deck with no more than 3 copies of any individual card.
- 10 **PSI points**- This represents your life total, as well as your resource to play cards.
 - **PSI points** begin in the **PSI Pool** and are moved into the **Spent Zone** when used to pay for cards. (Consider using, pennies, beads, or glass counters)
- A 6 card hand.
 - When you draw your opening hand, you may wish to shuffle it away and draw a different hand. This is called a Mulligan. You may mulligan once for free, after which any subsequent mulligans cost 1 **PSI point**, each paid into the **Spent Zone**.

The object of the game is to reduce your opponent's **PSI points** to zero. This is achieved by playing **PK cards** that remove your opponent's **PSI points** from the field by dealing damage to a player.

- *When a PSI point is removed, set it aside. It is no longer in the game.*

- *Players may choose what zone they remove **PSI points** from when being dealt damage.*

You win the game once your opponent has no remaining **PSI points**. Alternately, if you are unable to draw a card when required to do so, you lose the game.



*To spend a **PSI point**, slide it from the **PSI pool** into the **Spent zone**.*

This does not change your life total, but distinguishes how many of your resources are spent.

Phases of a turn:

- **REFRESH** - move all **PSI points** from **Spent Zone** into the **PSI pool**. *This phase is skipped on the first turn.*
- **DRAW** - draw a card. *This phase is skipped on the first turn.*
- **ACTIVE** - Play cards.
 - To play a card, place it down on the table and pay its cost by spending **PSI points**, moving them into the **Spent Zone**. Your card is now considered **Suspended** and does not yet take effect.
 - Your opponent now has the **Opportunity** to play a card in response.
 - **Opportunity** is a state in which a player may play a card.
 - Whenever a player plays a card, before it's effect takes place, they must pass the **Opportunity** to play a card to the other player. This process repeats until neither player chooses to play any more cards.
 - After which, the cards begin to resolve from the latest one placed down to the earliest.
 - Picture every card that was played stacked on top of each other. They take effect from top to bottom.
 - As each card resolves, its owner gains the **Opportunity** to play a card once more and may play additional cards if they wish.
 - After a card has resolved its effect, it is placed into the discard pile.
 - You may play as many cards as wish during your **Active phase**.
- **DISCARD**- Discard any cards in your hand in excess of 6. *This does not count as **Cycling**.* (See below)
- **End** - You state that you are ending your turn and pass **Opportunity** to your opponent once more, then your turn ends. *It's helpful to declare each phase of your turn as you begin it.*



PK CARDS

These cards may only be played in the ACTIVE PHASE of your turn.



IMPULSE CARDS

These cards may be played on both your turn or your opponent's turn.

Zener Symbols and Immediate Actions: On each card, you will find one of the following symbols:



REGAIN
2 PSI POINTS
(FROM SPENT)



REGAIN
1 PSI POINT
(FROM SPENT)



NO ABILITY



DRAW
1 CARD



DRAW
2 CARDS

- Each symbol has a corresponding ability, excluding the circle. To use the ability, simply discard the card any time you have **Opportunity**. This is called **Cycling**.
- **Cycling** a card is considered an **Immediate Action** and does not require you to pass **Opportunity**. When you cycle a card, it is not **Suspended** like playing a **PK** or **Impulse** card, so its effect takes place immediately. This can be done on both your turn and your opponent's.
- Remember, if you cycle a card, you cannot also play it for its normal effect.

Barriers:

Barriers protect you from your opponent's attacks. To create a **Barrier**, place any card from your hand face down on the table. Now place two **Psi points** on top of it. This will prevent up to two damage from an opponent's attack. When a **Barrier** prevents damage, remove a **Psi point** from it equal to the number of points of damage it prevented. These **Psi points** are put into your **Spent zone**, rather than being removed from play. The face down card is then discarded.

When you play a **Barrier**, take note of the symbol on the card you are placing face down. Your opponent has the option to predict the symbol. If they are successful, discard your **Barrier** and place the two **Psi points** into your **Spent zone**.

Barriers may only be played during your active phase.

Each player may only have one **Barrier** at any time.

Barrier Attacks:

Following the **Active phase** that you played a **Barrier**, you may choose to discard your **Barrier** and spend the allocated **Psi points** to deal one damage to your opponent. This may only occur during your subsequent **Active phases**.