

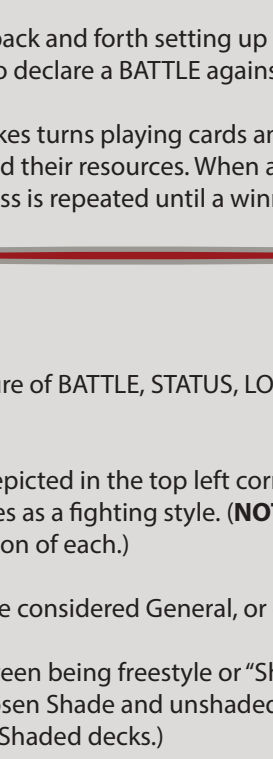
Mere Mortals

TRADING CARD GAME

RULES

In the Mere Mortals TCG you and your opponent's team of Angels, Demons and other Eve Creatures will face off in a battle of epic proportions.

The object of the game is to force your opponent to discard all of their Life Cards or Personalities, while protecting your own.



OVERALL GAMEPLAY

Two players meet at the table with a custom deck of their own creation, utilizing whatever strategies they wish. Each player's deck may contain up to 75 cards.

There are two primary phases to each game: SETUP and BATTLE.

During gameplay, players go back and forth setting up their FIELD and growing their strength until they are ready to declare a BATTLE against their opponent.

During BATTLE, each player takes turns playing cards and abilities, going back and forth until both have exhausted their resources. When a BATTLE ends, it becomes the next player's SETUP. This process is repeated until a winner is declared.

DECK BUILDING

Your deck can include a mixture of BATTLE, STATUS, LOCATION, FIELD, ATTACK and PERSONALITY cards.

Every card has a "Shade", as depicted in the top left corner. Each Shade has its own strengths and weaknesses as a fighting style. (**NOTE:** see the end of this rules document for a brief description of each.)

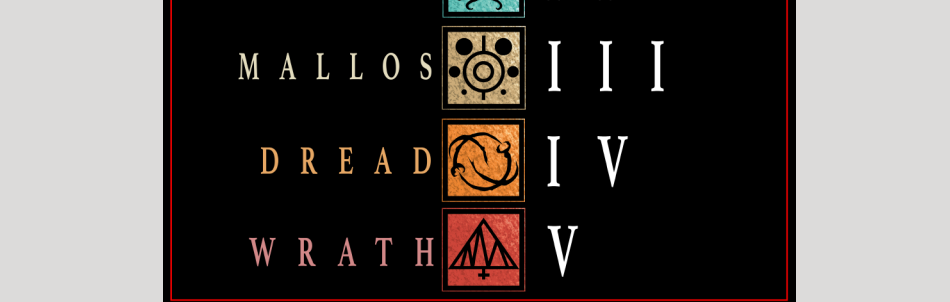
Cards with a gray G symbol are considered General, or colorless.

Every deck must choose between being freestyle or "Shaded". A Shaded deck contains only cards of the chosen Shade and unshaded cards. (**NOTE:** starter duel decks are Shaded decks.)

If a deck is freestyle, the player may build their deck utilizing all Shades, as long as they do not have more than the allotted number of each individual card in their deck. Each card has a unique deck limit, stated at the bottom of each card.

If a deck is Shaded, the player may use a matching "Shade Card". This card counts towards a deck's 75 card total.

SETTING UP THE GAME



Players begin by placing their Shade Card out on the table (if using one). After sizing up their opponent, each player then searches their Life Deck for their chosen Lead Personality and places them on the FIELD, face down, next to their Life Deck. This card will be revealed just before the game begins.

- **NOTE:** Players must always have a Lead Personality on the FIELD. If they do not, and cannot find a replacement in their Life Deck, they lose the game.

- **Additional Play Option:** Cutthroat - In this version of play, neither Player chooses their Lead. When the game begins, each Player searches their Life Deck, starting from the bottom, for the first Lead-applicable Personality they find, and puts them onto the FIELD as their Lead.

When playing an Ally Card, the player should place them above their Life Deck and Lead Personality. There are 3 open slots for Allies on the FIELD.

When playing an Attach Card, place the card behind the card it is being attached to, leaving the power text exposed. Personalities may only have 1 card attached at a time, unless the card is stated as stackable.

When playing a Field Card, the Player should place them on the left side of the FIELD, top to bottom, horizontally. There are 3 open slots for Field Cards.

STACKING CARDS: Some cards can be "Stacked", such as Rapture Bricks, meaning they can have multiples out in play but the multiples will NOT take up an additional Field Card or Attach slot. The ability to be stacked will be stipulated on the card.

When playing a Location Card, play the card at the center of the table, as Location Cards affect all players.

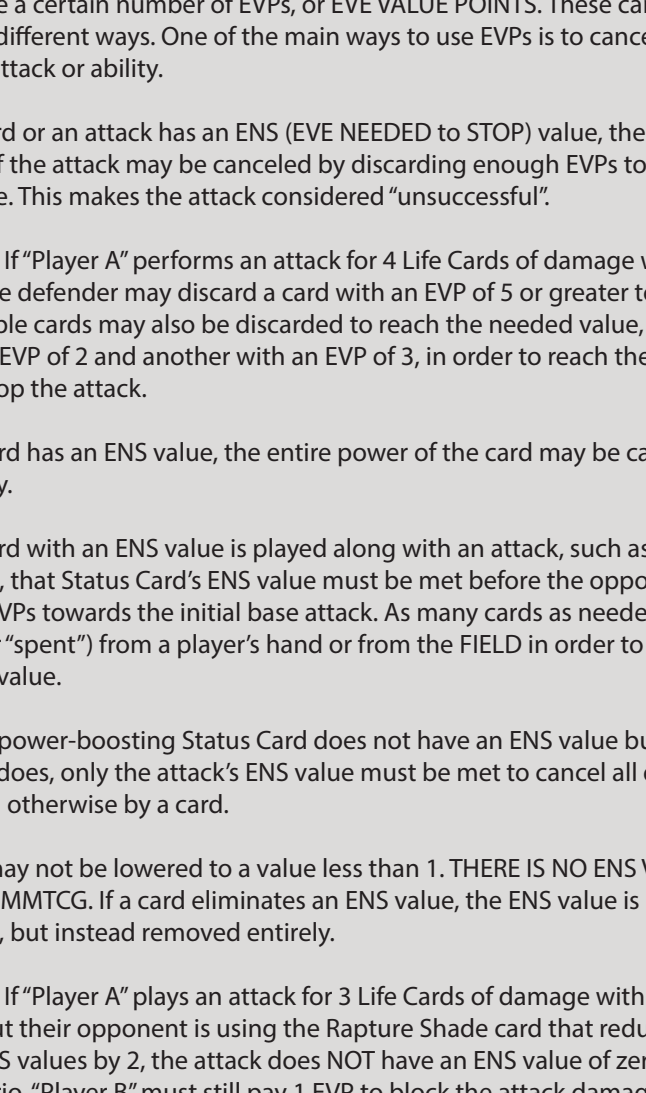
Once play has begun and cards have been discarded, form a Discard Pile, face-up, next to the Life Deck.

When a card is removed from the game entirely, it is placed in the "VOID", next to the Discard Pile. Cards which enter the Void cannot be brought back into the game and are considered permanently removed.

GAMEPLAY

After reshuffling their decks, players reveal their Lead Personalities and place them in the Lead Personality slot.

The player whose Lead Personality has the highest EVP (Eve Value Points, located in the top right corner of the card) goes first. They are "Player A". If both Lead Personalities share the same EVP, the higher-shaded character will go first, according to this table.



"Player A" draws cards from the top of their Life Deck until they have 5 in their hand to begin their SETUP.

During their SETUP, players may ONLY play from their hand: Locations, Personalities, Attach and Field Cards.

Once all applicable cards have been played, "Player A" can either declare a BATTLE or pass their SETUP to begin their opponent's SETUP.

IF "PLAYER A" DECLARES A BATTLE: "Player B", the defender, draws cards until they have 5 in their hand. Beginning with "Player A", the players take turns going back and forth, either playing one Status or Battle Card from their hand or using one Personality or Field Card Power. Once both players are "done" with the BATTLE, with no more moves left to make, and pass consecutively, the BATTLE ends.

When BATTLE ends, both players discard any cards remaining in their hand until they only hold 2 cards.

IF "PLAYER A" DOES NOT DECLARE A BATTLE: "Player A" discards cards from their hand until they only hold 2 cards.

It is now "Player B's" turn to draw cards from the top of their Life Deck until they have 5 in their hand. "Player B" begins their SETUP.

The process is repeated until a player eliminates all of the cards in their opponent's Life Deck, or their opponent has no viable Lead Personalities on the FIELD or remaining in their Life Deck.

DURING BATTLE

The player declaring a BATTLE as the attacker must perform an action and cannot pass their first turn.

A BATTLE TURN represents one individual turn by a Player during a BATTLE. These go back and forth between Players until a BATTLE has ended.

Players may play a Battle or Status Card from their hand to the FIELD or use a Personality, Attach or Field Card power once during their BATTLE TURN. At the end of each BATTLE TURN, Battle and Status Cards are moved to the Discard Pile unless otherwise stated by a card power.

When a CONTROLLED Personality uses their power, tilt that card at a 45 degree angle to "EXHAUST" them, this will signify their power has been used and may not be used again in this Battle. If a Personality's power has been used or a Personality is "EXHAUSTED", that Personality's EVPs may not be spent for any reason until that Personality is "RESTORED" at the end of Battle.

NOTE: Some Personality powers are constantly "on" and do not EXHAUST themselves. For example: Fabian, Medolian Cohort's Ally Power is: "CONSTANT: Add 1 life card of damage to all Fervor Shaded attacks." This power is constantly in effect, unless Fabian is removed from play or nullified by an opponent.

If a card power lets a Player look through their Life Deck for any reason, the Life Deck is shuffled before being put back, unless stipulated otherwise by a card power.

Players may look through their Discard Pile at any time but may not rearrange it unless a card power lets them.

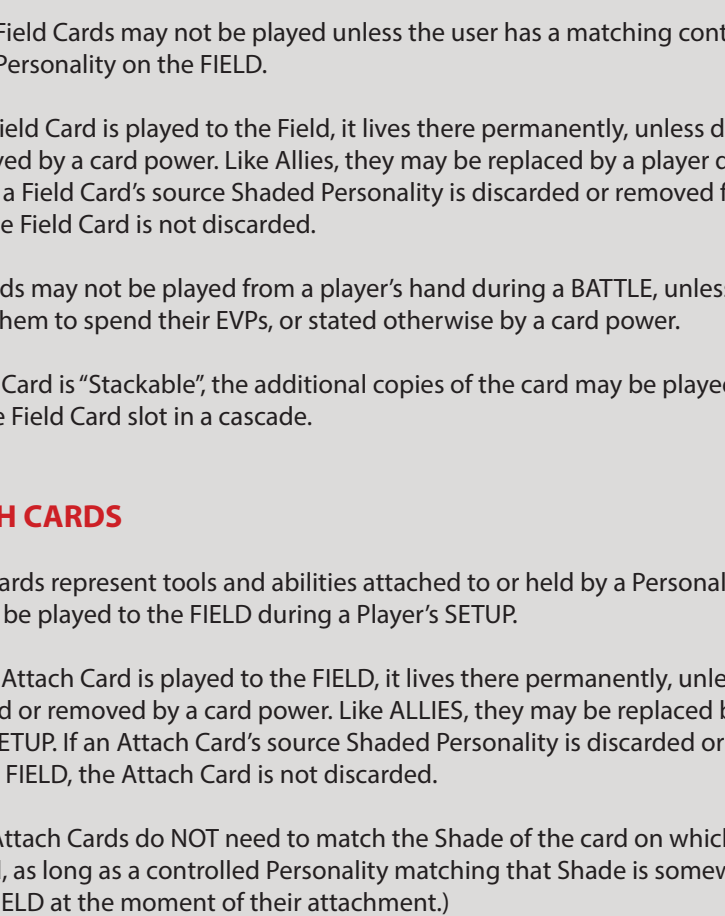
DAMAGE

Unless stated otherwise by a card, all damage done by attacks is received by discarding cards from your Life Deck.

Some attacks have a secondary effect that is only activated if the attack is specifically successful or unsuccessful. An attack is successful when the defender cannot stop the attack via card power and cannot discard enough EVPs to stop it. If an attack is successful but its damage is reduced to 0 by card powers, the attack is still considered successful but with a damage modification.

Damage Modification: Some cards add life cards of damage to attacks, and some cards reduce life cards of damage. An attack cannot have its life cards of damage reduced to less than 0.

EVPs and ENS values



All cards have a certain number of EVPs, or EVE VALUE POINTS. These can be utilized or "spent" in different ways. One of the main ways to use EVPs is to cancel an opponent's attack or ability.

If a Battle Card or an attack has an ENS (EVE NEEDED TO STOP) value, the Life Cards of damage of the attack may be canceled by discarding enough EVPs to match the ENS value. This makes the attack considered "unsuccessful".

For example: If "Player A" performs an attack for 4 Life Cards of damage with an ENS value of 5, the defender may discard a card with an EVP of 5 or greater to stop the attack. Multiple cards may also be discarded to reach the needed value, such as a card with an EVP of 2 and another with an EVP of 3, in order to reach the 5 EVPs needed to stop the attack.

If a Status Card has an ENS value, the entire power of the card may be canceled in the same way.

If a Status Card with an ENS value is played along with an attack, such as with a power-boost, that Status Card's ENS value must be met before the opposing player may spend EVPs towards the initial base attack. As many cards as needed may be discarded (or "spent") from a player's hand or from the FIELD in order to reach the needed ENS value.

NOTE: If the power-boosting Status Card does not have an ENS value but the attack it's affecting does, only the attack's ENS value must be met to cancel all damage unless stated otherwise by a card.

ENS values may not be lowered to a value less than 1. THERE IS NO ENS VALUE OF ZERO IN THE MMTTCG. If a card eliminates an ENS value, the ENS value is not considered 0, but instead removed entirely.

For example: If "Player A" plays an attack for 3 Life Cards of damage with an ENS value of 2, but their opponent is using the Rapture Shade card that reduces incoming ENS values by 2, the attack does NOT have an ENS value of zero, but of 1. In this scenario, "Player B" must still pay 1 EVP to block the attack damage.

Like playing other Shaded cards, a Player may not spend a non-Personality card's EVPs to block an attack unless they have a matching Shaded Personality.

EX: "Player A" cannot spend the EVPs of a Personality-Shaded Status Card to block an attack if they only have Wrath-Shaded Personalities on the FIELD.

(**NOTE:** Since Personality Cards are considered a "source" of energy, they MAY be spent from a player's hand for their EVPs without a matching Shaded Personality on the FIELD.)

All cards in your hand or on the FIELD (with the exception of Location Cards already in play), may be used/discarded to spend their EVPs at any time, unless already Exhausted.

NOTE: A card attached to an Exhausted Personality or Field Card is not considered used, only the Personality or Field Card itself is. Cards attached to an Exhausted card may still be discarded to spend their EVPs

If an Attach Card is discarded to spend its EVPs, or for any other reason, the Personality or Field Card is not affected. However, if a Personality or Field Card is discarded or removed from the game, any cards attached to them WILL BE discarded or removed, unless stated otherwise by a card power.

CARD TYPES

PERSONALITY CARDS

Each player must have one LEAD Personality on the FIELD at all times.

Each player is allowed to play up to 3 ALLIES on the field. Players may not control more than 1 Personality of the same character, whether a LEAD or an ALLY. For example: Player A may not play 2 versions of Alex Barker on the FIELD, even if their subtitles vary or are of a different Shade.

Only a player's LEAD PERSONALITY has access to their LEAD POWER. Only a player's ALLIES have access to their ALLY POWER.

If a Personality has used their card power during a BATTLE, they are now considered "Exhausted" and may not use their power again until the current BATTLE ends. They may also not spend their EVPs in any way until they are restored at the end of a BATTLE.

Some Personalities have "CONSTANT" powers that are always active and do not require further action from the player, these cards are not considered Exhausted and are allowed to spend their EVPs. If a Personality's power requires activation, that card's EVPs cannot be utilized after said power's activation. Any time a card is "Activated", it is considered Exhausted and should be turned 45 degrees to signify this status.

ARMY CARDS

Armies are considered a type of Personality Card. These are placed in one of the 3 open ALLY slots, and may not be used as LEAD PERSONALITIES.

NOTE: Multiple Armies of the same name MAY be played to the FIELD.

Swapping out Personalities

During their SETUP, a user may swap out their ALLIES with Personalities in their hand. To do so, discard the original ALLY and all cards attached to them and fill the open ALLY slot with the new Personality. Any new Attach Cards may then be played onto the new Personality.

NOTE: Leads may not be swapped out by players in this manner.

During BATTLE, players may replace their ALLIES, as long as a card power lets them do it, but they may not be played directly from a player's hand.

Discarding Personalities/ having your Personalities discarded

If your LEAD PERSONALITY is discarded or removed from the game, replace them with a controlled ALLY on the FIELD. If you do not have any controlled ALLIES capable of taking the LEAD position you must search your Life Deck from the bottom up, and place in the first LEAD COMPATIBLE Personality you find. Shuffle your Life Deck after.

Like most cards, a LEAD PERSONALITY may be discarded to spend their EVPs, but a new Personality must then fill the spot. If there are no more viable LEAD PERSONALITIES on the FIELD or in the player's Life Deck, they lose the game.

If an ALLY is discarded, that ALLY slot on the FIELD is left open.

SHADE CARDS

A Shade Card counts towards a deck's 75 card total, but is not kept inside a Player's Life Deck. It is the only card that is always out on the FIELD and cannot be removed, affected or discarded.

Only 1 Shade Card is allowed per Shaded deck.

If a Shade is declared by a player and a Shade Card is utilized, only cards of that Shade and General cards may be played by the player, including Personalities. This is known as a "Pure Deck".

(**NOTE:** A Shade Card is not required in order to create a "Pure Deck". Player's decks may still be considered "Pure" without the use of one.)

Shade Card powers are always in effect and/or viable, unless stated otherwise by a card power.

BATTLE CARDS

Battle Cards represent attacks made by a player during BATTLE.

Only 1 Battle Card may be played in each BATTLE TURN by the attacker, unless stated otherwise by a card power.

Shaded Battle Cards may not be played unless the user has a matching controlled Shaded Personality on the FIELD.

Once played, a Battle Card is placed face up on the FIELD. Once the BATTLE TURN has ended, the card is then moved to the Discard Pile, unless stated otherwise by a card.

If a Battle Card has an ENS value, its life cards of damage may be stopped if your opponent discards enough EVPs to equal the ENS value. If they do, the attack is considered "unsuccessful".

STATUS CARDS

Status Cards represent a non-attack made by a player. Unless stated otherwise, Status Cards are played during BATTLE.

Shaded Status Cards may not be played unless the user has a matching controlled Shaded Personality on the FIELD.

Once played, a Status Card is placed face up on the FIELD. Once the BATTLE TURN has ended, the card is then moved to the Discard Pile, unless stated otherwise by a card power.

If a Status Card has an ENS value, its power may be blocked by your opponent by spending EVPs equal to the ENS value. All effects of the card are stopped, unless stated otherwise by the card.

FIELD CARDS

Each player has 3 slots to play Field Cards.

Field Cards are played during SETUP.

Shaded Field Cards may not be played unless the user has a matching controlled Shaded Personality on the FIELD.

Once a Field Card is played to the Field, it lives there permanently, unless discarded or removed by a card power. Like Allies, they may be replaced by a player during SETUP. If a Field Card's source Shaded Personality is discarded or removed from the FIELD, the Field Card is not discarded.

Field Cards may not be played from a player's hand during a BATTLE, unless to discard them to spend their EVPs, or stated otherwise by a card power.

If a Field Card is "Stackable", the additional copies of the card may be played onto the same Field Card slot in a cascade.

ATTACH CARDS

Attach Cards represent tools and abilities attached to or held by a Personality, and can only be played to the FIELD during a Player's SETUP.

Once an Attach Card is played to the FIELD, it lives there permanently, unless discarded or removed by a card power. Like ALLIES, they may be replaced by a player during SETUP. If an Attach Card's source Shaded Personality is discarded or removed from the FIELD, the Attach Card is not discarded.

(**NOTE:** Attach Cards do NOT need to match the Shade of the card on which they are attached, as long as a controlled Personality matching that Shade is somewhere out on the FIELD at the moment of their attachment.)

Attach Cards cannot be played into an empty slot by themselves and must be attached to another card.

If an Attach Card is "Stackable", the additional copies of the card may be placed in the same slot in a cascade.

If a card discards or removes the card on which the Attach Card is attached, the Attach Card is also discarded or removed.

If an Attach Card is discarded to utilize its EVPs, the card on which it is attached is not affected.

LOCATION CARDS

Location Cards represent the terrain that the BATTLE is currently taking place on.

A Location Card can only be played to the FIELD during SETUP.

Only 1 Location Card can be on the FIELD at any time.

Once played on the FIELD, a Location Card's power is ALWAYS in effect, and its power affects all players.

When a new Location Card is added to the FIELD, any preexisting Location Card is discarded.

Once a Location is played to the FIELD, the player who played it may no longer spend its EVPs.

ADDITIONAL POWER OPTIONS

Some Cards have an ADDITIONAL POWER OPTION. This is considered an additional ability that the Personality has access to, regardless of LEAD or ALLY status. If this additional power is utilized, the Personality is still Exhausted as though they used an original ability, and can no longer spend their EVPs.

CHOOSE YOUR SHADE:

RAPTURE - Immoveable, proud, strong; build up Rapture's impervious defenses and use powerful attacks to vanquish your foes.

FERVOR - Use the power of lust, adrenaline and passion to outspeed and confuse your foes before making the killing strike.

MALLOS - Attain perfect balance of all the Shades of Eve and utilize the power of the Medolians to crush your enemies.

DREAD - Use the strength of your own fear and the fear of your enemies to wither away your opponent's Life Deck.

WRATH - Be as vicious and ruthless as needed to tear down your opponent's defenses and destroy every last card in their Life Deck.

Check back at this document for future updates and rules changes/ clarifications. Thank you for your support! We hope you enjoy the game as much as we enjoyed making it, and if you have any comments or suggestions we would love to hear from you.