

NEVEREARTH

SEEKERS OF E.D.E.N

AN EVOLVING CARD GAME



RULEBOOK

INTRODUCTION

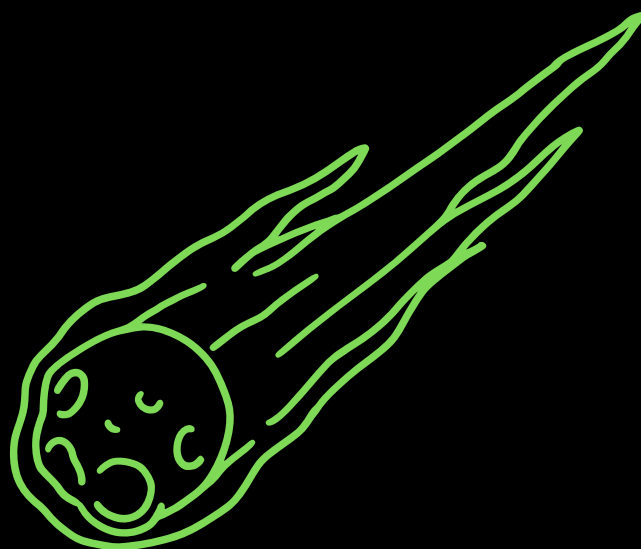
Version

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Overview

Neverearth: Seekers of E.D.E.N. is an evolving card game set in a richly detailed, post-apocalyptic world shattered by a devastating meteor impact.



You and your opponents each control a group of Heroes who lead bands of resourceful Survivors, scavenging where you can, fighting other bands, and trying to survive.

You will use your Heroes, gather allies called Survivors, play items and events in order to win two locations before your opponent.

Objective and Card Types

Objective

The First player to win 2 Locations, wins the game.

Card Types and Roles

Heroes:

- These are your core characters and leaders, each with unique abilities that shape your strategy. Your three Heroes will enter play over the course of the first turns.

Survivors:

- The brave individuals who form your main force on the battlefield. Survivors enter play by discarding cards from your hand. They scavenge, fight, and defend under your Heroes' command.

Items:

- Useful tools and equipment that enhance your Heroes and Survivors, granting vital boosts and abilities. Played by discarding cards from your hand.

Events:

- Powerful, one-time-use actions activated by your Heroes. Events can dramatically shift the game's balance, providing tactical advantages, resource manipulation, or battlefield control.

Important Note: The word Character is used to refer both Heroes and Survivors.

Play Area



- 1. Locations
- 2. Warzones
- 3. Location Deck

- 4. Hero area
- 5. Play Area
- 6. Deck
- 7. Recycle Pile

Game Components



3 Hero cards,
per player

50 card deck
for each
player



16 card
Location Deck



Scavenge and
Damage Tokens



Setup

1. Shuffle your deck, and lay out the three Hero cards outside of your play area.
2. Draw 5 cards.
3. You may recycle (discard) any cards you don't want in your hand and draw an equal number of cards.
4. Shuffle the location deck and put three locations face up in the location area.
5. Randomly determine first player.



***TURN
STRUCTURE***

Quick Turn Overview

Players take turns. Each turn is composed of the following phases:

1. Refresh Phase
2. Action Phase
3. End Phase



1. Refresh Phase

- Move all scavenger tokens from your Characters to the locations they are in.
- Move all your Characters back to your play area (from Warzones and locations).
- You may **Win** any Location if you have the required number of scavenger tokens on that location (printed on the upper left corner of each Location).
- Refresh all your cards (turn them the right way up).
- If a Hero is face down, turn them face up and ↴ them.
- Draw as many cards as the number of face-up heroes you have in play.

2. Action Phase

You may take any of the following actions, as many times as you want, in any order:

- You can ↴ a Hero to draw a card from the top of your deck.
- You can ↴ a Hero to play an Event card from your hand.
- You can play a Survivor card from your hand by paying their card cost. Survivors enter play exhausted.
- You can play an Item card from your hand by paying their card cost.
- You can attack an enemy Character with one of your Characters by ↴ it. You are only allowed to attack enemy Characters on an unguarded location (if that location's warzone is empty). You can always attack enemy Characters on warzones.
- If a location is empty and unguarded, you can send a Character to scavenge that location by ↴ it.
 - If Scavenging, put as many scavenger tokens on that character as their scavenging score (the green hex).

3. End Phase

- Resolve any End Phase Effects.

Winning Locations

At the beginning of your turn, during your refresh phase, you transfer all scavange tokens from your scavenging characters to the location.

Once you have equal or more scavange tokens as the Location's requirement (printed on the green hex on the upper left corner of each location) you can win that location. Remember: This can only be done during your refresh phase.

If a location is won, you immediately gain the reward listed on the Location card, and put the Location card next to your play area. Reveal another Location card from the Location Deck and put it face up on the location area.

Whoever is first to win 2 Locations, wins the Game!



First Turns and Heroes

- All Heroes start the game outside the play area.
- On your refresh phase, you can choose one of your heroes outside of the play area and put it in your hero area, ready to be used.
- On the first player's first turn, they skip this part: This is to account first player advantage.



CARD TYPES

Card Type – Hero

Heroes are the main characters of the story!

Each Hero has **attack**, **health**, and **scavenge** scores, and a special ability.

Heroes are used to draw cards, attack enemy Characters, go to locations to Scavenge, and play events.



Card Type - Hero

Appicsts



Attack

Health

Scavenge

Ability

Card Type – Survivor

Survivors are cards that you play to add them to your band.

Each survivor has attack, health and scavenge scores, and may have special abilities.

Each survivor has a play cost (number of cards you must discard in order to play them), indicated in the upper left corner.

They are used to fight other Characters, guard locations on warzones, or scavenge.



Card Type - Survivor



Card Type – Items

Items represent weapons, gear, vehicles, etc.

Each item has play cost, indicated in the upper left corner.

There are 3 types of item cards: Equipment, Contraptions, Special:

- Equipment cards are attached to Characters.
 - Contraptions are attached to Locations.
 - Special cards have their own rules.
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- Once you play an item, you have to attach it to the corresponding card.
 - You can't play an item if you can't attach it to a card.
 - Characters and Locations can have a maximum of 1 item attached
 - Equipment's scores (attack, health, scavenge) are added to the attached characters' scores.



Card Type - Items



Card Cost

Item Name and Type

Attack

Health

Scavenge

Ability

Card Type – Events

Events are one-time use cards with various effects.

↪ a Hero in order to play an event from your hand, then put it on the Recycle Pile after resolving it's effect.



Card Type - Events



Event Name

Effect

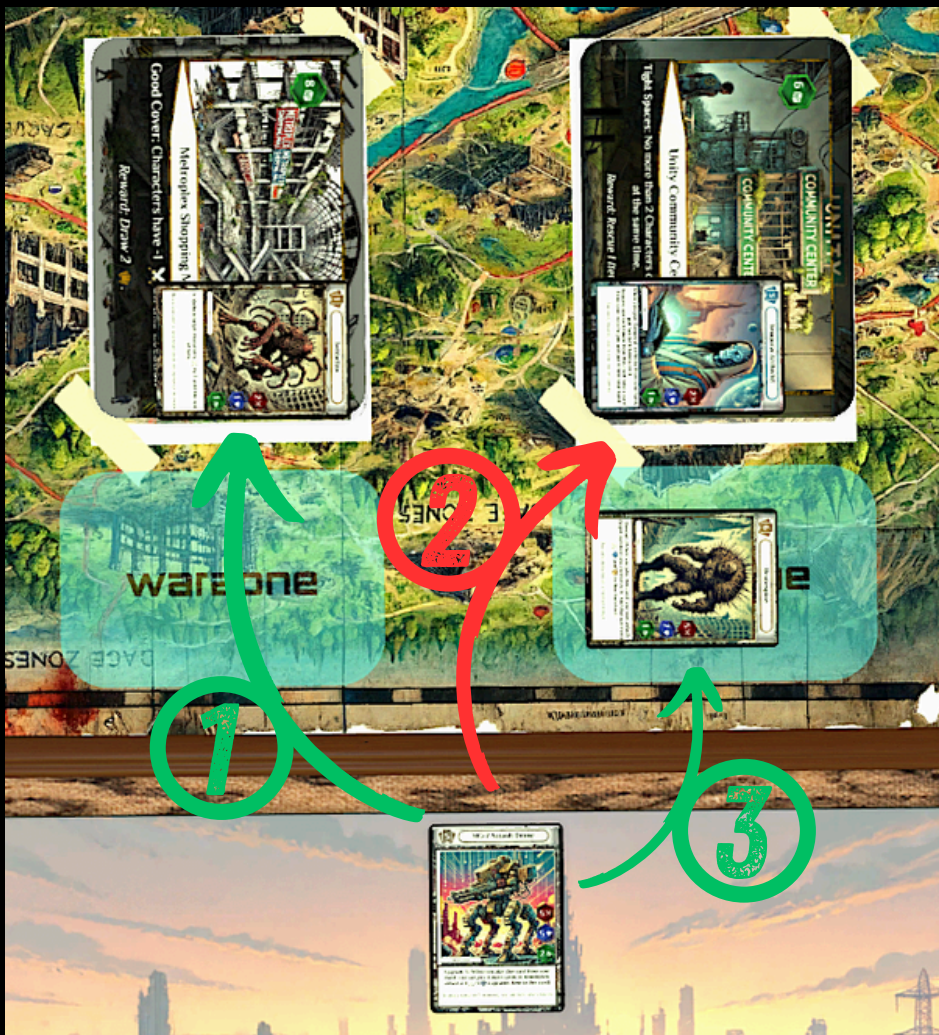
CONCEPTS

Combat

You can only attack Heroes and survivors at Locations or Warzones (not in an opponents play area).

If a Location is *guarded* (there is at least one Hero or Survivor controlled by an Opponent in the corresponding Warzone), then you have to defeat all these Characters in the Warzone before attacking Characters in the Location.

Once all guarding characters are removed, you may freely attack Characters on that location.



1- The attacking Character can attack this Character, because it's in an *unguarded* Location.

2- The character can't attack this character, because the defending character is in a *guarded* Location.

3- You are always able to attack Characters in Warzones.

Combat

- Combat damage is dealt in the form of damage counters.
- Damage counters remain from one round to the next.
- Once a Survivor has the same amount of damage tokens as their Health, they are *Defeated* and are put into the recycle pile.
- If a Hero has equal or more damage counters than their health, they are *defeated*. They are put face down and exhausted on the Hero area. A Face down Hero's abilities cannot be used while they are face down. On his controllers next Refresh Phase, they will be turned Face up, exhausted.
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- In Practice, this means that if a Hero is Defeated, they stay out of the fight for that turn, as well as the next.



Glossary

Character: Heroes and Survivors

Rescue: Reveal cards from the top of your deck until you find cards of the listed type, and put those cards into your hand. Then, shuffle all other revealed cards back into the deck.

↻: Turn card 90 degrees.

Refresh: Turn ↻ card the right way up, ready to be used.

Evolve: During your planning phase, you can discard a Survivor from your Home Base to reduce the cost of the evolving card by the amount of the cost of the discarded survivor. It has to match factions.

Upgrade X: Pay up to X more cards of the same faction when playing this survivor to give them +X Combat and +X Health

Consume: When a survivor is put into the recycle pile from play, increase Health or Combat by +1

