

WELCOME TO EARTH TAU!

In Earth Tau 2-4 players will become Leaders in the ongoing conflict between Supers. Each Leader will take turns Collecting and Deploying Assets into Locations of Conflict, or LOC's, to build their Teams. To win you will need to outmaneuver your Rival Leaders and make sure that your Teams are the best suited to each unique LOC. Keep an eye on your Rivals because many Assets have Abilities that can change the board in a flash! Once you or one of your Rivals are unable to Deploy, the Teams are scored to see who wins control of each LOC. The Leader who controls the most LOCs wins.

*"My team said it was impossible to suplex a tidal wave.
I say that's quitter talk."
-Dr. Captain Man*

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GETTING STARTED

BASICS

There are three types of Earth Tau cards, each with a different back to help you identify them.

1: LEADER cards represent who you are in the game with the other Players representing your Rival Leaders.

2: LOC cards represent where the trouble is and where your Teams need to be.

3: ASSET cards make up your Deck and represent the different Heroes, Villains, Gadgets, Events, and Professionals you can use to build your teams.

EACH PLAYER WILL NEED

Assets: 1 Deck of Asset cards. Skirmish uses 20 cards, War uses 40 Asset cards. No more, no less.

Leader: 1 Leader card

LOCs: 3-5 LOC cards, depending on the type of game and number of players.

The only other item you will need is a token, bauble, or kitschy to use as a Deployment Marker. Something 2 inches or smaller works well.

... and that's it. If you have a six-sided dice or coin, it can be helpful during setup. These also make great Deployment Markers (wink wink, nudge nudge).

"Maybe the guy you met on your morning run is willing to help?"

-Adverb



LAWS OF TAU

THE FIVE UNIVERSAL RULES THAT ARE ABOVE ALL OTHERS

I) OBEY THE CARDS.

If an Ability says you can do something not allowed in the rules, do what the card tells you.

II) IF YOU LOOK THROUGH A DECK, IT MUST BE SHUFFLED.

Numerous Abilities will require you to look through your Deck; make sure to shuffle after.

III) ANSWER ANY QUESTION ABOUT FACE-UP CARDS TRUTHFULLY.

If a card is face-up on the board, it is considered public information. If a card is face-down, then it is private information (things only you are allowed to know) or even hidden information (things no one is allowed to know). If someone asks you about any public information, you must answer truthfully. You are not required to answer truthfully if asked about private information.

For cards that are partially covered, a.k.a. Team Assets, the uncovered parts (Rank, Support, and Faction) are considered public information. The parts of the card that are covered (BAMs and Abilities) are private information.

Lastly, how many cards are in a Hand or Admin is public information.

IV) YOUR PLANS WILL NOT SURVIVE ENGAGEMENT. THINK ON YOUR FEET.

Earth Tau is a challenging and dynamic game. Through every game of Earth Tau, there will be swings in power and changes to the field. If you keep both eyes on your grand future plan, you are likely to get blindsided by your Rival in the present. If you try to only react to the present, you may find yourself out of position for the final push. Try and keep one eye on where the board is at, and one eye on what you want to happen. Stay loose and enjoy the unexpected twists and turns a game can take. That's the good part!



LAWS OF TAU

(cont.)

V) RESPECT YOUR RIVALS AND YOUR SURROUNDINGS.

You and your Rivals are all part of this community. Without your Rivals, you would not be able to play this game we all love. Be kind to each other. Receive consent before moving your Rivals cards or pieces. Answer questions asked to you by spectators to the best of your ability.

There are many discoveries we each make while playing. Let new players experience their journey in their own time. If someone asks you to share your knowledge, teach them to the best of your ability. Lastly, always encourage each other, both in and out of the game.

"In Poker it is illegal to tell the truth about what's in your Hand"

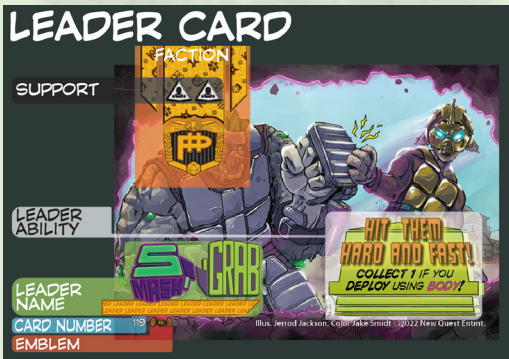
-Insight



CARD TYPES

LEADERS AND RIVALS

(Circle Backs)



Leaders make up the center of any strategy. They coordinate the Assets being Deployed into the Teams, oversee the Admin and add their Support to the Global Support. Support allows you to Deploy your Assets.

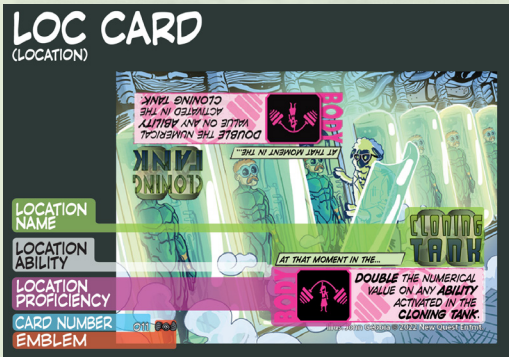
Each Leader will have a unique Ability that you can use throughout the game. A good Deck will make the most of a Leader's Ability to give you the edge.

Your Leader is locked in once the game starts and will not change for the duration of the game.



LOCS

(Full Art Backs)



Each LOC has a Scoring Priority, often shortened to Priority, that you will use to score the Teams at the end of the game. Most LOCs will use the Body, Aether, or Mind attributes (BAM's) as the Priority but this is not always the case. The Team with the highest Priority wins control of the LOC during the Aftermath.

Each LOC has an Ability or game alteration that can be activated by any Leader. Understanding these Abilities and how they interact with the Teams and Leaders is critical to winning the game.

*"If you're wondering what a mandelbrot is, well it's complex."
-Professor Paranormal*

ASSETS

(Spiral Backs)

ASSET CARD

SUPPORT
RANK

FACTION



ABILITY

BODY 4

AETHER 2

MIND 3

CARD NUMBER 014

EMBLEM

COLLECT
TARGET LEADER
COLLECTS 1.

Blue, Shana Sougin © 2022 New Quest ENMIL

ASSETS: This is a general term for cards you will use while playing Earth Tau. They make up your Deck, Hand, and Teams. Each Asset will have important numbers, symbols, and other information on them which affect their actions and movements during the game.

*"Flashy powers are great, but I prefer to keep it simple.
It's the fundamental that save lives,"*

-Mr. Amazing



ASSETS

(Spiral Backs)

RANK: This is the overall power level of an Asset. It also represents the amount of Support required before it can be Deployed into a Team. You will get Global support from your Leader/Admin and Local Support from the Assets in the Team.

SUPPORT: Each support icon represents one Support that an Asset adds to their Local Team. This is different from Leaders/Admin Global Support that adds to all Teams. Having more Support lets you Deploy higher Ranked and more powerful Assets.

FACTION: Each Asset belongs to one of five groups: Heroes; Villains; Professionals; Gadgets; or Events. These Factions often interact with each other and LOCs. Leaders are also part of a Faction, but any Asset can work with any Leader, regardless of Faction. So don't worry about having a bunch of Villains in a Deck with a Hero as your Leader. Some of the best team-ups can come from archenemies working together.

B!A!M!s: Body, Aether, and Mind are the three metrics that determine the strength of an Asset. When Deploying into a Team, one of the BAMs on the Asset you deploy will need to be better than one of the BAMs on your Rival's Top Asset in the same LOC. BAMs are also the most common scoring Priority used on LOCs.

Body: If you have to measure your squat in tons or your reaction speed in microseconds, it's a good sign that you have a high Body score.

"Have you seen my beach ball? It's about this big around,"
- Gunshow



ASSETS

(Spiral Backs)

AETHER: It takes a lot of energy to keep the world moving. Thankfully with magic, super-science, ancient alien technologies, and good old-fashioned static electricity, you have lots of flavors to choose from.

"When I'm done with their upgrades, your men will piss lightning and crap thunder,"

-Dread Not

MIND: It's time for those big brain moves....or move things with your brain. You do you. This is a measure of your mastery of mental gymnastics.

"A Wit beyond measure is my greatest treasure"

- Brent Bastardly

ABILITIES: What is a super without superpowers? Many Assets will have special Abilities that can be activated to give you an advantage. Most Abilities will activate once on the same turn the Asset is Deployed, but not all. You can find many Assets that have ongoing effects or even outright rule changes. Generally, the more powerful the Ability, the weaker the BAM's are on an Asset.

First Law. When an Ability says you can do something that you normally cannot do; do what the Ability says.

Other Information: Each Asset will have a few other bits of info that do not normally affect its play; such as its card number, set symbols, and artist. This is often just some extra info for the collectors, but don't be too shocked if it shows up on some LOCs, Leaders, or Assets; as a part of gameplay.



ABILITY TYPES AND RESOLUTION SPEEDS

During your turn, you will have a number of Leaders, LOC, and Asset abilities activate. For all of your abilities during your turn, you decide in what order they resolve. If one of your Rivals activates an Ability during your turn they will resolve based on their Resolution Speed (RES for short). The lowest RES goes first.

[FEE] / [TARIFF] ABILITIES, RES 1: Some Abilities only activate after you pay an additional cost. A Fee may be used only on your turn and a Tariff may be used on any Leader's turn, but they both function and work the same way. The Ability will be marked with a [Fee] or [Tariff] in the description.

- 1) A "Halt" can be used to prevent this kind of Ability from activating.
- 2) A "Halt" WILL NOT PREVENT THE FEE OR TARIFF from being paid. This is because the Fee/Tariff must be paid before the Ability activates.
- 3) Fees/Tariffs are always paid by the Leader using the Ability.
- 4) Fees may be used any time during your turn.
- 5) Tariffs may be used at any time during any Leader's turn.
- 6) Each individual Fee/Tariff may only be used once per turn.

***HAND [FEE] ABILITIES RES 1:** A Hand Fee/Tariff works and resolves the same as any other, but you must activate it from your Hand. Their Ability boxes will be set vertical to the card.

(REACTION) ABILITIES, RES 2: Reaction Abilities can be activated multiple times per turn, but only if certain criteria are met. Each of these Abilities will have the (Reaction) tag as well as activation built-in to their description. For example

“(Reaction) If X happens do Y.”

- 1) A Reaction Ability can not trigger another Reaction Ability.
- 2) A “Halt” can be used to prevent these Abilities from activating, but only for 1 turn.
- 3) A new “Halt” will need to be played to prevent the Ability next turn.
- 4) Reaction Abilities resolve directly after whatever activated them.
- 5) Reaction Abilities can trigger during any Leader’s turn.
- 6) If a (REACTION) ability is covered then the ability ends, if the (REACTION) ever becomes uncovered the ability reactivates.

(ONGOING) ABILITIES, RES 3: Some Abilities will activate every turn so long as the Asset is the Top Asset in a Team. All of these Abilities will have the (Ongoing) tag as well as an activation built into their description. For example “(Ongoing) At the beginning of your turn...”

- 1) A “Halt” can be used to prevent these Abilities from activating, but only for 1 turn.
- 2) A new “Halt” will need to be played to prevent the Ability next turn.
- 3) If an (ONGOING) ability is covered then the ability ends, if the (ONGOING) ever becomes uncovered the ability reactivates.

GENERAL ABILITIES, RES 3: These Abilities will activate once during the same turn the Asset was Deployed into a Team. This is the most common type of Ability and will have no other tags listed in the description.

- 1) A “Halt” can be used to prevent this kind of Ability from activating.
- 2) These abilities only activate if the Asset was Deployed. There are many other ways to sneak Assets into play, but this will not trigger their abilities.

(AFTERMATH) ABILITIES: A select few abilities don't activate during the Deployment part of the game. Instead, they trigger during the Aftermath and directly affect the scoring. For example "(Aftermath) This Asset scores double."

1) Normal Halt abilities do not work on Aftermath Abilities.

Leader and LOC Abilities

LOCS ABILITIES: LOC Abilities can be used by any Leader as long as they fulfill the requirements. Many LOC Abilities act as rule changes that affect all Assets played into that LOC.

1) Normal Halt Abilities do not work on LOCs unless the Ability specifically states that they do.

LEADER ABILITIES: You may use your Leader Ability multiple times as you play the game. All Leader Abilities will have an activation built-in.

1) Normal Halt Abilities do not work on Leaders.

ABILITY NOTES

Halting the Ability will not prevent Deployment unless the Asset is using the Ability to Deploy.

[COMMANDS] VS (FUNCTIONS): Many Abilities will use brackets like [] or () in their Ability description. Both of these brackets are to help add clarity or notes to an Ability.

[Comand] brackets are placed around critical parts of an Ability that need to be done for the Ability to work. Things like [FEE] or [Target].

(Function) parenthesis will be around rule reminders and other notes. All of these notes are part of the main rules but have been included on the card for ease of play. Things like (Shuffle), (Ongoing) or (Abilities do not activate).

"Power is what you make of it,"

-Mr. Amazing



PLACES ON THE PLAYING FIELD

RIVAL'S PLAYING FIELD

Location

Location

Location

**Your
Playing
Field**

S
M
S

**TEAM FIELD
OF PLAY**

**TEAM FIELD
OF PLAY**

**Your
Playing
Field**

S
M
S

ADMIN
(PLAYED UNDER THE LEADER)

LEADER

DM
DEPLOYMENT
MARKER

DECK

**RETIRED
(DISCARD PILE)**

HAND

LOBBY
(REMOVED FROM GAME)

"An artist creates what has never been seen, with the ashes of what has been destroyed."

-the Painter

PLACES ON THE PLAYING FIELD

(cont.)

LOBBY: (Removed from the Game)

When an Asset is removed permanently from play, it goes to the cosmic Lobby. Set them aside away from the playing field face-up, but not back in the box. Sometimes things can come back from the Lobby. You may also return them to your Deck before starting a new game.

- 1) You may look through your Lobbied Assets, but you may not change the order of them in the Lobby.
- 2) You may not Look at your Rivals Lobby except their Top Lobbied Asset.
- 3) Any face down Assets (aka Power-ups!) Retired from a team are sent to the Lobbied not Retired.

RETIRED: (Discard Pile)

Assets that have been taken out of play are considered Retired (because death never seems to be permanent). Commonly, Assets are Retired as a result of an Ability like Drop, Leech, Transmute, or similar. Make a stack of them near your Deck.

- 1) At any time, you may look through your Retired Assets, but you may not change the order of them in Retirement.
- 2) You may not look through your Rival's Retired Assets, except their Top Retired Asset.
- 3) Any face down Assets (aka Power-ups!) Retired from a team are sent to the Lobbied not Retired.

Transit: As Assets are removed from the board, Deck or Hand, they do not immediately go into Retirement or the Lobby but first go into Transit. Lay them separately face up.

- 1) Assets go into Transit in the same order that they were removed from play.

Transit(cont):

- 2) At the end of each turn, all Leaders will place the Assets in Transit into either the Lobby or Retired in the same order they were in Transit.
- 3) Every Asset in Transit is Public Information until it is moved to Retired or Lobby.

DECK

Before you and your Rival are ready to play a game, each of you will need a Deck of 40 Asset cards. From your Deck, you will Collect the Assets you will use in the game. The Rivals Packs come with 2 pre-built themed Decks that you and your Rival can start with. They are a great way to see how different Leaders work while giving you lots of room for improvement and personalization.

Once you shuffle and set your Deck you may not look through it or change its order. The same applies to your Rivals Deck. You may count the number of Assets left in your Deck. You do not automatically lose the game if you run out of Deck. Just keep playing using what's in your Hand.

***Build your own:** If you are building your own Deck, make sure to have a good amount of Assets with the same Rank as your Leaders support, also known as Starters. You will need several Rank 3-5, also known as Mid. Lastly, make sure to pack some High Ranked Assets to give you the power to close the game. Generally, you will want a roughly equal mix between Starters, Mid, and High to keep your Deck flexible to different situations. Also, make sure you have a mix of different Abilities to stay one step ahead of your Rival.*

- 1) You may not have more than three of the same Asset cards in your Deck. You may find Assets with the same name but different BAMs, Rank, Faction, or Abilities. If they have the exact same name, they are the same Asset. This does not include your Leader, who may have the same name as an Asset in your Deck.

HAND

These are the Assets you may choose from and Deploy into your Teams or Admin. You start the game with six Assets and Collect one at the beginning of your turn from your Deck.

- 1) There is no limit on how many Assets you may hold in your Hand.
- 2) You may not look at a Rival's Hand.
- 3) You may know how many Assets your Rivals have in their Hand.

LEADER (Adds Global Support to all Teams)

You play the game as your Leader and start the game with the card in play. Any Support your Leader has is considered Global Support and thus adds to all Teams. Your Leader's Ability may be used as often as you can make it activate.

ADMIN (Adds Global Support to all Teams)

The unsung heroes of any large operation are your Administration staff. They are critical to helping get your Assets into the field. Your Admin adds Global Support for all of your Teams. Instead of Deploying an Asset into a Team on your turn, you may instead Deploy it face down under your Leader to add them to your Admin. Each Asset you place in Admin gives one additional Global Support. Take notice of the Support symbol on the back of each Asset card. This will help remind you.

- 1) At any time, you may look at who is in your Admin, but they must be kept face down.
- 2) You may count how many Assets your Rivals have in Admin.
- 3) You may not look at what Assets your Rivals have in Admin.
- 4) Placing an Asset into Admin counts as your Deployment and moves the D-Marker.
- 5) Abilities on Assets in Admin do not activate.

TEAMS (cards in play)

Once per turn, you may Deploy one of the Assets from your Hand to one of your Teams. It is critical to match your Asset's strengths with the LOC's Priority to maximize its score.

D-MARKER (Deployment Marker):

A small token, totem, or trinket is used to track the last place you Deployed. Feel free to use whatever you like for a D-Marker so long as it does not block the information on the Assets. Generally, a coin or dice is used but anything smaller than 2 inches works great.

- 1) You may not Deploy into a Team or Admin that has the D-Marker on it.
- 2) In a 1 LOC game (Skirmish) you only use the D-Marker on the Admin.

LOCs

You will place the pre-chosen LOCs halfway between both Rivals horizontally to the board. Make sure to review what each LOC's Priority is and what Abilities or modifications they have. This information will be critical in gaining control of them by the end of the game.

STANDARD TWO PLAYER WAR

(Three LOCs) Game Setup

DECKS:

You and your Rivals will need to shuffle and cut each other's Decks before setting them in place.

CHOOSING LOCs:

Dice: Take a 6-sided dice, and roll for LOCs. In a normal game, you will choose 3 LOCs and place them face down in a line in positions 1, 3, and 5. Your Rival will place their 3 chosen LOCs face down in positions 2, 4, and 6.

CHOOSING LOCs:

Dice(cont.): Roll the 6-sided dice and flip the corresponding LOC face up for use.

Pair: If you don't have a dice handy, you can use a coin or even play Rock, Paper, Scissors to decide what LOCs to use. Pair one of your face-down LOCs with your Rivals. The winner of the coin flip gets to use their LOC. Repeat for all 3 LOCs.

- 1) No LOC can be submitted by a Leader more than once.
- 2) No LOC can be used more than once in a game, even if it's submitted by more than 1 Leader.
- 3) If 2 LOCs from the same Leader are already chosen, then the 3rd LOC must come from the other Leader.

If any of these conditions are met and you are using the Dice method, then flip the next highest positioned LOC face up for use. If you are using the Paired method, then use the other LOC in the pair.

Once you have 3 LOCs, return all unused LOCs to their owners. Arrange the 3 chosen LOCs horizontally halfway between both Leaders.

There are lots of different ways to choose LOCs. As long as all Leaders agree, use whatever way you like. One of the most entertaining parts of Earth Tau is playing with strange LOC combinations, so go wild!

DEPLOY LEADER CARD:

Both players place their chosen Leader face up directly in front of them into the Leader slot.

ALTERNATE LAYOUT:

If you are pressed for space, you can place your Leader, Deck, and Retired to the side of your LOCs.

COLLECT YOUR FIRST HAND:

Both Rivals Collect 6 Assets from their Deck.

MULLIGAN:

If you are unable to play during your first 2 turns, you may set aside your Hand and Collect a new Hand. Use the following steps.

- 1) Show your Hand to your Rivals to prove your inability to play, similar to how you would at the beginning of The Aftermath.
- 2) Set your Hand aside and Collect 7 Assets from your Deck.
- 3) If your Hand is still not playable then repeat steps 1 and 2.
- 4) If you are unable to Collect 7 Assets, you lose the game.
- 5) Each time you set aside a Hand, your Rivals get to search their Decks for any Asset they chose and place it directly into Admin. This is a free action; no turns are used and D-Markers are left unmoved.
- 6) Shuffle all set-aside Assets back into your Deck and continue normally.

WHO GOES FIRST:

The Leader with the lowest Support goes first. If there is a tie, the Leader that has the fewest chosen LOCs in the play area goes first. If there is still a tie; then a coin, dice, high card, or any other agreed upon method may be used to decide who goes first.

STARTING AND PLAYING THE GAME

Each turn is broken into Phases. Any step in a Phase must be completed fully before going on to the next phase.

TURN PHASES:

- 1) **Start Turn:** Some (Ongoing) Abilities will activate at this time. Look for Abilities that say, "At the beginning of your turn..."



TURN PHASES: (cont.)

2) Collect: Once per turn, you must take the top Asset from your Deck and place it in your Hand. If you are unable to do this, then move to the next step.

a) You do not lose the game if you are unable to Collect.

3) Deployment: After you Collect, you will choose one Asset from your Hand to Deploy into a LOC or Admin. Slightly different rules apply for Deploying into a Team VS Admin. Either way, you only get to Deploy 1 Asset each turn.

*Remember Assets in a Team only add their Support to that Team.
Your Admin generates Global Support and adds to all Teams.*

-Captain O

a) Team Deployment:

I) You may not Deploy into a Team that has the D-Marker on it.

II) You may not Deploy into a Team that has one of your Champions (Gold Ranked) in it.

III) The Team you are Deploying into must have as much as or more Support than the Rank of the new Asset. This Support can be a total of your Global and Local Team support. For example, if your Leader has 1 Support, there is 1 Asset in Admin, and Assets in the Team provide 2, then you could deploy up to a Rank 4.

IV) One of your Asset's BAMs must be better than the matching BAM of your Rival's Top Asset in that LOC. So, Body vs Body; Aether vs Aether; or Mind vs Mind. You do not have to be better in the LOCs Priority. That only comes into play during The Aftermath.

b) Admin Deployment:

You may Deploy an Asset face down under your Leader to help support their actions. Each Asset Deployed into Admin adds 1 Support to the Global Support in addition to your Leader's Support.

b) Admin Deployment: (cont.)

- I)** You may not Deploy into Admin if it has the D-Marker on it.
- II)** You are free to Deploy any Asset into your Admin, regardless of BAM's, Support, or Champions.
- III)** Any Ability on Assets Deployed into the Admin does not activate.
- IV)** You may not transfer Assets from your Teams to the Admin or vice versa.
- V)** Abilities that affect Teams do not affect Admin or vice versa.

SPECIAL REQUIREMENTS:

This refers to any Asset, LOC, Leader, or other Ability that may prevent or enhance which Assets may be Deployed into a Team. For example, many Rank 1 Assets have a Distraction Ability that allows them to temporarily boost the BAM of other Assets being Deployed. This can help give them the extra “oomph” needed to beat their opponent. Other Abilities may restrict which Assets may be Deployed or how they are played, such as an Ability like, “No Villain may be Deployed in opposition to this Asset. Retire any who are.”

WHAT HAPPENS IF A MISPLAY HAPPENS?

A misplay is when you have declared that an Asset is Deploying into a Team, but you find it is an illegal play or was made an illegal play by your Rival using an Ability. If you are unable to make the Deployment legal through the use of Abilities, then the Asset is returned to your Hand and a different Asset must be Deployed instead.

TEAM BUILDING

If you already have an Asset in a Team and want to add one, place your new one on top of the old one so that the bottom

TEAM BUILDING (cont.)

Asset's Rank and Support can be seen. This newly Deployed Asset is now your Top Asset in that Team. Make sure to keep the rest of your Teams BAMs and Abilities covered.

- a) You may look at your Teams any time you wish as long as you do not change their order in the stack.
- b) You may not look at your Rival's Teams Abilities or BAM's except for their Top Asset.
- c) You may count the number of Assets in any team at any time.
- d) (Law 3) Your Rival must truthfully read any information, such as Abilities or BAMs, on any of their Top Assets if asked. If you do need to look at a Rival Asset yourself, ask your Rival to Hand you the Asset. Your Rival should flip the second Asset card over to cover their Teams Abilities and BAMs, then Hand you the top Asset to read.

4) Move D-Marker (Deployment marker)

After you Deploy into a Team or Admin, you will move your D-Marker and place it on top of the Asset that was just Deployed. You may not Deploy other Assets on top of the D-Marker

5) Ability Phase:

Now that you have successfully Deployed a new Asset into a Team, it is time to use their super Abilities. Any Field Abilities, including many Leader Abilities, will activate at this time. You will choose in what order the Abilities, including Leader Abilities, activate.

Ongoing and Reaction Abilities can only be used after they have been activated.

-Captain O

- a) **Last in, first out.** If you have multiple Abilities activating in a turn, the last Ability activated during any phase or step will be the first to resolve.

5) Ability Phase: (cont.)

This becomes important when you are dealing with Halts or other Fee Abilities.

- b) If an Ability is activated, you must use it.
- c) Reaction Abilities resolve directly after they are activated.
- d) Fee Abilities resolve before any other Ability. They can be played in front of other Abilities, even other Fee Abilities, to resolve first. (Last in, first out)

STANDARD ABILITY RESOLUTION

a) Declare Ability and Target. To use an Asset or Leader Ability, you must declare that it is being used, what activated it, and what it is targeting.

I) You may choose an invalid target, such as choosing to have yourself Collect even if you do not have a Deck. If you choose an invalid target, or the target becomes invalid, then the Ability fizzles.

II) You must complete any steps on an Ability you can.

b) Fee Abilities. Often you or your Rivals may use Fee Abilities to enhance or disrupt your actions. Remember to Resolve the last Ability activated first, then the other Abilities in the reverse order they were played until you resolve the original Ability.

c) Resolve the Declared Ability. Do what it tells you to do.

d) Resolve any Reaction Abilities that are triggered.

Your Reactions will activate before your Rivals. If a Leader has more than one Reaction trigger, then that Leader decides in which order they Resolve.

e) Repeat steps a through d until all Abilities are resolved.

**Many Ongoing Abilities will have a stated time to resolve that may fall outside of the Standard Ability resolution. Remember that the Ability will always override the standard rules.*

6) LOC Abilities: After all Asset Abilities have been resolved, you will resolve any LOC Abilities that were activated.

- a) If a LOC Ability is triggered, you must use it after all Team and Leader Abilities are resolved.
- b) If more than 1 LOC Ability triggers on your turn, you decide in what order they resolve.
- c) Resolve LOCs as they sit, regardless of how Teams or LOCs were set at the beginning of the turn. For example, if a LOC says to Retire the Top Asset, and the top Asset has changed during the Ability phase, you would retire the Top Asset as it currently sits, not the Asset that was there at the beginning of the turn.

7) End Turn: Some Abilities may trigger at this time. Look for Abilities with “At the end of your turn...”

8) Clear Transit: Any Assets removed from the play area, Decks, or Hands during the turn are placed in Transit until the end of the turn. All Leaders move any Assets they have in Transit to their Lobby or Retirement in the same order they were placed in Transit before the next Leader starts their turn.

RIVAL STARTS THEIR TURN.

THE END IS NEAR!

A CHAMPION IS PLAYED:

Champions (gold Ranked Assets) are one way to start the ending of the game. These Assets are often very strong and require the highest levels of support. They will often come with powerful Abilities. Most importantly, you may not Deploy into a LOC that has a face-up Champion in it, similar to the D-Marker.

A CHAMPION IS PLAYED: (cont.)

So, if you have one Champion in play, you would only be able to Deploy into two LOCs. If you have two Champions in different teams, then you will only have one more turn before you will be unable to Deploy, thus starting the **Aftermath**. Use them wisely and bring them out only if you think your teams are ready to go into battle and win!

SOMEONE CANNOT DEPLOY INTO A TEAM:

It will eventually happen that a Leader will not be able to Deploy into a Team. When this happens the Deployment section of the game ends and The Aftermath begins. Now you can score the LOCs based on their Priority. Some guidelines about this:

- If you can deploy into a LOC, then you must do so. You cannot decide to not Deploy if there is a legal team to Deploy into. Reveal your Hand to your Rivals to verify this.
- Admin does not count as a team. You can choose to deploy into Admin if you would like the game to go on, but you do not have to; it is your choice.
- If you can somehow use an Ability or Deploy from somewhere other than your Hand, you may choose to do so but just like Admin, you do not have to.

THE AFTERMATH

Each LOC will have a Priority that it is scored on. All Leaders will count the total of the specified Scoring Priority from their team deployed in that LOC. Remember to consider any additions or alterations caused by LOC Abilities, general Asset Abilities, or even some Leader Abilities into the final count. The Team with the highest score in a LOC wins that LOC for their Leader. After all the math is done, the Leader who wins the most LOCs wins the game.

THE AFTERMATH (cont.)

It is possible to have no one win a LOC or to even tie in a LOC. If you are playing for ongoing match points, then give 1 point for each win, 0 points for an unclaimed LOC, and $\frac{1}{2}$ for a split LOC.

ALTERNATE GAME SETUPS

3+ PLAYER WAR, AND SKIRMISH

GAME TYPES

WAR: Two Leaders each with 40 Asset card Decks and Three LOCs. This is the base Earth Tau game as described above.

Three player WAR: Three Leaders each with 40 Asset card Decks and four LOCs. For more than three players, add one more LOC than players. To Deploy your Assets, you will still need to have the Best **B!A!M!** among all Top Assets. This is an advanced game of Earth Tau with more interactions and intrigue.

SKIRMISH: Two Leaders each with 20 Asset Decks and one LOC. The D-Marker is only used for Admin. This is a short, but punchy game of Earth Tau.

Three Player SKIRMISH: Three Leaders each with 20 Asset Decks and one LOC. The D-Marker is only used for Admin. This is a short, but punchy game of Earth Tau.

GLOSSARY

(Functions): A Function, denoted with (), is a note or clarification about an Ability. Brackets are added around these notes to help distinguish them from other parts of the Ability.

(X) and X: The X symbol is used to denote a variable number. You will often see (X) listed first in an Ability. This shows the choosing of the number. Then the X later in the Ability showing the using of the number.

[Commands]: A Command, denoted with [], is a very specific action needed for an Ability to work. Brackets are added around these notes to help distinguish them from other parts of the Ability.

≤ (Equal or Less than): The ≤ symbol is used when you may choose something up to a certain limit. For example “Retire a Top Asset Rank ≤ 4.” Would mean you could choose any Asset on top of any team and Retire it as long as its Rank was Equal or Less than Rank 4.

Ability: Assets, Leaders, and LOC can have special properties or rules that will deviate from the standard rules. If an Ability tells you to do something that the rules say you can't, the Ability temporarily overrides the standard rules. Abilities that have similar mechanics will be in similarly designed boxes.

Ability Phase: After moving the D-Marker any Field Abilities that are Activated can be used.

Activate/Activation: An action taken in the game that allows an Ability to be used.

Admin: Assets located under your Leader card. Instead of Deploying during a turn, you may choose to add any Asset from your Hand to your Admin by placing it face down under your Leader. Each Asset in Admin adds 1 to Global Support.

Aether: One of the BAM's found on Assets and denotes an Assets Ability to use or resist the varying types of energies in the world. The Ability to use Magic, or control electricity, or advanced energy weapons could all be examples of Aether. Aether can be used as part of Deployment to enter a LOC. It can also be used as the Scoring Priority on LOCs.

Artist: A Talented group of US based Artists that produced the art for each card. The artist's name can be found at the bottom of every card. You should keep an eye out for the full art cards and large prints and say, “Hi,” if you ever see them in the wild.

Glossary (cont.)

Asset: Vertically laid out cards. Assets make up your Deck, Hand, and Teams. They are the general cards you use to play Earth Tau.

Asset Ability: Special powers and rules found in the lower right hand corner of Asset cards.

B!A!M!: An acronym standing for Body, Aether, and Mind. B!A!M! represents the three metrics that determine the strength of an Asset. When Deploying into a Team, one of your Assets BAM's will need to be better than your Top Rival's Assets BAM. BAMs are also the most common scoring Priority used on LOCs.

Body: One of the BAM's found on Assets and measures an Asset's Ability to use or resist physical force. Heightened strength, speed, resistance to damage, or advanced training could be examples of Body. Body can be used as part of Deployment to enter a LOC. It can also be used as the Scoring Priority on LOCs.

Card Number: Each card in a set is given a unique number to help in collecting and organization.

Champion: A Gold Rank symbol with a wreath signifies a Champion. Champions represent the most powerful supers in Earth Tau. Once a Champion is placed into a Team, you are no longer allowed to naturally play more Assets in that Team. Use them wisely because they will often cause the game to end.

Collect (Ability): Many Assets will have a Collect Ability or will have Collect listed as part of the Ability. This Ability allows you to Collect Assets from your Deck, just like at the beginning of your turn.

Collect (Natural): Once per turn, you must take the top Asset from your Deck and place it in your Hand. If you are unable to do this, then move to the next step. You do not lose the game if you are unable to Collect.

D-Marker: A small token, totem, or trinket is used to track the last place you Deployed. Generally, a coin or dice is used but anything smaller than 2 inches works great. Feel free to personalize what D-Marker you use.

Deck: A collection of Asset cards set face down near you at the beginning of the game. Generally, your Deck will be 20 or 40 Asset cards. Once you shuffle and set your Deck, you may not look through it or change its order. The same applies for Rival Decks. You may count the number of Assets left in your Deck. You do not automatically lose the game if you run out of Deck. Just keep playing using what's in your Hand.

Glossary (cont.)

Deck Assets: Assets set face down in your deck.

Deploy: Placing an Asset from your Hand into one of your Teams face up as part of your normal turn.

Deployment Abilities: An Ability on an Asset that activates once on the turn it is Deployed. This is the most common type of Ability. A “Halt” can be used to prevent this kind of Ability from activating. Halting the Ability will not prevent Deployment unless the Asset is using the Ability to Deploy.

Deployment Marker: See D-Marker

Distraction: A Fee type Ability that requires the discarding of the Asset from your Hand in exchange for a 1 turn bonus to BAMs.

Drop: A common Deployment Ability that will force a Leader to Retire 1 at random from their Hand. You may also see Drop as part of larger abilities.

End turn: When a Leader passes control of the game to the next Leader. Some Abilities will activate at this time and Transit will be cleared by all Leaders at the end of every turn.

Faction: Each Asset and Leader belong to one of 5 groups: Hero; Villain; Professional; Gadgets; or Events. Each group will have a unique symbol and flag in the upper left of the card.

Fee Ability: An Ability that may be used any time during a Leader turn that requires an activation cost to be paid before use.

Field Abilities: Any Ability that is not a Fee, Reaction, or Location Ability is considered a Field Ability. Because all Field Ability activate at the same time (during the Ability Phase) you get to choose in what order you resolve your Field Abilities.

Global Support: Admin and Leader Support adds to all your Teams.

Halt! X: A Hand Fee Ability that lets you prevent another Ability on a Rank X or less Asset from activating for 1 turn.

Hand: Assets Collected from your Deck.. One of these Assets may be put into play per turn. There is no limit on how many Assets you may hold in your Hand. You may not look at a Rival's Hand. You may know how many Assets your Rivals have in their Hand.

Hand Fee Ability: See Fee Ability.



Glossary (cont.)

Last in, First Out: The last Ability activated within a group is the first Ability to resolve.

Leader: A special card chosen at the beginning of the game. Your Leader represents you in the game and has an Ability that can be used throughout the game.

Leader Abilities: An Ability found on a Leader. These Abilities can be used multiple times throughout the game.

Leech: A common Ability that lets you Retire Assets directly from the top of a Deck.

Lobby: When an Asset is removed permanently from play, it goes to the cosmic lobby. Set them aside away from the playing field face up, but not back in the box. Sometimes things can come back from the Lobby, and you may return them to your Deck before starting a new game. You may look through your Lobbied Assets, but you may not change the order of them in the Lobby. You may not Look at your Rival's Lobby except their Top Lobbied Asset."

LOC: A location where supers are in conflict. A LOC will have a Scoring Priority that is used during the Aftermath to judge what Team is better. LOCs will also have unique abilities that any Leader can use.

LOC Abilities: An Ability on a LOC. These Abilities can be used by all Leaders.

Local Support: The total Support of all the Assets in a Team. Local Support only affects its own Team.

Location: See LOC

Mega (Ability): A common Ability that has been Super-Sized.

Mimic: A Targeted Ability that lets you copy other Abilities.

Mind: One of the BAM's found on Assets and measures an Asset's Ability to use or resist mental disciplines. This can be in the form of advanced education, general cleverness, or even telepathic abilities or resistances. Mind can be used as part of Deployment to enter a LOC. It can also be used as the Scoring Priority on LOCs.

Glossary (cont.)

Mulligan: If during the first 2 turns a Leader is unable to play, they may set aside their Hand and Collect a new Hand. Use the following steps: Show your Hand to Rivals to prove your inability to play; set your Hand aside and Collect 7 Assets from your Deck; repeat as needed. If you are unable to Collect 7 Assets, you lose the game. Each time you set aside a Hand, your Rivals get to search their Decks for any Asset they chose and place it directly into Admin. Shuffle all set aside Assets back into your Deck and continue normally.

Non-Champion: Any Asset that does not have a gold laurel wreath around the Rank symbols.

Ongoing: Some abilities will activate every turn so long as the Asset is the Top Asset in a Team. All of these abilities will have the (Ongoing) tag in their description. Each of these abilities will have an Activation built in, such as "At the beginning of your turn..." A "Halt" can be used to prevent these abilities from activating, but only for 1 turn. A new "Halt" will need to be played to prevent the Ability next turn. Halting the Ability will not prevent Deployment unless the Asset is using the Ability to Deploy.

Oracle: A targeted Ability that lets you look at Assets on a Deck or Retired and put them back in any order without having to shuffle the deck.

Portal: A targeted Ability that lets you move Assets from one Team to the top of another Team.

Power-Up! An Ability that lets you place an Asset face down under another Asset. This face down Asset will score on Rank. Power-Ups! are attached to any Asset placed face up on top of it. Power-Ups! are Lobbied if they, or their attached Assets, are Retired.
Priority: See Scoring Priority

Rank: This is the overall power level of an Asset. It also represents the amount of Support required before it can be Deployed into a Team.

Rank (X): A cost or power component used in Abilities.

Reaction Abilities: Some abilities are Activated by other actions during the turn. Reaction Abilities can Activate multiple times throughout a turn and will Resolve immediately after they Activate. A Reaction Ability cannot Activate another Reaction Ability.

Resolution Speed: Different types of Abilities will Resolve faster than others. RES 1 resolves before RES 2, etc. [Fee], (Reaction), Field, LOC.

Glossary (cont.)

Retired: Assets that have been taken out of play are considered Retired (because death never seems to be permanent). At any time, you may look through your Retired Assets but you may not change the order of them in Retirement. You may not look through your Rivals' Retired Assets, except their Top Retired Asset.

Rival: your opponents.

Score: See Scoring Priority

Scoring Priority: Each LOC will have a metric that is used to judge the Teams at the end of the game. The Team with the highest of that metric wins the LOC.

Set Symbols: Each set of Earth Tau cards will have a symbol in the bottom of the BAM box to show you what set they are from.

Skirmish: A 1 LOC game of Earth Tau.

Spy: A targeted Ability that lets you look at a Rivals' Team or Hand.

Start Turn: When a Leader begins their turn. Can be an Ability Activation.

Support: Triangular symbols found on Assets and Leaders. Each support icon represents one Support an Asset adds to Local Team Support, or one Support a Leader adds to Global Support.

Team: Assets that have been Deployed to a LOC join a Team there. Teams are scored at the end of the game vs a LOC Priority.

Top Asset: The topmost face up Asset on a Team.

Top Deck: The topmost Asset on a Deck.

Top Lobbied: The topmost Asset in the Lobby

Top Retired: The topmost Asset in Retirement

Transit: As Assets are removed from the board, Deck, or Hand, they do not immediately go into Retirement or the Lobby. They first go into Transit. Lay them separately face up. Assets go into Transit in the same order that they were removed from play. At the end of each turn, all Leaders will place the Assets in Transit into either the Lobby or Retired in the same order they were in Transit. Every Asset in Transit is Public Info until it is moved to Retired or Lobby.

Glossary (cont.)

Transmute: A variable powered Ability that lets you retrieve Assets from your Deck in exchange for Retiring other Assets from play.

Turn Phase: Each turn is broken into Phases. Any step in a Phase must be completed fully before going on to the next phase.

War: A 2 player, 3 LOC game of Earth Tau.

The world is full of Super people. Some are Super Good; some are Super Bad; and some are Super at paying their bills. In any world with this many Super people, you are bound to get problems...Super problems that need Super solutions. Well, sort of. Sometimes your problems are as simple as rent and having to visit your parents...your Super parents.

Be them big or small, crisis is all around and it is up to you and your Super team to solve the problems before they get Super out of control.

<https://www.calculatorsoup.com/calculators/discretemathematics/combinations.php>
skirmish.

8 leaders = 64 combos - 8 overlaps = 56 leader combos

14 locations = 14 combos

$56 * 14 = 784$ skirmish games

Skirmish 3 player

8 leaders = $8 * 8 * 8 - 8 = 504$ combos

14 locations = 14 combos

$504 * 14 = 7056$ boards

War (2 player)

8 leaders = 64 combos - 8 overlaps = 56 leader combos

14 locations = (math) = 364 combos

$56 * 364 = 20384$ boards

War (3 player)

8 leaders = $8 * 8 * 8 - 8 = 504$ combos

14 locations = (math) = 1001 combos

$504 * 1001 = 504504$

Total 532,728 boards

"Destruction is part of my creative process."

-The Painter



CREDITS

The following people made this game possible.

Game Concept: Alex Mensen
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Graphic Design/Layout: Jerrod Jackson

Thank you to all of our contributing artists!

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