

アコラカード

AKORA CARDS®

Card Game Instruction Guide



Patch Notes

5.0 - 8/31/23

- Page 15 > New Gameplay Mechanics: New Mechanic added.

Relactify Effect

- Page 17 > Terminology: "Hand" new definition added.
- Page 17 > Terminology: "Rest" new definition added.



Welcome to Akora

Welcome Alchemists!

This Codex aims to guide you through your beginning steps into becoming a Master Alchemist. From learning of Akora's origins to participating in your own battles. This marks the start of your journey, but the story started long ago in times since forgotten, with only fragments of knowledge passed on to modern scholars.

In modern times Akora TCG is a card game created by the EVA Corporation in which players form teams and aim to be the best. You can customize your decks using booster packs, theme decks, and more to increase your chance of becoming a Master Alchemist. From here this Codex will introduce you to the mechanics and a brief overview of how the Akora TCG is played. Good luck and have fun Alchemists!



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Basic Overview

The objective of any Akora TCG battle is to deplete your opponent's Alchemist Essence to 0 or until they have no Akora left. Both Alchemists start with 6000 Alchemist Essence, hand size of 5, a stage 1 Akora in their Akora Zone, and 1 Relic Shard in your Akora Zone that matches your Akora's Attribute.

Divine



Water



Dark



Multi



Warped



Electric



Nature



Attributes

Within the Akora TCG, you'll find that all Akora have attributes, this extends to Relic Shards and Alchemy Cards and Battle Zones. Attributes can be identified by color or via their symbols. Shown here are all of the Attributes and their corresponding colors and symbols.

Spirit



Ice



Fire



Akora Types

In addition to Attributes, Akora also have types associated with them. Types can be used to enhance or hinder certain Akora, for example, a card might only work with Warriors or negate a Warriors attack.



Beast-Type



Warrior-Type



Dragon-Type



Demon-Type



Mage-Type



Cerun-Type



Card Types

Akora Cards

Akora cards are the centerpiece of any match. Your Akora have their own deck, you can only have 3 copies of each stage Akora, and they must be the same name, for example, “3 Kuzu, 3 Kami-Kuzu, and 3 Jinro-Kuzu”.

Akora cards have attacks and this will be your main source of whittling away at your opponent’s Alchemist Essence. At stage 3, you will notice that your Akora has a secondary attack, this is a Relic Attack and requires you to destroy one of your Relic Shards to use that attack.

If the attacking Akora’s Attack Power is greater than the Soul Points of the defending Akora, the difference is dealt as Attack Damage to the Alchemist Essence of the defending Alchemist.

Akora Cards do not have to follow stage progression, for example, a stage 1 Akora can Relic up into a stage 3 Akora, if the required Relic Requirement is met. All stage 1 Akora have a Relic Requirement of 1, All stage 2 Akora have a Relic Requirement of 3 and all stage 3 Akora have a Relic Requirement of 6.

If your active Akora is destroyed then you must play a stage 1 Akora from your Akora Deck. if you cannot play a stage 1 Akora you lose.

Akora Effects

Some Akora may have effects. These effects follow the rules of Alchemy Card Effects, in terms of any prerequisites that must be met in order to activate that effect. You may only activate the effect of your active Akora once per turn, regardless of the stage of your Akora. For example, if you activate the effect of your Stage 1 Akora then Relic Up on the same turn, you cannot activate the effect of the next stage Akora on the same turn.



Akora Card Breakdown

Card Name → **Kira-Izoki** 魂550

Relic Requirement → 6

Soul Points → 魂550

Akora Effect → Once during your turn, you may discard a Nature-Attribute Card; draw a card.

Basic Attack → Crack of Dawn 1100
Falling Star 1700

Relic Attack → 3

Stage of Akora → Illust. Takahashi Kaitou

Akora Type → アコラカード
Akora Cards 2023© 1st Edition

Card Code → AU-024

Attack Power → 1100
1700



Relic Shards

Relic Shards are the resource of any Alchemy Deck, they are tied to the Attribute of your chosen Akora. You cannot have different Attribute Relic Shards to that of your Akora's Attribute. You can only play 1 Relic Shard from your hand during the Preparation Phase as an action, some card effects may allow you to play more Relic Shards in a turn.

Relic Shards can also be used as costs, some cards will require you to destroy or discard Relic Shards in order to meet the prerequisites. The destruction of Relic Shards is also key to using an active stage 3 Akora's Relic Attack.



Relic Requirement

In the top left of Akora TCG cards, you will find the Relic Requirement. If there is no number, then the card requires 1 Relic Shard of that attribute to be in play in your Relic Zone. In the instance of Multi-Attribute cards, this can be any attribute Relic Shard. In the case of a number being in the top left, this indicates that the Relic Requirement is checking your Relic Count; for example, if the number in the top left is a 3, you would need a Relic Count of 3 or more to be able to activate the card. You can set cards even if you have 0 Relic Shards in play or a Relic Count of 0. If you have 0 RS in play, you cannot activate any card effects, but you may still attack with your active Akora.

Relic Count

The Relic Count of an Alchemist is determined via the number of cards in your Relic Zone. Sometimes the Relic Count can be modified by effects like Freeze that prevent Frozen Relic Shards from counting towards your Relic Count, but still being considered in play.

Relic Up

Relic Up is the process of going from one stage to another and is determined by your Relic Requirement. The turn you Relic Up, you cannot Attack.

Alchemy Cards

Alchemy Cards are utility cards that are used to support your Akora and change the tide of battle. They have varied effects and are broken down into separate categories based on what the specific card does. Each Alchemy Card will feature a different symbol in the Alchemy Circle to denote which type it is. Alchemy Cards may be unique to a specific Attribute; you can tell this via the color of the Relic Shard at the top left of the card. Some Alchemy Cards may have an effect with a “;” these effects are optional and up to the owner/controller to decide when to use them so long as the conditions prior to the “;” are met. During an opponent’s turn, Alchemy Cards can only be activated if they are on the field. Alchemy Cards have a Relic Requirement of 1 or more to activate. This can be identified in the top left of the card.

Flash

Flash Alchemy Cards are designed as single use effects, which when negated or resolved are sent to the Dark Zone unless specified otherwise. These cards can be used to counter your opponent or simply to remove a threat. If a Flash Alchemy Card you control states in the effect that it can be flipped, it's able to be used on your opponent's turn. It's up to the controller to choose whether or not to activate that card, as long as the prerequisites are met. If a Flash Alchemy Card you control does not state in the effect that it can be flipped, that card can only be played or flipped (activated) during your turn. Some Flash Alchemy Cards cannot be activated unless specific conditions are met. These conditions will be stated on the card. For example, "When your opponent attacks, flip this card; negate the attack." Flash Alchemy Cards are identified by the lightning symbol.



Eternity

Eternity Alchemy Cards stay on the field until they are removed from the field by an effect or destroyed. You can only have 1 of the same name Eternity Alchemy Cards face-up and status-free in your Alchemy Zones. Eternity Alchemy Cards are identified by the hourglass symbol.



Armament

Armament Alchemy Cards are used to equip your Akora with powerful equipment or power-ups. If the equipped Akora is destroyed, then so are the Armament Alchemy Cards that are equipped. When you Relic Up, your equipped Armaments are not destroyed. You can only equip 1 status-free of the same name Armament Alchemy Card to an active Akora. Armament Alchemy Cards are identified by the helmet symbol.



Token Alchemy Cards

Token Alchemy Cards are Alchemy Cards. They can be affected by Anti Alchemy effects, but are not able to be directly targeted for attack unless stated otherwise.

Attacks involving tokens result in no Attack Damage being dealt; a token involved in an attack is destroyed afterward. Token Alchemy Cards will have “Token” in their card name. Token Alchemy Cards are played in your Alchemy Zones, Token Alchemy Cards are only identified by the Spirit Token symbol.



Battlezone Cards

Battlezone Cards are the domains of various Attribute Akora or in some cases types or even specific Akora. These are powerful enhancers, often with multiple effects that benefit your Akora in battle. Battlezone Cards are not Alchemy Cards.



Some Battlezone Cards may have an effect with a “;” these effects are optional and up to the owner/controller to decide when to use them so long as the conditions prior to the “;” are met. Battlezone Cards are identified by the compass symbol shown on the right.



Field Breakdown

The playspace for Akora TCG is known as the Field. There are multiple areas of the Field and this section of the Codex will explain each area. Below see an example layout of an Akora TCG Field.



- | | | | |
|---|---|---|---|
|  | Akora Zone (1)
Where your Akora
will be placed |  | Alchemy Zone (4)
Where your Alchemy
Cards will be placed |
|  | Alchemy Deck (1)
Where your Alchemy
Deck will be placed |  | Relic Zone (1)
Where you place
your Relic Shards |
|  | Battle Zone (1)
Where Battle Zone
Cards will be placed |  | Akora Deck (1)
Where your Akora
Cards will be placed |
|  | Dark Zone (1)
Where your destroyed or
resolved cards will
be placed |  | Purgatory (1)
Zone outside the field |

Quick Start Guide

How to Win

- Reduce your opponent's Alchemist Essence to 0.
- Your opponent has no Akora left to play.
- Your opponent has no cards in the Alchemy Deck & is unable to draw.
- Your opponent has no Relic Shards/Stone of Akora and their Active Akora is destroyed.

Phase Order

1. Start Phase
2. Draw Phase.
3. Preparation Phase.
4. Attack Phase.
5. End Phase.

Setup

1. Set your Alchemist Essence to 6000
2. Place one Stage 1 Akora in your Akora Zone & 1 Relic Shard in your Relic Zone.
3. Shuffle your Alchemy Deck and offer the opponent the cut, then draw 5 cards. You may put up to 2 cards back in your Alchemy Deck and shuffle, redrawing the same amount returned.
4. Randomly decide who goes first. Flip a coin, Dice Roll, etc the winner chooses who goes first.
5. The Alchemist who is going first begins! Note the first turn player cannot attack or draw. As well as, both Alchemists cannot Relic Up on their first turn.

Deck Construction

Akora TCG has 2 types of decks; Akora Deck & Alchemy Deck.

The Akora Deck contains 9 Akora Cards. 3 stage 1, 3 stage 2, 3 stage 3 all of which need to be of the same name & attribute. For example, Kuzu, Kami-Kuzu & Jinro-Kuzu. The Alchemy Deck contains 41 cards. You can include up to 3 copies of the same Alchemy Card and Battlezone Card. However, you can only have up to 4 total Battlezone Cards in your Alchemy Deck. You can include as many Relic Shard Cards as long the deck limit is not exceeded. Cards that are included in the Alchemy Deck must match the Attribute of your Akora or be Multi Attribute.

Battlezone example: 2x Ancient Tree / 2x Bamfi Planes



Phase Breakdown

1. Start Phase - Start of turn effects activate/resolve.
2. Draw Phase - Draw a card.
3. Preparation Phase - In this phase Alchemists can choose to, in any order, play 1 Relic Shard from hand, play, set, or Activate Alchemy Cards, you can also play and activate Battlezone effects or Relic Up their Active Akora.
4. Attack Phase - In this phase Alchemists can choose to declare their Akora's Attack/Relic Attack (if able) and Activate Alchemy or Battlezone Cards that can be activated.
5. End Phase - End of turn effects activate/resolve.

How Attacks Work

- 1.0 Declaration of Attack - Current Akora's Attack Power Value. Alongside the declaration of the attack, the turn player may activate a card effect that reads "When your Akora attacks".
- 1.1 CheckPoint - The opposing player may respond to the attack or effect activated with a card effect that reads "When your opponent attacks" or flip effects can be activated.
- 1.2 Effects Resolve - Turn player may return back to 1.0, if the turn player has another "When your Akora attacks" effect.
(If the turn player does not return back to 1.0, and the attack was *not* negated, the opposing player may return back to 1.1, if the opposing player has another "When your opponent attacks" effect.)
- 1.3 Modification Check - Checks game state for any changed values of Attack Power / Soul Points.
- 1.4 Attack Damage Calculation - Turn player's active Akora's Attack Power minus the opposing player's active Akora's Soul Points.
- 1.5 Turn player's CheckPoint - (Attack Damage is calculated) The turn player may activate a card effect that reads "When you would deal Attack Damage" or any variations of that wording.
 - 1.5.1 Response - The opposing player may respond to the effect activated.
 - 1.5.2 Effects Resolve. Turn player may return back to 1.5, if they have another "When you would deal Attack Damage" effect.
- 1.6 Opposing Player's CheckPoint - The opposing player may activate a card effect that reads "When you would take Attack Damage" or any variations of that wording.
 - 1.6.1 Response - The turn player may respond to the effect activated.
 - 1.6.2 Effect Resolve - Opposing player may return back to 1.6, if they have another "When you would take Attack Damage" effect.
- 1.7 Turn player's Attack Damage is subtracted from opposing player's Alchemist Essence total.
- 1.8 Turn Player's CheckPoint - Turn player may activate a card effect that reads "When you deal Attack Damage".
 - 1.8.1 Response - The opposing player may respond to the effect activated.
 - 1.8.2 Effects Resolve - Turn player may return back to 1.8, if they have another "When you deal Attack Damage" effect.
- 1.9 Opposing Player's CheckPoint - Opposing player may activate a card effect that reads "When you are dealt Attack Damage".
 - 1.9.1 Response - The turn player may respond to the effect activated.
 - 1.9.2 Effects Resolve - The opposing player may return back to 1.9, if they have another "When you are dealt Attack Damage" effect.

End of Attack Phase.



Rule Clarifications

- If you have already played a Relic Shard from hand and an effect instructs you to play a Relic Shard you can. You can only play 1 Relic Shard from hand as an action; it does not mean you can only play 1 Relic Shard for the entirety of the turn.
- If a Flash Alchemy Card has its Effect/Activation negated it is sent to the Dark Zone unless specified otherwise.
- If an Eternity/Armament or Battle Zone Card has its Effect/Activation negated it remains on the field with no effect, until the end of the turn, unless specified otherwise.
- Unless explicitly stated on the card, cards cannot destroy themselves in order to fulfill prerequisites.
- If an Akora's stage is lowered the previous stage is sent to the Akora Deck unless specified otherwise. An Akora's stage cannot be lowered below stage 1.
- If you have looked through an area with hidden information i.e. Alchemy/Akora deck then it must be shuffled after unless stated otherwise.
- If you add a card to your hand that is specified in any way it must be revealed to the opponent prior to entering the hand so they can confirm the card added is valid.
- When cards are specified with “ ” it means the quoted text must be part of the name of the card.
- “Destroy” can only target cards that are in play.
- A card targeted/chosen for destruction (via destroy) cannot have its effect activated in response unless specified otherwise.
- If a card cannot be activated, played for the turn, or other variations on this wording, it must be revealed to the opponent to validate the effect.
- If Attack Damage is redirected to an Alchemy Card, that Alchemy Card is destroyed as a result thereafter unless specified otherwise.



Rule Clarifications Cont.

- Any text before a “;” is a prerequisite and must be met in order to activate the effect that comes after a “;”. For Example: “Once during your turn, you may destroy 2 of your Fire Relic Shards; draw 2 cards then discard 1 card.”
- Effects with (;) will state on the card when you are able to activate them. When reading effects, read the semicolon as “If you do.” For example: “Once during your turn, you may destroy 2 of your Fire Relic Shards, *if you do*, draw 2 cards then discard 1 card.”
- When meeting prerequisites, cards that are to be discarded or destroyed as a result must be your own unless specified in the effect.
- Effects with prerequisites (;) are optional and up to the owner/controller to decide when to use them.
- Persistent effects are often found on Eternity Cards, once a persistent effect is activated it is considered to be active and instances of modification do not count as the card reactivating.
- If the stage of an Akora is lowered to a stage that is not underneath the Akora, it is played from Akora Deck. If this cannot be done, the stage is lowered to the next lowest stage.
- Cards must remain on the field until their effect has been resolved.
- When your Akora attacks, effects are to be declared alongside the declaration of an attack. This is prior to any opponent’s response.
- Counters can only be placed on cards that are face up and in play. Counters on a card that is removed from being in play or flipped face-down are removed from the game.
- Counters on a card that is in a deactivated zone remain in play and under the control of the player who controls the card, but cannot be removed for or by the controller’s card effects.
- When a card is Frozen on the field, that Frozen card cannot be re-targeted to be Frozen or Permanently Frozen.
- When a player's "Once per game" effect resolves, the controller of that card cannot activate the "Once per game" effect again across all copies of that card for the remainder of the game.



New Gameplay Mechanics

Cards on top of cards

Some cards may allow you to play a card on top of another card or underneath, when this happens, the card on top is treated as that card in that zone. Cards may have effects that utilize cards underneath them. Cards that are underneath a card in a zone are not considered in play or under the control of that alchemist unless specified otherwise. When a card is removed from a zone that has cards underneath it, the cards underneath are sent to the Dark Zone unless specified otherwise.

Replacement Effects

Some cards may feature replacement effects that override game mechanics to apply a new effect. The original requirement of the card effect must be met in order for the replacement effect to override the game mechanics of the new applied effect.

(Example: "Once during your turn, when you would discard a Divine-Attribute Card, you may discard a Multi-Attribute Card instead".)

Tormented Souls

Tormented Soul effects allow you to build up your pool and use them in different ways depending on a cards effect or requirement. Tormented Souls differ from counters, in that this is a pool that is tracked by the alchemist and isn't able to be interacted with or by the opponent. Alchemists may use dice or other supplements to mark their Tormented Souls total.

Tormented Souls is public knowledge.

Relactify Effect

Once during a player's turn, a player may only move 1 Relic Shard from their Relic Zone to immediately underneath a card that can be Relactified.



Terminology

Active - A card that is face-up in play unless altered by a card effect.

A card may be active if it has a persistent effect such as Freeze or Stat Modification. Active cards are generally not considered to be activating for persistent effects.

Activate - Cards are considered to be activating when they are played, flipped or after prerequisites are met. Some cards may have more than one opportunity to activate. Persistent effects do not count as activating as they are already active after the initial activation.

Attack - The duration of time from declaration until resolution of an attack between two Akora.

Attack Damage - The value of an active Akora's total Attack Power minus the opposing player's active Akora's Soul Points. Attack Damage is any value greater than 0 that's diminished from a player's Alchemist Essence.

Attack Power - The value that determines an Akora's power. Due to game state, this can either remain constant with no modifications or increase / decrease with modifications.

Armament - Armament cards are power-ups & weapons for your Akora.

Battlezone - Battlezone Cards power up certain Attribute/Type Akora, they are not an Alchemy Card but are considered an Attribute. Battlezone cards can be used as a cost whilst Activating Alchemy Card effects.

Control - A card is under the control of the player who played/set/activated the card unless specified otherwise.

Cure - Restores the Akoras Attack Power & Soul Points to their original stats printed on the card and removes any counters/conditions affecting the card.

Damage - Any value that is greater than 0 via card effects that's diminished from a player's Alchemist Essence. Damage is considered to be Non-Attack Damage.

Deactivate - A Zone that cannot have cards placed in, flipped, or activated whilst deactivated. You can not destroy your own Cards in a Deactivated Zone nor can you add/remove counters etc. Only the opponent may destroy your Cards in the Deactivated Zone.

Destroy - A card that is targeted/chosen to be destroyed is sent to the Dark Zone and cannot activate its effect in response.

Discard - Sending a card from hand to the dark zone.

Eternity - Eternity Cards often have a persistent effect or effects that activate under the right conditions.

Field - The "Field" consists of the following Zones: Alchemy Zone, Battlezone, Relic Zone, and Akora Zone.

Flash - Flash Alchemy Cards are designed as single use effects, often used in response to certain actions. Which when negated or resolved are sent to the Dark Zone unless specified otherwise.

Flip - Flip is the action used to activate a face-down card. You can flip your face-down Alchemy Card(s) in your turn even if the card does not say flip, providing it can be activated.

Freeze - The chosen card becomes Frozen.



Terminology Cont.

Frozen - Frozen cards cannot activate effects or be flipped. Active effects or effects in progress are considered negated. Frozen Cards cannot be destroyed by the player who controls them. Frozen Cards and Frozen Relic Shards are still considered in play and under the control of the player who controls them but does not count towards the controller's Relic Count.

Hand - The cards that a player holds in their hand throughout a match that can be played or set. There is no hand size limit. For card effects that require shuffling or removing cards from your hand, you must have at least 1 card in your hand.

Immune - Cannot be chosen/targeted/affected or destroyed by an opponent.

In Play - any card(s) in the following Zone(s), regardless of their condition, are considered in play: Alchemy Zone, Battle Zone, Relic Zone and Akora Zone.

Negate/Negated - Cards that are negated have their effects immediately nullified. Attacks that are negated are not successful and end the Attack Phase.

Permanent - The permanent change applies to that copy of a card or the chain of the active Akora, if the active Akora chain is destroyed the permanent effect no longer applies to the new chain.

Persistent - A persistent effect is a continuous effect that is constantly checking the game state. For example, a stat modification effect based on Relic Shards in play is constantly checking the number of RS in play, if this value changes the card is not activating again it is simply active and correctly determining values.

Play - Playing a card refers to playing the card face-up and subsequently activating the card during your turn unless specified otherwise.

Purgatory - An zone outside of the field of play.

Redirect- Redirected attacks do not count as the attack being negated. Redirected Attack Damage is still Attack Damage.

Remove Counters - Remove X Counters.

Rest - a face-up Alchemy Card in play that is chosen/targeted by a card effect to be flipped face-down until a certain duration of time specified by the card effect.

Reveal - A card that is revealed is shown to both players and unless specified otherwise it is returned to its previous state upon resolution of the effect. A revealed card is still treated as being in the deck.

Set - Playing the card face-down.

Soul Points - The value that determines an Akora's defense. Due to game state, this can either remain constant with no modifications or increase / decrease with modifications.

Successfully - Successful events are effects that happen if the card is not negated.

Target - Any card(s) that is chosen by a player to be affected by a card effect.

Abbreviations

AE Alchemist Essence	PC Poison Counter
AC Alchemy Card	DC Divine Counter
AD Alchemy Deck	WC Warped Counter
AP Attack Power	SP Soul-Points
RS Relic Shard	DZ Dark-Zone



Rarity Breakdown

Rarity Symbols



Common



Uncommon



Rare

Symbol on the Right



Symbol on the Middle



Additional Rarities



Holographic



Full Art
Alt. Full Art



Extended Rare
Alt. Extended Rare



Ancient Cards

The Akora TCG Codex is a living document and is subject to change at any time, as such the information provided within may be out dated. Find the latest version of the codex at our website: www.akoraofficial.com

NOW GO FORTH AND BECOME A MASTER ALCHEMIST!



Patch Notes

3.2 - 4/30/23

- Page 11 > Set Up: *Rule prohibiting turn 1 player from Relicing Up has been removed.*

3.1 - 3/30/23

- Page 11 > Deck Construction: *Battlezone Card deck building rule change.*
- Page 13 > Rule Clarifications: *A card targeted / chosen for destruction (via destroy) cannot have its effect activated in response unless specified otherwise.*
- Page 13 > Rule Clarifications: *If Attack Damage is redirected to an Alchemy Card, that card is destroyed as a result thereafter unless specified otherwise.*
- Page 14 > Rule Clarifications Cont.: *When a player's "Once per game" effect resolves, the controller of that card cannot activate the "Once per game" effect again across all copies of that card for the remainder of the game.*
- Page 15 > Terminology: *"Active" definition updated.*
- Page 15 > Terminology: *"Control" definition updated.*
- Page 15 > Terminology: *New term included "Field".*
- Page 16 > Terminology Cont.: *New term included "In Play".*
- Page 16 > Terminology Cont. *New term included "Target".*

Patch Notes

4.0 - 5/26/23

- Page 8 > Eternity: Updated ruling on Eternity Alchemy Cards.

You can only have 1 of the same name Eternity Alchemy Cards face-up in your Alchemy Zones.

- Page 11 > Set Up: Updated ruling on first turn Relic Up.

Both Alchemists cannot Relic Up on their first turn.

- Page 15 > New Gameplay Mechanics: New Mechanics added.

Cards on top of cards / Replacement effects / Tormented Souls

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