

AXSHUN

a card game by Royce Roeswood and ChatGPT

based on Dvorak by Kevan Davis and Ben Wray

https://dvorakgame.co.uk/index.php/Main_Page

Card images generated by the Perchance Limitless AI generator

<https://perchance.org/limitless-ai>

Materials

You will need to print and cut the set of cards, either on cardstock, or on paper and then sleeve with other cards for thickness.

The cards included are all viable cards. We play with a curated subset. Whatever set of cards you choose to use will alter the balance of gameplay.

You will also need pieces to track gold, as well as progress tokens. While each goal uses a different named token (Ritual Tokens, Wealth Tokens, etc.), this is for flavor and they are all essentially indistinguishable.

Setup

Shuffle the deck. Deal each player five cards. Determine a player to go first.

Play

Turn Start: If you have no cards in your hand, draw three cards. Otherwise, draw one card.

On your turn, you may play one Action and one Thing.

When you play a Thing, it stays in front of you. You control it.

When you play an Action, resolve its text and then put it in the collective discard.

You may use the ability of each Thing you control with an Activate keyword once per turn.

You may play cards and activate Things in any order.

Turn End: Discard down to five cards. (This is your hand limit).

If multiple events would happen at Turn Start or Turn End, the player whose turn it is decides in what order they happen. “The beginning of your turn” happens before Turn Start.

You cannot discard cards from your hand unless a card or rule says to.

If the deck runs out of cards, reshuffle the discard back into the deck.

Keywords

Haunt: This Thing enters play under the control of another player of your choice.

Indestructible: This Thing cannot be destroyed.

Nullified: Treat this Thing as if its text box were blank, including keywords. It still has its traits (Space, Magic, Goal), if any.

After Play

After the game, you may choose to alter the composition of the deck by adding cards, removing cards, changing cards, or creating new cards.

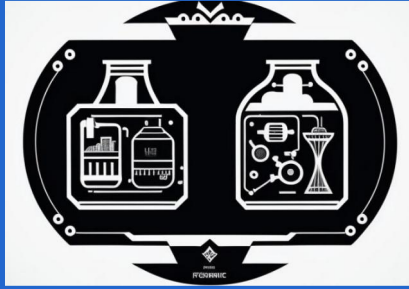
AI COMPANION



Thing — Space

You may play one additional card each turn.

ALCHEMIST'S FORGE



Thing

Spend 3 Gold to destroy a Thing.
Spend 5 Gold to draw two cards.

ALIEN ARTIFACT



Thing — Space

Activate: You may look at another player's hand and take one card of your choice.

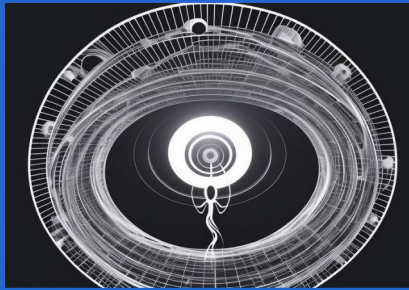
ARCANE TORRENT



Action

Each player discards two cards.

ASCENSION PROTOCOL



Thing — Goal

If you have exactly ten cards in your hand, you WIN.

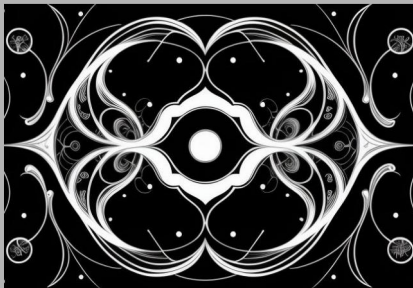
ASTEROID STRIKE



Action

Destroy two Things.

ASTRAL BARGAIN



Action

Spend 5 Gold to search the deck for a Magic Thing and play it immediately. Shuffle the deck.

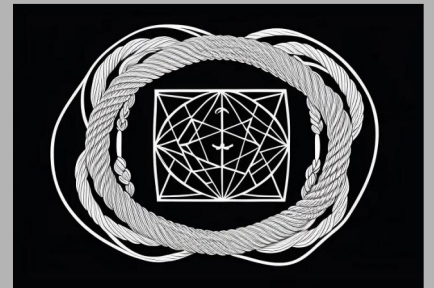
BANKRUPTCY



Action

All players lose half their Gold (*rounded up*). Then, each player with 0 Gold must discard a card.

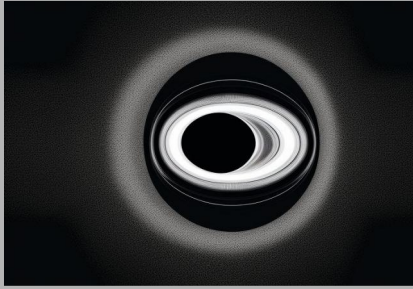
BINDING SPELL



Action

Choose a Thing. It is Nullified until the start of your next turn.

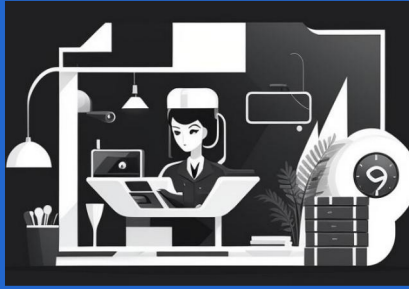
BLACK HOLE EVENT



Action

Destroy all Things. Each player discards their hand.

BLACK MARKET DEALER



Thing

Turn Start: You may discard a card to gain 3 Gold.

CATAclysmic SPELL



Action

Destroy all Things. Each player discards their hand and draws three cards.

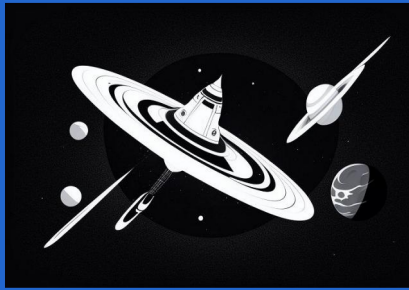
COSMIC BOUNTY



Thing — Space

On Play: Choose a player. Whenever that player plays a Thing, draw a card.

COSMIC TREASURY



Thing — Space

Turn Start: Gain 2 Gold.

If you have 10 or more Gold, you may play an extra Thing each turn.

Spend 5 Gold to destroy a Thing controlled by another player.

COVEN OF WITCHES



Thing — Magic

Turn End: You may copy the effect of any Action in the discard pile. Shuffle it into the deck.

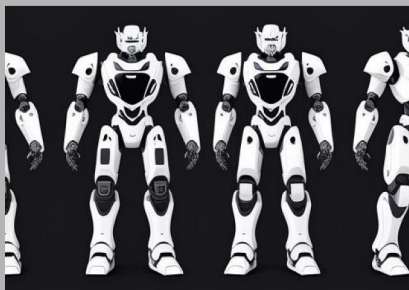
CRYSTAL ORB



Thing — Magic

Turn Start: You may look at the top three cards of the deck and rearrange them.

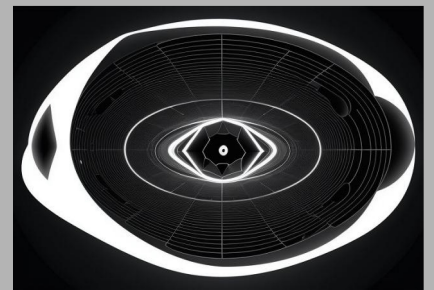
DEFENSIVE PROTOCOL



Action

Your Things are Invulnerable until the beginning of your next turn.

DIMENSIONAL RIFT



Action

Remove one Thing from the game. It cannot return.

ELEMENTAL SUMMON



Thing — Magic

Activate: Choose one:

- * Destroy a Thing
- * Draw two cards
- * Elemental Summon is Invulnerable until the beginning of your next turn.

ENCHANTED SPELLBOOK



Thing — Magic

You may play an extra Action each turn.

ETHEREAL ESCAPE



Action

Choose one Thing you control. Place three Ethereal tokens on it. At the end of your turn, it loses one Ethereal token. While it has at least one Ethereal token, it is Invulnerable and cannot be affected by Actions.

EXTORTION



Action

Choose a player. They lose 3 Gold. You gain 2 Gold.

GALACTIC BATTLESHIP



Thing — Space

On Play: Destroy one Thing controlled by an opponent.
This card cannot be destroyed except by Actions.

GALACTIC THRONE



Thing — Space Goal

Turn Start: If you control four or more Space Things, place an Empire Token on this card. If you have three Empire tokens, you WIN.

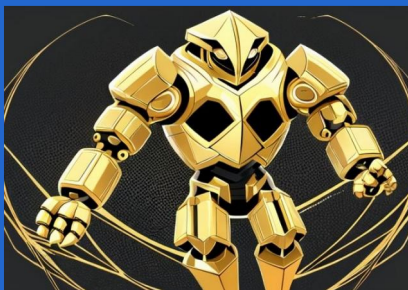
GOLD RUSH



Action

Gain 5 Gold. All other players gain 2 Gold.

GOLDEN GOLEM



Thing

You may spend 5 Gold to make Golden Golem Invulnerable until the beginning of your next turn.
If Golden Golem is destroyed, all players lose 2 Gold.

GOLDEN IDOL



Thing

Whenever a Thing is destroyed, gain 1 Gold.

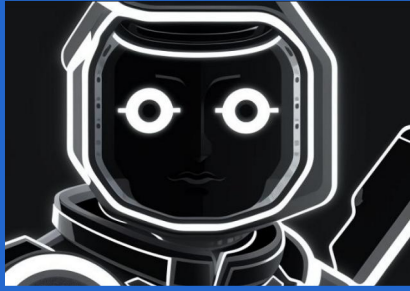
GRAND HEIST



Action

Steal 5 Gold from one player. If they had less than 5 Gold, draw a card.

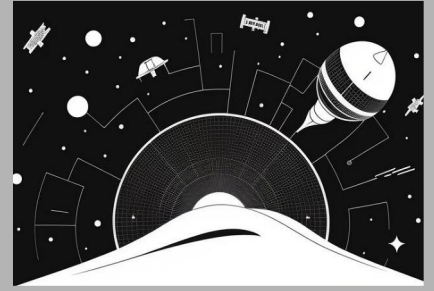
HOLO-SPY



Thing — Space

Turn Start: You may look at the top card of the draw pile.

INTERCEPT COMMUNICATION



Action

Look at an opponent's hand and take one card.

MERCHANT'S GUILD



Thing

Activate: Choose one:

- * Spend 3 Gold to draw a card
- * Spend 1 Gold to choose another player to discard a card

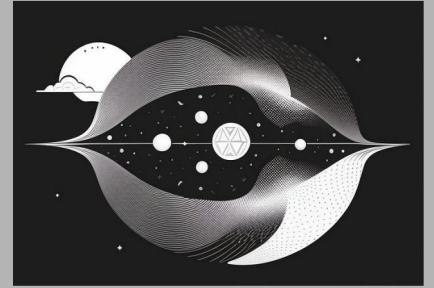
METEORIC STRIKE



Action

Destroy up to three Things. Skip your next turn.

METEORIC WINDFALL



Action

Gain 10 Gold. If you control a Space Thing, you may destroy one Thing controlled by another player.

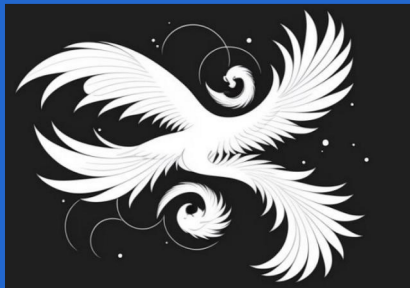
MINTING COINS



Action

Gain 2 Gold for each Thing you control.

PHOENIX FEATHER



Thing — Magic

When this Thing is destroyed, you may return it to your hand instead of discarding it.

PICKPOCKET FAMILIAR



Thing

Activate: Steal 1 Gold from another player. If they have no Gold, draw a card instead.

PLANETARY SHIELD



Thing — Space

On Play: Choose one Thing you control. That Thing is Invulnerable as long as Planetary Shield is in play.

POLYMORPH



Action

Choose a Thing. Discard cards from the deck until a Thing is discarded. Replace the chosen Thing with the discarded Thing.

PORTAL RUNE



Thing — Magic

Turn Start: You may swap control of this Thing with any other Thing in play.

PROSPECTOR'S GUILD



Thing

Turn Start: If you control the least number of Things among all players, gain 3 Gold.

QUANTUM REACTOR



Thing — Space

Activate: Discard two cards. If you do, draw three cards.

RAIN OF RICHES



Action

Gain 10 Gold. All other players gain 5 Gold. You may immediately play an extra Thing.

RECRUIT MERCENARIES



Action

Draw three cards, then discard a card.

ROYAL TREASURY



Thing — Goal

Turn Start: Put a Wealth token on this card for each 10 Gold you have. If you have 5 or more Wealth tokens, you WIN.

Each time you play an Action, gain 1 Gold.

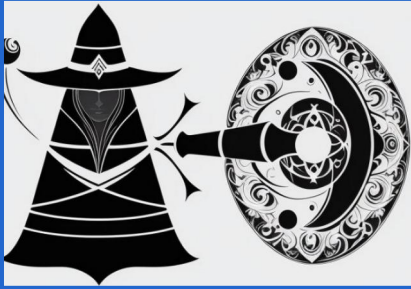
SABOTAGE



Action

Destroy one Thing. Draw a card.

STAFF OF ETERNITY



Thing — Magic

Activate: Destroy one Thing. If you do, discard a card.

STARBORN FAMILIAR



Thing — Magic Space

Turn Start: Choose one:

*Gain 2 Gold

*Draw a card

*Gain protection from all Actions until the beginning of your next turn.

If you control three or more Magic Things, draw an additional card each turn.

STASIS CHAMBER



Thing — Space

On Play: Choose one Thing in play. It is Nullified as long as Stasis Chamber is in play.

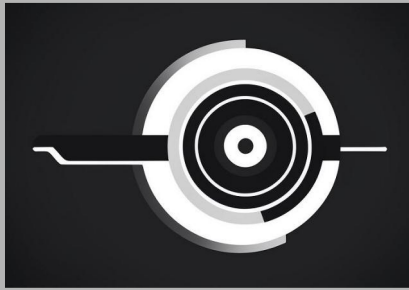
SUMMON THE ARCANES COUNCIL



Action

Draw three cards. If all are Things, you may immediately play them.

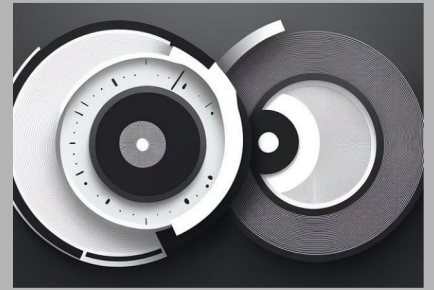
TEMPORAL ANOMALY



Action

Each player shuffles their hand into the deck and, starting with the player who played this card, draws back to the same number of cards.

TIME REVERSAL



Action

Shuffle the discard pile into the deck. Draw two cards.

TREASURE HOARD



Thing

Turn Start: Gain 2 Gold. If you have 10 or more Gold, draw a card.

VAULT GUARDIAN



Thing

If one of your Things would be destroyed, you may instead spend 2 Gold and it is not destroyed.

VOID BEAST



Thing — Space

On Play: Each player discards one card.

Void Beast cannot be destroyed by Thing effects.

WARP GATE



Thing — Space

Activate: Swap control of two Things.

WIZARD'S TOWER



Thing — Magic Goal

Turn Start: If you control three or more Magic Things, place a Ritual token on this card.

If there are 3 or more Ritual Tokens on this card, you WIN.

STELLAR OBSERVATORY



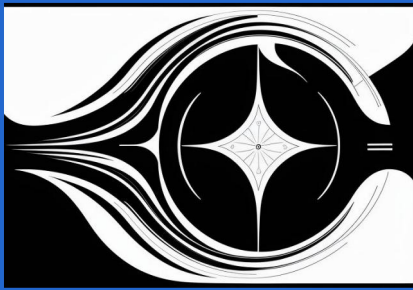
Thing — Goal

Turn Start: If you control at least three Space Things, place a Star Token on this card.

Activate: Spend 3 Gold to place a Star Token on this card.

If there are 7 Star Tokens on this card, you WIN.

ARCANUM VOIDSTAR



Thing — Goal

Turn Start: If there are 10 or more Void Tokens on this card, you WIN.

Each time you discard a card, place an Void Token on this card.

Activate: Discard a card.

QUEST FOR VICTORY



Action

Search the deck for a Goal and add it to your hand. Shuffle the deck.

KILLER OF THE SUN



Thing — Magic Space

Activate: Destroy one of your Things. If you do, destroy an opponent's Thing.

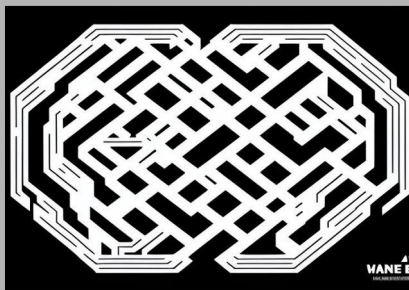
SPYMASTER



Thing

Each of your opponent's Goals is Nullified.

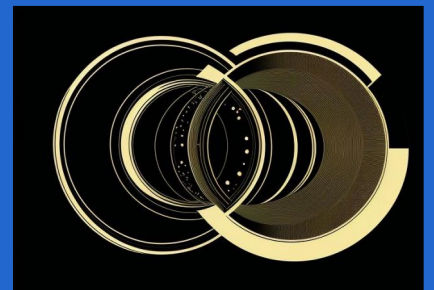
WIZARD'S TEMPLE



Action

Draw two cards from the discard pile.

GREEN OF THE GOLD



Thing — Goal

Turn Start: If you have no Gold, put 1 Avocado token on this card. If you have 5 or more Avocado tokens, you WIN.

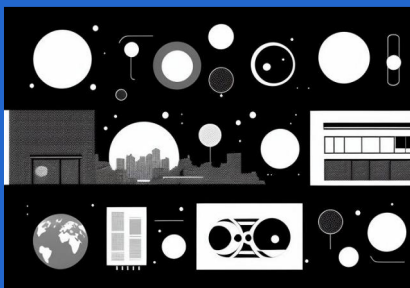
EYES IN THE DARK



Thing — Magic

Spend 5 Gold to be immune to all Actions until the beginning of your next turn.

WAREHOUSE PLANET



Thing — Space

Your hand limit increases by two.

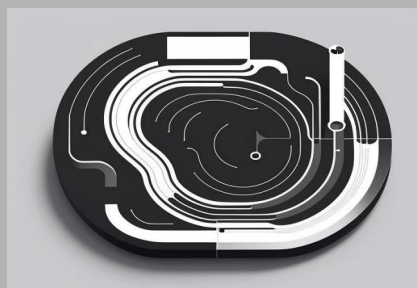
COSMIC FLARE



Action

Destroy two Things of your choice. If at least one was a Space Thing, draw a card.

RESOURCE DRAIN



Action

Choose a player. They lose 5 Gold. If they cannot lose the full amount, they must discard a card for each missing Gold.

RIPPLE IN TIME



Action

Each player returns one Thing they control to their hand. If no Things are returned, shuffle the deck and draw a card.

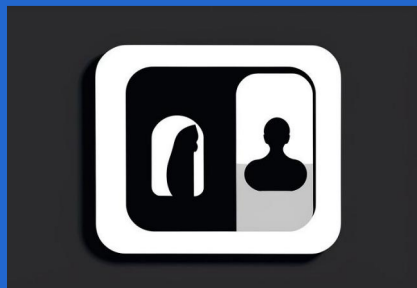
GRAVEYARD GATHERING



Thing — Ghost Goal

Turn End: Place 1 Spirit Token on this card for each Ghost Thing you control. If you have 10 or more Spirit Tokens, you WIN.

HAUNTED MIRROR



Thing — Ghost

Haunt.

Turn Start: Discard a card.

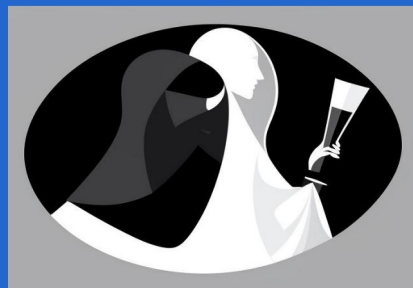
POLTERGEIST



Thing — Ghost

Activate: Swap control of two Things.

PHANTOM SERVANT



Thing — Ghost

Invulnerable.

On Play: Draw a card from the discard pile.

CURSED DOOR



Thing — Ghost

Haunt.
You play one less card per turn.

BANSHEE



Thing — Ghost

Turn Start: If you control at least two Ghost Things, each opponent discards a card.

CRYPT WATCHER



Thing — Ghost

Activate: Shuffle a card from the discard pile into the deck. Gain 1 Gold.

WHISPERING HALLWAY



Thing — Ghost

Haunt.
Your hand size is reduced by one.

HUNGRY SPIRIT



Thing — Ghost

Haunt.
Turn Start: Lose 1 Gold. If you did not, destroy another Thing you control.

EXORCISM



Action

Destroy one Ghost Thing. If you do, draw a card.

SPECTRAL SHIFT



Action

Move a Ghost Thing from one player to another.

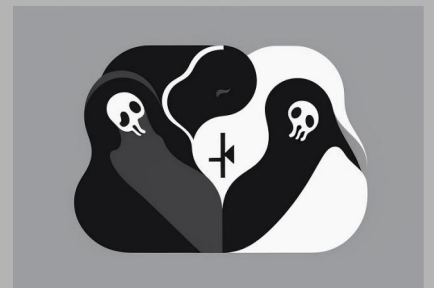
UNEARTH THE PAST



Action

Choose a Thing from the discard pile and put it into your hand.

HAUNTING ECHOES



Action

Play a Ghost Thing from the discard pile.

SEAL THE SPIRITS



Action

All Ghost Things are nullified until the start of your next turn.

CURSE OF SILENCE



Action

Choose a player. They cannot play Things during their next turn.

GHOSTED



Action

Return all Ghost Things to their owners' hands.

MAKE PROGRESS



Action

Add one token to a Goal.

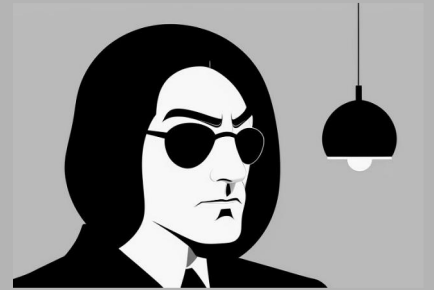
THE DEAD ARISE



Action

Shuffle all Things in play into the deck. Collect all Things from the discard pile and deal them out in turn order, starting with the player who played this card.

HIDDEN AGENDA



Action

Swap control of two goals.

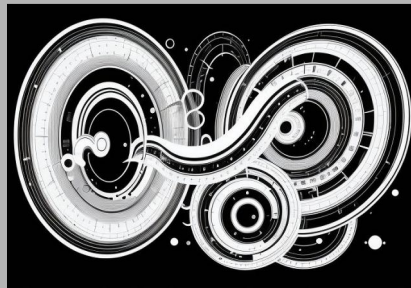
DIVERT RESOURCES



Action

Remove a token from a Goal you control. If you do, add a token to a Goal you control.

SLOWDOWN



Action

Remove a token from an opponent's Goal.

RITUAL OF VORGATH



Action

Spend 5 Gold to remove one token from an opponent's Goal and add one token to one of your Goals.

BASIC RULES

Rule

Turn Start: If you have no cards in your hand, draw three cards. Otherwise, draw one card.

On your turn, you may play one Thing and one Action.

On your turn, you may use the ability of each Thing you control with an Activate keyword once per turn.

Turn End: Discard down to five cards. (*This is your hand limit.*)