

RUSH OF IKOR™

RULEBOOK

VERSION 1.1

Ages 14+

No one saw the Ikorrr coming. The sky burned as it rained down as streaks of crimson and gold, a substance unlike anything on Earth – brimming with power, tumultuous and untamed. Where it landed, reality itself unraveled as time fractured, and history collapsed inward. The past, the present, and the future had all become one.

For ages, each pantheon believed itself solitary and supreme in its dominion over creation. But the Ikorrr shattered that illusion. Deities of every culture had to contend with the new reality that they were not alone... especially in their ambitions for power and domination.

The Ikorrr was more than power, it was possibility made manifest. It infused the land, the people, the very essence of existence. As its energy twisted the mortal world, it allowed the gods to summon the greatest warriors and creatures throughout their culture's histories. A great cry rang out through time and space, "O great champions, gather to us the Ikorrr, and reap the benevolence of our power!" With that call to arms, the gods exert their influence over their followers to seize this power in their name. The battle has begun. The Rush of Ikorrr is now upon us.



Game Overview

In Rush of Ikorrr™, you will assume the role of a powerful avatar, infusing and summoning legendary champions, building iconic locations, and casting mystical spells to claim your dominance in this battle for ultimate possibility! Join up to two other avatars, each with their own deck, to defeat your foes and fight toward a common goal of the Rush of Ikorrr™.

Victory Condition

You win the game by securing a specified number of Ikorrr. This number may change based on the player count.

- 1v1: Secure 10 Ikorrr
- 2v2: Secure 15 Ikorrr
- 3v3: Secure 15 Ikorrr

Deck Construction

To begin constructing a deck, you will need choose an avatar. This avatar's aspects will dictate your deckbuilding restrictions and will start the game in the Avatar slot. (Learn more about avatars on page 11.)

Your deck must include:

- A minimum of 40 cards containing a combination of **champions**, **locations**, and **spells** with an aspect matching your avatar or without an aspect. Decks can contain no more than 2 copies of any card.
- Any number of your champions can be customized with a single **infusion**. To imbue your champion with an infusion, you will place 1 infusion on top of your champion in a sleeve. Decks can contain no more than 2 copies of any infusion, and 1 copy of each "unique" infusion. (Learn more about infusions on page 15).

You will also need:

- 10 influence cards to form your Influence Deck.
- Ikorrr and damage tokens.

Aspects

Each aspect can represent the intention, motivation, or will of the card it is associated with.



AMBITION | Aspire. Demand. Ascend.
The ambition aspect focuses on agile battle tactics to rise above its enemy to expedite a decisive victory.



CURIOSITY | Anticipate. Prepare. Execute.
The curiosity aspect commits to a longer game plan, leaning on clever control and manipulation to achieve the payoff always planned.



DEVOTION | Embrace. Vow. Defend.
The devotion aspect prides itself on selflessness, loyalty, and upholding a greater purpose. Pledged to victory, no matter the sacrifice.



FEAR | Plot. Hunt. Kill.
The fear aspect intends to surprise and overwhelm, using unpredictable and even taboo methods to reap the spoils.



INTUITION | See. Scheme. Strike.

The intuition aspect addresses the problems at hand with calculated wit, flexibility, and urgency.



PROPHECY | Live. Die. Repeat.

The prophecy aspect accepts the inevitability of the end and the understanding of renewal, believing time is to be manipulated not obeyed.

Setting Up

1. Randomly determine which team will decide who goes first. (Die roll, rock paper scissors, etc.)
2. Place your Avatar and deck face-down in the designated areas. Then draw a hand of 5 cards.
3. You may choose to shuffle any number of cards from your hand back into your deck then draw that many cards.
4. Both teams simultaneously reveal their Avatar.





RUSH IKOR



7
Influence
Zone

8
Deck

9
Play Area

Turn Phases

1. **Start Phase** – Consists of two steps.
 - a. **Secure Step** - All allied champions secure stored Ikor. Place this Ikor into a pile shared by all allied players. This will be further referred to as your “secured Ikor”.
 - b. **Influence Step** - Refresh exerted influence and gain 1 influence (max 10). To refresh exerted influence flip it from it exerted state (face-down) to unexerted (face-up). To gain an influence add 1 influence card from your Influence Deck to your Influence Zone.
2. **Draw Phase** – All allied players draw 1 card from their deck. (This is skipped during the first turn of the game)
3. **Action Phase** – All allied players may play cards, activate Avatar powers & RUSH abilities, activate ACTION abilities, declare attacks, and raid for Ikor. (Champions cannot raid on the first turn of the game)
4. **End Phase** – “END” abilities trigger.

Action Phase

Play Cards

Summoning a champion, building a location, and casting a spell are all ways to “play cards”. To play a card, you must first exert influence equal its cost found in the top left corner of the card.

Use Avatar Powers

Each avatar will have an **avatar power**. These can be activated any time during your Action Phase when the queue is empty, and only once per turn. To activate this ability, first pay the designated cost (shown with this symbol **(X)**), then resolve the effect.

Use RUSH Abilities

Each avatar will also have a **RUSH** ability. These can be activated anytime during your Action Phase when the queue is empty, and only once per game. To activate this ability, you must destroy secured Ikorr equal to the number following “RUSH”, then resolve the effect.

Avatar Ability

(2): Until the end of this turn, you may play locations in the champion zone.

Rush Ability

RUSH 3: Search your hand, deck, or graveyard for a location and play it.

Activate ACTION Abilities

Some champions and locations have an “**ACTION**” ability. These abilities can be activated anytime during your Action Phase while you have priority, and only once per turn. To activate this ability, you must declare the activation, pay any additional costs, then resolve the effect.

ACTION
Ability

Additional
Cost

Quick Strike

ACTION — (2): Deal 1 damage to a champion.

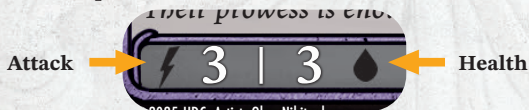
Their prowess is enough to make Artemis blush.

Attack with Champions

Champions cannot attack during the turn they are summoned.

All champions have an attack and health value in the bottom left corner. Attack determines how much damage a champion deals when it strikes and Health determines how much damage they can take before they die.

You may declare an attack anytime during your Action Phase while you have priority. To declare an attack, choose a champion you control and an opposing champion within targeted range. The two champions strike and deal damage to each other (track damage with tokens or dice). Champions can either attack or raid once per turn.



Note: Damage is not removed unless it is healed by a card effect.



Raid with Champions

Champions CAN raid for Ikorr during the turn they are summoned.

Most champions have a raid value in the bottom right corner of the card. This value is determined by the number of Ikorr symbols found here.

You may declare a raid anytime during your Action Phase while you have priority. To declare a raid, choose the raiding champion and store Ikorr on that champion equal to their raid value (track Ikorr with tokens or dice). Champions can either attack or raid once per turn.



Note: Securing Ikorr is how you win the game!



Card Types

Avatars:

Embody the power of the divine avatars! Avatars serve as the leader of your deck, dictating your deck building restrictions and possessing powerful abilities.



Avatar Name

Avatar Ability

Rush Ability

Aspect Icon

Card Type | Loyalty



Champions & Fabled Champions:

Summon legendary champions to the battlefield to fight in your name and raid for the sacred Ikorr!

You can summon a champion by paying their cost. You may only control six champions on the battlefield at any time. You cannot attempt to summon another champion if you are at the limit. Champions can be placed in any position when being summoned but cannot be moved once they are placed. Champions cannot attack the turn they are summoned. However, champions can raid the turn they are summoned. You cannot attack and raid with the same champion during the same turn.

Champions can also have the “Fabled” trait. You may only control one fabled champion with the same name at a time. No player can attempt to summon a fabled champion to your battlefield with the same name as a fabled champion you control.



Locations and Fabled Locations:

Build iconic locations and bring their wonder and secrets to the battlefield!

You may play a location into your location slot by paying its cost. You have only one location slot on your battlefield, however some abilities may allow you to play additional locations into champion slots. If you wish to play a location while you already control one in your location slot, you may send the one in your location slot to the discard and play the new location by paying its cost as normal.

Locations can also have the “Fabled” trait. You may only control one Fabled Location with the same name at a time.



Spells:

Cast mystical spells and command the power of the unknown!

You may cast a spell by paying its cost. When you cast a spell, resolve its ability, then send it to your graveyard.

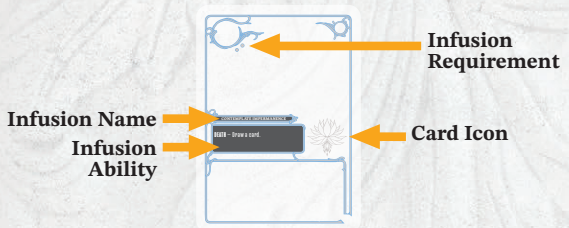


Infusions:

Infusions imbue champions with the mysterious power of Ikorr!

Infusions are added to champions during deck construction. Infusions grant champions with additional abilities and those abilities work as if they were printed on the champion card itself.

Infusions can be added to any champion with an Infusion Allowance value. The Infusion Requirement on the Infusion must be equal to or less than the Infusion Allowance on the champion.



Some Infusions have the “Unique” trait which is marked by the symbol of the three feathers under the infusion allowance. You may have only one copy maximum of a Unique Infusion in your deck.



Card Abilities:

Activated Abilities:

Activated abilities include Avatar Powers, RUSH Abilities, and ACTION Abilities. These are described in more detail on Pages 7-8.

Triggered Abilities:

Triggered abilities trigger automatically when a specific game action, phase, or timing occurs. These specific game actions, phases, and timing are in bold and in all capital letters at the beginning of an ability.

ATTACK: An **ATTACK** ability triggers when that champion takes the attack action during your Action Phase.

DEATH: A **DEATH** ability triggers when that champion dies.

END: An **END** ability triggers during the End Phase of your turn.

RAID: A **RAID** ability triggers when that champion raids.

SECURE: A **SECURE** ability triggers when that champion secures Ikorr.

SUMMON: A **SUMMON** ability triggers when that champion is summoned.

Keyword Abilities:

Keyword abilities appear in bold at the beginning of a card's ability. All Keywords have specific rules, which can be found in the Glossary on Pages 19-21.

Keyword



Quick Strike

ACTION — **2**: Deal 1 damage to a champion.

Their prowess is enough to make Artemis blush.

Passive Abilities:

Passive abilities are active as long as the card is on the battlefield. These abilities are clearly written and have no particular styling.

Passive
Ability



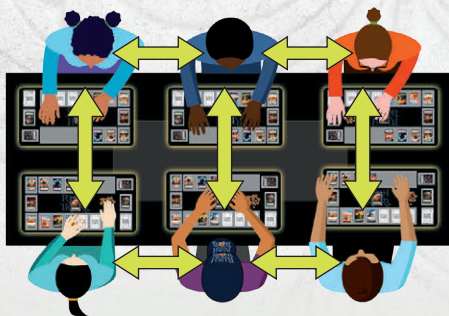
Egyptian champions you control have +1 attack.

Abilities that Target:

Some card abilities may require a designated target. When an ability requires a target, the controller of that ability chooses the designated recipient of that ability. In this example, you are required to target a player:

SUMMON — Target player draws a card, then discards a card at random.

You may only target players, champions, or locations in a targetable range. They must be either the opposing player directly across from you, or the allied player(s) adjacent to you. See the chart below to see who each player can target.



Drawing with No Cards in Deck

If you must draw while you have no cards in your deck, the opposing team automatically secures an Ikorr. This triggers for each allied player who cannot draw a card.

Golden Rules:

- **Can't Beats Can**
 - Whenever a card, ability, or effect states that something "can" happen or directs that thing to happen, but another card, ability, or effect states that the same thing "can't" happen, the "can't" effect will take precedence.
- **Card Text Always Take Precedence Over Game Rules**
 - Whenever card text contradicts the game's rules, the card text takes precedence.



Glossary:

Action: During your action phase this card ability may be activated

Ability: Activated, triggered, or passive text that checks for specific cost, allowances, or occurrences be met in order to apply effect.

Allied: All players, cards, and zones on your team.

Attack: Declare a strike on an opposing champion. Initiates battle.

Avatar Power: Avatar ability which requires a cost be paid to activate. Once per turn.

Battle: When an active player declares an attack on an opposing champion. Those two champions simultaneously strike each other. Ends after both strike or one/both die.

Battlefield: Where champions and locations exist after being summoned or built. Made up of the champion and location zones.

Death: Triggers when the champion dies.

Destroy: Send cards to the graveyard. If that card is a champion, it dies.

Dies/Died: Is put into the graveyard from the battlefield or destroying from hand.

Discard: Send card from your hand to the graveyard. If that card is a champion, nothing happens.

Effect: Actions taken as a result of card or ability resolving.

End: Triggers during the end phase.

Exert: Flipping over influence cards in order to pay a card or ability cost.

Fabled: Only 1 copy can be on an individual player board at a time. Can't play if one of the same name is on your battlefield.

Fury: Can attack any number of times during your turn. (Including attacking the same target multiple times.)

Heal: Remove damage counters from a champion.

Influence: Resource used to play cards and pay for a card or ability cost.

Influence Cost: Printed value of the cost in the top left corner of a card.

Lethal: When striking, any damage dealt is enough to destroy the other champion

Nonstrike Damage: Damage not dealt during battle or from effects that have champions "strike".

Opposing: All players, cards, and zones on your opponent's team.

Private Knowledge: Knowledge which is private to at least one player. The cards in your deck and hand are private knowledge.

Public Knowledge: Knowledge which is known to all players. The numbers of cards in your deck, discard, void, and hand, as well as face up cards in your discard, void, and face up in play are public knowledge.

Priority: The ability to take a game action.

Quick Strike: When attacking, strikes first. (If the attack destroys the target, then this card will not take damage back)

Raid: Action of storing Ikorr on a card equal to its raid value.

Reanimate: When this champion dies, summon it from your graveyard during the next end phase. The next time this champion would die, void it instead.

Refresh (Influence): Change exerted (face-down) influence to unexerted (face-up).

Retreat: Return to its owner's hand from the battlefield.

Rush Ability: Avatar ability that requires collected Ikorr to be spent to activate. Once per game.

Sacrifice: Send a permanent under your control to the graveyard. If it's a champion, it dies.

Search: Search your deck for the designated card. If you are searching for a specific card/card type. You must show the card to your opponent. You always shuffle your deck after searching.

Secure (Ikorr): Add a number of Ikorr to your secured Ikorr.

Store (Ikorr): Place an Ikorr on the designated subject.

Strike: Deal damage equal to its attack.

Stun: Until the end of the next turn, that champion can't attack, raid, or secure Ikorr.

Summon: When this champion enters the battlefield.

Support: During your Action Phase, you may activate this champion's Support Ability and give this champion's attack value to a target champion until the end of the turn. For example, "Support Greek" would give target Greek champion additional attack. When a champion supports, it cannot attack or raid that same turn, neither before nor after.

Swift: May attack the turn it was summoned.

Target: Select a card.

Trigger: Abilities that trigger automatically when a specific game action occurs.

Unique: Infusions that are limited to 1 copy per deck, instead of 2.

Void (it): Send designated card to the void.

Credits

Game Design: Bobby Coovert, Ryan Martin

Senior Director of Game Product Development: Bubby Johanson

Senior Game Developer: Mark Shaunessy

Game Development Coordinator: Ryan Martin

Additional Development: Upper Deck's Design and Development Team (Alfredo Correa, Bree Horstkamp, Case Lopez, Josephine Hanson, Maximillian Dennis, Ryan Garcia, Thomas Kitchell, Zack Stevens)

Art Acquisition: Andrew Ballesteros, Erika Klock, Nicholas Phillips

Graphic Design: Jean MacLeod, Krista Timberlake

Director of Entertainment Brands: Travis Rhea

Brand Manager: Simon Sangpukdee

Project Managers: Keli Lewis, Danny Montejó

Production Artists: Adam Calderon, April Wilkinson, Jonathan Balcon, Michael Guthrie

Sr. V.P. of Production and Logistics: Suzanne Lombardi

President, Upper Deck Company: Jason Masheraf

Cultural Consultants: Kaitlyn Ugoretz (Japan), Kate Meng Brassel (Greece), Julia Guernsey and Michael Love (Maya), Rita Lucarelli (Egypt)

Additional Game Design: Geek Dynasty (Anthony Ortega, David Freeman, Luke Peterschmidt), Ryan Miller

Playtesters: Adrian Miller, Anthony Shine, Bari Gonzalez, Benjamin Brozene, Brian Gustin, Bryce Comeaux, Cam Scanner, Casey Willaims, Christopher Higashi, Corey Mease, David Runyon, Denise LeBlonc, Dennis Perlstein, Derek Haddock, Derrick Taylor, Erwin Blake Becker, Glenn Carrere, Henry Hogan, James Altman, Jason Schueller, Jayme Francis Turner Valentino, John Stonebraker, Jonathan DelToro, Joseph Gordon, Justin Sabo, Kalani Robinson, Kenneth Raymond, Kevin Blaze Smith II, Lam Nyugen, Linh Nguyen, Marcellus Hendricks, Mark Hofferma, Marshall Auckland, Matt Fuller, Matthew Parrell, Michael Day, Michael Ruibal, Nayeem Islam, Oshuan Alvarez, Peter van Groning, Richard Berg, Rob Ford, Sean Wood, Stephan Cameron, Tevon Campbell, Theodore Coyer, Thomas Conmy, Thomas MacDonald, Vito Munoz, Willaim Lieske, William Roper, William Young, Wyatt Boyer

Turn Phases

1. **Start Phase** – Consists of two steps.
 - a. **Secure Step** - All allied champions secure stored Ikorr. Place this Ikorr into a pile shared by all allied players. This will be further referred to as your “secured Ikorr”.
 - b. **Influence Step** - Refresh exerted influence and gain 1 influence (max 10). To refresh exerted influence flip it from it exerted state (face-down) to unexerted (face-up). To gain an influence add 1 influence card from your Influence Deck to your Influence Zone.
2. **Draw Phase** – All allied players draw 1 card from their deck. (This is skipped during the first turn of the game)
3. **Action Phase** – All allied players may play cards, activate Avatar powers & RUSH abilities, activate ACTION abilities, declare attacks, and raid for Ikorr. (Champions cannot raid on the first turn of the game)
4. **End Phase** – “END” abilities trigger.

Victory Condition:

You win the game by securing a specified number of Ikorr.

- 1v1: Secure 10 Ikorr
- 2v2: Secure 15 Ikorr
- 3v3: Secure 15 Ikorr

