

Sentiment Rules

Jonathan Prosperi

Overview

Sentiment is a two player game, where each player is an **Evoker** that harnesses the power of their emotions to summon powerful magical monsters and spells to solve conflicts against other evokers. There are six primal emotions in the world of *Sentiment* – **Anger**, **Happiness**, **Fear**, **Love**, **Sadness**, and **Serenity**. Each emotion has its own unique strengths and weaknesses, its own powers and play style. Evokers will need to strategize to overcome their opponents' emotional strengths and achieve magical victory!

Playing the Game: During their turn, evokers may take a card from their hand and put it into play. This is called **evoking** a card. In order to successfully evoke a card, the card's evoker pays the card's **Impulse** cost and then performs the action stated on the card if it is an **Action** or **Reaction**, or places it onto the field in front of them if it is a **Manifestation**. Throughout a game of *Sentiment*, players will take turns evoking cards and **attacking** with them to try and increase their opponents' **Stress** to win the game.

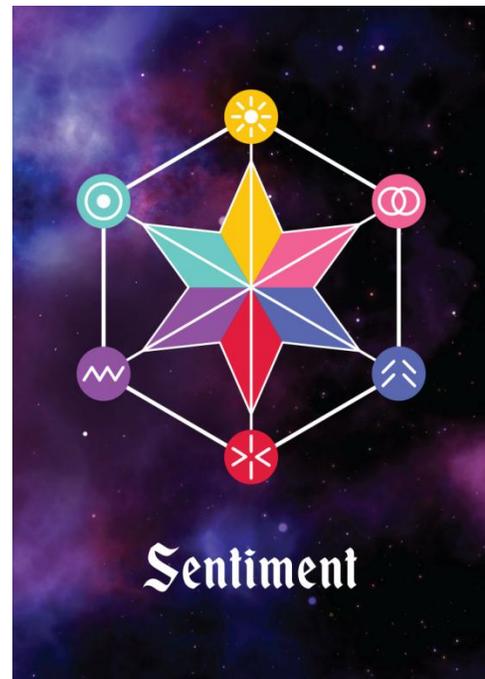
Winning the Game: The goal of *Sentiment* is for each evoker to try and raise their opponents' stress to 30. The evoker who manages to bring their opponents' stress to 30 first is the winner, at which point the game is over. If an effect brings both players to 30 at the same time, the game is a draw. Players who wish to play *Sentiment* competitively should play the best 2/3 games to determine a match winner.

Deck Construction: *Sentiment* is played with a 30-card deck. Only two copies of the same card are allowed in a deck. Players may combine cards from any of the six emotions into a deck, provided they do not have more than two copies of a single card in that deck. Players may not alter their decks during a game or match.

The Six Emotions

Sentiment is a world infused with emotion and magical power. Individuals known as evokers can harness the six primary emotions of this world to create magical effects. Each emotion has a unique set of abilities and effects tied to that emotion that impacts its strategy and cards:

Anger: Anger is aggressive and dominating. Seeking to initiate conflict early in the game, Anger evokers typically generate lots of powerful manifestations early in the game, and then finish their opponent off with direct damage. Willing to deal damage to themselves and their own minions, Anger evokers will pay any price to defeat their opponent.



Happiness: Happiness is supportive and synergetic. Happiness evokers seek to surround themselves with manifestations that all bolster and strengthen one another, working together to overcome any foe. Happiness evokers forces grow as they do, becoming more powerful as the game progresses, eventually creating a force large enough to defeat any obstacle.

Fear: Fear is evasive and ruthless. Fear evokers seek to afflict their opponents early in the game, and then disrupt their opponent long enough to make recovery impossible. Fear persecutes, and causes harm simply by existing. Fear is sneaky and unknowable, and strikes when you least expect it. It denies rest and resources. Fear evokers seek to never let their opponents gain a foothold, and will gladly trade their own resources away for more power.

Love: Love is giving and kind. Love is protective and generous. Love is impulsive, taking what it wants. Love evokers summon their adored manifestations and then seek to protect them at all costs, whether it be with protective manifestations or spells. Love evokers win by generating enough resources with their powerful manifestations that they can outlast their opponents, and then secure victory easily.

Sadness: Sadness denies and rejects. Sadness lingers and laments. Sadness evokers seek to slay their opponents manifestations, negate their spells, and deny them resources, until there is nothing left. Sadness evokers obsess over their dead manifestations, bringing them back from the grave to fight, denying them rest. Sadness evokers overcome their foes by taking everything from their foes, and then defeating them with what little they have left.

Serenity: Serenity reflects and accepts. Serenity is focused and efficient. Serenity evokers seek to generate abundant resources through efficient spells and manifestations that generate more impulse than they cost. Once they have enough resources, they can channel their excess emotional energy into different means at their disposal. Serenity evokers seek to advance ahead of their opponents through efficient cards early in the game, and then convert their extra resources into enough power to defeat their enemies.

Game Rules

Evoking: Evoking a card means taking it from your hand and putting it into play, whether it be an Action, Reaction, or Manifestation card. When evoking a card, you pay the Impulse associated with evoking it, and then announces the card. The evoker's opponent then has a chance to respond with a Reaction card. After that, if it is a Manifestation, place the card into play. If it is an Action or Reaction card, perform the effect the card states, then place it into the Discard Pile.

Impulse: Impulse is an important resource in *Sentiment* – it represents the emotional energy you carry within you, which you can harness to your will to create magical effects. These crystals contain the magical energy necessary to evoke cards. Each card in *Sentiment* has an Impulse cost associated with it. In order to put a card into play, a player must remove the appropriate number and emotional type of impulse from their Impulse Well. Players gain 2 new Impulse of any emotion each turn during their Refresh Step. An evoker may have no more than 4 total Impulse in their Impulse Well at any time. For each additional Impulse an evoker earns beyond 4, that evoker may draw a card.

Damage: When damage is dealt to a manifestation, put that many damage counters on it. Damage counters can be marked by enemy colored Impulse counters. These counters lower the Combat Rating of that manifestation by 1 for each damage counter. If a manifestation has more damage counters on it than it has Combat Rating, the manifestation is slain, and is put in the discard pile. Having a manifestation's Combat Rating reduced by damage also reduces the damage it deals in combat. Damage counters persist across turns, but heal at a rate of 1 per Refresh Step. Alternatively, manifestations can be healed by other cards and effects within the game.

Stress: Stress is the player's most important resource, as having your stress brought to 20 means you lose the game. Both evokers begin the game at 0 Stress. Throughout the game, stress can be raised or lowered by a number of methods. Cards that deal damage increase an evoker's stress by the same amount. Taking damage from a manifestation increases the evoker's stress by the damage dealt. Inversely, healing reduces stress by the amount healed.

Bolster: Healing in excess of a manifestation's damage counters come in the form of **bolster counters**. Bolster counters increase the Combat Rating of a manifestation by 1 for each wellness counter on it. Healing from the Refresh Step does not generate wellness counters.

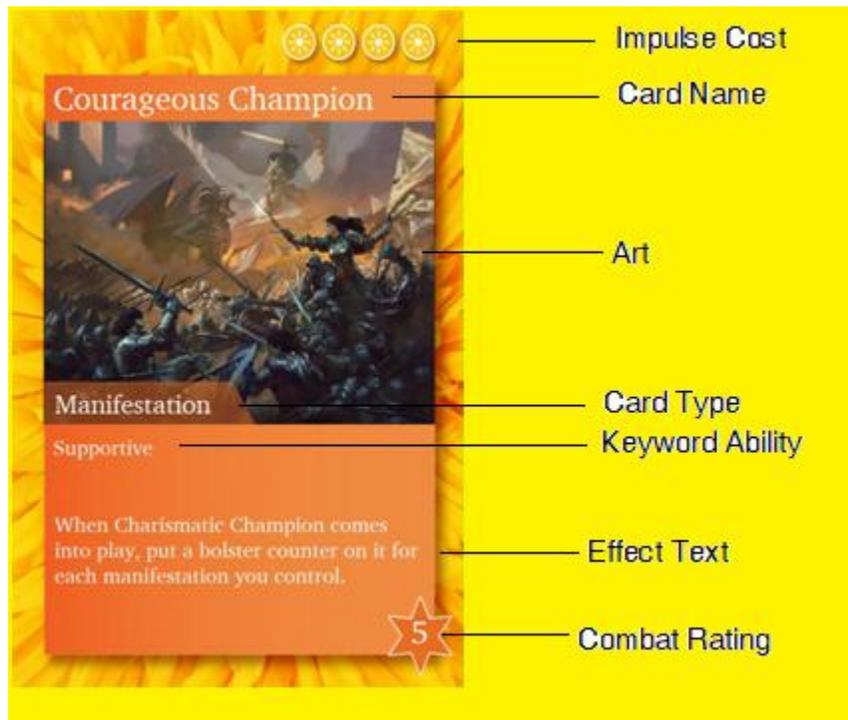
The Player's Hand: Each player will maintain a hand of cards throughout the game. The player may check their cards whenever they want, but they do not need to show or reveal their hand to their opponent, unless a card specifically says otherwise. **NOTE:** During a player's first game of *Sentiment*, it may be helpful to play with both Evokers' hands revealed, to reduce the amount of complexity.

Anatomy of a Card

Card Name: This is the name of the card. Announce the card's name and effect as you evoke it.

Impulse Cost: This is the amount of Impulse needed to evoke the card. The evoker must have the appropriate number and emotion type of impulse in order to cast it. For example, Courageous Champion, being a Happiness card, would require 4 Happiness Impulse to evoke.

Art: The art is an aesthetic rendering of the evocation



described by the card. The art has no mechanical impact on the game.

Card Type: This box indicates what type of card it is. There are three types of cards in *Sentiment* – Manifestations, Actions, and Reactions:

Manifestations: Manifestations are the monsters and allies that an evoker can conjure in battle. Manifestations are evoked from the hand into play, and remain in play until slain. During your Engagement Step, manifestations can attack enemy manifestations, or the enemy player. Manifestations cannot attack the turn they are played. The thing that makes manifestations unique from other card types is that they remain in play rather than being discarded after use, and they have a stat called Combat Rating, described below. A manifestation can only be played during a player's Prime Phase.

Action: Actions are primary spells that evokers cast. When playing an action, pay the Impulse cost of the card, perform the text on the card, and then put the card into the discard pile. Actions can only be played during the active player's Evocation Step.

Reaction: Reactions are like actions, but can be played either during the active player's Evocation Step, or in response to another game action. Reactions can be used to respond to an Action, Reaction, or Manifestation being played, meaning that the Reaction is performed *before* the card being reacted to. Reactions can also be played in response to a manifestation attacking, or at the end of each Step.

Emotion Type: Each card in *Sentiment* is associated with a particular emotion. The emotion type of the card determines the type of Impulse needed to pay its cost. Additionally, some effects refer to a card's emotion type. A card's emotion type is determined by its Impulse Cost and border.

Effect Text: When playing or using a card, read the text in the effect box, and do what it says. Specific rules overrule general rules when there is a conflict between them. For Actions and Reactions, perform the effect stated when the card is played, after the opponent has a chance to react. Manifestations may have effect text that is either passive or active. Active text is either triggered by an event, or when a card is activated. Passive text is always in effect as long as the manifestation is alive and in play.

Keywords: Some manifestations have a keyword attached to them. Each emotion in *Sentiment* has its own unique keyword that is shared across some of the cards in that emotion. As with other effect text, simply follow the rules stated by the keyword when the manifestation is in play.

- **(Anger) Aggressive** – This manifestation can attack the turn it is played.
- **(Happiness) Supportive** – Whenever this manifestation takes damage, put a 1CR Ally into play.
- **(Serenity) Focused** – Whenever this Manifestation deals damage to an evoker, gain 1 Impulse.
- **(Fear) Dreadful** – This manifestation cannot be attacked.
- **(Love) Protective** – This manifestation must be attacked before other manifestations or evokers.

- **(Sadness) Stagnate** – Manifestations damaged by this manifestation can't attack or be activated next turn.

Activating a Card: Some manifestations have abilities that can be activated. Activating a card can be done at reaction speed, as an alternative to attacking. This means if a manifestation with an activate ability attacks, it cannot be activated – but if it does not attack, it can be activated anytime a reaction could be played. Manifestations that have been activated cannot be activated again until their controllers next Refresh Step.

Combat Rating (CR): Manifestations have a unique stat, displayed in the bottom right of the card – its Combat Rating. Combat Rating reflects how combat ready the manifestation is, both in terms of dealing and receiving damage. When manifestations deal damage to one another when attacking, they each deal damage equal to their CR before damage is dealt to one another at the same time.

When a manifestation takes damage from any source, put that many damage counters on it. The manifestation's CR is reduced by 1 for each damage counter on it. If a manifestation has more damage counters on it than it has CR, it is slain.

Setup:

1. Die Roll
2. Shuffle & Draw Hand
3. Resolve Card Selection
4. Generate Impulse
5. Second Bonus
6. First Player's Turn
7. Second Player's Turn
8. First Player's Turn...

Starting the Game:

Die Roll: At the beginning of the game, each evoker rolls 2 6-sided dice (2d6), with the evoker who rolled higher going first.

Shuffle & Draw Hand: Each evoker shuffles their deck, then allows their opponent to shuffle their deck. After both decks are shuffled, each player draws 5 cards from the top of their deck.

Card Selection: Starting with the evoker going first, each evoker may choose to place any number of cards from their deck face-down, then draw that many cards from their deck. Then, the face-down cards are shuffled into the deck. Each evoker may only do this once.

Generate Impulse: Each evoker chooses 2 Impulse of any Emotion and puts them into their Impulse Well. **NOTE:** Players do not gain additional Impulse during their first turn.

Second Bonus: The player going second adds 1 additional Impulse of any emotion to their Impulse well, and then draws a card.

The Turn:

1. Refresh Step
2. Check Step
3. Evocation Step 1
4. Engagement Step
 - a. Attackers Declared
 - b. Damage Dealt
5. Evocation Step 2
6. End of Turn Step

Refresh Step: During the Refresh step, the active player (the player whose turn it is) may add two new Impulse of any emotion to their Impulse Well. (**NOTE:** This does not happen on each evoker's first turn.) All cards that have attacked or been activated may attack or be activated again. Manifestations that have damage counters on them are healed by 1. The active player draws a card from the top of their deck. These effects are not optional and cannot be forgotten.

Check Step: Any effects that take place during the Check Step happen now. Otherwise, nothing happens.

Evocation Step: The active player may evoke Actions, Reactions, or Manifestations during this step. There is an Evocation Step before and after the Engagement Step.

Engagement Step / Attacking: During this step, the active player may choose to attack enemy manifestations or players with each of their manifestations. The active player chooses which manifestations are attacking what. Players then have the opportunity to play reactions if they choose, and then damage is dealt. Manifestations may not attack the turn they are played.

End of Turn Step: All effects that say "Until end of turn" wear off now.

Optional Rules

Multiplayer – Groups of players may choose to play games of *Sentiment* with more than two players. In order to accommodate for the larger number of players, instead of using the usual Setup Rules, have each player roll 2d6, with the evoker who rolled highest going first. Players will progress clockwise from there. Players draw and resolve card selection as usual, but players will begin the game with 3 Impulse instead of 2. Ignore Second Bonuses – all players begin the game with 5 cards and 3 Impulse.

Mixing Emotions – Players are allowed to mix emotions in their decks in any way they choose, so long as those decks are within deck building rules – there are no more than two of any card in the 30-card deck. Players choose what emotion of Impulse they want when they generate it, but note that cards of each emotion require the amount of **that emotion's Impulse** indicated by the card. For example, Courageous Champion (pictured above) would require 4 **Happiness** Impulse specifically, not simply any amount of any type of Impulse including Happiness Impulse.