

Embody the memories of a vanished world, awakened after 1,000 years of silence. Explore the ruins of ancient kingdoms, summon the spirits that once guided mankind, and piece together the fragments of the past. As long as Akin remembers, the ancient world still breathes... and the sun can finally rise again.

In Akin Legends: Echoes of the past, players form teams of two and compete to win the favor of the spirit controlled by the opposing team. To do so, they must break through their opponents' defenses while protecting their own.



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# Akin Legends: Echoes of the past

The card game

# Rules book



# Echoes of the past

Akin remembered a time, long before the world sank into silence, when humanity lived on the side of spirits.

He, the spirit of the sun lived in harmony with Yulin, the spirit of the moon. While Akin nourished the world with energy, Yulin guided the currents. Together, they preserved the balance between the physical and spiritual worlds.

Under their protection, kingdoms and empires were born, cultures developed around the spirits, giving them different names, rites and legends. Humans learned to listen to what surrounded them, and in return the spirits offered part of their powers.

But gradually, human ambition took over. Their collaboration with the spirits turned into a desire for possession.

Akin remembered Masimba, the man who had desired what no one dared hope to possess, the spirit of the sun. Taking advantage of Akin's human and vulnerable form, he manages to imprison him in his own body to consume his energy. But although Akin was imprisoned, he never really disappeared.

The link between the two worlds was quickly weakening, generations followed one another and the time when humans and spirits lived in harmony sank into oblivion.

But even imprisoned for a thousand years, the spirit of the sun continued to preserve something that Masimba could never steal from him, his memory.

And because Akin remembered...

The echoes of the past awakened, waiting for those who would dare to explore them.

1.

# Rules of the game

## Objective

In Akin Legends, players form teams of two and compete to win the favor of the spirit controlled by the opposing team. To do so, they must break through their opponents' defenses while protecting their own.

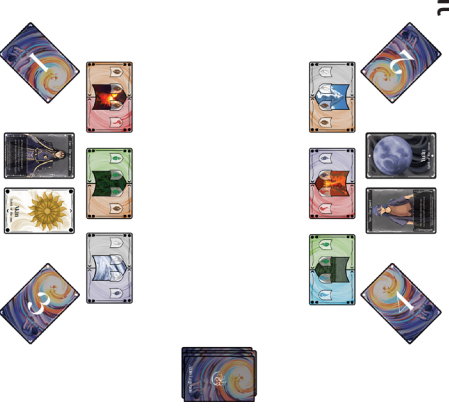
## Components

|                      |                    |
|----------------------|--------------------|
| 1 Akin card          | 6 protector cards  |
| 1 Yulin card         | 12 defense cards   |
| 4 turn counter cards | 81 summoning cards |

## Setup

Players form two teams of two facing each other around a table. Each team takes either the Akin card or the Yulin card; this is the card that team will have to protect.

Next, each team draws one Protector card and three Defense cards, which they place in front of them.



The Turn Counter cards, numbered 1 through 4, are then distributed so that two players from the same team do not play one after the other. Finally, the Summoning card deck is shuffled, and each player draws 7 cards.

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## The cards

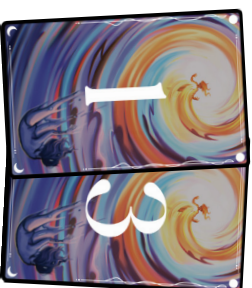
### Akin and Yulin :

These are cards indicating the teams and serve a primarily decorative purpose.



### The counter cards :

They help players remember the direction of play.



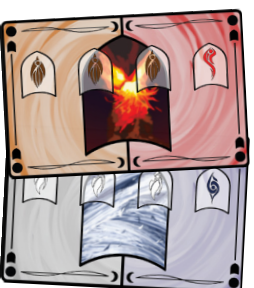
### The “protector” cards :

The “protector” cards are unique cards that grant each team an active effect throughout the game.



### The “defense” cards :

These are the cards representing the defenses each team must defeat to reach the opposing spirit. These defense cards consist of two different elements that players must combine to destroy them.



## The “summoning” cards :

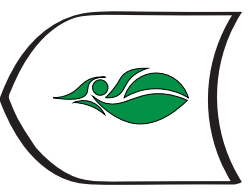
These are the main cards of the game; the ones players will draw and play. Summoning cards have three components: 2 attacks and 1 special effect. The orientation in which the player plays the card indicates which component they intend to use this turn.

Attacks are used by placing the card vertically, with the element of the desired attack facing the opponents. If the attack succeeds, the player will then place this card under the targeted opponent’s defense card, leaving only the element used visible to indicate which elements have already been applied to the defense.

Special effects are played by placing the card horizontally. There are 3 types of effects:

### 1. Defense

The defense effect allows you to counter an attack of the same element. If multiple cards attack with the same element, the defense card will stop only one and let the others through.



### 2. Healing

The healing effect allows you to remove a matching element already applied to one of the team’s defenses from a previous turn.

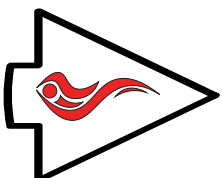


### 3. Boost

The boost effect only takes effect during the confrontation phase: during this phase, all cards attacking with the same element as the boost card deal +1 damage.

So, a fire attack counts as two fire attacks, and so on. This effect applies to the entire team and is stackable.

Once the confrontation is resolved, this effect is removed, and the number of elements applied to the opposing defenses cannot exceed the number of attack cards played.



## How to play

### 1. Playing cards

The player who starts is the one with the turn counter card marked 1; next is the player with card 2, then 3, then 4. Then comes the second turn of the round, which starts again at 1. During a round of play, each player takes two turns. On the first turn, everyone plays normally. On the second turn, players play their cards face down. Players may not tell or show what they are playing, either to their opponents or to their teammates. However, the orientation of the cards must be respected; this is the only way for other players to get a clue as to what the player might be playing an attack or a special effect.

On their turn, a player may perform two different actions: draw cards or play a card. If they decide to draw cards, that player skips their turn and discards three cards to draw three new ones. If they decide to play a card, they place it face up in front of them.

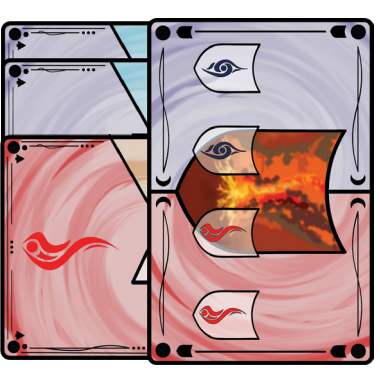
### 2. The Showdown

Once all players have taken their two turns, the game moves to the confrontation phase, during which all face-down cards are flipped over and the effects of all cards are applied.

The first effects to be applied are always healing effects, followed by boosts, then attacks and defenses. For clarity, cards that cancel each other out (such as an attack and a defense of the same element) or cards that have no effect (such as a boost that does not boost any corresponding attack) are gradually removed.

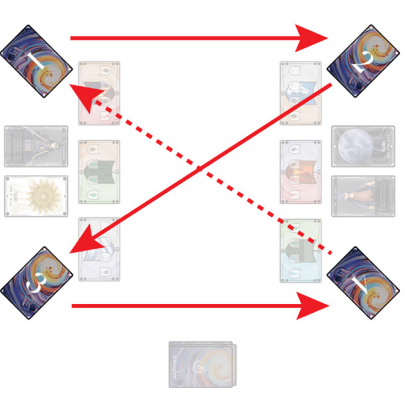
### 3. Apply the elements

Once all effects have been resolved, the remaining attack elements are applied, at the attacking team's discretion, to the various opposing defenses. If one of the defenses has all the necessary elements attached, it is destroyed and removed from the game.



### 4. End of the round

Players remove all remaining summoning cards from the playing field and pass the turn counter cards so that Player 1 gives their card to Player 2, Player 2 to Player 3, and so on.  
(1 → 2, 2 → 3, 3 → 4, 4 → 1)



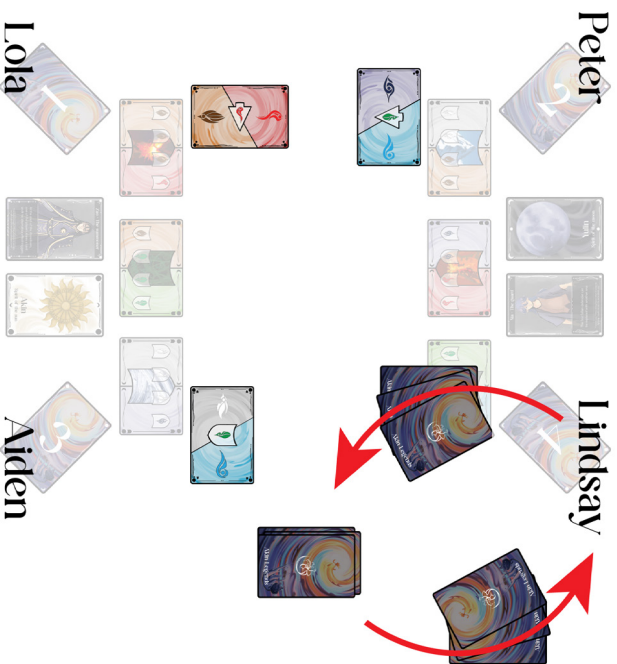
## 5. Victory

If a team manages to take down all of the opposing team's defenses, they win the game.

## Example of a round

### First turn

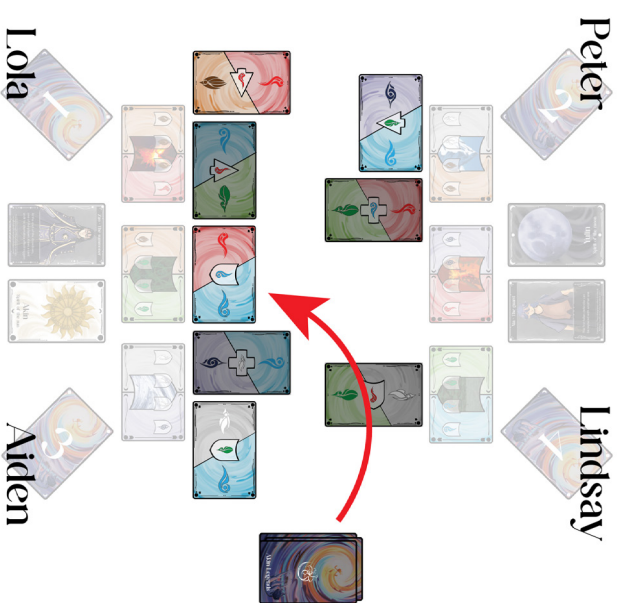
1. Lola plays a fire attack card
2. Peter plays a forest boost card, showing his teammate Lindsay what would be best to play this turn.
3. Aiden, anticipating the opposing team's attack, plays a Forest defense.
4. Lindsay, who has no Forest attack cards in her hand, decides to pass her turn to discard 3 cards and draw 3 new ones.



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## Second turn

5. It's Lola's turn again, and she plays a face-down Fire boost card to reinforce her attack from the first turn.
6. Peter plays a face-down Forest attack card to accompany his boost from the first turn.
7. Aiden decides to attack with Water to diversify their attacks.
8. Lindsay, who drew a Forest attack card on the previous turn, decides to play it to take advantage of her partner's boost.
9. Before the showdown, thanks to their protector, the Lola-Aiden team draws a card and activates its special effect, which is a Water defense.



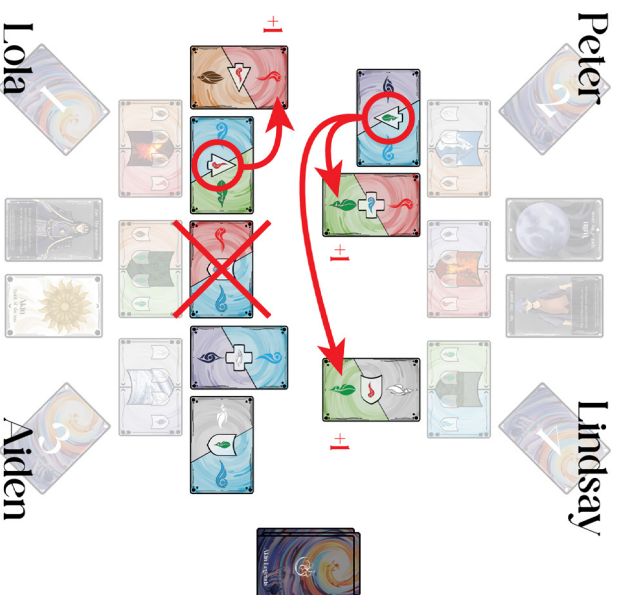
8.

# The Showdown

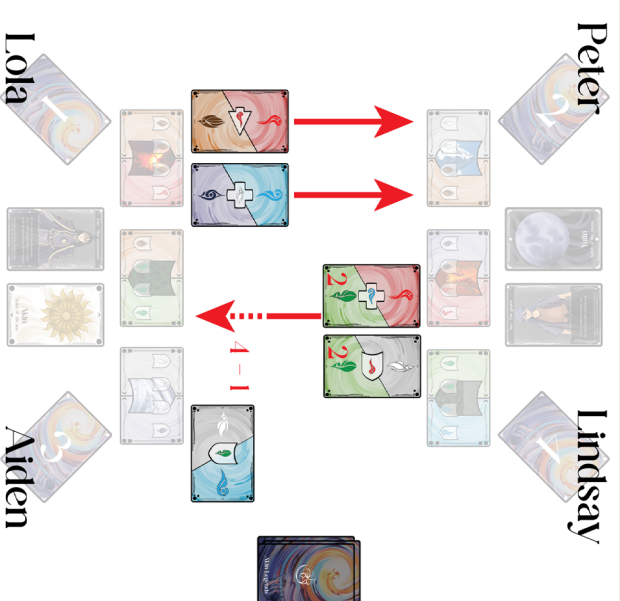
10. Next comes the showdown; everyone reveals their cards.

11. The extra Water defense card that the Lola-Aiden team drew has no effect this turn because the opposing team did not attack with Water, so we can already remove this card from the playing field for better visibility.

12. Since no healing cards have been played, we first apply the boosts, so all of Team Akin's Forest attacks have +1 and all of Team Yulin's Fire attacks have +1



13. There are no fire defense cards; the boost wasn't even necessary, and Lola's attack goes through. She decides to place it under the "Fire Storm" defense card.

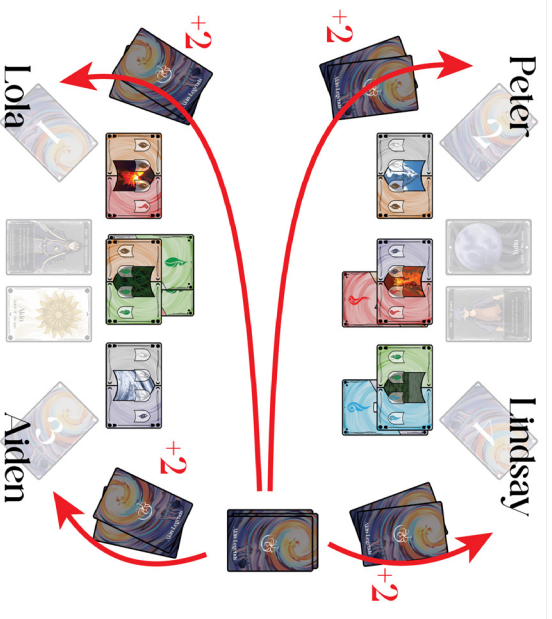


14. The two Forest attack cards total 4 attacks, so although Ayden's defense blocks one, the others go through. Peter and Lindsay therefore place their Forest cards under the "Wall of Thorns" defense.

15. Aiden's Water attack is not blocked, so he can place it under the opposing team's "Swamp" defense.

16. The remaining boost cards are removed from the playing field, and the players flip the turn counter cards for the next round, where Peter will be the first player and Lola the last to play this time.

17. Each player draws 2 cards, and it's time for another round.



## Two players variant

The game is played the same way, except for the following changes:  
The "Spy" protector card is removed from the game.

Players have two defenses instead of three.

Players may draw a card each time they play a card.

Players play 3 cards each round: the first face-up and the next two face-down.



## Meet the characters

**Xia :**

With Xia, you can afford to lose a defense; she will take care of rebuilding one directly.

*"A former farmer turned guard, Xia has a fiery and determined temperament, guided by the spirits she will always be ready to fight for what she thinks is right."*

**Imani :**

Summon Imani's healing powers to heal your defenses and last longer on the battlefield.

*"A former merchant, he left everything behind to follow his dream of becoming a doctor. Imani is gentle and kind, he will do anything to help the person facing him."*

**Zao :**

Play with the forces of Zao's chaos and activate the alternative effects in addition to your attacks, your opponents will not see the blow coming.

*"The high priest of the kingdom of Zimori, Zao is authoritarian and hides behind his faith a formidable political ambition."*

**Yuhan :**

Yuhan will allow you to play in a completely unpredictable way for all the other players by playing directly in the face-down, hoping that your teammate can follow you without direction.

*"A quiet strategist, Yuhan is scarred by the loss of his son and now dedicates his life to saving those who can still be saved."*

**Tanaka :**

Take advantage of Tanaka's talent and reveal the card you will play in the second round to your teammate so he can know what you are going to do.

*"A simple, jovial and seemingly generous lumberjack, Tanaka hides her true role as an observer for imperial power."*

**Lin :**

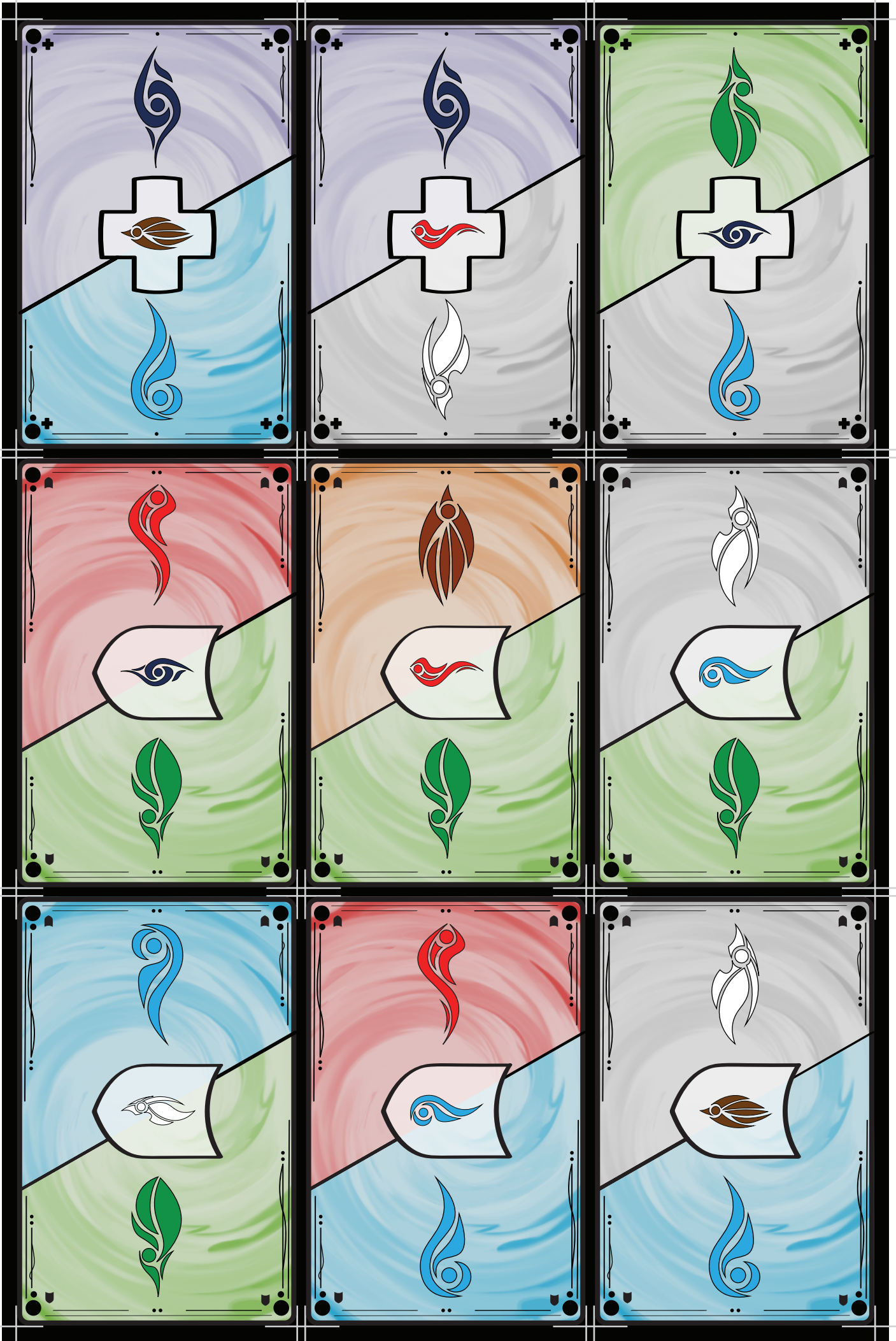
Lin offers you the blessing of his divinity to be able to have a greater choice of spirit in hand, take 10 cards instead of 7.  
*"A gentle and reserved young priest. Lin prefers silence to long discussions and reserves his life to preserve the memory of a forgotten deity."*















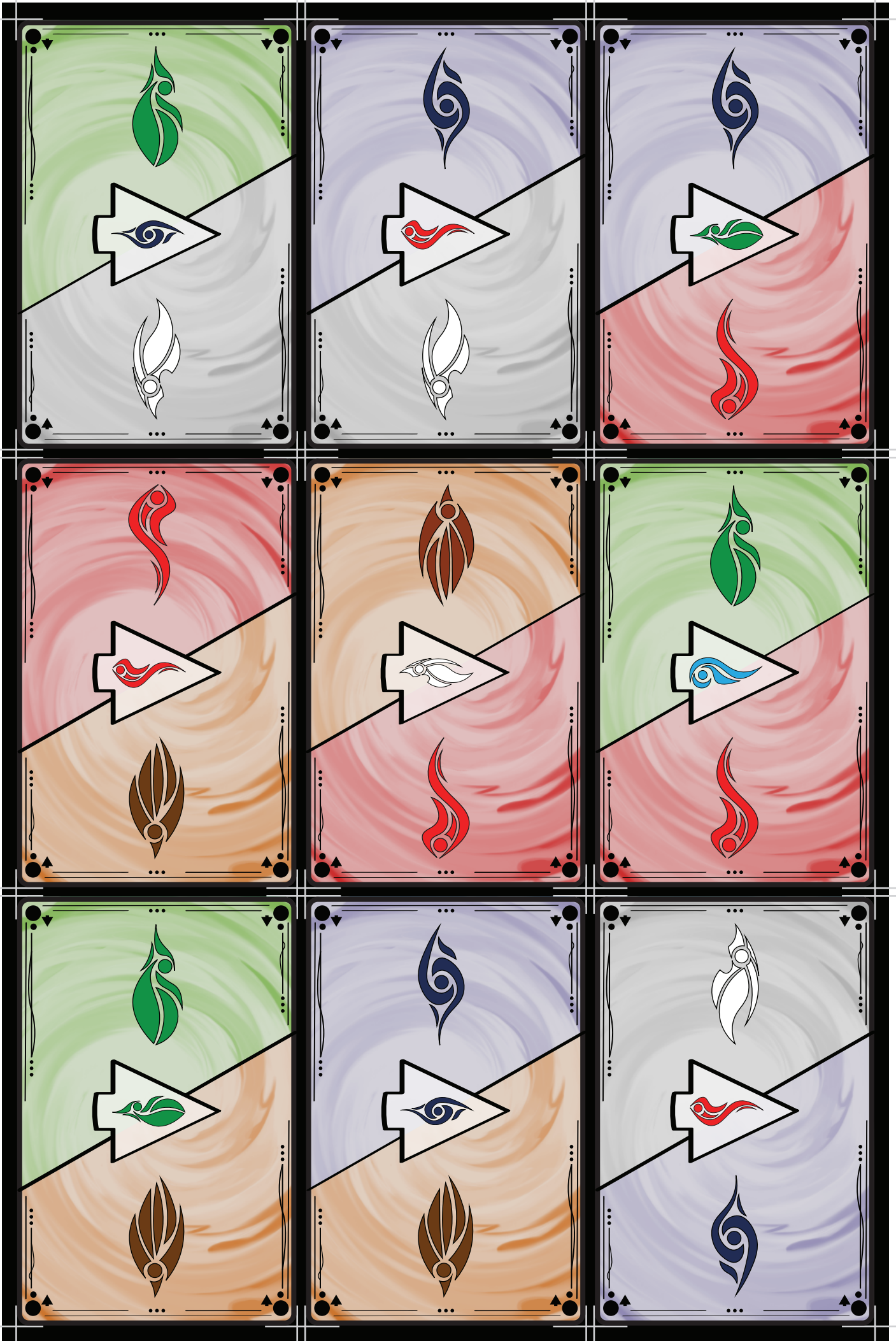












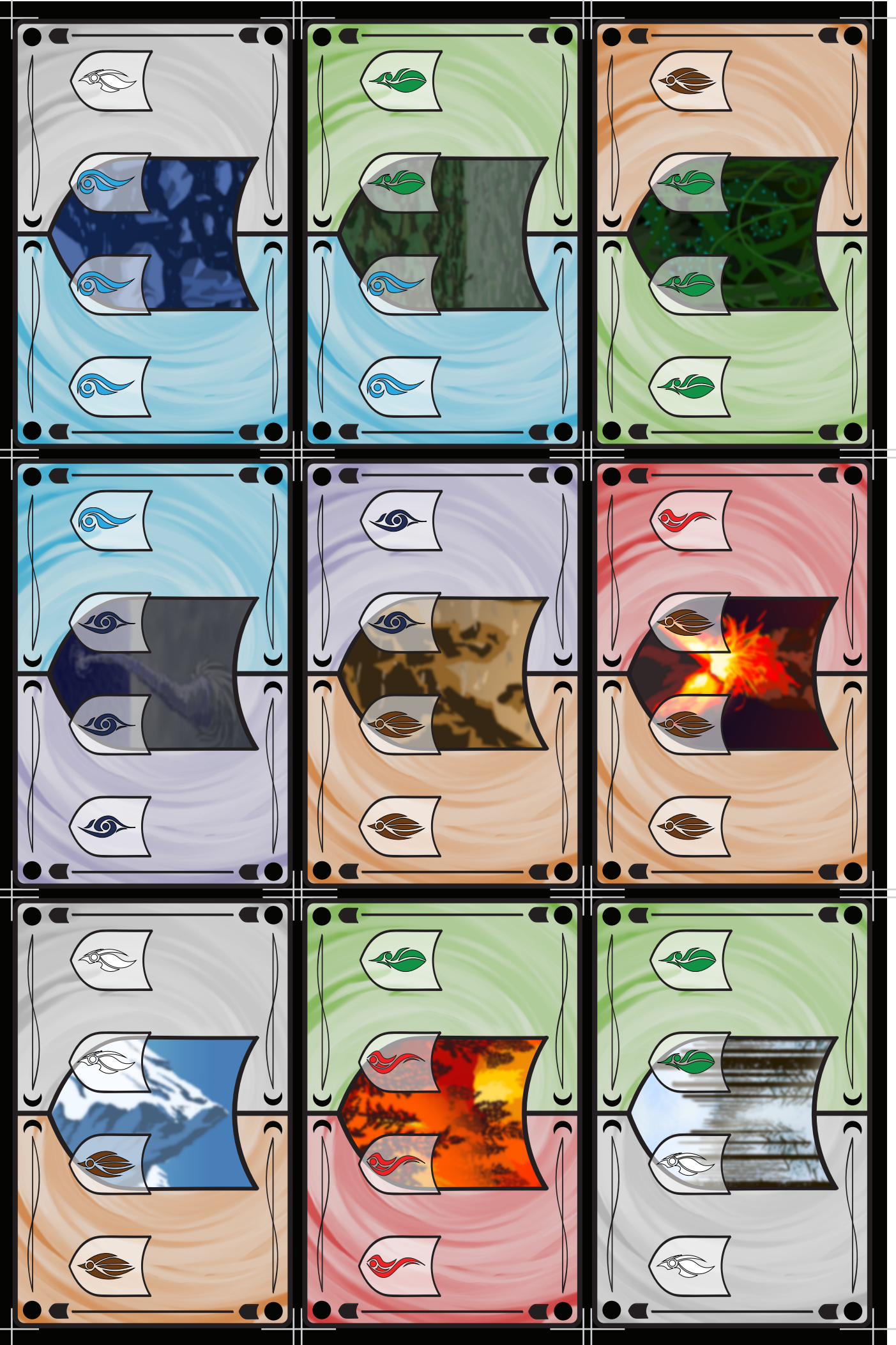




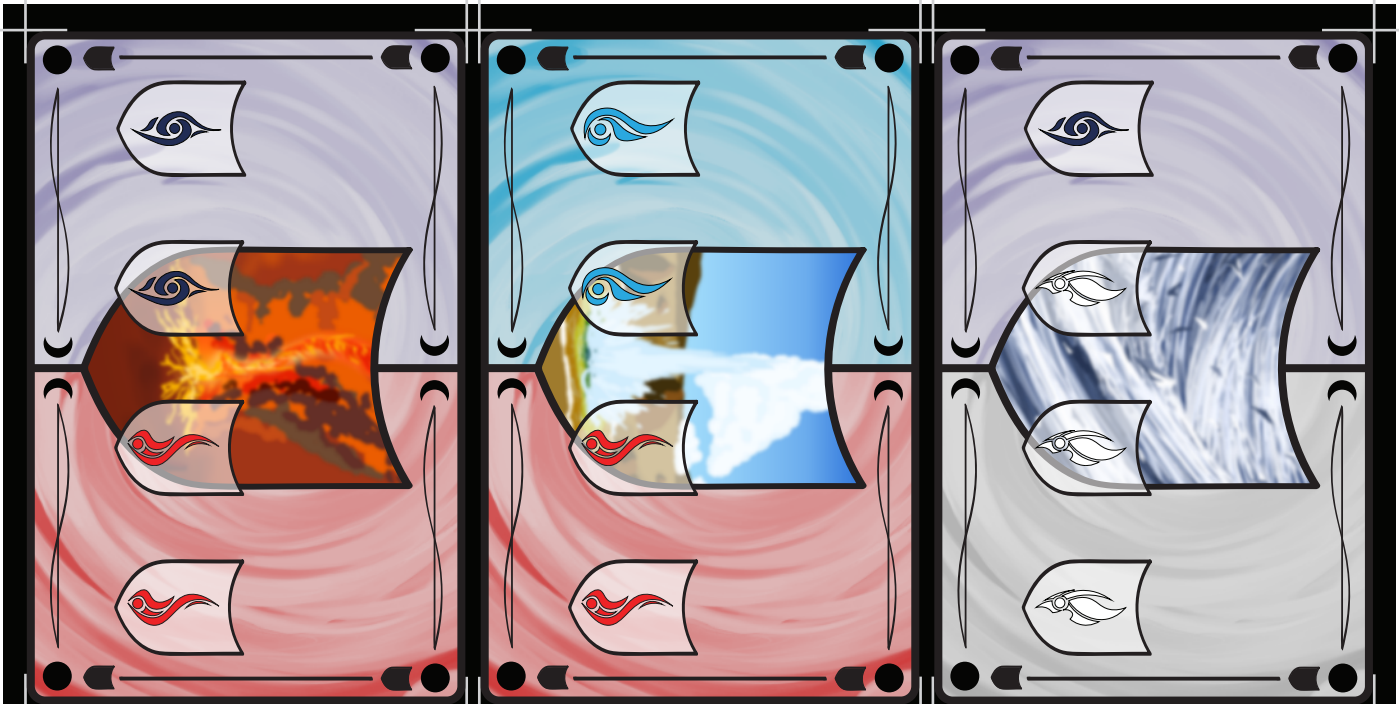














Imani · The healer



Twice per game, a card's healing ability can be activated in addition to its attack.

*"An injury never asks which side you're fighting on."*

Xia · The guard



The first fallen defender can be replaced with another one.

*"I assure you, I have strong basics when it comes to fighting. I could not say the same about you."*

Yuhan · The strategist



Players can play face-down starting on their first turn.

*"Better ten useless plans than one regret impossible to repair."*

Tanaka · The spy



At the start of each second round, the first player may show their ally the face-down card they are playing.

*"A good blow of axe solves many problems. Others ask for a little more finesse."*

Lin · The priest



Players get 10 cards in hand instead of 7.

*"I don't know if she hears each of my prayers. I only know that I will continue to offer them to her."*

Zao · The summoner



At the start of the showdown, one of the players draws a card and the alternative effect triggers.

*"I've heard enough, if they continue to wander, we will make the necessary arrangements."*

