

# **Bracelets Of The Elements**

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## EPS

BOTE's main game mechanic is the Energy Point System (EPS for short).

In the beginning of a game the player receives a set amount of Energy Points (Further Explanation on the set amount of player's EP is under Section II, Bracelet card type, paragraph 1B).

To activate a card in the game a player needs to use a certain amount of his EP, as directed by the card, unless mentioned otherwise.

The player who reduces his opponents EP to 0 is declared the winner.

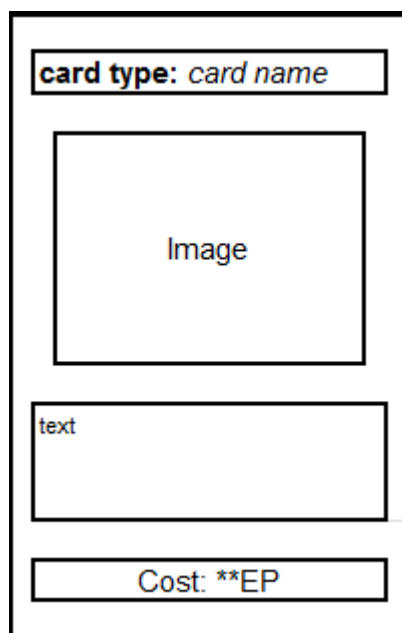
## Card Types

BOTE contains the following card types:

- Bracelet
- Amplifier
- Weapon
- Ability
- Beast

Each card type has a different set of activation requirements and abilities.

Every card has this basic layout:

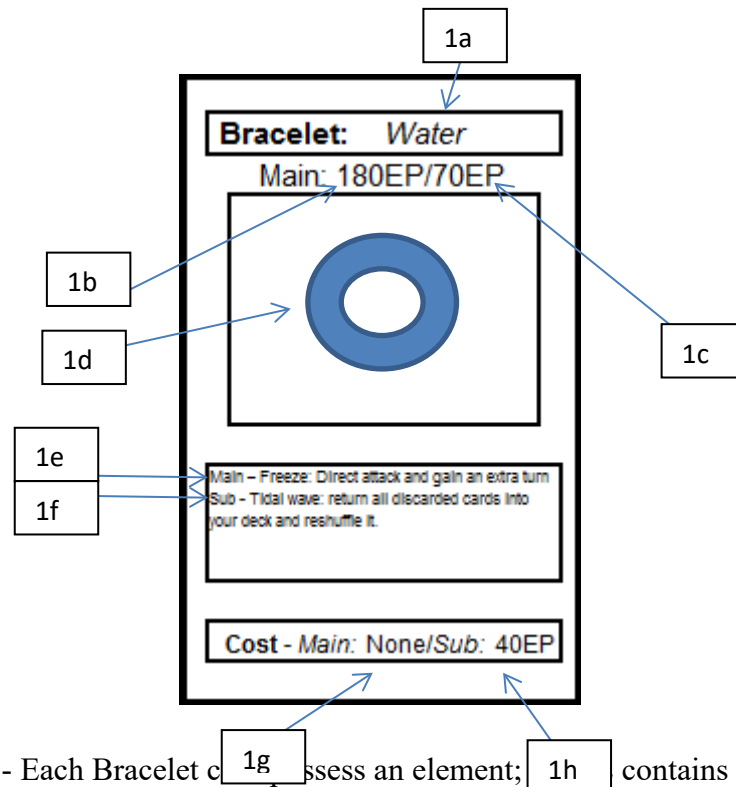


## Bracelet Card type -

In the beginning of a game both players choose their main bracelet card and lay it on the playfield.

Along with their main bracelet, Players can lay a **second Bracelet** card on the field to act as a secondary Element if the card is pulled from their deck during play.

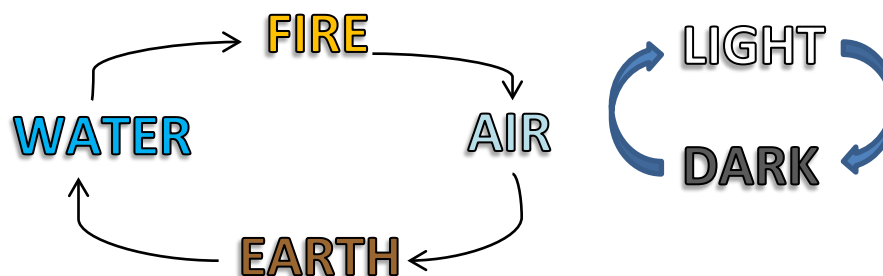
Example:



1a. **Element** - Each Bracelet card assess an element; 1h contains the following elements:

- Light
- Dark
- Fire
- Water
- Earth
- Air

Each element has a weakness and strength over a different element as shown in the following diagram:



When a player has an elemental advantage over his opponent all elemental hits of that element cause a +10EP damage as well as with weapon cards attacks.

When a player has an elemental disadvantage, his Direct Attack do not cause any damage to his opponent

When a player is using a secondary bracelet, aside from gaining the bracelet's sub EP and sub ability, the player receives the bracelet's elemental weakness.

**1b. Bracelet's Main EP -**

The Bracelet card the player chose as his main element in the beginning of the game, determines the set of amount of EP the player starts with.

**1c. Bracelet's Sub EP –**

If a player sets a secondary Bracelet card on the field, the players adds the card's Sub EP to his remaining EP

**1d. Image-**

Each Bracelet card contains art image of a bracelet.

**1e. Bracelet card's main ability-**

Each Bracelet card has a main ability. For the player to use the Bracelet card's main ability the player must pay the main card's cost (fig. 1g), unless mentioned otherwise.

A player can use his main ability only after the draw phase and before the attack phase.

After a player uses his main ability his turn ends automatically

A main ability cannot be used two turns in a row.

A player cannot use a secondary bracelet card's main ability, unless using specific card mentioning otherwise.

**1f. Bracelet card's sub ability-**

Each Bracelet card has a sub ability. For the player to use the Bracelet card's sub ability the player must pay the sub card's cost (fig. 1h), unless mentioned otherwise.

If a player is using a secondary Bracelet card, the player can on only use the secondary card's sub ability, unless mentioned otherwise.

**1g. Bracelet card main ability cost –**

To use most main abilities the player needs to use the required amount of EP specified on the card to activate said ability.

1h. **Bracelet card sub ability cost** –

To use most sub abilities the player needs to use the required amount of EP specified on the card to activate said ability.

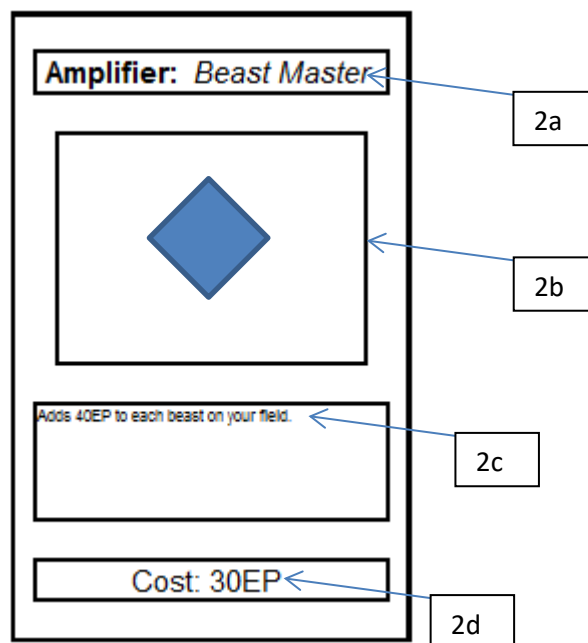
## Amplifier Card type –

An amplifier card is a card that gives the user a certain ability for the rest of the game until it's destroyed.

The card can be drawn from a player's deck.

Once activated the player must pay the card's initial cost specified on the card.

There can be up to 2 Amplifier cards on the field unless the player uses a secondary bracelet card, in such case the player can only use 1 amplifier card.

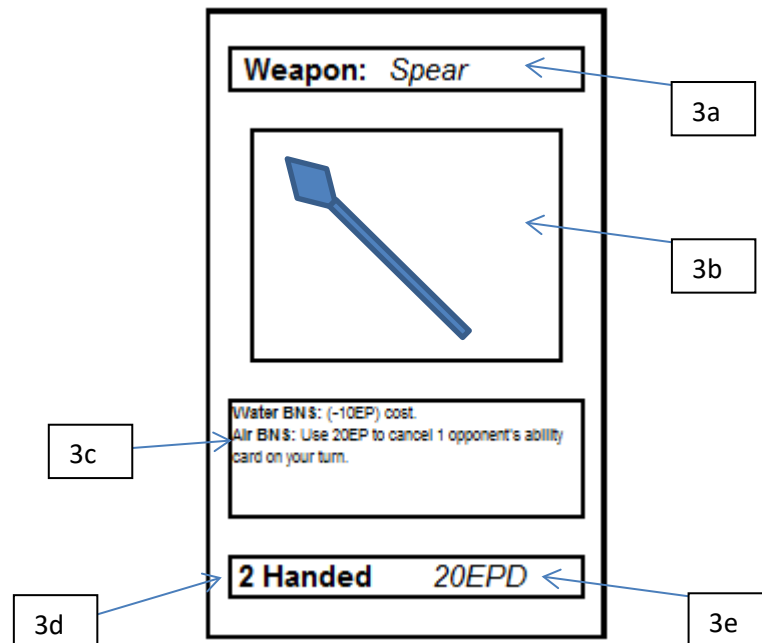


- 2a. **Amplifier card's name** - Each amplifier card has a different name to differentiate it between the different amplifier cards.
- 2b. **Image**-Each Amplifier card contains art image of an amplifier.
- 2c. **Amplifier card's ability** – Each amplifier card has a different ability. once the card is activated, the ability is kept until the card is destroyed.
- 2d. **Amplifier card's cost** –To activate the amplifier card the player needs to use the required amount of EP specified on the card.

## Weapon Card type –

A weapon card is a card used by a player to attack his opponent during the player's turn.

There is no limit to the number of weapon cards a deck can contain.



- 3a. **Weapon card's name** - Each weapon card has a different name to differentiate it between the different weapon cards.
- 3b. **Image**-Each weapon card contains art image of a weapon.
- 3c. **Weapon card's BNS ability** – Each weapon card has different abilities connected to different elemental bracelets, if the player is using the element specified on the weapon card, the player may use the card's ability that is connected to that element. Once the card's ability is activated, the ability is kept until either the card, or the bracelet connected to it, is destroyed.
- 3d. **Weapon card's hold limit** – Each weapon card has a holding limit. If the card text says "1 Handed" it means the player can use up to 2 weapon cards at the same time. If the card's text says "2 Handed", the player can only use that single weapon on the field.
- 3e. **Weapon card's EPD** – Each weapon card has a set amount of EPD (Elemental Point Damage) it can cause an opponent. If a player has an elemental advantage over his opponents, all the player's weapons receive a +10 EPD bonus.

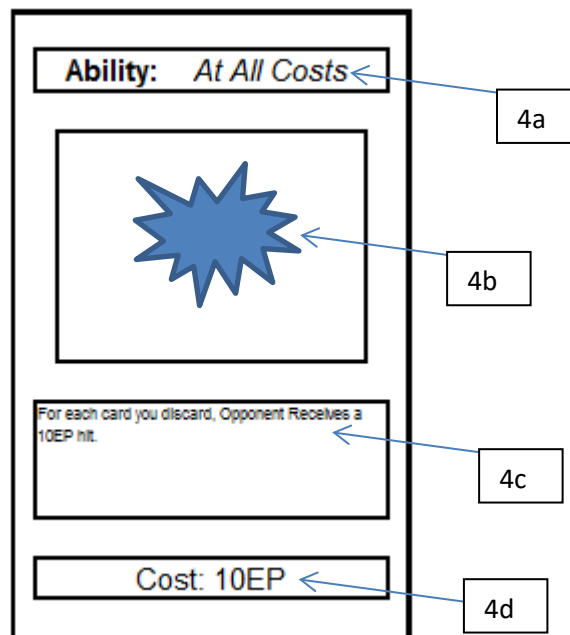


## Ability Card type –

An ability card is a card which abilities in the game vary depending on the instructions specified on the card.

Unlike most card types, an ability card can either be used on the player's turn or the opponent's, depending on the card's instruction.

Once the card has been used it remains on the field until the end of the turn it was used on, afterwards it is thrown to the junk pile.



- 4a. **Ability card's name** - Each Ability card has a different name to differentiate it between the different Ability cards.
- 4b. **Image**-Each Ability card contains art image of said card.
- 4c. **Ability card's ability** – Each card's ability varies depending on the card's instructions, some ability cards have additional requirements beyond the card's initial cost.
- 4d. **Ability card's cost** –To activate an Ability card the player needs to use the required amount of EP specified on the card.

## Beast Card type –

A Beast card is a card which abilities in the game vary depending on the instructions specified on the card and that used for attacking as well.

To activate a beast card the user sacrifices any amount of EP, the scarified EP is transferred to the beast card.

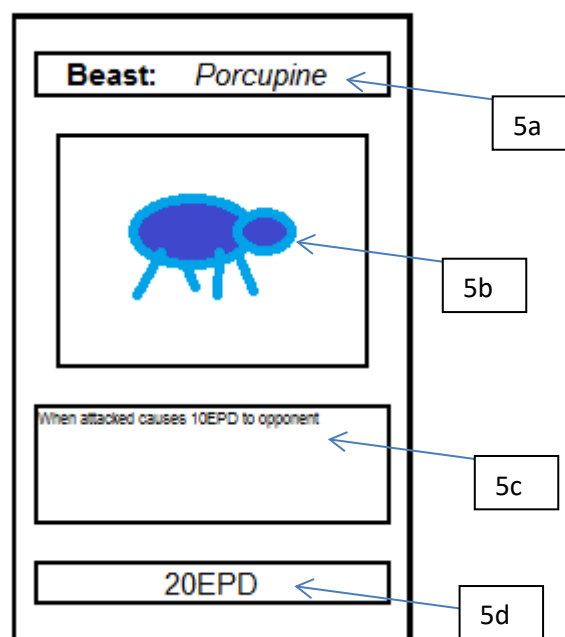
A beast cannot attack on the turn it is summoned.

As long as a beast card is on the player's field, the opponent cannot attack the player directly and must attack he's beast card instead.

Beast card's EP cannot be used to pay the cost of other cards.

Once the beast's EP reaches zero, the beast card is thrown to the junk pile.

If a beast card is destroyed/returns to the player's hand by an ability, the beast card's remaining EP **does not** return to the player.



- 5a. **Beast card's name** - Each beast card has a different name to differentiate it between the different beast cards.
- 5b. **Image**-Each beast card contains art image of a beast.
- 5c. **Beast card's ability** – Each beast card's ability varies depending on the card's instructions.
- 5d. **Beast card's EPD** – Each beast card has a set amount of EPD (**E**lemental **P**oint **D**amage) it can cause an opponent.

## Starter deck

Each start deck contains the following items:

- 41 BOTE cards
  - 3 Bracelet cards.
  - 4 Amplifier cards.
  - 4 Beast cards.
  - 10 Weapon cards
  - 20 Ability cards.
- 23 EP chips
  - 10 "50EP" Chips.
  - 8 "20EP" Chips.
  - 5 "10EP" Chips.

## Deck limitations-

A card deck must contain a minimum of 40 cards. Apart from this minimum limit a deck can contain as many as cards as the player wishes.

A deck cannot contain more than 4 beast cards.

A deck cannot contain more than 6 amplifier and bracelet cards combined (Not including the main bracelet card chosen in the beginning of the game).

A deck can contain up to 2 duplicate cards.

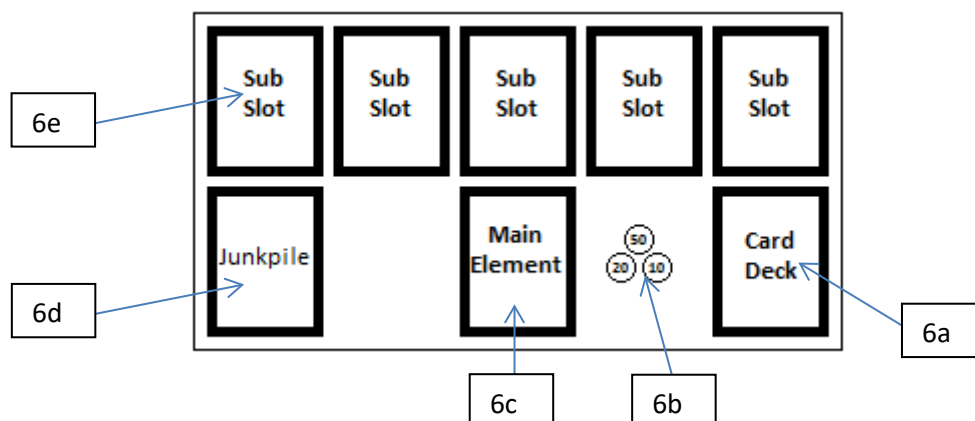
## EP Chips-

EP Chips are used to track the player's remaining EP in the game.

## Game Layout & Flow

### Game Layout –

Here is the basic game layout:



- 6a. **Card Deck** - In this space the player lays his deck face down.
- 6b. **Player's EP** – In this space the player places his EP chips based on his starting/remaining EP.
- 6c. **Main Element**-In the beginning of the game, the player puts his chosen bracelet card to act as his main element, determining the player's starting EP.
- 6d. **Junkpile** – When cards are either discarded or destroyed they are placed in this space face-up.
- 6e. **Sub Slots** –Any activated card are set in this space.

### Game Flow –

The game begins by each player choosing his main element, and setting their starting EP according to their Bracelet card's main EP.

To decide who start first, the player toss a coin, the winner of the coin toss decides if to go first or second.

Once it is determined who starts first, both players drew 5 cards from the top of their deck.

In the beginning of his turn a player may choose to either drew a card or recover 20EP instead, after recovering EP the player must drew a card on his next turn. Once the player choses between the two actions, the player can either attack or activate any of the cards in his hand.

When activating a card the player must pay the card's cost first, once the player activates a card the opposing player has an opportunity to respond with a counter Ability card.**(rinse and repeat)**

When the player decides to attack the opposing player has an opportunity to respond with a counter Ability card as well.

If a Player's Sub Slots are full the player cannot activate anymore cards until his Sub Slots are emptied.

When an ability card is activated it remains on the respective field of the player who activated it until the end of the player's turn. Once one of the players finishes his turn, both players ability cards on the field are discarded to the junk pile.

Active sustainable cards may be destroyed by player's choice, by paying a 10EP fee. The sub slot which the destroyed card was used on remains inactive until the player ends his turn.

If a player has more than 5 cards in his hand he must discard any remaining card by the end of his turn.

If a player runs out of cards, on his next turn he receives 30EP and his Direct Attack does not cost him EP.