

ANANTA

The Endless Card Game

PLAYER'S GUIDE — HOW TO PLAY

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Learn to play in five minutes. Collect cards from every myth and every land —
and if you collect a full set, you can play Yuganta too.

Welcome to Ananta

One rule to learn. A universe of cards to collect.

Ananta is a fast, simple card game built around the mythic world of Yuganta. Anyone can learn it in five minutes: play characters, attack, and bring your opponent's Kingdom down to zero. That's the whole game — everything else is strategy you'll discover as you play.

THE SHORT VERSION

Both players start with a **Kingdom of 20**. Play **Character** cards and attack with them. The first player to bring the other Kingdom to 0 wins. That's it.

What You Need

- A deck of at least 30 cards (no maximum — the more you collect, the bigger your deck can be)
- A way to track your **Kingdom** (starts at 20) and your **Shakti** (your resource, changes every turn)

The Two Kinds of Cards

Card Type	What it does
Character	Has a Cost, a Prahar (attack) number, and a Dhriti (health) number. Play it to your field, then attack with it on a later turn.
Boost	Has a Cost and one simple effect — like drawing cards or healing a Character. Use it once, then it's discarded.

Shakti — Your Resource

You don't need resource cards. Shakti is simply granted to you each turn:

Turn	1	2	3	4	5	6+
Shakti	1	2	3	4	5	6 (max)

Unused Shakti doesn't carry over — spend it or lose it at the end of your turn.

Setting Up

- 1 Shuffle your deck. Set both Kingdoms to 20.
- 2 Decide who goes first.
- 3 Both players draw an opening hand (5 cards is a good starting point — agree with your opponent, or use whatever your local play group prefers).

Your Turn — Three Simple Steps

1. **DRAW** — Draw a card. Gain your Shakti for the turn.
2. **PLAY** — Play any Characters and Boosts you can afford, in any order.
3. **ATTACK** — Attack with any Character that's been on your field since before this turn.

How Combat Works

When you attack, choose one of your ready Characters and declare a target:

- **An enemy Character** — this is a direct duel. Both Characters deal their Prahar to each other at the same time. If a Character's damage reaches its Dhriti, it's destroyed.
- **The enemy Kingdom** — your opponent may choose to block with one of their own ready Characters. If they do, the attack hits that Character instead (same duel rules apply). If they don't block — or have no Character available — the damage hits their Kingdom directly.

THE ONE DECISION THAT MATTERS MOST
When your opponent attacks your Kingdom, you choose: block with a Character (risking it in a trade), or let the damage through and save your Character for later. That single choice is the heart of the game.

Winning

The instant a Kingdom reaches 0, that player loses. Simple as that.

Building a Deck

- Minimum 30 cards. No maximum.
- Up to 3 copies of any single named card (different art of the same card still counts as that same card).
- Mix and match freely — cards from every mythology and every land can go in the same deck. There are no factions to stay loyal to in Ananta.



Collecting Toward Yuganta

Every card that appears in a Yuganta deck (like the Pandava deck) can also be played in Ananta — and every card in Ananta that has no Yuganta version is still perfectly playable here, just in Ananta only.

How a full Yuganta deck comes together
If you collect at least one copy of every card in a Yuganta deck — any art style, mixed and matched however you like — you can assemble that deck and play full **Yuganta**, using the separate Yuganta rules. Some cards appear twice in a Yuganta deck (for example, two copies of a certain ritual); for those, you'll need two physical copies to complete your set.

You can also skip the collecting entirely: guaranteed complete Yuganta decks are sold directly, for players who just want to play Yuganta right away.

Quick Reference — Your First Game Cheat Sheet

Every Turn

Draw (get Shakti) → Play (cards) → Attack

Remember

- New Characters can't attack the turn they're played
- Shakti doesn't carry over between turns

Combat

- Attack a Character = direct duel
- Attack the Kingdom = opponent may block with one Character

Winning

First to bring the enemy Kingdom to 0.

This guide covers everything you need for your first games. For the complete rulebook, card-type conversion tables, and deckbuilding detail, download the full Ananta Core Rulebook from the same page you found this guide.