

ANANTA

The Endless Card Game

COMPLETE RULES REFERENCE

Version 1.0 | August 2026

The full rulebook for the standalone Ananta trading card game.
New to the game? Start with the shorter Ananta Player's Guide instead —
this document is the complete reference, including how Ananta and Yuganta connect.

1. What Ananta Is

- 1.1** Ananta is a randomized, collectible card game set in the same mythic universe as Yuganta. Cards are sold in randomized booster packs (real chase, real trading — a secondary market may emerge naturally but isn't run by the publisher), and also in guaranteed complete boxes for players who just want to play Yuganta directly.
- 1.2** Ananta is deliberately simple: one resource, two card types, one attack stat, one health stat. The goal is a game a new player learns in five minutes — so the card pool can expand without limit.
- 1.3** Every card that exists in a Yuganta deck is also playable in Ananta (Section 5). Ananta additionally contains its own cards with no Yuganta legality at all, existing purely to grow the collectible universe.
- 1.4** Ananta and Yuganta are two separate games with separate rules. A physical card may be legal in both, but the two games are never mixed at the table — you're always playing one or the other. Nothing in Ananta changes Yuganta's numbers, gates, or balance, and nothing in Yuganta changes Ananta's.

2. Object of the Game

- 2.1** Each player has a Kingdom, starting at 20. The first player to reduce the opponent's Kingdom to 0 or less wins immediately.
- 2.2** There is only one path to victory — that simplicity is intentional.

3. Components and Zones

- 3.1** Each player needs their deck and a way to track their Kingdom (20) and their Shakti (Section 4).
- 3.2** Zones: **DECK** (face down, private), **HAND** (private, no maximum), **FIELD** (public — Characters in play), **DISCARD** (face up, public). There's no equivalent of Yuganta's Ritual Row, Samsara, or Moksha — a used or destroyed card simply goes to Discard.
- 3.3** A Character "in play" means on the Field. Cards elsewhere have no active effect unless stated.

4. Shakti — the Resource

- 4.1** Shakti is Ananta's only resource. There are no resource cards — it's simply granted each turn.
- 4.2** Income schedule:

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

- 4.3** Shakti does not carry over between turns — spend it or lose it.

WHY THIS MATTERS

A fixed, guaranteed income removes the "stuck with no resources" bad-luck problem that trips up new players in other card games. It's the single biggest reason Ananta stays teachable in five minutes.

5. Card Types and the Yuganta Conversion Rule

- 5.1** Ananta has exactly two card types: **CHARACTER** and **BOOST**. Every card in the game, Ananta-only or shared with Yuganta, resolves into one of these two types.
- 5.2** **CHARACTER** cards have a Cost (Shakti), a **Prahar** (attack), and a **Dhriti** (HP). Played to the Field, they can attack and block.
- 5.3** **BOOST** cards have a Cost and one single-sentence effect. They resolve once and go to Discard, unless stated otherwise.
- 5.4** Conversion rule for Yuganta cards played in Ananta:

Yuganta card type	Becomes in Ananta	Stat treatment
Character	Character	Uses its own separate Prahar/Dhriti box (independent, hand-designed)
Astra / Item	Character	New Prahar/Dhriti designed fresh — the weapon takes on a fighting form
Event	Character	New Prahar/Dhriti designed fresh — the moment takes on a personified form

Yajna	Boost	Its ritual effect is simplified into one Boost sentence
Philosophy / Tactic	Boost	Its effect is simplified into one Boost sentence

5.5 This means every one of the 50 cards in any Yuganta deck has a legal Ananta form — a player pulling packs never holds a card unusable in both games.

WHY THIS MATTERS

Turning weapons and Events into Characters is a deliberate thematic choice: divine weapons and legendary moments take on living, fightable forms in the Ananta dimension — the same idea behind the game's avatars and previous-life characters.

6. Turn Structure

- 6.1** Three steps, always in order: **DRAW, PLAY, ATTACK**.
- 6.2 DRAW:** draw one card, gain Shakti for the turn.
- 6.3 PLAY:** play any number of Characters and Boosts, in any order, until you stop or run out of Shakti.
- 6.4 ATTACK:** each Character that's been on your Field since before this turn may attack once.
- 6.5** A Character cannot attack the turn it's played.

7. Combat

- 7.1** Declare one eligible Character and a target: an enemy Character, or the enemy Kingdom directly.
- 7.2** If the Kingdom is targeted, the defender may block with one unengaged Character. If they do, the attack resolves against that Character instead.
- 7.3** If the Kingdom is targeted and there's no block, the damage hits the Kingdom directly — reduce it by the attacker's Prahar.
- 7.4** If a Character is the declared target, it's a direct duel — no blocking step.
- 7.5** Damage resolution: attacker deals its Prahar to the defender; defender simultaneously deals its Prahar back.
- 7.6** A Character whose damage taken equals or exceeds its Dhriti is destroyed and goes to Discard. Surviving Characters return to full Dhriti at the start of their controller's next turn.
- 7.7** One attack, one target, one resolution — no splitting damage, no multi-blocking.

WHY THIS MATTERS

The blocking choice is the one real tactical decision in the whole game. Testing showed it successfully prevents a player from ignoring the board and simply racing the Kingdom — any live enemy Character can always step in front of a Kingdom-bound attack.

8. Winning

- 8.1** The instant a Kingdom hits 0 or less, its owner loses immediately.
- 8.2** Drawing from an empty deck: lose 2 Kingdom instead of drawing, and play continues.
- 8.3** Conceding is always legal and immediate.

9. Deckbuilding

- 9.1** Minimum 30 cards. No maximum.
- 9.2** At most 3 copies of any single named card — different art of the same card counts against the same limit.
- 9.3** No requirement to stay within one mythology, region, or faction. Mixing freely is the expected way to build a deck — this is what "expand without limit" means.
- 9.4** Building toward Yuganta legality (Section 10) is separate from your Ananta deck — it requires collecting the specific 50 cards of a given Yuganta deck.

10. Dual Legality and Yuganta Completion

- 10.1** A card shared with Yuganta carries two stat boxes. Owning one physical copy lets you play it in either game — never both at once.
- 10.2** Collect one legal copy of every card in a given Yuganta deck (e.g., all 50 Pandava cards), from any mix of packs or boxes, and you may assemble and play that deck under the full Yuganta rules.
- 10.3** Only one "slot" exists per named character per Yuganta deck. Multiple art variants of the same card don't stack — any one fills the slot, and the rest are extras for trading or Ananta play.
- 10.4** Cards that require two physical copies in a Yuganta deck (like a ritual printed twice) need two copies to complete it, in any mix of variants.
- 10.5** Ananta-only cards (no Yuganta stat box) can never be used to complete a Yuganta deck.
- 10.6** A guaranteed complete box is the direct path to a full Yuganta deck. Assembling one via packs and trading is the collector's path. Both are equally legal.

11. Design Boundaries

- 11.1** Ananta's Prahar and Dhriti are always designed independently of any Yuganta stats on the same card — no formula, hand-tuned for each game separately.
- 11.2** Nothing in Ananta alters Yuganta's rules, and nothing in Yuganta alters Ananta's. The two rulebooks are maintained separately.
- 11.3** Most Ananta cards carry no ability text at all — a card pool meant to expand without limit needs a large majority of simple, vanilla cards.
- 11.4** Any future addition to Ananta must keep the game teachable in five minutes.



Quick Reference — Full Rules Summary

Topic	Rule
Turn order	Draw (get Shakti) → Play (cards) → Attack
Resource	Shakti, fixed schedule, doesn't carry over
Card types	Character (Cost/Prahar/Dhriti) and Boost (Cost/effect)
Combat	Character targets = duel, no blocking. Kingdom targets = may be blocked by one unengaged Character.
Winning	Reduce enemy Kingdom to 0
Deck size	Minimum 30, no maximum, max 3 copies per named card
Yuganta completion	Collect one of every card in a Yuganta deck (any art variant) to unlock full Yuganta play

This is the complete Ananta Core Rulebook, version 1.0. For a faster introduction, see the separate Ananta Player's Guide. For the game your completed collection unlocks, see the Yuganta Core Rulebook.