

A Cut-Out is physical square card like piece of paper, that you create yourself when ordered, obtain in a trade from someone else, or given as a gift from someone else, a cut out is used for containing a “Eíntastikid” which is a imaginary being used in this game.

When this game tells you to “Write a Eíntastikid”, find the cut-out stencil located on page 2 and is labeled “Trace Cut-Out Here” on it’s topmost box, trace it on a blank piece of paper (except the label), then cut out that tracing, flip over that traced cut-out and trace the tracing on the backside of that cut-out so both sides of the cut-out has that same tracing.

So on any side of that newly traced cut-out write a nickname on the topmost box of the tracing (or you can write the default name of the written Eíntastikid/Kid (for short)), the side of the cut-out with that nickname is the front side of that cut-out, now, on the same box parallel on the backside, write the number of the written Eíntastikid/Kid (with letters “EK” and number like that as is) in there.

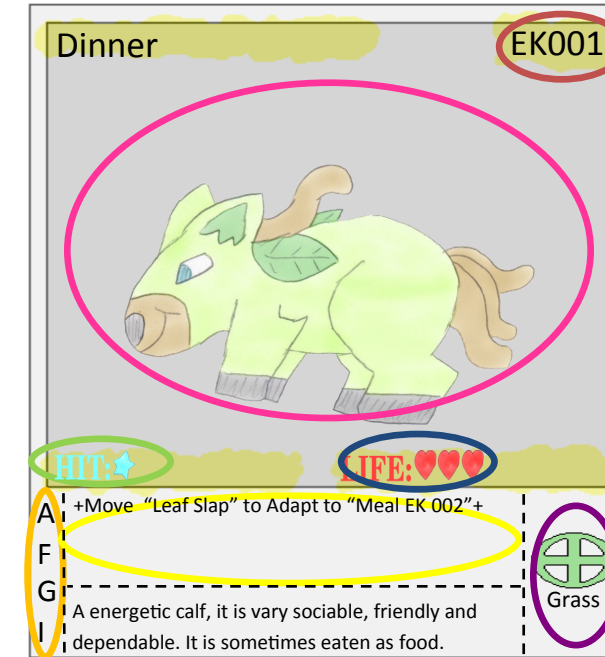
On the bottommost box of the front side of that cut-out write your mark or signature on this box to prove you are the author of this cut-out, on the same box parallel on the backside, you can write a quick note, fact, or story on why and/or how that cut-out was written.

When told to install a move onto a Cut-Out, select one of the two bigger boxes with dotted lines in them that does not have information written in that box that is on the front side of the cut-out that the move is being installed to, (if both boxes have information, choose one, that box is selected, but first erase all the information in that box and the same box parallel on the backside).

Under the dotted line of the box the move is being installed to, copy the paragraph that is the move being installed (if there is not enough space, copy the rest of the paragraph on the same box parallel on the backside), if there is six dashes (-) at the beginning of that paragraph, do not include them in that written copy, after that, draw that move’s Life Bonus and Power Bonus above the dotted line of the box (on the cut-out) that move is being installed to as is from above the paragraph (move) that was just copied.

Now that you know how a Cut-Out is created, what is the scrapbook? Well it is any kind of storage you declare or title “Scrapbook” that stores your Cut-Outs. Now what is your “Album”? Well, it’s up to 3 Cut-Outs that are in your immediate possession (you hand for example) that is declared as in the album, you can move cut-outs back and forth between your album and scrapbook when you like unless you are not allowed to do so or in “Fight Style” (when you learn of it), In the game, you are required to have at least 1 cutout in your album at all times, if your album is empty add a Cut-Out immediately to it, when you end the game all Cut-Outs in your album are returned to the scrapbook as rule of thumb.

So when a player is told to “Set a Eíntastikid”, that player selects a Cut-Out (Eíntastikid) from his/her album, take the “EK” and number from it, and find a “Eíntastikid Photo” from around yourself that has a “ID” that matches the that taken “EK number”, if you cannot find one, then try going to the backside of the book’s front cover (Page 2), and on the Table Of Contents, go to and search amongst the pages listed as and between those pages listed as “Eíntastikid Index”, now what is a Eíntastikid Photo? See below...



When you find a Eíntastikid Photo that has a ID (circled in red) that matches the taken EK number, then create a number and attach it to that selected Cut-Out and call it “Health”

Set this number by counting all the hearts (circled in blue) in that Eíntastikid Photo and all the hearts on the selected Cut-Out), the number you got from counting those becomes that “Health” number.

Repeat the process that you just did with the hearts, but call that created number “Power” and count all the stars (circled in green) on both that Eíntastikid Photo and selected Cut-Out instead.

For each stamp (picture and word under it, which is circled with a purple line) create thought with the word under that stamp and attach it to that selected Cut-Out and call it (each) “Type”

Next take the whole paragraph in the section that is circled with the yellow circle and add it into a thought (if it is easier on you, you can simply read the paragraph and add the audio pronouncing of that paragraph into that thought instead) call this thought “Effect” and then attach it to that selected Cut-Out, finally, take the picture in the middle of that Eíntastikid Photo (circled with a violet circle) add it into a thought, call this thought “Appearance” and then attach it to that selected Cut-Out.

Return to the page where told to set a Eíntastikid and take the image from attached appearance thought of the cut-out that was just told to set a Eíntastikid with and project that imaginary image onto the box labeled as “Eíntastikid” in either the “Owner’s Strip” (the bottom Eíntastikid box) if that player is the owner of this book, or in the “Visitor’s Strip” (the top Eíntastikid box) if that player is not the owner of this book or a “Personality” (you will learn when appropriate).

(you will learn more about the Owner's Strip and Visitor's Strip will appropriate) Use your imagination to view it as a imaginary apparition, on the actual page itself as a imaginary token/object . Treat and call that token along with the cut out from where it was formed from as one and called the “Eíntastikid” for that player. If told to “Ability Compare”, use the process you just learn now to reach the Eíntastikid photo of the EK number of the selected cut-out involved in that ability compare and use the section with the 4 letters (circled with a orange circle) to match with the letter (s) told to ability compare (only 1 letter matches to 1 letter each).

"Choice 1"  
To Page 888

Scene

"Choice 2"  
To Page 888

When a "Scene Box" is present on the page, see left for a example of a scene box, you enter "Scene Style".

You stay in scene style only while on a page with a scene box and exit scene style only when you enter a page that does not have scene box, when you first enter scene style you do not "set a Eíntastikid" even when told to, if you already have, just remove all imaginary "Eíntastikid tokens" while in scene style (you will learn more about setting a Eíntastikid and tokens when appropriate), you cannot use anything and everything else is negated except for the scene box, "Dialog Box", and "Play Music Box".

So what you see on the right is called a "Dialog Box", this can be and is only used when you are in scene style, so if you have not read any dialog boxes at the time of entry of a page while in scene style, then find a dialog box with a number in it's "Tag"

8

This dialog box display short dialog of a character talking for a moment. More on the way and more the better

(A dialog box tag is the small box on the upper right corner which contains a number) with the number 1 in it, when found, use that dialog box, when a dialog box is used, all you do is read the paragraph in that box, once read, that dialog box is read and used, when a dialog box is read and used.

If there are any dialog boxes with numbers in their tags that are higher then the number in tag of the dialog box you just read, then find the dialog box with a number in it's tag that is higher then the number in the dialog box you just read's tag by 1, then use that dialog box next.

8

This dialog box display short dialog of a character talking for a moment. More on the way and more the better

Each dialog box has a arrow near it pointing to a character on that page to imply that, that character is speaking that dialog, if a dialog box has no arrow, then it either implies that you are thinking/ talking to yourself or it is describing a situation.

Now, there is a special dialog box with a picture on it (see left), it works the same as a normal dialog box, with the number on the upper left section acting as the tag in a normal dialog box, but it implies that the character in that dialogs box's picture is speaking that dialog.

"Choice 1"  
To Page 888

Once you read the dialog box with the number in it's tag that is the highest amongst all the dialog boxes , then looking at the scene box of that same page, there will be one or two "Exit bars" (see example northwest). If there is two, then choose one, the single one is automatically chosen, on the chosen exit bar the phase on the top implies the decision you made, while you must go to a page with page number that matches the number after "To Page".

Fight From Pg. 888

MM

When a "Fight Bar" is present (see left for example) and you came to the page of this fight bar from a page that had a page number that is the same as the number after the phrase

"Fight From Pg", then a fight is engaged, when a fight is engaged, take the double number (the two numbers sandwiched together) that is in the leftmost circle of that fight bar and look through "Personality Library" (what this means is, go to the backside of the book's front cover (Page 2), and on the Table Of Contents, go to and search amongst the pages listed as and between those pages listed as whatever told to look through), and find the words "Personality Title" with a double letter after those words that matches your taken double letter, under that matched sentence, is a section that takes up half of a page (separated by a spotted line), that section as a whole is called a Personality. Link that personality of that matched personality title with the page you got the double letter from, this means you go back to the page of where you got the double letter from but hold onto the page of the linked personality with one finger so you can move back and forth between pages instantly (unlinking is the opposite of this), you than enter fight style (you will learn when appropriate) with that personality, when you enter fight style with a personality, it is treated as a imaginary player, with it's own album, and choices. Now set a Eíntastikid for that personality, so on the linked personality, you will find a red box under that linked personality's personality title sentence, treat that box as it's album, this box is comprised up to 3 sections each separated by red spotted lines, so each section in this box is treated as a Cut-Out, and it is labeled as a number on the northwest corner of it, now, the set Eíntastikid for that personality (it's imaginary token) becomes that personality's defending hand, copy and imagine (project) your offending hand for the personality above yours as that personality's offending hand, both you and the personality players can now move.

The personality's behavior is determined by up to 5 colored bars just under the box that is treated as that personality's album, each colored bar has a Keyword in the front of it before the vertical two dots, after the two dots is a statement, if your situation matches what that statement says, the keyword in the front of that bar is used (and stays in use) as long as your situation matches that statement, the keywords with their meanings control the personality's actions.

Now, when keyword "Pattern" is used and in use, of the bar of that keyword is 4 diagrams that look like the battlefield and arrows pointing rightward, the diagram that is leftmost is used the 1st second that keyword is used, the next second after, the diagram that is right of the diagram you are done with is used in that order, if done with the rightmost diagram repeat back to the leftmost diagram to repeat the order until that order's pattern keyword is not in use.

Now when a diagram is used, depending on what box is filled in and what strip (of 3 boxes of that diagram) is filled in on is determines the personality's movement at that second, a filled left box means the personality slides it's hand to eíntastikid bob box of it's battlefield strip (owner's or visitor's), a filled middle box means the personality slides it's hand to it's eíntastikid box, and a filled right box means the personality slides it's hand to it's eíntastikid weave box of it's strip.

The filled in box (es) on the top strip of the diagram slides the personality's defending hand, and the filled in box (es) on the bottom strip of the diagram slides the personality's offending hand, if all boxes are filled on a strip, a filled top diagram strip slides the personality's defending hand to a box where your offending hand is not on (it slides towards the unoccupied or left if possible), and a filled bottom diagram strip slides personality's offending hand and taps down onto the box of your defending hand. The personality slides hands during the second that diagram is used, then that diagram is done when that second is over.

The pattern 1 keyword becomes used and in use if no pattern keywords in use, now anytime the personality tags you, it selects "Move 1" of it's Eíntastikid unless the "Move 2 keyword is in use, then "Move 2" is selected instead, when the personality is told to set a Eíntastikid, it will select the section with the number 1, unless the word "Kid" was in use, then it will select the section of same number that is on that keyword as a cut-out, if that section (as a cut-out) is knocked out, then it selects one that is not knocked out with the lowest listed number.

The personality's offending hand and your defending hand do nothing to each other when both share the same box, however, if personality's offending hand slides in that same box (not slide back), it taps down onto your defending hand instantly from that slide, if the personality loses, select a EK number in the green bottommost box of that personality, and you have a choice with this number, obtain it or install it, if you choose to obtain it, write a Eíntastikid, the chosen EK number is the number, and name in parentheses near that number is default name of the Written Eíntastikid, if you choose to install it, take that EK number and look through "Move Index" from page 2, if there is no matching EK number on any page within the "Move Index" pages, then retry a different EK number or obtain it.

When told that you enter “Fight Style” with someone/thing, each player chooses one of their hands, that player has that hand “Stance Itself”, which means to shape the hand into a stabbing pose (the two fingers next to the middle finger come together with the middle finger as one) and it remains in like that during fight style.

Each player makes that hand become their eíntastikid and puts that hand (in that pose) onto the box where that player’s eíntastikid resides but having only the finger tips meet the box’s surface, during fight style, that hand is now that player’s eíntastikid when it is on the “Battlefield” (when you learn of it) and it is called that player’s “Defending Hand” now if both players have their own books, have the books face each other head to head, the other hand from that player’s defending hand is now their “Offending Hand”, that player has that hand also stance itself, that player positions their offending hand above their opponent’s defending hand and strip (when you learn of it).

Once each player’s hands are in position, both players can now move, a player moves in fight style by sliding his/her defending hand at any speed side to side around his/her own strip (owner’s or visitor’s) of the battlefield, this means to either the “Eíntastikid Bob” box, “Eíntastikid Weave” box, or “Eíntastikid” box of that strip (owner’s or visitor’s), when fight style is exited, the player who exit slide their defending hand back to Eíntastikid” box of that strip (owner’s or visitor’s) and remove the hand from the battlefield.

While a player is moving his/her defending hand, that player can also move their offending hand around (while above) at any speed on the player’s strip (owner’s or visitor’s) that is opposing the player of that offending hand (it is removed with the defending hand when fight style is exited)

So to attack, a player must tap down (make contact with) on the defending hand of the player that is opposing him/her with their offending hand before that opposing player can move away and avoid the tap, after a tap (attempt) the offending hand rises above that strip again, when a offending hand taps down onto a defending hand (not of his/her own), the Eíntastikid that is the defending hand that was tapped down gets tagged, when a Eíntastikid is tagged, the player that tagged that Eíntastikid selects and uses a move of his/her Eíntastikid if he or she has any.

A “Move” is a paragraph on the front side of the cut-out of that player’s Eíntastikid that is in one of the two bigger boxes with dotted lines in them that has information in it, when a move is selected and used, the paragraph that is that move is read as an effect (the same box parallel on the backside is checked out to see if the rest of the paragraph is on there) unless it states “Non Effect” in the parentheses of that paragraph (sentence) then that move is automatically used, once the effect is played out, that move of that effect is used, once a move is used or if there are no moves to be selected.

Do damage to the Eíntastikid that is tagged equal to the number that is the attached power of the Eíntastikid of that selected move. When damage is done on a Eíntastikid reduce it’s attached health number by a amount equal to the damage done (“Hit Done”), if the tagged Eíntastikid’s attached health becomes 0, it is pulled first (you will learn what pull is when appropriate), then consider it “Knocked Out” after (it is considered knocked out as long as it’s attached health is 0). You now know your foe in and out (meaning you now “know foe” for notes).

Eíntastikid Bob	Eíntastikid	Eíntastikid Weave
Eíntastikid Bob	Eíntastikid	Eíntastikid Weave

So what is the battlefield? It is two strips of boxes of three, see left for a example of the battlefield, so each strip is made up of the “Eíntastikid” Box and both a “Eíntastikid Bob” Box and “Eíntastikid Weave” Box that are side to side from that “Eíntastikid” Box.

The bottom strip is the “Owner’s Strip” and the top strip is the “Visitor’s Strip” you must always set a Eíntastikid onto the battlefield, if you do not have one on it, setting a Eíntastikid onto the battlefield means to take the Eíntastikid written on a cut-out and apply it onto the battlefield as a token but more about setting a Eíntastikid in detail will be explained when appropriate.

Eíntastikids as tokens always remain in the boxes they were set on, when you move to another battlefield page, just transfer your eíntastikid token as is to that page on the same box it was in as the last.

When you enter “Fight Style”, Eíntastikid tokens can move around the strip they were set on but more about Eíntastikid Combat will be explained in detail when appropriate, also when in fight style, when told to “Pull a eíntastikid” it means to take the eíntastikid token being pulled from the battlefield and place it onto the cut-out of that eíntastikid. when told to “Push a eíntastikid” it means to take the eíntastikid being pushed from on it’s cut-out and place it onto the battlefield where that token would be set if the owner of the cut-out was setting a eíntastikid.

A player cannot set a eíntastikid from a cut-out a with eíntastikid token on it, a player cannot set or push a knocked out (K.O) eíntastikid, a knocked out (K.O) eíntastikid is one that has it’s attached health at 0, a player is required to have a eíntastikid on the battlefield at all times, if the eíntastikid token is moved out of the battlefield, if that player cannot move it back onto the battlefield, that player must set or push (one that has been pulled) another eíntastikid (of that player’s album).

If a player cannot set or push a eíntastikid or that player’s opponent was told “You win the fight” (provided that player met it’s conditions), that player loses and the other player wins, the match then ends, when the match ends all players involved exit fight style and remove all attached thoughts to all cut-outs and remove the eíntastikid label on those cut-outs (also unlink any personality).

One player must leave that (copy of) battlefield (the players must sort it out, unless already sated) and both players must set a eíntastikid again. Every time a eíntastikid is set, check it’s attached effect, it can or starts working at that time (unless stated it works in the album), the effect is basically a behavior that changes the behavior of the game based on what it says (tells), if the effect has the phrase “you can” then the associated effect must be triggered by you to take effect. If the associated effect has the phrase, “this eíntastikid” it means the eíntastikid that the effect is associated with.

Now if a player attempts the leave that page while in fight style, that player must wait the “Run Time Limit” before leaving that page, if that happens the match ends when that player leaves that page. The run time limit is 30 seconds by default but it can be changed by an effect or agreement upon the players.

## This page is for an explanation of a feature or element called "Solar Calculation".

(If you came back here, and you already know how the "Solar Calculation" works, just go below to use the chart only and leave when done.)

What you see on the left is the "Solar Calculator", every time damage is done to a Eíntastikid from a tag when a move is used while on a page with the solar calculator, before the damage is actually done, that damage is affected by "Solar Calculation".

Any damage that was done while affected by solar calculation, before reducing the health number attached to the Eíntastikid where the damage is being done, first adjust the amount that is the damage being done, you do this by comparing the "Sign" on the used move to the one or both of the attached "Types" of the Eíntastikid where the damage is being done to, if there is two attached types, do this comparison twice for each attached type, after the comparison (s) then do damage to the Eíntastikid that is tagged equal to that newly changed amount (if changed). Use the chart below to do this comparison.

To use the chart below, match the word under the stamp within the row of boxes pointed out as "The Used Move's Sign" with the sign of the used move, and move through boxes in the row as that stamp rightward until you are on a box that is of that row and the upward row of another stamp with a word that matches with the type attached to the Eíntastikid where the damage is being done that is among the row pointed out as "The Eíntastikid's type", on the box of both rows, if this box has a "Blue Burst" in it, reduce the amount that is the damage being done by 2, if it has a "Red Star" increase the amount that is the damage being done by 2, if there is nothing, the amount is not altered.

	Nuclear	Wrath	Phoenix	Grass	Spirit	Flame	Hero	Air	Stone	Sea	Thunder
Nuclear											
Wrath											
Phoenix											
Grass											
Spirit											
Flame											
Hero											
Air											
Stone											
Sea											
Thunder											

The Used Move's Sign

The Eíntastikid's Type

## This page is for an explanation of a feature or element called "Form Alteration".

### Permanent - Form Alteration From Moves

If the sentence "Adapt ["Move Name"] to (EK000)", is present on a eíntastikid's effect it is always ignored when using that effect, but each time a move is installed, use the set a Eíntastikid process to reach the Eíntastikid photo of the EK number of the cut-out that move was installed to and check for this sentence, if found, then compare the name in the brackets after the word "Adapt" to see if it matches the word (s) in the paragraph that is the installed move just before the parentheses of that paragraph.

If not a match, finish up the move's installation, if a match, you can before finishing the move's installation choose a (the) EK number within the parentheses after the word "to" of that adapt sentence and use the set a Eíntastikid process to reach the Eíntastikid photo of that chosen EK, and erase the EK number on the topmost box on the backside of the cut-out that the move that matched the adapt sentence of the chosen EK number was installed to and write the chosen EK number in place of that erased number.

You can also rewrite the nickname on the topmost box of the front side of that cut-out, or you can write the default name found on the upper left corner of that of the Eíntastikid photo.

### Temporary - Form Alteration From Cut-Outs (Eíntastikids)

If the sentence "Prayer Play [EK000, EK000] for EK000", is present on a eíntastikid's effect it is always ignored when using that effect, but anytime when not in fight style, you can choose to "Prayer Play", if you choose to prayer play, select a cut-out in your album and use the set a Eíntastikid process to reach the Eíntastikid photo of the EK number of that selected cut-out and check for this prayer play sentence, if not present or no EK number in the brackets matches, simply return to the page you were at before going to that Eíntastikid photo, if present, check your album and scrapbook for cut-outs each with a EK number that match each EK number in the brackets after the words "Prayer Play".

Of that prayer play sentence, if you have a cut-out each with for each EK number that matches all EK Number each in the brackets, take the EK number after the word "For" in that prayer play sentence and treat the EK number in the cut-out with a EK number that matches the Eíntastikid photo of that prayer play sentence as that taken EK number until the Eíntastikid of that Cut-Out is Knocked Out.

There are three signs that fall under the class of "Act", 1: Act, 2: Enact, and 3: React, When you encounter a move that has a sign of "Act", "Enact", or "React" that move cannot be selected as a move during a tag, instead use that paragraph after the parentheses of that move as a effect, under the pretenses of it's label. See below for the list.

### Act Sign...

The move that has a sign of "Act", can or starts working at the time the Eíntastikid with that move installed is set onto the battlefield.

### Enact Sign...

The move that has a sign of "Enact", must be chosen when to use it during fight style by the owner of that cut-out, when you choose to use it, declare you "Enact" then the name of the move (the words before the parentheses of that move). After that declaration and it can or starts working, after it's effect, it cannot be used again until the match ends or told.

### React Sign...

The move that has a sign of "React", can or starts working at the moment the situation currently going on matches the situation stated on that react sign move, by it's own written conditions, players resolve any issues themselves, after it's effect, it cannot be used again until the match ends or told

The opponent in the react sign move refers the player opposing the player who is the owner of the cut-out that has that react sign move installed, the owner in the react sign move refers to the player who owns the cut-out that has that react sign move installed.

When a react sign move refers to your and mentions a attached thought of a Eíntastikid, it means that attached thought of your Eíntastikid, if a react sign move refers to your opponent and mentions a attached thought of a Eíntastikid, it means that attached thought of the Eíntastikid of the player opposing you.

A "Alias" is a special word or phrase that means a effect of it's own, If a alias is read over (played) as part of a effect, then include that alias's effect as part of the effect it is in at that point it is read or played over, a small list of aliases are below, only read the one you need to know to complete this page for now...

If the alias "Form Chaff (9) [behavior here]", is read over (played), form a "Chaff Object" by projecting a imaginary ball or circle onto any box in either the "Owner's Strip", or in the "Visitor's Strip" of your choice (you will learn more about the Owner's Strip and Visitor's Strip will appropriate), use your imagination to view it as a imaginary apparition, on the actual page itself as a imaginary token/object .

If that chosen box is already occupied with a Chaff Object, then choose another box, if all boxes of that strip are occupied, that alias does nothing, create a number and attach it to that formed chaff object, and set this number by applying the number within parentheses after the word "Chaff" of that alias. call that number that token's "Health", at the end of the phrase is directions within brackets, create a thought and add the whole paragraph/sentence in the brackets into this thought.

(if it is easier on you, you can simply read the paragraph/sentence and add the audio pronouncing of the paragraph/sentence into the thought instead), call this thought the "Effect" and associate it with that formed token, you start the reading, following, and performing the directions in this thought as a effect. If the effect states the "Attached Eíntastikid" That means the Eíntastikid whom the token is sharing the strip with, now a chaff object can be tapped down onto by just tapping down onto the box it is on, if you tap down onto a defending hand that is on a with a chaff object, the chaff object is tapped down onto instead.

The chaff object when being tapped down onto and tagged is treated as a Eíntastikid being tagged, when a chaff object's health becomes 0, it is not knocked out but instead removed from the battlefield (when you learn of the battlefield when appropriate) along all attached thoughts. If there was a number in the alias between the word "Form" and "Chaff", repeat this alias that many times that number.

If the alias "Royal", is read over (played), whatever Eíntastikid or object being referred to as royal (this alias) that Eíntastikid or object is unaffected by the effects of other eíntastikids and chaff objects except a Eíntastikid or object referred to as royal, the effect of a Eíntastikid or object referred to as royal has 1st priority over all other eíntastikid effects, except those referred to as royal.

If the alias "Mighty", is read over (played), whatever Eíntastikid or object being referred to as mighty (this alias), that Eíntastikid's health and power are treated as infinite, and by the choice of the owner of that eíntastikid, can make is that mighty Eíntastikid unaffected by any effect (s) of thier choosing of any time period and/or point of their choosing and this can be used as many times they want, any damage done from a Eíntastikid or object referred to as mighty becomes the amount that it would take to reduce the eíntastikid's health that is having that damage done to 0 (even after all conditions applied).

A "Alias" is a special word or phrase that means a effect of it's own, If a alias is read over (played) as part of a effect, then include that alias's effect as part of the effect it is in at that point it is read or played over, a small list of aliases are below, only read the one you need to know to complete this page for now...

If the alias "Can Age", is read over (played), you can choose a number between 1 to 8, treat as if a number of minutes equal to the number you choose has passed, also do damage to all éintastikids involved in that game session equal to the number you choose except Nuclear and Stone type éintastikids, if told can age for a amount of time, it means this cannot be used again until that time amount has passed after this was used.

If the alias "Explosive", is read over (played), whatever Éintastikid or object being referred to as explosive (this alias), it means when that éintastikid is knocked out, knock out all other éintastikids on the battlefield the Éintastikid that is referred to as explosive was on, and remove all chaff objects on that battlefield, if this alias was included with the words "To All" after it, then knock out all éintastikids on the battlefields involved in that game session and remove all chaff objects on all those battlefields.

If the alias "Can Pause", is read over (played), The owner of this éintastikid can at anytime can choose to treat as if no seconds from this point and beyond have passed, seconds go back to being treated as if they have passed after this éintastikid is knocked out, also anytime seconds are being treated as if they are not being passed by this effect, the owner of this éintastikid can choose to treat as if seconds are being passed again.

If the alias "Envoy", is read over (played), it means a condition would first be stated around this alias and tells you to envoy when said condition is met, when told to envoy from a met condition set around this alias, first off if the éintastikid that has this alias was just knocked out, immediately change it's health to 1, then that éintastikid enters "Envoy Style" when this éintastikid enters envoy style all players pause what they are doing and you real quickly go to the backside of the book's front cover (Page 2), on the Table Of Contents, go to and search amongst the pages listed as and between those pages listed as "Éintastikid Index".

Amongst those pages find a Éintastikid Photo that has a ID that contains the "EN" number that matches number part of the EK number of this éintastikid, use the set a éintastikid process to create a new "Effect" and "Appearance" thought from that Éintastikid Photo and switch out the respective thoughts from this éintastikid with those just created from this, Renvision the token of this éintastikid to that of the new appearance thought, all players then continue what they were doing afterward, entry to envoy style cannot be negated or interrupted by any effect and has 1st priority over any effect, also this éintastikid exits envoy style when the match ends.

If the alias "Declare Judgment", is read over (played), means to wait 6 seconds while playing, when those 6 seconds pass, the éintastikid that declared judgment (this alias) wins the fight.

A "Alias" is a special word or phrase that means a effect of it's own, If a alias is read over (played) as part of a effect, then include that alias's effect as part of the effect it is in at that point it is read or played over, a small list of aliases are below, only read the one you need to know to complete this page for now...

If the alias "Pierce", is read over (played), this alias is stated around the subject of éintastikids and can even be mentioned in the past-tense it mean this alias, what this alias means is, if the damage done to éintastikid that is pierced exceeds the current Health number of that éintastikid, and that player of the pierced éintastikid has a not knocked out éintastikid in his/her album, select one of the not knocked out éintastikids in his/her album (if only one, then that one is selected, if the selected one is not pulled, have that player set it onto it's own cut-out and count it as pulled first) and do the difference as damage to that pulled éintastikid.

If the alias "Armor", is read over (played), you will also to told to armor (this alias) for a amount of time, what this means is, if the éintastikid is tagged, you can choose to make that tag do nothing, if you do this, you must wait the amount of time told to use this again.

If the alias "Endo Tag", is read over (played), you can select a éintastikid in a player's album, and tag that éintastikid if it is not knocked out, if the selected éintastikid was not pulled, have that player set it onto it's own cut-out and count it as pulled first.

If the alias "Exo Sit", is read over (played), you will also to told to exo sit (this alias) for a amount of time, what this means is, you can Select one of the boxes on the strip (owner or visitor) that your opponent's defending hand is on, and your opponent cannot move onto that selected box for the amount of time told to exo sit, this cannot be used again until that time period is over.

If the alias "Lucky", is read over (played), whatever Éintastikid or object being referred to as lucky (this alias), when the player of that Éintastikid or object flips a coin or play rock paper scissors, skip the coin flip or the game and treat as if that player called it right on the coin or treat as if that player won rock paper scissors.

If the alias "Steal", is read over (played), this alias revolves around éintastikids and can even be mention in past-tense, what it means is, the éintastikid told to be stolen or referred to as stolen first must be not knocked out or this alias does nothing, the player that conducted the stealing is now treated as the owner of that éintastikid and it's cut-out until that éintastikid is knocked out, the owner before the stealing was conducted must tell of all the attached thoughts on that éintastikid and it's current situation if it's was set or pulled.

The stolen éintastikid cannot be used or selected by anyone else except for it's new owner, each stealing refers to actual stealing and the time period until the stolen éintastikid is knocked out. The first owner refers to the actual real owner of that cut-out.

A "Alias" is a special word or phrase that means a effect of it's own, If a alias is read over (played) as part of a effect, then include that alias's effect as part of the effect it is in at that point it is read or played over, a small list of aliases are below, only read the one you need to know to complete this page for now...

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If the alias "Can Knight", is read over (played), if the eíntastikid that can knight (this alias) is in a player's album and not knocked out, and the current eíntastikid if that player is tagged, that player can choose to change that tag to the eíntastikid that can knight (if the eíntastikid that can knight is not pulled, that player sets it onto it's own cut-out and count it as pulled first).

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If the alias "Can Nurture", is read over (played), you can reduce the Health of the eíntastikid that can nurture (this alias) up what it's health is currently is, and select a eíntastikid and increase that eíntastikid's Health by the amount you reduced from the health of the eíntastikid that can nurture.

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If the alias "Wake Up", is read over (played), it means to set the health of a eíntastikid that is knocked out to 3.

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If the alias "Double Strike", is read over (played), when a player about to tap down onto a box with their offending hand, that player also selects and declares another box, that box is treated as that player tapped down onto the box when the player actually taps down onto a box both at the same time.

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If the alias "Snatch", is read over (played), you can select any 1 move known by all eíntastikids involved in the fight, use that move as if the eíntastikid with this alias knew it when that eíntastikid attacks.

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If the alias "Bide", is read over (played), when a eíntastikid with this alias tags, you can choose to negate it with this effect, if you do, until that eíntastikid tags again, for every 10 seconds add 1 value to that eíntastikid, when that eíntastikid tags with a value, remove them all on it and change the damage done to times it by the value removed.

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If the alias "Retreat", is read over (played), that player told to retreat pulls their defending hand away from their strip of the battlefield and make it touchable for the amount told, after that, that player cannot retreat again even when told, until a minute has passed after their hand just returned to the battlefield after a retreat.

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If the alias "Spiny", is read over (played), it means when a eíntastikid tags a eíntastikid referred to as "Spiny", the player of the spiny eíntastikid tags the eíntastikid that tagged the spiny eíntastikid, both players do this to each other at the same time.

# Bookmarking

You will learn how to bookmark for this game, it is the same as normal bookmarking, but you need to also write down what you did in this game on the bookmark itself, so first upon your bookmark's creation, take the words within the parentheses under the red label called "Bookmark Key" from the red dotted box that took you to this page as the bookmark key.

Then write that taken bookmark key from this game on the top part of the bookmark then cut it off from the rest of the bookmark with a dotted line, now write the page number you are on at the time you are "book marking", then write all switches in your mind at the time you are "book marking".

You may also write small notes about things you did during your play session at the time you are "book marking" on the rest of the bookmark as well as it's backside, the side with the written book-mark key is the front side, it is recommend that the notes are phrases which are around 3 words long so you can fit as much as you can.

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When you want to change or read a currently existing bookmark, first "Compare Bookmark Keys" by comparing the taken bookmark key with the one written on top of the bookmark of it's front side, if it is a match, that book mark can be used for changing or reading, if not, then attempt to use another or do not use a bookmark.

When you want to change a currently existing bookmark, after checking that it can be used, just erase switches not in your mind and notes that do not match your situation at the time of "Bookmarking" and add switches from your mind and notes that do not already exist on that bookmark that match your situation at the time of "Bookmarking", finally change the written page number to that of the page number you are one currently.

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When you want to read from a currently existing bookmark and continue where you last left off, after checking that it can be used, add all switches into your mind, and just remember what your notes meant and form your situation from all the notes you wrote on both the front and back sides of that bookmark.

Finally go to the page with a page number that matches the written page number on that bookmark, then continue from were you last left off there.

# Mutireader

If you found this page, yes this game can be played with multiple players, when you want to play with other players, all players who agreed to play with each other enter "Person Style, now there are two ways of playing Eíntastikology's mutireader, "Quick Game" or "War Game".

Before deciding on what type of mutireader game everyone wants to play, players involved can change some rules, like setting the run time limit, banning prayer play or not, and the like, now while a player is in person style, negate entry of scene style, negate all On and Off switch stamps, events, pathways, rewards, and penalties.

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So when a quick game is decided, this type of game must be played in pairs of 2 if there are more than 2 players involved, this game can also be played without a book as long as battlefield is created elsewhere.

So in this game, 1 player decides to use the owner strip and the other uses the visitor strip provided the players are not using a book, otherwise the owner of that book uses the owner strip with the other player using the visitor strip.

Players decide on how to win, such as the player with the most wins within a given time limit wins the game or the player who gets certain amount of wins or loses wins or loses the game, the run time limit cannot be changed and moving off of that battlefield is forbidden (room links are negated).

A player can submit and give the other player automatic victory if he/she chooses so.

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So when a war game is decided, this type of game can be played with as much as players as possible provided each player has their own book, so in this type of game, first players can declare area names as restricted areas or only a "battle area" if players start declaring restricted areas then they cannot declare a battle area or vice versa, next players can decide to put themselves in teams or a free for all.

Players then decide their albums if there were not already ready for play, then all players then decide on spawning, only 2 players are allow to move onto a spawn of the same letter, the players then move to the spawns that they were told to move to, a spawn that is on a page of a area name that is under the restricted areas or not of the battle area, that spawn cannot be used.

After that, all players countdown to 3, once the countdown is down is over, everyone involved can start playing, during a war game, each player must declare the page number of the page that they are on every time they move to another page or when asked.

When two players not in fight style are on a page with matching page numbers, those players enter fight style with each other, so depending on if the players are on teams or just alone, when a player wins, if that player was a part of a team, that win goes to that team, if alone, it goes to that player, now players can set the winning conditions.

Such as having a time limit and the player or team with the most wins when that time limit ends wins the game, or setting a number of wins or losses required to end and win that game, now the player that lost must move to the spawn that player first moved onto when the game started or a spawn decided by the players or by choice (if such rule was decided by the players).

A alternative, is to have a elimination where if a player loses, they are automatically removed from the game, and the last player (team of that player) still in the game wins that game. Players can also decide to negate fixs if they are too bothersome.

Now depending on what was decided with areas, such as a restricted area list or a battle area, if a restricted area list was decided, all players cannot move onto pages of area names that were decided as restricted areas, if a battle area was decided, all player cannot move onto a page of area that is not the area name decided as the battle area.

If a player moves onto a page that is of the restricted area list or not of the battle area, that player must move back onto the previous page.

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After the game of multireader is won, all players exit person style, players can trade with each other, you simply select a Cut-Out from your Scrapbook, and the person you are trading with selects a Cut-Out from his/her scrapbook, the two of you exchange Cut-Outs, that's it, but there are some rules to trading.

First you cannot trade from the Album, you can receive a gift from a person, to do this just simply accept his/her Cut-Out that he/she is giving you, you can give a gift, to do this select a Cut-Out from your Scrapbook and hand it over to the person you are giving the gift to. After that you are done with the trade, after you are done with a trade or receiving a gift, just add the newly obtained Cut-Out into the scrapbook.