

## **Goal of the Game**

Create creatures and spells to destroy the enemy Vanquisher by any means necessary.

## **Win Condition**

- Destroy the enemy Vanquisher, both Stage 1 and Stage 2.
- OR run your opponent's deck out of cards.

## **Game Preparation**

- Two players are required to play.
- Each player must have a full deck of exactly 60 cards plus 1 Vanquisher.
  - Up to 4 of each card with the same name may be included per deck, with some limitations outlined in the ban list.

## **Start the Game**

- Play your Vanquisher on the field in Stage 1.
- Shuffle your deck.
- Draw 7 cards from the top of your deck to make your hand.
  - If you do not have a playable creature in your hand (1 creature and the essence to create it):
    - Reveal your hand to your opponent.
    - Shuffle your hand back into your deck.
    - Draw 7 new cards from the top of your deck.
    - This can be repeated up to 2 times: the 3<sup>rd</sup> hand is final.
- Flip a coin to decide who goes first.

## **The Playing Field**

BANISHED		CREATURE	CREATURE	CREATURE	VANQUISHER
GRAVEYARD	ESSENCE POOL	SPELL	SPELL	SPELL	DECK

## **IT'S YOUR TURN!!**

There are 3 phases per turn, the Preparation Phase, Attack Phase and Clean-up Phase. These are done in-order every turn unless otherwise dictated by an active effect or ability.

### **PREPARATION PHASE**

- **Draw a Card**
  - Mandatory – unless it is the starting turn of the game, then no card is drawn.
  - If a player's deck is depleted and they cannot draw a card, they lose the game.
- **Summon an Essence**
  - Up to 1 Essence Card may be moved from your hand to your essence pool per turn.
  - Once active in the Essence Pool, Essence Cards may be moved freely during this phase to attach to Creature and Spell Cards or move between active cards, so long as the creation cost always remains satisfied for all Creatures and Spell Cards.
  - Essence Cards may not be attached to more than one Creature or Spell Card at a time.
- **Create a Creature**
  - Each player may have no more than 3 creatures active on the field at any time.
  - Any number of Creature Cards may be played from your hand to the field per turn, so long as their Creation Cost can be satisfied from your Essence Pool and your total number of active creatures does not exceed 3.
  - To satisfy the Creation Cost of a Creature Card, attach Essence Cards from your Essence Pool to said creature. Creation Costs may be overpaid, but never underpaid.

- Creatures are exhausted (indicated by rotating the card clockwise) when they are first created, meaning they cannot attack or activate any ability the first turn they are played.
- A creature's effect is always active and requires no additional cost. Being exhausted has no impact on a creature's effect.
- **Play Non-Trap Spells**
  - "Effect", "Instant" or "Item" Spell Cards may be played during this phase.
  - "Trap" Spell Cards may not be played during this phase.
  - To satisfy the Creation Cost of a Spell Card, attach Essence Cards from your Essence Pool to said spell. Creation Costs may be overpaid, but never underpaid.
  - Spell Ability Costs are paid by sending the Ability Cost from the Essence Pool to the Graveyard.
  - Spell Abilities may be activated once per turn, unless otherwise detailed in the ability description. The Ability Cost must be paid every time this ability is used.

## **ATTACK PHASE**

- **Your Creature Abilities**
  - Any active non-exhausted creatures may activate their ability at this time.
  - Creature Ability Costs are paid by sending the Ability Cost from the Essence Pool to the Graveyard.
  - Creature Abilities may be activated once per turn, unless otherwise detailed in the ability description. The Ability Cost must be paid every time this ability is used.
- **Your Attack**
  - Any active non-exhausted creature may choose an opponent creature (or Vanquisher if no enemy creatures are active) to attack.
  - After attacking, creatures become exhausted (indicated by rotating the card clockwise) until the end of your turn.
  - Creatures may attack as a group to target a single enemy creature with their combined attack damage.
  - The attacker chooses their target.
  - Your Vanquisher cannot attack creatures or the enemy Vanquisher directly.
- **Opponent Trap Spells**
  - Your opponent may now activate any amount of "Trap" Spell Cards from their hand.
  - To satisfy the Creation Cost of a Spell Card, attach Essence Cards from your Essence Pool to said spell. Creation Costs may be overpaid, but never underpaid.
  - Spell Ability Costs are paid by sending the Ability Cost from the Essence Pool to the Graveyard.
  - "Effect", "Instant" or "Item" Spell Cards may not be played during this phase.
- **Opponent Counter-Attack**
  - Once attacked, the enemy creature counter-attacks your attacking creature.
  - If attacked by a group, the opponent may choose which of your attacking creatures to counter-attack.

- Counter-attacking is mandatory and automatic.
- **Your Trap Spells**
  - If one of your creatures is counter-attacked, you may activate any amount of “Trap” Spell Cards from your hand.
  - To satisfy the Creation Cost of a Spell Card, attach Essence Cards from your Essence Pool to said spell. Creation Costs may be overpaid, but never underpaid.
  - Spell Ability Costs are paid by sending the Ability Cost from the Essence Pool to the Graveyard.
  - “Effect”, “Instant” or “Item” Spell Cards may not be played during this phase.
- **Repeat for Each Attacking Creature**
  - The entire Attack Phase is repeated for every attacking creature(s).

## **CLEAN-UP PHASE**

- **Graveyard**
  - Destroyed creatures, along with any attached non-Essence Cards, are sent to the Graveyard.
    - A creature is destroyed when it is attacked with total damage that is greater than its defense.
    - The attacking creature’s total damage is calculated in the following order:
      - Attacking creature(s) total attack damage value, listed on their cards.
      - + any active creature effect attack modifiers.
      - + any active creature ability attack modifiers.
      - + any active Spell Effect, Instant or Item attack modifiers.
      - +1 additional attack damage if the defending creature is weak to the attacking creature’s Essence Type.
        - In a group attack, +1 additional attack damage is added per attacking creature who the defending creature is weak to.
    - The defending creature’s total defense is calculated in the following order:
      - Defending creature’s total defense value listed on its card.
      - + any active creature effect defense modifiers.
      - + any active creature ability defense modifiers.
      - + any active Spell Effect, Instant or Item defense modifiers.
      - + any active spell trap defense modifiers.
    - Note that being sent to the Graveyard and being Banished are two very different things. Being Banished means being removed from the game entirely, while the Graveyard can be manipulated over the course of the game.
- **Healing**
  - All creatures that remain active on the field are fully healed and no longer exhausted.

## **END TURN**

## INTERPRETING THE CARDS



*\*Please note that Spell and Essence cards do not have “ATK/DEF” or “Essence Type”. Vanquisher cards represent their Stage in the “Essence Type” area.*

- Card Name
  - Different cards may share the same name such as special prints or different editions. For the sake of deck-building the quantity rules apply to cards with the same name.
- Essence Type
  - Only Creature Cards have an Essence Type. This is used for weakness calculations.
- Card Type
  - The card type is followed by the sub-type. For instance, the example above is a Creature Card and an Amphibian Creature.
    - Creature
    - Essence
      - Fire
      - Nature
      - Aqua
      - Energy
      - Divine
      - Dark
      - Gray (wildcard for all Essence Types)



Fire



Energy



Nature



Divine



Aqua



Dark



Gray

- Spell
  - Effect
    - Long-lasting impact on the game and must normally be removed by another spell or certain other conditions.
  - Instant
    - Short, single-turn impact on the game and is normally sent to the graveyard upon the conclusion of the turn it was played.
  - Item
    - Attached to one of your active creatures and remains attached to that creature until it is sent to the graveyard or banished, where this card is sent as well.
  - Trap
    - Either a short or long-lasting impact on the game and is played in response to an opponent's action.
- Vanquisher
  - The Vanquisher card represents the player and has 2 progressive stages. If your Vanquisher is defeated in both stages, you lose the game.
- Rarity
  - Common
    - Rarely has an effect, very rarely has an ability. These are your rank-and-file cards to get you started, protect your field and build out your strategy.
  - Uncommon
    - Sometimes has an effect and rarely has an ability. These are your general firepower and support cards.
  - Rare
    - Almost always has an effect and ability. These are rare and powerful tactical cards.
  - Mythic
    - Always have an effect and an ability, these are deck-defining extremely rare and very powerful cards.

## RARITY ICONS

● COMMON

▼ UNCOMMON

✦ RARE

★ MYTHIC

- Creation Cost & Weakness
  - How many Essences, and of what type, are required as a minimum to create this creature.
  - This cost can be overpaid, but never under-paid.
  - Weakness is displayed on the right without the colored background.
  - Not all creatures have a weakness.
  - Creatures take +1 damage from opponent creatures of their Weakness Type.
  - For Essence Cards, the Creation Cost values represent how much Essence each card provides.
- Ability
  - The Creature Ability is activated at-will by paying the cost listed near it. The activation cost of abilities is sent to the Graveyard from the Essence Pool.
  - Creature Abilities may be activated once per turn unless otherwise stated in the ability description.
- Lore
  - A brief description giving insight into the EoC Universe.
- ATK / DEF
  - Attack / Defense. How much attack damage and defense your creature has.