

Eldritch Gods Rules

Setup

To start setup of Eldritch Gods (TM), you will need;

1. The 80 card Eldritch Gods deck,
2. Two players,
3. Three energy tokens and three health tokens per player,
4. Basic concept of standard addition and subtraction,
5. A brain.

Start by giving out the health and energy tokens to each player and shuffling the deck. After you have shuffled the deck, deal three cards to each player and place the deck to the side, then determine who goes first by the roll of a dice, coin flip or other method available to you. Once the starting player is decided that player draws a card from the deck and the game has begun.

Playing The Game

The deck

Both players share the same standard deck of 80 cards. Both players start with three cards in their hands and draw one at the start of each of their turns. If at any point a player looks through the deck for any reason, the deck must be shuffled.

Energy

Both players have access to three energy tokens each. Once per turn you have the option to spend 1 energy token in order to look through the deck and add to your hand, any level 1 card from it. If this happens, then the deck must be re-shuffled and placed back to the side. You may not use your energy tokens on your first turn. In order to use an energy token you must first have played a card on your previous turn. After two turns you may use energy tokens regardless if you have played a card or not on previous turns. You cannot get a card from the deck in this way if that card had died within the last turn.

Stats

Each card has it's own set of stats, Attack (ATK)(The three slash marks icon on a card), Health (HP) (The heart icon on a card), Defence (DEF)(The circle with a cross in it on a card) and Level (LV) (The blood droplet symbol on a card).

Attack (ATK): Whenever you call an attack on a card, this stat is the number of damage the card deals in the attack. Cards with an attack score of 0 cannot attack. You may call 1 attack with each card per turn. Attacking is optional.

Health (HP): The health of a card is depleted whenever a card takes damage form an attack or ability effect. When a card's HP is reduced to 0 it "Dies" and goes to the bottom of the deck.

Defence (DEF): When a card is targeted by an attack, the damage is reduced by the value of its defence score. For example if a card with 3 DEF is attacked by a card with 8 ATK, it will only take 5 damage.

Level (LV): The level of a card determines how many sacrifices a card needs to be summoned. As well as showing the general strength of a card in comparison to other cards. LV 1 cards need no sacrifices to be summoned, LV 2 require 1, LV 3 require 2 and so on, you can think of it as 1 less the LV is the sacrifice cost. Each card is only worth 1 sacrifice and once sacrificed, is placed at the bottom of the deck. **Sacrificing is not the same as dying.**

Sacrificing

Sacrificing a card in play is necessary to summon higher level cards. You first determine the required cost of a card in your hand by looking at its level (LV), then you can sacrifice that number of cards in play to summon that card from your hand.

Your turn

At the start of your turn you draw 1 card from the deck. On your turn you can do various things such as, summon any number cards from your hand (if you have the required sacrifices to do so), sacrifice cards you have in play, call attacks with your cards and use your cards abilities (When the card says you can).

Cards in play

While a card is in play, it can be targeted by attacks and abilities. When a card is in play, it can be removed from play with abilities, killing it with an attack or sacrificing it. You can only have a maximum of 8 cards in play at a time.

Card abilities

A lot of cards in the deck have an ability. These abilities are split between two groups, Passive and Active abilities. Passive abilities activate automatically on their own, such as; drawing 1 extra card at the start of your turn or increasing health after every kill. Active abilities must be declared to activate such as; copying a cards stats/ ability, insta killing a card or increasing a cards DEF by 2 once per turn as examples. Active abilities are optional and you do not have to use them. Passive abilities will activate on their own anyway, this is unavoidable while the card is in play. Some active abilities can only be used once per turn on your turn or twice per turn or at any point on anyones turn, this will be specified on the card.

Equipment cards

Equipment cards are just like any other card in play with 1 difference. Each of their stats has a + at the start. These cards can be attached to another card adding their stats together and counting as the same card until separated, this means they only take up 1 space in play and use the same level being the level of the card you attached them to. When they die they die together and all abilities targeted at them are targeted at the card that you attached it to.

How to win

To win the game you must first remove or kill all cards on your opponents side of the field, then you may attack them directly. Each card can only deal at most 1 damage to a player with an attack. You cannot attack your opponent directly if they end their turn with no cards in play. If they have no cards in play but can play a card and choose not to, after 5 turns of them doing this they immediately lose. When one of the players loses all of their health, their opponent wins and the game is over.

Thank you to all the people at Eldritch Card Games for helping this dream to be a reality.

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Thank you for supporting us.

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