

MetaZoo™

RULEBOOK 2021



**•THE ONLY COLLECTIBLE CARD GAME WHERE YOUR
SURROUNDINGS MATTER!•**

NIGHTFALL 

MetaZoo™

MetaZoo Rulebook Version 2.0

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How to Play: Quick Start

Check out this quick start video and other MetaZoo content on our official YouTube page!

https://www.youtube.com/watch?v=_velyb1luAo



Basic MetaZoo Language

Arena = A part of the playing area into which cards are played and used

Aura = Resource used to pay the cost of cards

Battleground = The entirety of the playing area

Bookmark = Drawing card(s) from top of deck

Caster = Player

Chapter = Cards in hand

Contract = Playing a card from your hand into the Arena by paying its Aura Cost

Fatigue = Turn sideways 90 degrees

Page = Card

Spellbook = Deck



Awakened

Fatigued

What's New in Nightfall?

Keywords: added for increased clarity

- CONTRACT - Effects that resolve after a Page is Contracted
- FLIPPED - Effects that resolve after a Page is flipped face-up
- ARENA - Persistent Effects that apply while this Page is face-up in the Arena
- DESTROYED - Effects that resolve when a Page is Destroyed

Two New Traits:



Equipment: If a Beastie, Artifact, or Spell has this Trait, you may put this Page under a chosen Beastie (see the section on Equipment for more details).



Self-Destruct: You may Fatigue this Page on your turn to Destroy this Page.

5 New Terra:

- Dawn
- Dusk
- Fog
- Full Moon
- Swamp

Status Effects Rewording: “Effects” that affect Beasties and Casters such as “Burn” and “Frozen” have been renamed to “Status Effects.”

Terra Bonuses Rewording: “4th Wall Symbols” (i.e., the Terra icons below Traits to the left side of a Page) have been renamed to “Terra Bonuses.”

New Alternate Win Conditions: Pages like Grim Reaper and Jersey Devil introduce new ways to defeat your opponents.

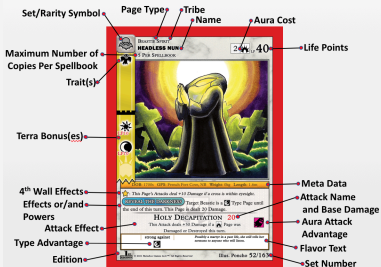
General Rules

1. Pages must remain where they are played. You may not move any Pages in the Arena unless a rule or Page Effect specifically allows it.
2. Unless otherwise stated, all Pages enter the Arena Fatigued, other than Aura and Terra which enter the Arena Awakened.
3. When a Page is used to generate Aura, Attack, Defend, or use a Power, you must Fatigue it (turn it 90 degrees). A Fatigued Page cannot be Fatigued again until it is Awakened.
4. Aura Pages may be Fatigued on any player's turn to generate Aura.
5. To Contract a Page, you must pay its Aura cost, meet any additional requirements for the Page, and then place it into the Arena.
6. It does not cost any Aura to Attack, Defend, or activate Powers, but you must Fatigue the Page.
7. If a Page's LP becomes 0 at any time, it is Destroyed (LP is reduced to 0).
8. When a Beastie or Artifact is Destroyed, it is placed into Limbo unless otherwise stated.
9. When an Effect allows a Caster to search through their Spellbook for a specific type of Page, that Caster may choose to complete the search without choosing a Page. After a Caster searches their Spellbook, they must shuffle their Spellbook.
10. When a Spell or Potion is Contracted, it is placed into the Cemetery immediately after it is resolved, unless otherwise stated.
11. All Pages and effects resolve in a first in, last out order. If more than one effect would activate simultaneously at

the start or end of the turn, the active player gets to choose in which order they resolve.

12. You may Contract Terra during your turn for no Aura cost. Any Terra in the Arena can be used to activate Terra Bonuses (see Terra).
13. Any Damage dealt to Pages or Casters remains between turns.
14. All generated Aura that is unspent disappears at the end of the turn it was generated.
15. If a Caster has 0 Pages in their Spellbook, they continue playing until a winner is decided.

Page Layout



Note: Spellbook Limit (# Per Spellbook) refers to the total number of copies of the Page you are allowed to have between the copies in your Spellbook and Side-Deck.

Page Types

Aura Page: Aura Pages are Fatigued to generate Aura of that specific type and that Aura is used to Contract Pages. You can play any number of Basic Aura Pages in your Spellbook, but Special Aura Pages have their own Spellbook Limit. Destroyed Aura Pages go to the Afterlife.

Beasties: Every time you spend Aura to Contract a Beastie, you Contract a companion into the Arena that does your bidding. Destroyed Beasties go into the owner's Limbo (unless otherwise stated).

Spells: Contracting a Spell results in the Spell Page being placed into the Cemetery immediately after it is resolved (unless otherwise stated).

Potions: Costing 0 Aura to Contract, these single-use Pages have a similar function to Spells.

Artifacts: Artifacts have LP and can be Attacked. Some have Traits, Abilities, and/or Powers.

Terra: Terra allows you to define 4th Wall features in the Arena when they are lacking in your surroundings. Destroyed Terra Pages go to the Afterlife.

Aura Types



Cosmic: Watch out for the Cosmic Aura Type, bringing extraterrestrial strategies to the game. It benefits from having no Weakness and favors potent Effects rather than raw Damage. These Pages often grow in strength when other Pages are played alongside them.



Dark: Striking from the shadows, this Aura Type is most powerful during Nighttime. Dark focuses on removing threats from the board, recurring Beasties from the Limbo, and Contracting powerful Beasties. Dark is a versatile Aura Type that can control the game.



Earth: Take over the game with Earth's rock-solid strength. Earth Aura contains strong Beasties with heaps of LP, but has low Damage output. The Spells, while weak alone, can be deadly when used together. Earth is a defensive Aura Type that can be hard to take down.



Flame: Burn your way to victory with the fiery Beasties and Spells. Flame is a dangerous Aura Type that burns everything within its vicinity, even its own Caster. Using low cost Pages with high amounts of Damage, Flame aims to end the game early.



Forest: Many Beasties call the Forest their home. The Forest Aura Type is Beastie heavy and looks to push the tempo of the game with their presence in the Arena. Packs of Fearsome Critters grow stronger in numbers and poisonous creatures drain the opponent over time.



Frost: Frost is an Aura Type that chills to the bone. Specializing in evasive Beasties that freeze their opponents and Spells that the opponent won't see coming. Frost controls the tempo of the game by slowing the opponent down to their pace.



Light: Light is purity in its truest form and is devoted to banishing darkness. This Aura Type has unique abilities such as recovering LP and strong Artifact synergy, combined with powerful Spells and Effects that are able to swing the advantage in your favor.



Lightning: Dominate the skies with powerful Thunderstorms and quick Attacks. Lightning is the fastest Archetype that features strong Traits such as Fleet and First Strike. With the help of Aura generating Effects, Lightning is able to Contract powerful Beasties early in the game.



Neutral: Use Neutral Pages to fill in any gaps your Spellbook might have with generic and useful Effects. Any Aura can be used to pay a Neutral Aura's Cost, making Neutral the most versatile Aura Type.

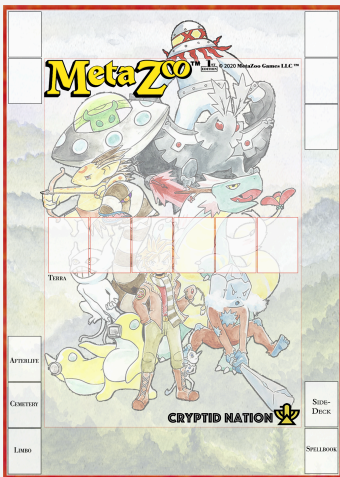


Spirit: Specializing in elusive Beasties and inflicting the opponent with Status Effects, Spirit is tough for the opponent to handle. While generally weaker on their own, Spirit is a great Aura Type to compliment other Aura Types.



Water: Flowing like a river or crashing like a wave, the Water Aura Type is very flexible. Water Pages often allow Bookmarking, which allows you to always have options. Pair powerful Spells with complementary Beasties to win the game or stop your opponent with a carefully timed counterspell.

The Battleground



The Battleground is the entire space in which a match/game takes place. The Battleground has the following areas:

Spellbook: Your Spellbook is the collection of Pages built before a game begins. All Pages in your Spellbook must remain face down unless otherwise stated, and you may not look at Pages in your Spellbook unless directed to by the Effect of a Page.

Chapter: Your Chapter is the collection of Pages you have Bookmarked from your Spellbook, and may Contract. Don't show this to your opponent unless directed to by a Page.

Arena: The Arena is the area between Casters' Spellbook and their Limbo, where Pages are placed when played. Both Players share the Arena, and Pages placed into the Arena enter Fatigued.

Terra Slots: Terra Pages are Contracted into this part of the Arena. Casters share the Terra Slots and are limited to a total of 6 between both of them.

Limbo: When a Beastie or Artifact is Destroyed, it is placed in its Owner's Limbo.

Cemetery: When a Spell or Potion is Contracted, resolve its Effects and place it into its Owner's Cemetery. Occasionally, Effects may place other Pages into their Owner's respective Cemetery.

Afterlife: When an Aura or Terra is Destroyed, it is placed in its Owner's Afterlife. Pages can be placed in the Afterlife under special conditions.

Playing MetaZoo

Win Condition

In order to win the game, reduce the Life Points of all of the opposing Casters to 0 before they can reduce your Life Points to 0. There are Pages with Effects that have additional win conditions, but these can be challenging to pull off.

Set Up

1. To determine which Caster goes first, have the opponent predict the outcome of a die (dice) roll or coin flip. If they successfully predict the result, they can choose if they would like to go first or not. If they are incorrect in their prediction, the choice of first-to-act falls to you.
2. Each Caster shuffles their Spellbook and Bookmarks 7 Pages from the top of it.
3. Mulligan (optional) as outlined below
4. The Caster taking the first turn starts the game.

Mulligan

Each Caster can Mulligan as many times as they would like, but at a cost. Choosing to Mulligan can improve a Caster's starting hand or replace a bad one.

1. Take the Pages in your Chapter and place them into your Spellbook.
2. Shuffle your Spellbook.
3. Bookmark N-1 Pages from your Spellbook, where N is the number of Pages you Bookmarked previously.

Casters will alternate deciding if they will Mulligan, starting with the Caster going first.

Turns at a Glance

Each turn has these parts:

1. Start of Turn - Casters will begin their turn by Bookmarking a Page from the top of their Spellbook and then Awakening all of their Pages in the Arena.
2. During a Caster's turn, they can perform any number of actions in any order they choose. These actions include playing an Aura Page, Terra Pages, Contracting Pages from their Chapter, using Powers, or Attacking. For a full explanation of what a Caster can do during their turn, check out Turn Steps below.
3. End of turn.

Turn Steps

1. Start of Turn.
 - a) Any Effects that state that they happen at the "start" of your turn happen right now before Bookmarking your Page.
 - b) Bookmark a Page from the top of your Spellbook and add it to your Chapter.
 - c) Awaken any Fatigued Pages under your control in the Arena unless otherwise stated.
2. Do any of the following in any order:
 - a) Contract an Aura Page into the Arena: Once per turn, you may Contract an Aura Page from your Chapter into the Arena Awakened. Most Aura Pages have no cost.
 - b) Contract a Terra Page into the Arena: As many times as you'd like during your turn, you may place a Terra Page from your Chapter into an available Terra Slot in the Arena. If this would be the 7th Terra Page put into the Arena, remove the Terra Page in the 1st Slot, the 8th Terra Page would go into the 2nd Slot, and so on. Removed Terras go to the Afterlife.
 - c) Place a Trap Page face-down into the Arena: As many times as you'd like during your turn, you may place a Page with the Trap Trait face-down into the Arena. More information on Trap Pages can be found in the Trap Page section.
 - d) Contract a Beastie, Artifact, Spell, or Potion Page: As many times as you'd like during your turn, you may use generated Aura to pay the cost of a Page in your Chapter and Contract it. Beasties or Artifacts are placed into the Arena when Contracted, while Contracted Spells

and Potions are placed into the Cemetery once their Effects are resolved.

- e) Use Powers: As many times as you'd like during your turn, you may Fatigue a Beastie or Artifact to use a Power on that Page.
 - f) Move a face-down Trap Page: As many times as you'd like during your turn but only once per Trap Page, you may move a face-down Trap Page (that is not under another Page) to under a Beastie or Artifact that you control in the Arena that does not have a face-down Trap Page underneath it already.
 - g) Declare an Attack and resolve combat: As many times as you'd like during your turn, you may Fatigue a Beastie in the Arena and declare that it is Attacking. Please see the section on "combat" for more information on how combat is resolved.
3. End of turn.
- a) Any Effects that state that they happen at the "end" of a turn happen now. Play passes to the next opposing Caster.

Taking an Action

Actions are choices made by a Caster such as Contracting a Page, using an Effect or Power, declaring an Attack, or moving a Trap Page. After a Caster takes an Action, Priority to take an Action is given to the Opposing Caster (if there are multiple Opposing Casters, Priority is passed clockwise from the Caster that took the Action).

Priority

Priority is a Caster's ability to take an Action in response to an Opposing Caster's Action.

- Casters can only Contract Pages or use Effects with "any time" whenever they would have Priority.
- At the start of each turn (before the active Caster Bookmarks), the active Caster gains Priority. Then, after the active Caster chooses to take an Action or not, Priority will be given to the Opposing Caster before moving to the next step.
- At the end of each turn (before applying Poison Damage), the active Caster gains Priority. Then, after the active Caster chooses to take an Action or not, Priority will be given to the Opposing Caster before moving to the next step.

- Anytime a Caster takes an Action, Priority is passed to the Opposing Caster.

Resolution Chains

In MetaZoo, Pages that have Effects that can be activated at “any time” (like Chupacabra) or Pages that can be played on your opponent’s turn (like Reflection) can lead to a chain of Pages that are played in response to one another. The order of resolution would be that the last Page resolves first. In the example below, Player 1 Targets the opposing Killer Clown with a Fireball.



Actions happen in the following order:

- Player 1 Contracts Fireball targeting Killer Clown
(Priority passes to Player 2)
- Player 2 Contracts Reflection targeting Fireball
(Priority passes to Player 1)
- Player 1 Contracts Dampen targeting Reflection
(Priority passes to Player 2)
- Player 2 uses Chupacabra’s Effect text and chooses Killer Clown as a target
(Priority passes to Player 1)

- Player 1 chooses to not take another action, so Pages and Effects in the Resolution Chain begin to resolve.

How it is resolved:

- Chupacabra's Effect recovers Killer Clown's LP to 40
- Dampen stops Reflection from resolving
- Fireball deals 25 damage and inflicts Burn to Killer Clown
- **After all Effects resolve, Killer Clown is dealt 25 Damage and is inflicted with Burn.**

Combat

Combat begins whenever an Attack is declared by Fatiguing a Beastie. The steps of Combat are as follows:

1. The Beastie's controlling Caster (you) selects an Attack on the Beastie and a Page or Caster as the target.

You may target any opposing:

- Caster
- Beastie
- Trap Page (that is not under a Page in the Arena)
- Artifact
- Equipment (only if it specifies it can be Attacked)

If you target a Page with a face-down Trap Page under it or a Trap Page that is not under a Page, flip the Trap Page face-up. If the Trap Page is a:


- Beastie or Artifact - it is automatically Fatigued and becomes a Defender
- Spell or Potion - resolve its Effects immediately

2. The opposing Caster that controls the target of the original Attack can declare any number of Defenders by Fatiguing those Pages. Then, select only one Attack on one of the Defenders to use (if any are available), and that Defender becomes the primary Defender of the original Attack.
 - Only Beasties that are not already Fatigued may be declared as Defenders.

- The Defender from which the Attack was selected becomes the primary Defender.
- If the opposing Caster does not declare any Defenders, the original target of the Attack automatically becomes the primary Defender and an Attack on the original target must be declared for use. This does not cause the primary Defender to Fatigue.

3. Check for which Beastie Attacks First

In Order:

- If neither the Attacker or the primary Defender have the First-Strike Trait, the Attacker resolves their Attack first.
- If the Attacker has the First-Strike Trait and the primary Defender does not, the Attacker resolves their Attack first.
- If the Attacker does not have the First-Strike Trait and the primary Defender does have the First-Strike Trait, the Defender resolves their Attack first.
- If both the Attacker and the primary Defender have the First-Strike Trait, the Attacker . If heads, the Attacker resolves their Attack first. If tails, the Defender resolves their Attack first.

4. Resolve the Attack(s).

In Order:

- The Beastie that will resolve its Attack first resolves their chosen Attack (see “Resolving a chosen Attack” below)
- If there are no Defending Pages/primary Defender left in the Arena, combat ends (do not proceed to the next step).
- If the Beastie that declared the Attack is no longer in the Arena, combat ends (do not proceed to the next step).
- The Beastie that will resolve its Attack second resolves their chosen Attack (see “Resolving a chosen Attack” below)

Resolving a chosen Attack

In Order:

- Activate any Effects of the Attack. This includes the Effect text of the Attack and icons next to the Attack.
- Apply the Damage modifiers of Type Advantage (based on the Aura Types of the primary Defender and Attacker) to the amount of Damage.
- Apply the Damage modifiers of Terra Bonuses to the amount of Damage.

- Deal the modified Damage number to the Defender(s). A Page may not have Damage allocated to it greater than its current LP. Any Page that has its LP reduced to 0 is immediately Destroyed.
 - If there are multiple opposing Defending Pages in the Combat, the controller of the Attack must allocate the Damage (in multiples of 5) between the Defending Pages however they wish. At least 5 Damage must be allocated to each Defender.
- Any remaining Damage that cannot be allocated to a Defender is allocated to the original target.

5. End Combat

Base Aura	Strong Against (+20 Damage)	
Cosmic 	Spirit 	
Dark 	Light 	Spirit 
Earth 	Lightning 	
Flame 	Forest 	Frost 
Forest 	Water 	
Frost 	Water 	
Light 	Dark 	
Lightning 	Water 	
Spirit 	Dark 	
Water 	Earth 	Flame 

Some Aura Types have strengths against other Aura Types. For example, Light has a Type Advantage against Dark. Any time a Page deals Damage to another Page of an Aura Type it is strong against, it deals +20 damage. Type Advantage includes any damage done by a Page, such as Spells, Effects of Pages, and Attacks.

Aura Attack Advantage

Some Beasties might have an Aura Symbol next to the Beastie's Attack(s) to indicate that Attack receives +20 Damage dealt when the primary Defender is of the pictured Aura Type.

50 Base Damage

20 Aura Attack Advantage

70 Total Damage

Here's an example where a Spookster blocking an Attack from Flatwoods Monster in order to understand how Type Advantage and Aura Attack Advantage can interact:



10 Base Damage

+

20 Aura Attack Advantage

+

20 Type Advantage

=

50 Total Damage



Ownership vs Control of a Card

The owner of a Page is the Caster who brings it to the game, while the Controller is the Caster who currently has control of the Page. If a Page would be placed into one of the areas, you always place the Page into its owner's version of that area.

Trap Pages

Certain Pages have the Trap Trait:

- Cards that have the Trap Trait have the option to be placed face-down. If a face-down Page is revealed during the game and it does not have the Trap Trait, the Caster who placed the Page face-down immediately loses the game.
- Only one face-down Trap Page may be under a Page at any time.
- Traps can be placed without paying the Aura Cost (until flipped face-up):
 - face-down into the Arena
 - face-down under a Beastie or Artifact
- In the event that the Page the face-down Trap Page is under would be removed from the Arena, the Trap Page remains face-down in the Arena.
- In the event that two or more Trap Pages would flip face-up at the same time, the active Caster decides the order in which their Effects and Abilities are resolved.

Contracting a Trap Page

- Paying the Aura Cost of a Trap when it is flipped-up is Contracting that Page.
- Failure or inability to pay for a Trap results in the Trap Page being placed into the Afterlife without activating any of its Effects or Powers.

Flipping a Trap Page Face-Up

- Declaring a Beastie with a trap under it as a Defender does not flip the trap.
- A face-down Trap Page is flipped face-up when it or the Page it is under is targeted by an Attack. Beastie and Artifact Trap Pages automatically become a Defender (see Combat).
- Unless otherwise stated, you can not choose to flip a Trap Page (when not flipped by an Action in the above point) and declare it as a Defender.
- Some Trap Pages specify you can flip it face-up at another time.



Equipment Pages



Certain Pages have the Equipment Trait: Pages with the Equipment Trait attach themselves (by placing underneath) to another Page in the Arena, which is the "Equipped Page" (i.e., an "Equipped Beastie"). Any Page Type (i.e., Artifacts, Spells, etc.) can be an Equipment. An Equipment chooses an equip target based on its written Effect(s), which activate during Contract. Afterwards, Equipment Pages are placed under their target Page face-up. They are considered out of play and cannot be Attacked, unless otherwise specified. If the Page on top of the Equipment would move, the Equipment follows the Page on top. Equipment Pages give positive and/or negative Effects to their Equipped Page. If the Page on top of the Equipment would leave the Arena, the Equipment would enter its respective discard pile unless otherwise specified (i.e., Beasties and Artifacts enter the Limbo, Spells and Potions enter the Cemetery).

Terra

Terra Pages trigger Terra Bonuses and 4th Wall Effects when you are unable to satisfy a Page's requirements with your physical surroundings. For example, if you're playing in a desert while playing a Page with a River Terra Bonus, you may place a River Terra Page in order to gain the Terra Bonus.

The way Terra Rotation works is as follows:

- There are 6 Terra slots in the Arena, and they are filled on a first-come, first-serve basis starting with Slot 1 through Slot 6.
- When a 7th Terra is Contracted into the Arena, it replaces the Terra in Slot 1, and so on.

There is no maximum number of Terra you can Contract into the Arena, and you can Contract as many copies of the same Terra as you would like, although they do not stack. When Terra cycles out of its slot in the Arena, it is placed into the Afterlife.

It is important to note that any Terra that has been Contracted into the Arena (and is active) activates 4th Wall Symbol for all Casters in the game.

Running out of Pages

Running out of Pages in your Spellbook does not represent any special Win/Loss condition. Ignore any instances where you would Bookmark, such as at the start of your turn or Page Effects. Play continues as normal. If all Casters run out of Pages in their Spellbook, the game ends in a Draw (neither Caster wins or loses).

Status Effects

Status Effects are dangerous conditions that may be inflicted upon Beasties, Artifacts, or Casters. A target may only have 1 Status Effect Indicator of each type on it (except for Poison).

This means that a Page or Caster already inflicted with Burn cannot suffer Burn again until the Burn Indicator has been removed. If the Status Effect Indicator is removed from a target in any way, the Status Effect ceases. All Status Effect Indicators are removed from a Page when it leaves the Arena.

Additionally, if an Attack lists a Status Effect Symbol next to its Damage value, an opposing Page in Combat may be inflicted with that Status Effect (see each Status Effect for details about determining if the Status Effect is applied as a result of an Attack). In cases with multiple Defenders, Status Effects only affect the primary Defender.



Frozen (X):

Can affect Artifacts and Beasties. When a Page is inflicted with Frozen, place a Frozen Indicator on the Page, Fatigue the Page, and place Counters on that Indicator equal to X. At the start of every turn, remove a Counter from the Frozen Indicator. When you remove the final Indicator this way, Awaken the Page. When

a Frozen Page takes any Damage outside of the Combat in which it was inflicted with Frozen, remove the Frozen Indicator from this Page. A Frozen Page cannot Awaken under any circumstance (start of turn, Page Effect, or any other action)



Burn (X): Can affect Beasties or Casters. When a Page is inflicted with Burn, place a Burn Indicator on the Page. When a Caster is inflicted with Burn, place a Burn Indicator in front of the Caster. Roll a die (D6) and place a number of Counters on that Burn Indicator equal to the result of the roll. At the start of every turn, remove a Counter from the Burn Indicator. When there are no Counters left on the Burn Indicator, remove it from the Page or Caster. While a Caster is Burned, that Caster loses 20 Life Points every time they declare an Attack with a Beastie they control. While a Page is burned, that Page loses 20 Life Points each time an Attack is declared with that Beastie.

(For example, Player A has a Burn Indicator on themselves. Any time Player A declares an Attack with a Page, Player A would lose 20 LP. If Player A had no Burn Indicator and declared an Attack with a Page that had a Burn Indicator, the Attacking Page would lose 20 LP. If both Player A and a Page they were declaring an Attack with had Burn Indicators, both Player A and the Page would lose 20 LP.)




Poison: Can affect Beasties or Casters. A Page or Caster may have up to 3 Poison Indicators on it. When a Page is inflicted with Poison, place a Poison Indicator on the Page. When a Caster is inflicted with Poison, place a Poison Indicator in front of the Caster. Poisoned Pages and Casters lose LP equal to 10 times the number of Poison Indicators on it at the end of every turn. A Poison Indicator is removed at the start of the third turn from which it was placed.

(For example, Player A Contracts Flatwoods Monster and places Poison Indicators on all of Player B's Beasties. At the end of Player A's turn, all of the Beasties with Poison Indicators would lose 10 LP. Play passes to Player B, and at the end of Player B's turn, all of the Beasties with Poison Indicators

would lose 10 more LP. Play passes to Player A and all of the Poison Indicators placed by Flatwoods Monster are removed from the Arena at the start of Player A's turn.)




Paralyze: Can affect Beasties. When a Page is inflicted with

Paralyze,  and, if heads, place a Paralyze Indicator on the Page. Paralyzed Pages are considered to have no Effect text, all of their Attacks' damages become 0 (after applying other modifiers) and lose all Effects, and they cannot Attack or Defend. Remove the Paralyze Indicator from the Page at the end of the next turn from when the Indicator was placed.




Sleep: Can affect Beasties. When a Page is inflicted with Sleep,

 and, if heads, place a Sleep Indicator on the Page and Fatigue the Page. A Sleeping Page cannot Awaken under any circumstance (start of turn, Page Effect, or any other action). Whenever a Sleeping Page becomes the target of an Attack, remove the Sleep Indicator from it. When a Sleeping Page takes any Damage outside of the Combat in which it was inflicted with Sleep, double the Damage, remove the Sleep Indicator from the Page, and Awaken it.




Scared: Can affect Beasties. When a Page is inflicted with Scared, place a Scared Indicator on the Page. Any time the Page would be

Fatigued,  and, if tails, return the Page to its owner's Chapter. If heads, remove the Scared Indicator from the Page.



Confusion: Can affect Beasties. When a Page is affected with Confusion, place a Confusion Indicator on the Page. Any time a

Page with Confusion would deal damage with an Attack,  and, if tails, deal that much Damage to the Page that used the Attack instead and remove the Confusion Indicator. If heads, the Attack occurs as normal.

Traits

Traits grant a Beastie or Artifact special abilities, and Beasties or Artifacts that share Traits usually do so for very specific purposes.



Blood Sucker: Whenever a Beastie with this Trait deals Damage with an Attack, it recovers LP equal to the total Damage it dealt.



Burrow: At the start of each turn, you may declare that a Beastie with Burrow is burrowing until the end of that turn. A burrowed Beastie cannot declare an Attack, be declared as a Defender, or activate a Power. A burrowed Beastie cannot be targeted by any Spell, Artifact, Power, or Attack (unless the Attacking Beastie has Burrow).



Convert: You may Fatigue a Beastie or Artifact with this Trait to generate 1 Aura of the same type as the Page with this Trait.



Destroyer: If a Beastie with this Trait deals Damage using an Attack to a Beastie or Artifact, the damaged Beastie or Artifact is Destroyed.



Defender: A Beastie or Artifact with the Defender Trait temporarily doubles its maximum LP during an opponent Caster's Turn.




Fear: When a Beastie with this Trait is Contracted, you may target an opposing Beastie and 🎲. If heads, is placed back into its owner's Chapter.



First-Strike: A Beastie or Spell with this Trait deals damage first whether Attacking or Defending. If both the Attacker and

Defender have this Trait, the Attacker  to determine who deals Damage first.



Flash: When a Beastie or Artifact with this Trait is Contracted into the Arena, . If heads, target Beastie cannot declare an Attack until the end of its Caster's next turn.



Fleet: A Beastie with this Trait does not enter the Arena Fatigued.



Flight: Beasties with this Trait can only be the target of a declared Attack by other Beasties with Flight.



Magiproof: A Beastie or Artifact with this Trait cannot be targeted by Spells.



Immortal: The Beastie or Artifact with this Trait is not Destroyed when its LP is reduced to 0 but can be Destroyed by other Page Effects.



Infectious: Every time a Beastie with this Trait Destroys another Beastie, place a nameless Beastie Token into the Arena with maximum LP equal to this Beastie's maximum LP and Attacks with Damage and Aura Attack Advantage equal to the printed Damage of Attacks on this Beastie. The token is of the same Aura type as the Beastie with this Trait.



Invisible: No Defenders may be declared when a Beastie or Artifact with this Trait declares an Attack and this Beastie or Artifact may not be the target of a declared Attack.



Regen: For each Regen Trait a Beastie has, it recovers 10 LP at the end of each turn.



Spirit: A Beastie or Artifact with this Trait cannot be the target of a declared Attack.



Stone Skin: A Beastie with this Trait reduces all Damage it would take outside of Attacking or Defending to 0. Effects that would cause a Beastie to “lose” LP are not prevented by Stone Skin.



Trap: A Page with this Trait may be placed face-down from your Chapter to the Arena or face-down under a Beastie or Artifact without paying its Aura cost. The process for flipping a Page with this Trait face-up is detailed above in the “Trap Pages” section.



Unblockable: No Defenders may be declared when a Beastie or Artifact with this Trait declares an Attack.



Venomous: If a Beastie with this Trait is the primary Defender, the Attacking Beastie is inflicted with Poison (1).



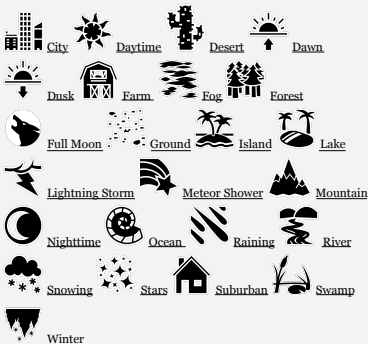
Equipment: If a Beastie, Artifact, or Spell has this Trait, you may attach this Page to a chosen Beastie.



Self-Destruct: You may fatigue this Page on your turn to destroy this Page.

Terra Bonuses

Terra Bonuses give you boosts when you are within or nearby a certain place or object in real life or during an event. What does it mean to be “nearby”? Unless otherwise specified by a Page, “nearby” means within 5 miles or within eyesight. Below are the current Terra Bonuses that must be taken into consideration when playing. Each Terra Bonus symbol has a Terra associated with it.



- As an example of Terra Bonuses, let's take a look at the Fresno Nightcrawlers. They have the 4th Wall Symbol for "Nighttime" followed by a red 25. This means that if it is Nighttime in real life or there is a Nighttime Terra Page in the Arena, all of the Attacks on Fresno Nightcrawlers would have +25 damage for a total of 75!

4th Wall Effects

- Some Page text may reference items that wouldn't normally exist in the game, like "dirt" or "a source of fire." Text that interacts with anything outside of the game is considered a 4th Wall Effect.
- Reference the picture below of Bigfoot Beastie: A Forest Terra Page OR being within 5 miles of a Forest would activate both the Terra Bonus (gains +25 damage on Attacks) and the 4th Wall Effect (gains Invisibility and Magiproof).



- Certain physical objects or items that trigger 4th Wall Effects can have somewhat ambiguous definitions. For instance, a “train” that forces *Pope Lick Monster* to retreat back to its Caster’s Chapter doesn’t have to be a real, life-sized train; it can also be the Beastie *Ghost Train*.



- An example of not having a 4th Wall Effect activated by Terra is present on the Nightcrawlers too! Their text: “This Beastie cannot be Contracted if you are wearing pants.” is also considered a 4th Wall Effect as it relies on something “outside” of the game.

Rules and Tips for Spellbooks

Your Spellbook must have a minimum of 40 Pages in it, and there is no maximum total number of Pages (but you must be able to shuffle your entire deck with two hands and within a 2 minute period.). Your Spellbook is composed of Beasties, Spells, Artifacts, Potions, Terra, and Aura. You'll want to include a good combination of these Pages to give yourself options during the game.

There are some basic things to consider when building your Spellbook:

- If you are using Terra to trigger 4th Wall Effects, this will affect the type and frequency of combinations you Bookmark.
- You are allowed a Side-Deck of 15 Pages that you can use to modify your Spellbook between games.
- Each Page has a maximum number of times it can appear in a Spellbook and Side-Deck combined as indicated by the Spellbook Limit on the Page (this number is another way to balance the other features of the Page).
- Pages with no Spellbook Limit listed on their Page may be included any number of times in your Spellbook or Side-Deck.

Side-Decks

You are allowed a Side-Deck of 15 Pages that you can use to modify your Spellbook between games.

Some general rules for Side-Decks:

- Side-Decks are not required.
- Each Page has a maximum number of times it can appear in a Spellbook and Side-Deck combined as indicated by the Spellbook Limit on the Page (this number is another way to balance the other features of the Page).
- Before beginning multiple games with the same opposing Casters, you must show your Side-Deck and the number of Pages in it (but you are not required to show which Pages are in it).
- You can only use a Side-Deck after your first game.
- When using a Side-Deck between games to replace Pages in your Spellbook, your Spellbook and Side-Deck must end up with the same number of Pages in it before the start of your next game.
- At the end of each game, all Pages put into the Spellbook from the Side-Deck must be placed back into the Side-Deck.

Credits

Thank you to the artists at <https://game-icons.net/> for the use of their free icons in many of our cards!

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Full list here:

<https://docs.google.com/spreadsheets/d/1Vzootrw-WNG8MJFCwSd2owKEE8iihBlv44nFXiDlP7Y/edit?usp=sharing>

Glossary

Action: An Action is something a Caster chooses to do during the game, such as Contracting a Page, using an Effect or Power, Declaring an Attack, or moving a Trap Page.

Aura: MetaZoo's resource used to Contract Pages into the Arena.

Artifact: The type of Page that represents an item imbued with magical energy that contains special abilities.

Attack: The bold text on a Beastie Page, followed by a red number and any Effect text listed under it. A Beastie may have more than 1 Attack. You may pick only 1 Attack to use when Attacking with a Beastie.

Afterlife: The area of the Arena reserved for those Pages that have moved on from the current game. Destroyed Terra and Aura are placed here. Special rules can require Pages to be placed in the Afterlife.

Arena: The part of the Battleground into which your Pages are Contracted.

Awaken: Changing the state of a Page active in the Arena to no longer be Fatigued.

Battleground: The entire area of play encompassing all the areas where Pages used in the game exist.

Beastie: The type of Page that represents the various cryptids, monsters, and beings that inhabit the world of MetaZoo.

Bookmark: When you take a Page from the top of your Spellbook and add it to your Chapter.

Caster: Each player in the game is a Caster.

Cemetery: The area of the Arena where Spells and Potions go once they have been used. Occasionally, due to an Effect, a Beastie or Artifact will also go to the Cemetery.

Chapter: The Pages you hold in your hand during the game. Pages may be Contracted from your Chapter. When you Bookmark a Page, it is placed into your Chapter.

Contract: To Contract a Page, you must pay its Aura cost, meet any additional requirements for the Page, and then place it into the Arena.

Damage: Any time a Caster or Page suffers Damage, they lose a number of LP equal to the Damage they received. Damage can also mean the amount of Damage an Attack deals. An Effect that has you lose LP (such as the Poison Effect) or pay LP is not considered Damage.

Destroyed: When a Page is Destroyed, it is removed from the Arena and placed into one of three areas: Beasties and Artifacts are placed in Limbo (unless otherwise stated), Spells and Potions are placed in the Cemetery (unless otherwise stated), and Terra and Aura go to the Afterlife. Some special Effects may call for Pages to be placed in the Afterlife when Destroyed.

Equipment: A Page that attaches itself to another Page in the Arena and grants positive and/or negative Effects. Equipment Pages will have the Equipment Trait.

Fatigued: A Page that is turned 90 degrees to represent being exhausted or having used its functions. A Page cannot be Fatigued again while it is already Fatigued.

Flipped: Effects that resolve after a Page is flipped face-up.

Life-points (LP): The representation of how tough a Page or Caster is. When a Page's Life-points go to 0, that Page is Destroyed. All Casters

start the game with 1000 LP and Pages with LP have it listed. When a Caster's LP reaches 0, they lose the game. When a Page's LP reaches 0, it is destroyed.

Limbo: The discard pile where Beasties and Artifacts go when they are Destroyed.

Page: A MetaZoo card is called a Page.

Potion: Have a one-time Effect and are then sent to the Cemetery.

Power: Represented by a blue oval in the text box on a Beastie's Page, Powers are skills that can only be activated on your turn (unless otherwise specified) by declaring which Beastie is using which Power on its Page and Fatiguing it.

Side-Deck: A deck of up to 15 Pages that you can use to modify your Spellbook in between games.

Spellbook: This is your primary deck composed of at least 40 Pages.

Spell: A type of Page that represents magical abilities conjured by a Caster. Spells usually have a one-time Effect and are then sent to the Cemetery.

Status Effect: A hazardous condition that Beasties, Artifacts, and Casters may suffer from. The Status Effects in MetaZoo are Frozen, Burn, Paralyze, Sleep, Scared, and Confusion.

Status Effect Indicator: A marker placed on a Page to indicate that it is suffering from a Status Effect.

Terra: A type of Page that represents a type of terrain, an event, or other situation that may trigger the 4th Wall Symbol. While a Terra of a specific type is on the field, the 4th Wall Symbol that shares a name with the Terra is considered active.

Terra Bonus: An increase in Damage or LP triggered by your surroundings or a Terra Page. These bonuses are displayed on the left section of a Page. See Terra Bonuses section for more information.

Token: An item that represents a Page on the field. Tokens are considered Pages for the purposes of targeting with Effects. If a Token does not have a name specified by the Effect that generates it, it has no name. When a token leaves the Arena, it is removed from the game.

Trap: A type of Page that has the Trap Trait. See the Trap Pages section for more information.

Trait: Represented by a special symbol on a Page, Traits give your Pages a special edge in combat or other situations. See the Traits section for detailed explanations of each Trait.

Tribe: A Tribe is the collection of Beasties that may be closely related in form, function, or both. *(For example, both Napa Reboobs and Bigfoot are in the Tribe "Beastie Sasquatch")*

Type Advantage: Represents the special relationship between two Aura Types that indicates whether one type may deal increased damage to another.

Dear Casters of the World of MetaZoo!

I am your humble Head Caster and creator of MetaZoo, Michael Waddell. I wanted to thank you personally for your support, especially here at the very beginning. Many TCGs are an immediate death sentence to a new gaming company, and more often than not are DOA. This may be the case for MetaZoo as well, but I have faith in the community that has grown since our inception, and that continues to grow.

The only thing I can do, along with the truly spectacular staff, is continue to preserve the MetaZoo brand to the best of my ability. We are the guardians of a new world that thousands have grown to love in a very short time. To do anything other than put our best foot forward would be irresponsible and heartbreaking to those who have been with us since the start.

So, as you flip through this rulebook and sleeve your first MetaZoo cards, I ask that you trust my team and me as stewards of the game you have come to love!

We have big plans for MetaZoo and we hope you do as well. It's a journey we can go on together. So let's get started!

Sincerely yours,

Michael Waddell



A note from the MetaZoologists:

We wanted this set to be a set by the players, for the players. We put our heart and souls into making this set for it to be the best it could be. Not only did we aim to establish archetypes to make each Aura Type feel distinct and unique, but we also worked towards strengthening the metagame and creating a much more balanced game. Through collaboration, intense discussion, and great direction, we were able to craft Nightfall. All of us are proud of the final result. We hope you have as much fun playing Nightfall as we had making it!

Sincerely,

- Bradley "Bradstache" Hammond
- Brian "mar" Louie
- Damien Hardy
- Emilio Soto-Soto
- Evan Weiss
- Gabriel "ECHOxLegend" Martinez
- Gabriel "Monk-y" Gagné-Bédard
- Kevin Cote
- Leah Wood Canter
- Logan "JLoganDick" Dick
- Mandel Canter
- Parker "Papajohn" Jeans
- Tyler "szertyler" Szerszen
- Wade "Wadewisdom" Thomas



FAQs

1. What is the difference between a Page or Caster “gaining LP” and “recovering LP?”

When a Page “gains LP,” that LP is added to its maximum LP. For example, Tripodero has 50 LP on its Page and “gains +10 LP” for each other Beastie Fearsome Critter in the Arena. If it was in the Arena with another Tripodero, their maximum LP would be 60 (+10 for the other Tripodero). This does not change the damage already on a Page. If the above Tripoderos had 20 damage on them and you played yet another Tripodero, they would still have 20 damage on them, but all of them would have a maximum LP of 70.

When a Page or Caster “recovers LP,” damage is removed from the Page or Caster. For example, if our 2 Tripoderos were on the field, they would have a maximum LP of 60. Let’s say one Tripodero has 30 damage on it and the other has 20. If you were to play Health Potion (Target Beastie or Artifact recovers 25 LP) on the first Tripodero, it would “recover” 25 LP and have 5 damage left on it. If you were to play Health Potion on the second Tripodero, it would have 0 damage left on it, but its maximum LP would remain 60.

2. What is the difference between a Page being “Contracted” and “entering the Arena?”

The term Contracting, Contract, or Contracted specifically refers to the act of paying for a Page and placing it into the

Arena from your Chapter. When a Page is Contracted, it also enters the Arena at the same time.

When a Page enters the Arena, that means from ANYWHERE (Limbo, Cemetery, Afterlife, Chapter, Spellbook, or outer space!). A Page that is “placed into the Arena” is treated the same way. A Contracted Page enters the Arena, but a Page that enters the Arena may not necessarily be Contracted. And remember, any Page that enters the Arena enters it Fatigued unless otherwise specified!

When a Trap Page is flipped face-up, its effects are simply resolved IF the controller of the Page chooses to pay its Aura cost. Most Beastie traps are only triggered in Combat and must become a Defender (Fatigued) right away.

3. When a Page shares the name of another Page, are you allowed to use both in your Spellbook to their maximum Page Limit?

As more Pages are introduced, some Pages might be rereleased with different effects, Powers, Attacks, etc. In doing this, the Pages are different in multiple aspects, but may share the same name. Pages sharing the same name, while being different in most other areas, are considered different Pages, and do not affect the Page Limits of other Pages with the same name. If, however, a Page is released with identical effects, Powers, Attacks, etc. to an existing Page with an identical name, this Page is considered a reprinted Page, and will affect the Page Limit for the Spellbook.

An example of this is the Pages for the beastie named Mothman. Mothman has multiple variants available, each with different effects, Attacks, LP values, and Powers. However, these Mothman Pages share the same name, and same Page Limits in the Spellbook. In this situation, the Pages state that only 1 copy of the respective Mothman may be allowed, but does not limit the number of Pages named Mothman in a Spellbook. In this sense, a Spellbook could have 2 different Pages in it named Mothman, but only allow 1 copy of each variant.

4. When an effect of a Page requires a Page to be selected at random, how can it be selected without clearly benefiting the user?

So as the game expands, so will the effects of various Attacks, Beasties, and Spells. An example of this is effects that require the random removal of a Page from your Chapter. When used by an opponent Caster, the selection process is randomized, as the opponent will not know the exact layout of your chapter. However, if an effect would require you to remove a Page at random, it may be harder to perform this without appearing biased. As such, the removal of a random Page from your own Chapter shall be determined through use of a die/dice, depending on the size of the Chapter in question. Assign a value to each Page, and roll for a result. The resulting number is removed. Repeat as necessary.

An example of this would be the Power: Witches Tribunal. When used against an opponent Caster, the user selects the 2

required Pages from their opponent's Chapter, and can resolve the effects of the Power. However, if the user decides to target themselves, they must assign numbers to their Pages and roll the appropriate amount of dice to determine which 2 are removed. If the Chapter has 7 Pages in it, roll a die with the appropriate number of sides to accommodate this value (an 8/10/12/20 sided die). Roll the die until a value between 1 and 7 is rolled, and repeat for the second random Page.

Credits

Thank you to the artists at <https://game-icons.net/> for the use of their free icons in many of our cards!

<https://game-icons.net/faq.html>

We would also like to thank and credit the artists at <https://www.flaticon.com/authors> for the use of many of their free icons as a basis for some of the icons used in MetaZoo Games as well!

MetaZoo™

The logo is a golden key. The head of the key is a circle containing a blue, multi-pointed starburst or gem. In the center of this starburst is a large, faceted red gem. The word "MetaZoo" is written in a bold, yellow, stylized font across the top of the key's head. The key's shaft extends downwards from the bottom of the head.

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