



SHATTERED LEGACY

TRADING CARD GAME

ALPHA RULEBOOK V2.0

Copyright Shattered Legacy TCG

RULES FOR SHATTERED LEGACY TCG ALPHA V2.0

WHAT YOU NEED TO PLAY

2 Players, each with a deck of **50-70** official Shattered Legacy TCG cards

HOW TO WIN

Appoint your Domain Master to the battlefield as soon as possible.

Recruit powerful Vassals to protect your Domain Master and destroy your opponent's vassals.

Launch a combined attack to destroy your opponent's domain master.

Attack your opponent directly to reduce their LP.

First person to lose all their LP loses the game.

A player also loses if they cannot Draw a card for their Draw phase.

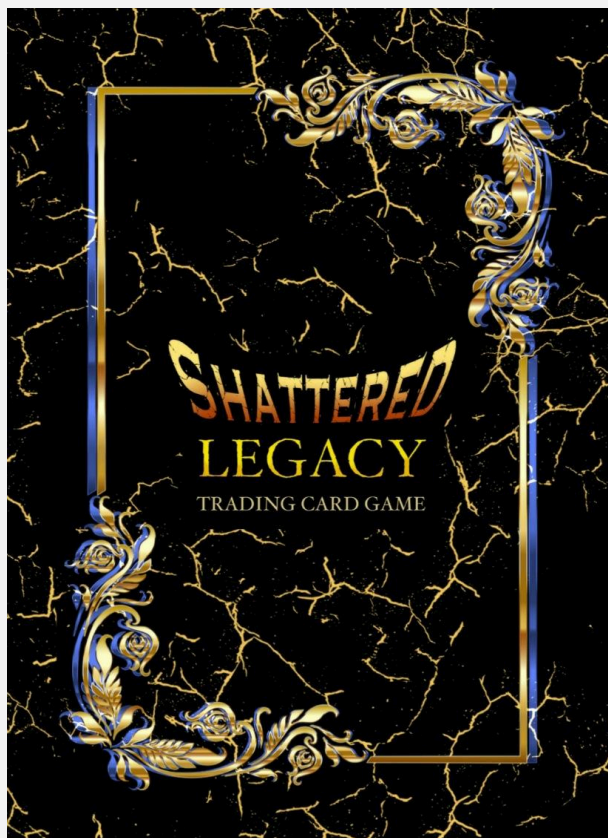
THE DECK

WHAT IS IN A DECK?

A Deck must contain at least 50 cards. (max 70)

Only up to 4 Copies of each card may be in the Deck.

Deck can contain any combination of Domain Masters, Vassals, Supporters, Spells, Actions, and/or Blessings



Types of Cards

• WHAT IS A DOMAIN MASTER? (PURPLE BORDER)

- ❖ Domain Masters are the most powerful cards in the game.
- ❖ Domain Masters are FREE to appoint, but EXPENSIVE to lose.
- ❖ Destroyed Domain Masters go to the “Void”.
- ❖ Only 1 Domain Master can be active on each side of the battlefield.
- ❖ Domain Masters are played in the “Domain Master Zone”.
- ❖ A Domain Master's affiliated Domain is located in the transparent box above the text box.
- ❖ A Domain Master's HP is located in the black box at the bottom of the text box.
- ❖ Domain Masters CANNOT attack.
- ❖ Any time a Domain Master is destroyed and sent to the “Void”, the owner loses half their remaining LP.
- ❖ Under special circumstances a Domain Master can be Exiled (Removed from the game).
- ❖ If an existing Domain Master is active on your side of the field, you may play a new one with a different name by Exiling the one currently on the field.
- ❖ No LP are lost when a Domain Master is Exiled, (Only when Destroyed).



• WHAT IS A VASSAL? (BLUE BORDER)



- ❖ Vassals are your attackers that protect your Domain Master.
- ❖ Vassals LP Cost must be paid in order to recruit them to the battlefield.
- ❖ Vassals can be recruited with or without an active Domain Master.
- ❖ Destroyed Vassals go to the “Void”.
- ❖ Up to 4 Vassals active on each side of the battlefield.
- ❖ Vassals are played in the “Vassal Zones”.
- ❖ A Vassals affiliated domain is located in the transparent box above the text box.
- ❖ A Vassals ATK and DEF is located in the black box at the bottom of the text box.
- ❖ Each Vassal has a Magick Level (MGK). (Represented by red pentagram(s) located beneath the name.)
- ❖ Each Vassal can attack only once per turn.

- **WHAT IS A SUPPORTER?**

- ❖ Supporters Boost Your Vassals by being contracted to them.
- ❖ Supporters LP Cost must be Paid in order to contract them to a vassal.
- ❖ Supporters Can only be Contracted to Vassals.
- ❖ Destroyed Supporters go to the “Void”.
- ❖ If a Vassal is rested or leaves the battlefield, its contracted Supporters are destroyed.
- ❖ Up to 2 Supporters can be contracted to each active Vassal **at a time.**
- ❖ Supporters are played underneath the Vassals they are contracted to.
- ❖ A Supporters affiliated domain is located in the transparent box above the text box.
- ❖ Supporters cannot attack.
- ❖ Supporters are split into 3 types, (Thrall, Beast, Conduit).
- ❖ Supporters boost the ATK and DEF of the Vassal it is contracted to by the ATK+ and DEF+ Values (Located in the black box at the bottom of the text box)
- ❖ Conduits DO NOT have an ATK+, DEF+ Value.



- **WHAT ARE SPELLS?**



- Spells can be Cast to perform powerful effects.
- A Spell's “**MGK** Requirement” must be met to Cast. (Represented by Red **Symbols** located at the bottom left side of the text box) Vassals with a combined **MGK** level equal to or greater than the spell's “**MGK** Requirement” is needed to cast spells.
- Spells are activated from the hand.
- Activated spells go to the Void.
- Multiple spells of the same name CANNOT be activated in the same turn.
- Spells can only be activated on their owner's turn in the “Pre-Battle Phase”.

- **WHAT ARE ACTIONS?**

- ❖ Actions can be activated to perform strategic Counters.
- ❖ LP Cost must be paid and “Situation Requirement” must be met in order to activate. (“At the beginning of the turn”, “At the end of the turn”, “Anytime”, etc)
- ❖ Actions are activated from the hand.
- ❖ Action cards go to the “Void” after their activation.
- ❖ Each player can only activate 1 Action per specific situation (not stackable).
- ❖ Actions can be activated during either turn.



- **WHAT ARE BLESSINGS?**

- ❖ Blessings grant passive boosts and abilities while in play.
- ❖ Blessings are FREE to bring into play.
- ❖ Destroyed Blessings go to the “Void”.
- ❖ Only 1 Blessing can be active on each side of the battlefield.
- ❖ Blessings are played in the “Blessing Zone”.
- ❖ Any ATK or DEF buffs are added last when calculating “Total ATK Value” and “Total DEF Value”



- **WHAT IS A DOMAIN?**

Domain refers to the archetype an individual Domain Master, Vassal, or Supporter is affiliated with.

The Domain can be found in the transparent box above the text box.



THE BATTLEFIELD

- 1 Master ZONE

Appoint your Domain Master here

- 4 VASSAL ZONES

Recruit Vassals here

Contract up to 2 Supporters under each active Vassal

- REST ZONE

Rest up to 4 Vassals here (Supporters CANNOT be rested)

- 1 BLESSING ZONE

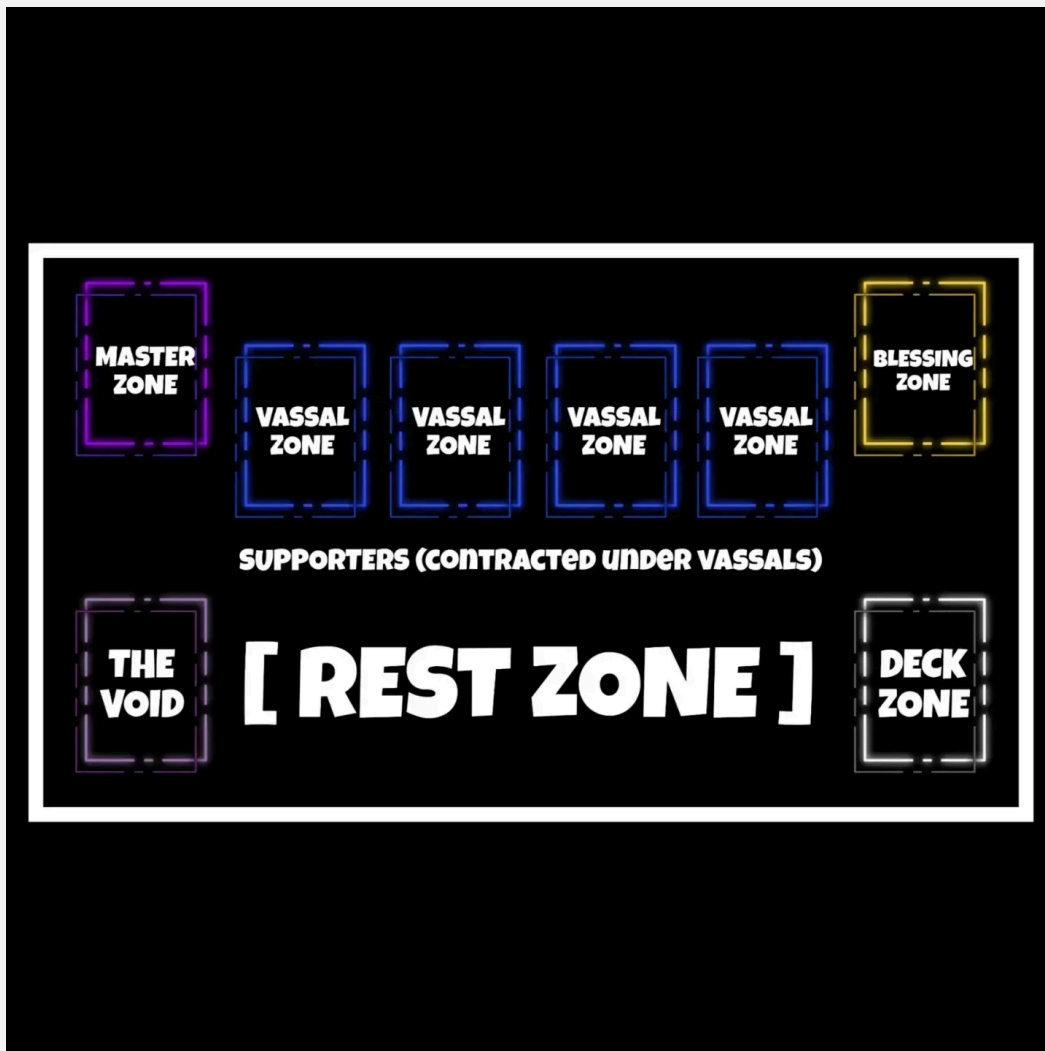
Play your Blessings here

- 1 DECK ZONE

Place your Deck here

- 1 VOID ZONE

Destroyed cards are sent here. Cards in the void are considered common knowledge and can be searched by either player at any time.



GAMEPLAY

BEFORE THE GAME

Decide which player goes first (flip a coin, roll a dice, rock-paper-scissors, etc)

Each player shuffles their deck

Each player may then choose to cut their opponents deck

Each player draws 7 cards

Both players start the game with 100 LP (Life Points)

PHASES OF YOUR TURN

- **DRAW PHASE**

*[NOTE: The Player that goes first skips their Draw Phase on their first turn.]

(mandatory)

Draw 1 card

- ***BEGINNING OF TURN (Not a phase, but this is when you may activate a "Beginning of Turn Action")**

- **PRE BATTLE PHASE**

(Before Battle You may)

Appoint Domain Masters

Recruit/Unrest Vassals

Contract Supporters

Cast Spells

Activate Actions

Play Blessings

- **BATTLE PHASE***

*[NOTE: The Player that goes first skips their Battle Phase on their first turn.]

(You may enter a battle using your active Vassals once each per turn)

Attack an opponent's Vassal

Attack your opponent's Domain Master if they have no active Vassals (Doing this ends the Battle phase)

Perform a Direct Attack if your opponent has no active Domain Master or Vassals

Activate Action cards

- ***POST-BATTLE (Not a phase, You CANNOT play any other cards after Battle Phase except Actions)**

- **REST PHASE**

You may rest any active Vassals. (Move them to the Rest Zone)

- **END PHASE**

You may activate an "End Of Turn" Action



CONDUCTING BATTLE

Each Vassal may only attack once per turn

A Player can choose to attack a Domain Master even if their opponent has active Vassals.

If a player has no active Domain Master or Vassals they may be attacked directly

- **When Conducting battle between 2 Vassals**
 - **FOR THE ATTACKING VASSAL-** Add the ATK+ buffs of any Supporters to the ATK of the Vassal they are contracted to get the Vassals "Total ATK Value".
 - **FOR THE DEFENDING VASSAL-** Add the DEF+ buffs of any Supporters to the DEF of the Vassal they are contracted to get the Vassals "Total DEF Value".
 - **If an attacking Vassal has a "Total ATK Value" that is equal to or greater than the opponents "Total DEF Value", then the defending Vassal is destroyed and sent to the Void.**
 - **If the "Total Atk Value" of the attacking Vassal and the "Total Def Value" of the defending Vassal are 0, nothing happens.**
- **When Attacking a Domain Master**
 - **You May initiate a "Combined Attack" on the opponent's Domain Master at any point during the Battle Phase.**
 - **Any Vassals that have NOT attacked this turn may participate in a "Combined Attack"**
 - **To perform a "Combined Attack" against a Domain Master, add the "Total Attack Values" of all attacking Vassals to get the "Combined Attack Total"**
 - **If the "Combined Attack Total" is Greater than the opponents Domain Master's HP, then, the opponent's Domain Master is destroyed, sent to the "Void", and they lose half their total LP**
 - **If the "Combined Attack Total" is lower than the opponent's Domain Master's HP, then a combined attack cannot be initiated.**
 - **If the "Combined Attack Total" is equal to the Domain Master's HP, destroy opponents Domain Master (they lose half their LP) , as well as all attacking Vassals and send them all to the "Void".**
 - **Once a Combined Attack is performed, the Battle Phase ends (End of battle phase actions can still be activated).**
- **When Attacking Directly**
 - **If opponent has no active Domain Master or Vassals, you may initiate a Direct Attack**
 - **Any Vassal that has not attacked this turn may attack your opponent directly with a Direct attack**
 - **During a Direct Attack, opponent takes LP damage equal to the "Total ATK Value" of any attacking Vassals**

RESOLVING ACTION CARDS

Action cards fall into different groups based on when they can be activated.

"ACTIVATED AT BEGINNING OF TURN", "ACTIVATED AT BEGINNING OF OPPONENT'S TURN", "ACTIVATED AT BEGINNING OF A BATTLE", "ACTIVATED AT END OF TURN", "ACTIVATED AT END OF OPPONENT'S TURN", "ANY TIME", etc



THE PRIORITY ORDER ACTION CARDS CAN BE ACTIVATED IN

- IF ONE PLAYER WANTS TO PLAY AN ACTION THAT IS "ACTIVATED AT BEGINNING OF YOUR TURN", AND THE OTHER PLAYER WANTS TO PLAY AN ACTION THAT IS "ACTIVATED AT BEGINNING OF OPPONENTS TURN". THE TURN PLAYER HAS PRIORITY

LIKEWISE

- IF ONE PLAYER WANTS TO PLAY A CARD THAT IS "ACTIVATED AT END OF YOUR TURN", AND THE OTHER PLAYER WANTS TO PLAY A CARD "ACTIVATED AT END OF OPPONENTS TURN". THE TURN PLAYER HAS PRIORITY.

ALSO

- IF ONE PLAYER WANTS TO PLAY A CARD THAT IS "ACTIVATED AT THE BEGINNING OF A BATTLE", AND THE OTHER PLAYER ALSO WANTS YO PLAY A CARD THAT IS "ACTIVATED AT THE BEGINNING OF A BATTLE". THE TURN PLAYER HAS PRIORITY.
- IF ONE PLAYER WANTS TO PLAY A CARD WITH AN "ANYTIME" EFFECT, THEY HAVE PRIORITY
- IF BOTH PLAYERS WANT TO PLAY A CARD WITH AN "ANYTIME" EFFECT, THEN THE TURN PLAYER HAS PRIORITY.

EFFECT TIMING

Different effects may all trigger at the same time. Here are some examples of how they should be resolved.

Example 1:

Player A's Vassal attacks Player B's Vassal and sends it to the Void.

- Vassal (A) has an effect that triggers when it destroys a card, but Vassal (B) has an effect that triggers when it gets destroyed.

Both Vassals effects will trigger at the same time, but Vassal (B) will resolve their effect first, then Vassal (A) will resolve theirs.

“When Destroyed” effects must resolve before “When this card Destroys” effects are resolved.



DIFFERENT TYPES OF SPELL CARDS

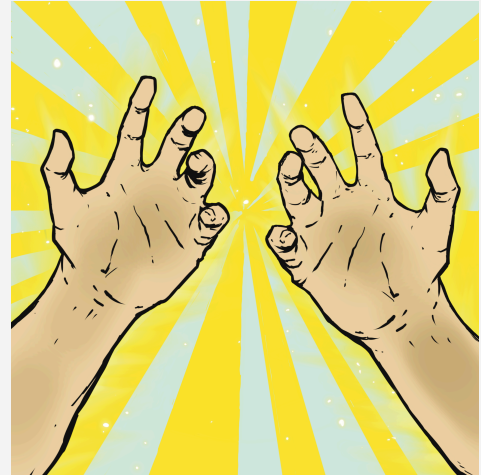
CELESTIAL SPELL

ELEMENTAL SPELL

FAITH SPELL

CURSE SPELL

VOID SPELL



- **WHAT IS A CELESTIAL SPELL?**

Celestial spell is a spell that grants the caster the ability to control the stars. This can be done through drawing cards and searching the deck for cards to add to the hand.

- **WHAT IS AN ELEMENTAL SPELL?**

Elemental spell is a spell adaptive magic that grants the caster the ability to control the elements. This can be done by using the fire element to burn away your opponents LP, the wind element to blow cards back to the hand, or the ice element to freeze enemies in place.

- **WHAT IS A FAITH SPELL?**

Faith spell is a spell that manifests its power through the caster's faith, be it in the Gods or any other influence. This can be done by raising your own LP and by boosting and lowering the ATK of active cards. Faith spells cannot be cast if you do not have an active Blessing.

- **WHAT IS A CURSE SPELL?**

Curse spell is a taboo spell that grants the caster the ability to use the powers of destruction. This can be done by destroying cards on either side of the battlefield.

- **WHAT IS A VOID SPELL?**

Void spell is a forbidden spell that grants the caster the ability to control the secrets of the Void. This can be done by bringing cards in the Void back to the Battlefield or hand and by negating on field abilities.

GLOSSARY

Active	Any card that is face-up in the Blessing Zone, Master Zone and Blessing Zones is considered "Active" (Rested cards, Exiled cards, cards in Void, and cards in the hand/deck are not considered "Active")
Appoint	Play a Domain Master by placing it in the Domain Master Zone
ATK	The attack value of a Vassal
ATK +	The ATK buff given by Supporters to the Vassals that they are contracted to
Contract	Play a Supporter by placing it in a Vassal Zone underneath an active Vassal
DEF	The defense value of as Vassal
DEF +	The DEF buff given by Supporters to the Vassals that they are contracted to
Exile	to remove from play (Exiled cards do not go to the void or the deck, they are placed in a seperate group outside current game)
MGK	The magical ability level of a Vassal
MGK Requirement	The MGK level of active Vassals needed to cast a spell
Phases	The seperate parts of a turn, Draw Phase, Pre-Battle Phase, Battle Phase, Rest Phase, End Phase
Recruit	Play a Vassal by placing it in a Vassal Zone. (except when moving it from Rest Zone - See "Unrest")

Rest	Move a Vassal from the Vassal Zone to the Rest Zone
Situational Requirement	The situation when an Action can be activated
Token	A token is a card that is created by the effects of spells and/or abilities, rather than being played from the hand like a normal card (Tokens cannot go in the Deck and do not go to the Void when destroyed) Tokens can be represented with any object outside of the player's deck
Total ATK Value	The Total Value of a cards ATK after adding up all current Buffs
Total DEF Value	The Total Value of a cards DEF after adding up all current Buffs
Unrest	Move a Vassal from Rest Zone to Vassal Zone
Void	The discard pile where all destroyed cards and used actions and spells go
Zones	The spaces on a battlefield where cards are places- Deck Zone, Vassal Zone, Blessing Zone, Master Zone, Rest Zone, The Void

