

Rules & Terms to Know

Welcome to Legends of Chaos™ (or LOC), the greatest battle game ever. Before we can start, we must explain a few simple, but necessary rules and terms. Even in battle, there are rules that one must follow.

Starting Vital Point Total (SVPT): Each Warrior has their own unique Starting Vital Point Total, which is shown on the Warrior card itself. During the course of the battle, you'll subtract from or add to the Vital Point Total based on the cards played. When your Warrior's Vital Point Total reaches zero, you have been defeated.

Note: During the course of the battle, you might have cards that will give your Vital Point Total a little boost. This boost could make your Vital Point Total exceed the Warrior's Starting Vital Point Total. This will be allowed.

Arsenal: Your starting Arsenal will consist of a minimum of 50 cards, which will exclude the Warrior card. There is no maximum amount.

Note: Refer to the Ownership Reservoir: This identifies the restrictions on the number of cards allowed by each card in your Arsenal.

Hand: These are the cards you are holding in your hand at any given time during the Legends of Chaos battle. The **maximum** number of cards you can have in your hand at any given time during the course of the game will be **nine** (unless otherwise stated by the card action of a specific card). There is no minimum number of cards you should have in your hand.

In Play: Any card that is laid down in front of you at any time during the game. For example, whenever you have a Sidekick or a Special card placed in its designated position next to your Warrior card, that card is considered to be in play.

A Round: At the beginning of the game, the players decide the order in which each player takes their round. During your round you have the opportunity to play Mystical, Destructive, Spontaneous, Sidekick, Special, Sidekick associated, Special associated and in some cases a Defend cards. When you are done with your round, the player next in order takes their round.

Card Actions: As soon as a card is played it takes action. After the card is played and the opponent has countered it, it is then sent to the Nowhere Realm, unless it is directed to go to the Exile Realm or some other place.

Nowhere Realm: When a card has been played in the battle of Legends of Chaos it will go into a separate pile and can not be used again unless a newly played card directs you to take a card(s) from the Nowhere Realm. Each Player will have their own Nowhere Realm.

Exile Realm: When a card is directed to stay out of the game until the game is over, that card is sent to the Exile Realm. Each player will have their own Exile Realm.

Without Opposition: At certain times during the battle, a card can be played which will have this or something similar to this "without opposition" stated in its **Summary Box**. This will mean the card cannot be blocked and the card can not be affected by Spontaneous cards if it is *successfully played*.

Special Ability: Each Warrior has a Special Ability that distinguishes them from the other Warriors. This Special Ability is printed on all of the Warrior cards.

Supply: The number of cards drawn from an Arsenal at the beginning of the game. This is for each individual Warrior.

Successful: This is how the attack is described if the targeted opponent loses any vital points from the attack.

Before the Game

Number of people needed to play a game: Two or more players.

Before the Legends of Chaos battle can begin, you as a player must decide which of the seven great Warriors you would like to portray. Decide carefully, and then lay your Warrior card face down so the other players can not see which Warrior you have chosen.

Now, you will need to build an Arsenal; remember to follow these three critical rules:

1: The Arsenal of your choice must have a minimum of 50 cards. This number total will exclude your Warrior card. There is no maximum amount.

Note: The Arsenal total will include your Sidekick(s), Sidekick Associated cards, Special(s) and Special Associated cards, Destructive, Mystical, Spontaneous and Defend cards. More card styles to come in future editions.

2: When building your Arsenal, remember that all the cards in your Arsenal must have either the same Ownership Circle logo as the Warrior you have chosen or have the ALL logo. To find out which cards are Warrior cards, just look in the Characteristic Box on the cards. If it says Warrior in the box, then it's one of the seven Warriors of the game.

Example: The Warrior of your choice is Jeni, the greatest female bounty hunter ever. The Arsenal you are building for her will require the use of some ALL cards. Since all the Warriors of Legends of Chaos are entitled to use ALL cards, you can include as many of them as you wish as long as you stay within the Ownership Reservoir limits for each type of card. These ALL cards must follow the same rules as every other card in the game.

3: As you build your Arsenal, refer to the Ownership Reservoir that indicates the number of Endangered, Sparse, Limited, and Vulgar cards that you're allowed to include in your Arsenal. Look at this area closely because it is an important building block in maintaining a good strategy for a sure victory.

Example: The Warrior of your choice is Jeni, and you would like to have as many Wheeler cards in your Arsenal as you can. The Ownership Reservoir for Wheeler is blue, indicating that you are only allowed a maximum of three Wheeler cards in your Arsenal. So make sure to use Wheeler wisely.

<u>Type of Card</u>	<u>Color</u>	<u>Number of cards allowed in your Arsenal.</u>
Endangered	Red	One of the same card per Arsenal
Sparse	Gold	Two of the same card per Arsenal.
Limited	Blue	Three of the same card per Arsenal
Vulgar	Grey	Five of the same card per Arsenal.

Once you have completed building the Arsenal you think will give you victory, shuffle it thoroughly. Be certain that you do **NOT** shuffle your Warrior card into the Arsenal. Place your Arsenal face down in front of you and put your Warrior card on top of the Arsenal.

Note: Be sure to study the Card Laydown Positions! *See Card Laydown Positions Chart.*

Starting the Game

At this time, the players must decide the order that they will each take their round. Next, each player takes their Warrior card off the top of their Arsenal, and places it face up in its designated position (*See Card Laydown Position Chart*). If, by chance, any players have chosen the same Warrior refer to the CopyCat Penalty found in the rules. Also, at this time, you will lay the One/Two card in its designated position with the One side facing up. Now, each player will look at the Supply on their Warrior card to see how many cards they will need to draw from their Arsenal for the starting hand.

CopyCat Penalty

If two or more players have chosen the same Warrior, each player will be penalized with a limitation of the Warrior's Supply. Each CopyCat player is mandated to draw one less card than the Warrior's Supply allows and the CopyCat players must also play the entire game with a maximum of eight cards in your hand instead of the nine normally allowed.

Example: You and another player find that you are both playing with Jeni, therefore, each of you will draw only seven cards (the normal Supply allows you to draw eight) as your starting hand. Then, each of you will be allowed a maximum of eight cards in your hand during the entire game instead of the normal nine.

Note: Even if three or more players have chosen the same Warrior, the players affected by this penalty may only be penalized a maximum of the one card.

Rounds

The time has come to start the battle. The player who was chosen to go first will start the round by drawing the top card from their Arsenal. This will be the first step of every round unless your hand already has the hand maximum of nine cards or you are affected by the CopyCat Penalty hand maximum. The next step is to decide which card you would like to play. You can play almost any type of card that fits your fancy. However, the majority of cards that will be used are those that attack an opponent. These are usually Destructive and Mystical cards. There are also cards that contribute to an attack and certain specific cards that allow you to do other things. The Characteristic Box tells you what type of card it is.

Destructive: If the cards you decide to use are Destructive cards, there will be three areas to look at.

1) **The Summary Box:** The Summary Box tells you which Sidekick or Special card the Associated cards go with. If you do not have the required Sidekick or Special card out in play, the card can not be used.

2) **The Offensive Value:** The Offensive Value identifies how much damage this card can dish out.

3) **The Attack Mode:** The Attack Mode reflects how this card can attack an opponent. Destructive cards can attack either by Ground or by Air. With the exception of Fli-bi, either Air or Ground Destructive cards can attack all of the Warriors in the Legends of Chaos. Since Fli-bi is a Mechanical Flying Bird, Ground Destructive cards attacks do not affect it.

Destructive cards attack directly and can be opposed by other Destructive, Spontaneous, Defend and in special cases Mystical cards.

Mystical: Mystical cards attack indirectly, either by mystically draining an opponent's Vital Point Total or by forcing some other type of specified action upon you or your opponent, and are not easily stopped. Mystical card attacks can only be stopped as specifically stated on the card itself or by playing one of the select few Spontaneous or Mystical cards that are directed towards Mystical cards. Each card will tell you what type of action it can accomplish, that is why you must read each card carefully.

Note: Only one Destructive or one Mystical card per character in play can be played during each of your attack rounds. See the following examples:

Warrior: One Destructive or one Mystical card per attack round.

Sidekick: One Destructive or one Mystical card for each Sidekick in play per round.

Special: One Destructive or one Mystical card for each Special card in play per round.

Exception: There are some Mystical cards that stay in play until they have been directly counter-attacked. While these cards stay in play, they continue to attack the targeted opponent each round until they are properly counter-attacked. Although these cards can possibly stay in play for more than one round, the owner of those cards may also attack with an additional Mystical or Destructive card for that character in the following rounds.

Example: You play a card called Pumpkin Patch, which is an associated card for Pumpkin Head, who is a sidekick to the Warrior, Craziie Farmer. The targeted opponent does not counter the attack of Pumpkin Patch. So, Pumpkin Patch now is in play. Now, here comes your next round and Pumpkin Patch is still in play. So the targeted opponent will lose additional points from the Pumpkin Patch card from the last round this round unless countered.

Since this is your next round you will now be able to play another Mystical or Destructive card from the sidekick Pumpkin Head even though Pumpkin Patch might still be in play.

Now that you have decided which card(s) to use, it is time to attack an opponent. You can attack any player in the game that you wish. Once your attack is completed, send the card(s) played in your attack to your Nowhere Realm. Players defending your attack should send their defending card(s) played to their own Nowhere Realm. If you do not wish to attack an opponent during your round, you do not have to. You will pick a card from your Arsenal at the beginning of your round unless your hand already has the hand maximum already or affected by the CopyCat Penalty.

Note: You will not be allowed to send cards from your hand to your Nowhere Realm just to obtain new cards. However, there are cases that allow you to send specific cards to the Nowhere Realm and draw new ones to replace them. Read further in the rules to find out about this.

Multiple Attacks

Your Warrior, Sidekick(s), and Special card(s) which are in play, allow you to have multiple attacking options in a round. You may use them in separate attacks on one opponent or to attack several different opponents, your choice. However, you must remember that you can only attack with a Warrior, Sidekick, or Special card which is in play only once during an attack round.

Important Note: Remember that you can only play one Destructive or one Mystical card per character during each round. A card that you played that was sent to the Nowhere Realm counts as the Destructive or Mystical card played for the round.

Sidekicks and Special Cards

The Warriors have chosen their Sidekicks and Special cards which will help them be triumphant in the battle of Legends of Chaos. These Sidekicks and Special cards will stay in play the entire game next to their warriors unless a specific card affects them. These Sidekicks and Special weapon cards have their own unique cards which are called Associated cards. Distinguishing which cards are Associated with the various Sidekicks and Special weapons in the game will be easy to tell. Just simply look at the Characteristic Box, the Associated Bar, and the Summary Box. The cards Associated with the Sidekicks and Special cards can only be used when that Sidekick or Special card is in play. Therefore, as you build the Arsenal that will fuel your quest for a victory in the battle of the Legends of Chaos, you must remember to carefully check the Ownership Circle to assure that all the cards you are choosing have the same Ownership Association.

Example: It is your round and you have just completed drawing the top card from your Arsenal (this will always be the first step in your round, unless you already have the hand maximum. If the card that you just drew or a card already in your hand is a Sidekick or Special card, you may put that card in play by placing the card next to your Warrior at any time during the round. However, you may not play a card Associated with that Sidekick or Special card until your next round. You may still attack with another card(s) from your hand that is Associated with a Sidekick or Special Card which is already in play.

Added Bonus: If you have a Sidekick, Special card, or both in play next to your Warrior, you will be allowed to draw two cards (instead of the regular one card) from your Arsenal every other round. Even with this bonus, the maximum amount of cards in your hand will still be nine cards. You may draw two cards every other round starting with the round after you have laid your Sidekick(s) card(s), Special card(s) or all of them next to your Warrior. Remember, no matter how many Sidekick card(s) or Special card(s) you have in play, the maximum number of cards you may draw at the beginning of every other round is still two.

Example: You have chosen Diezel as your Warrior. Next to him you have two Seymore cards, a Catapult which is a Special card and Wred in play. You will be allowed to draw only two cards every other round even though you have five characters in play. Remember that you have the opportunity for each of these characters to attack if you have the appropriate cards for each character. When attacking, you can attack one opponent in the game with all five characters or attack five separate opponents; it is your choice.

Sidekicks and Special cards will stay in play until your Warrior has been eliminated from the contest, unless a specific card should happen to take action upon a sidekick(s) or special card(s) of yours. If you have in your hand the same Sidekick card or Special card as you already have in play, that duplicate card can be sent to the Nowhere Realm and you may draw the top card off of your Arsenal in its place. You may not discard any Sidekick card or Special card from your hand if you do not have that same card already in play. Hand maximum must be followed.

Example: Your Warrior of choice is Diezel and you have Seymore in play. You also have another Seymore card in your hand; therefore, you can send the Seymore card from your hand to the Nowhere Realm and draw the top card from your Arsenal to replace it.

Note: You may have more than one of the same Sidekick or Special cards in play at once.

Identity: When a card action allows you to take someone else's card, you must first make sure that the opponent who you are taking the card from has the proper Sidekicks or Special cards in play. If the opponent does not have the right Sidekick or Special card in play, then you can not take a card pertaining to one of them.

Example: You have played Jackpot, which allows you to take a card from an opponent in the game. They have a Flaming Pumpkin and a Meat Eating Cow in their hand. You want to take the Flaming Pumpkin, but cannot because they do not have Pumpkin Head in play. Therefore, you must take Meat Eating Cow.

Sidekicks, Special cards and All Cards: Sidekicks and Special cards cannot use ALL cards, only the Warriors can.

The One/Two Card

Included in every starter pack is a One/Two card. This card helps you to keep track of how many cards you get to draw during any given round when you have Sidekick(s) or Special card(s) in play. After you have played your Warrior card at the beginning of the game, you will also lay the One/Two card down with the side with the One facing up. The One/Two card will remain with the One side facing up until the round after you have played either a Sidekick or Special card. At the beginning of this round, flip the One/Two card so, that the side with the Two is facing up. This means that you may draw two cards off the top of your Arsenal in this round. You must alternate sides of the One/Two card every round as long as you have a Sidekick or Special card in play. This card is kept separate from your Arsenal and it is not included in your 50 card Arsenal total.

Inspiration Attempt

If you have the need to get rid of some of your Sidekick Associated or Special Associated card(s). The Inspiration Attempt will allow you to do that. The Inspiration Attempt allows you replace up to a maximum of three Sidekick Associated or Special Associated cards in your hand and replacing them with the same amount of cards from your Arsenal. You may not discard Sidekick or Special cards, and you may not discard cards Associated with a Sidekick or Special card that you already have in play. Choosing to take advantage of the Inspiration Attempt will be the only action you can take during your round, excluding drawing a card from your Arsenal at the beginning of the round.

Example: Diezel is your Warrior, it's now your round, and you have drawn the top card from your Arsenal. You see that you have one Boulder and two Flaming Boulder cards in your hand. These can only be used with the Special card called Catapult. Since, you do not have Catapult in play or in your hand, these three cards are useless. You could hold onto these cards and hope to draw a Catapult card in one of your next rounds, but instead you could decide to use the Inspiration Attempt to send these three useless cards to your Nowhere Realm and replace them with three new replacement cards from your Arsenal.

Remember though, you lose your opportunity to attack during this round because you chose to take advantage of the Inspiration Attempt.

Note: The only cards you can discard in the Inspiration Attempt are cards Associated with Sidekicks or Special cards. You may **not** discard any Sidekick or Special card. These cards will be respectively labeled in the Characteristic Box. The Inspiration Attempt can only used once per your round.

Defend

As each of your opponents takes their rounds, you might have to defend against an attack. If an opponent attacks, you have two options.

First Option: You can decide not to defend against the attack and take all the damage. If you choose to do this, your Vital Point Total will decrease by the offensive value of the attacking card.

Second Option: If you choose to defend, look at your hand of cards and see what is available. You can defend against Destructive card attacks with either a Destructive card or Defend card. There are also various Spontaneous cards that may help you avoid your opponent's attack. The number in the defensive square of your Destructive or Defense card will reflect how much this card can protect you.

Example: A player in the game has chosen Jeni as their Warrior. Jeni attacks your Warrior Fli-bi with Torpedo (this is an Air card with an offensive value of five points). In your hand, you find a card named Glastic with a defensive value of three. If you choose not to defend you will lose five points from your Vital Point Total. If you choose to defend with Glastic you will lose two points (the difference between the offensive value of five and the defensive value of three) from your Vital Point Total. If your Vital Point Total was at 31 prior to the attack, your new Vital Point Total is 29. What if you defended Torpedo with Crabby, which has a defensive value of seven? Since Crabby's defensive value of seven is larger than Torpedo's offensive value of five, you take no damage from this attack and your Vital Point Total is left unchanged.

Defending with Associated Cards for Sidekick or Special cards: If you are attacked by one card, you can only defend with one card.

Example One: Your opponent has Ghoast and Ghoast's Sidekick Shawwna is in play. The opponent attacks you with a card that is Associated with Shawwna. You have your Sidekick, Seymore (Sidekick of Craziie Farmer), in play and choose to defend against this attack by using a card Associated with Seymore.

Example Two: Your opponent has Ghoast and Ghoast's Sidekick Shawwna is in play. You have Diezel in play, but no Sidekick or Special cards in play. Your opponent chooses to attack you with two cards, one card Associated with Shawwna and the second a Ghoast card (a card without any Association to a Sidekick or Special card). You can defend both attacks as long as you have two cards that can block attacks.

Example Three: Your opponent, whose Warrior is Ghoast, attacks you with the Ninja Sword which has an offensive value of seven and with the Sidekick Shawwna's card, Cane, which has an offensive value of four. You have the Warrior Diezel, but no Sidekicks or Special cards in play. Since you have two War Flail cards in your hand (defensive value six), you decide to defend against the attack. You must tell the attacking opponent how you will defend the attack. You tell your opponent you will first defend against the Ninja Sword. Since the Ninja Sword has an offensive value of seven and your War Flail card has a defensive value of six you will lose only one Vital Points from that attack. Next, you block the attack from Cane with the other War Flail card and will lose no Vital Points because the defensive value of the War Flail is larger than the offensive value of Cane.

Note: Remember, no cards can be drawn from your Arsenal on a defensive round unless you are instructed to do so by a Special or Spontaneous card.

Vital Point Four

This is an additional option for players who are attacking or defending and want more cards in their hand. This also, can be an advantage for players who are hoping for a powerful card so that they can deliver the knockout punch which will end the game. This option allows you to draw as many cards as you want from the top of your Arsenal at any given time during the battle. Be aware though, this goody option is not completely good. You will lose four Vital Points for each card taken. This can help you or it can hurt you. Strategize carefully when planning to use this option.

Note: The Vital Point Four option can not be used when your Vital Point Total is at four Vital Points or less.

Note: Remember that you may not exceed the hand maximum.

Scoring:

During the battle for the Books of Chaos Each player must always keep their Vital Point Total to its most current score. You can keep score by any means but a piece of paper and a pencil seem to work just fine. Other players in the game must be able to see your current Vital Point Total at anytime during the course of the game.

If everyone in the game agrees. One player or even an outside person from the game can be responsible in keeping the Vital Point Totals of all the players in the game.

Winning a Game

A Warrior is eliminated from the game when their Vital Point Total reaches zero. If, for some reason both you and your opponent reach zero during the same round, the one who reached zero first loses the game.

Example: Both you and your opponent have only one Vital Point left. You attack with Tractor and your opponent can not block it. Your opponent's Vital Point Total is now zero; however, as noted on the Tractor card, if your opponent loses Vital Points from an attack by Tractor, you also lose Vital Points. Therefore, your Vital Point Total is also zero; however you are the winner of the battle because your opponent's Vital Point Total was the first to reach zero.

You should now have all the information you need to compete in the greatest battle game ever, so let's get down to business and find out who is the greatest Warrior of all is...in...**Legends of Chaos™**