



Conqueror TCG  
The official rulebook  
V. 1.0

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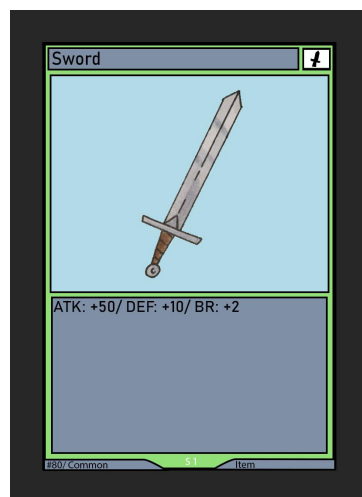
## Chapter 1 - Introduction To The Cards

- In a game of CONQUEROR TCG, you and an opponent will go head to head and use your **deck** of cards and aim to bring your opponent's **life** from 4000 to 0.
- Your **deck** is made up of at least 36 cards (maximum is about 60) which you choose by yourself by making a unique strategy to take down your opponent.
- You can have no more than 3 of the same card in your **deck**.
- Your deck will consist of **Creature Cards**, **Spell Cards**, **Item Cards**, **Special Cards**, and one **Faction Card**.

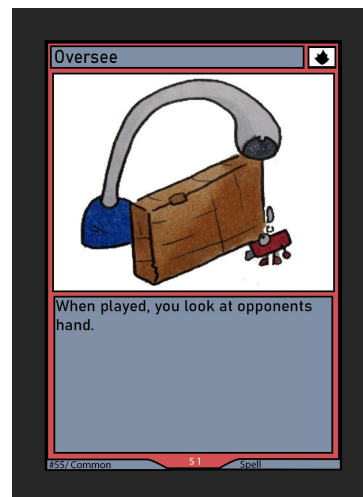
Creature Card



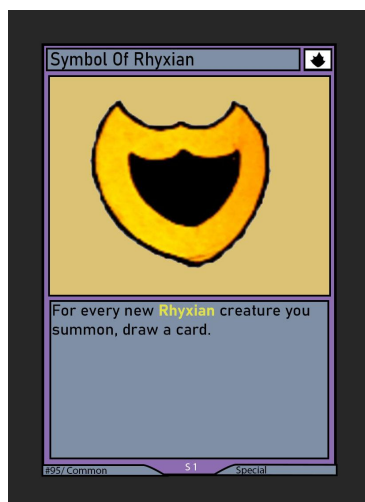
Item Card



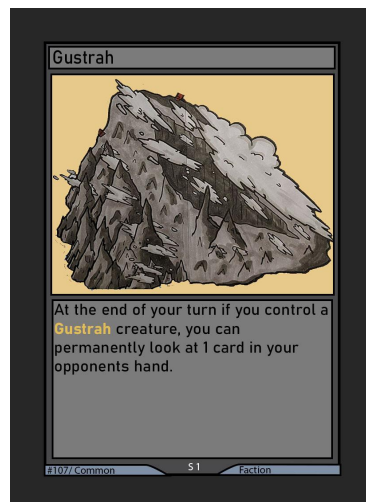
Spell Card



Special Card



Faction Card



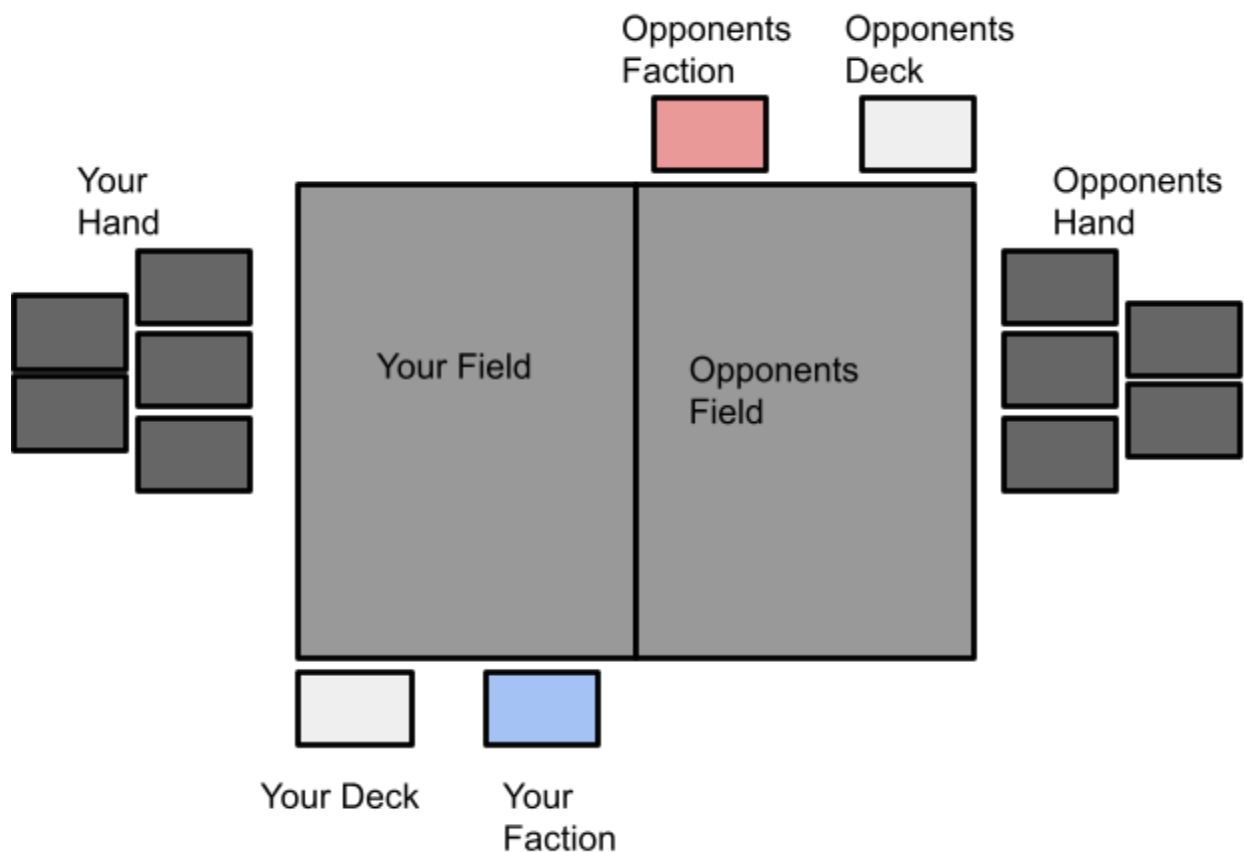
- If you ever forget what card is which, you can always look down at the bottom right corner to see what card/type it is.
- When building your **deck**, it is recommended to have 50% of your deck **creatures**, while the other 50% is a mix between the other card types, based on what faction and strategy you have.
- You will also have to have a **Faction Card** for your deck. THIS IS NOT PART OF YOUR DECK! This is a 'flag' to show what faction you have control over and is part of the **field**.
- Your **Faction Card** will give you special abilities that you can use throughout the game.
- The **Faction Card** that you are using should be based on what **creatures** you have.
- For example, the **faction card** shown below (**Terras**) will only work on the **Terras creatures** that you **control**. So if you have a lot of Terras creatures, your better off using a Terras faction card.



- There are sub-categories of certain cards, such as **Combiner Creatures** and different **Spell Types**, but we'll go over it later.
- But before you jump into a match with your opponent, it would be wise to know how to play them....

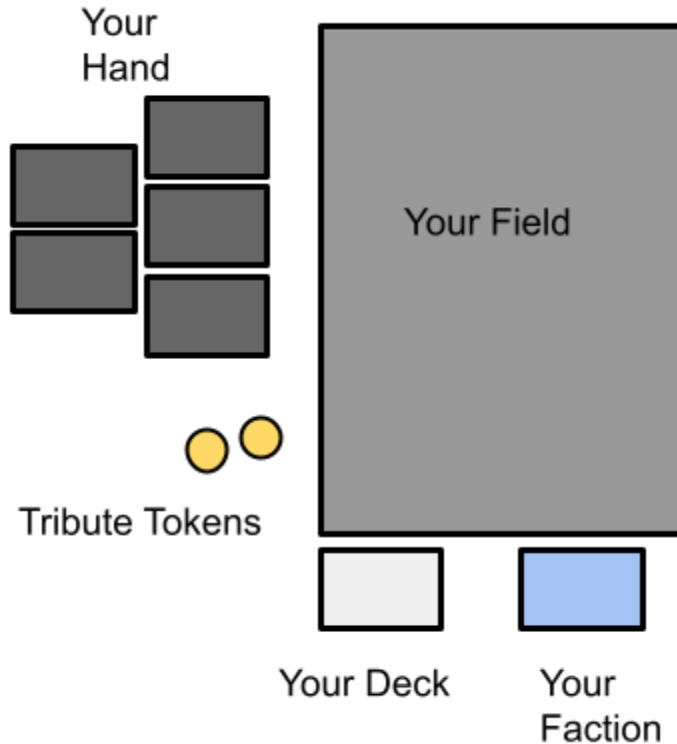
## Chapter 2 - Your Faction

- Your **Faction** is a part of the **battlefield**, it's where you play your cards, battle your opponent's creatures, and **attack** your opponent to win.
- At the beginning of the game, you and your opponent set up the field by showing your faction in your respective "**Faction Zones**".
- To start a game, both players must shuffle their **decks** and then draw the top 5 cards of their **decks**. **DO NOT SHOW YOUR OPPONENT!**
- This is what your starting field should look like:



- Decide who goes first by whichever deciding factor of your choice. I.e. tossing a coin or Rock, Paper, Scissors.
- When the game starts, the first player **DOES NOT** draw a card, but gains 2 **Tribute Tokens**.
- **Tribute Tokens** are an extra way to tribute your **creatures** in the game, and come in useful. Any 1 player can have a maximum of 10 **Tribute Tokens** at one time on your faction.

- As each turn starts, you get 2 Tribute Tokens and draw 1 card. The only time no one draws a card at the beginning of a turn is the first player.
- This is what your side of the board should look like:

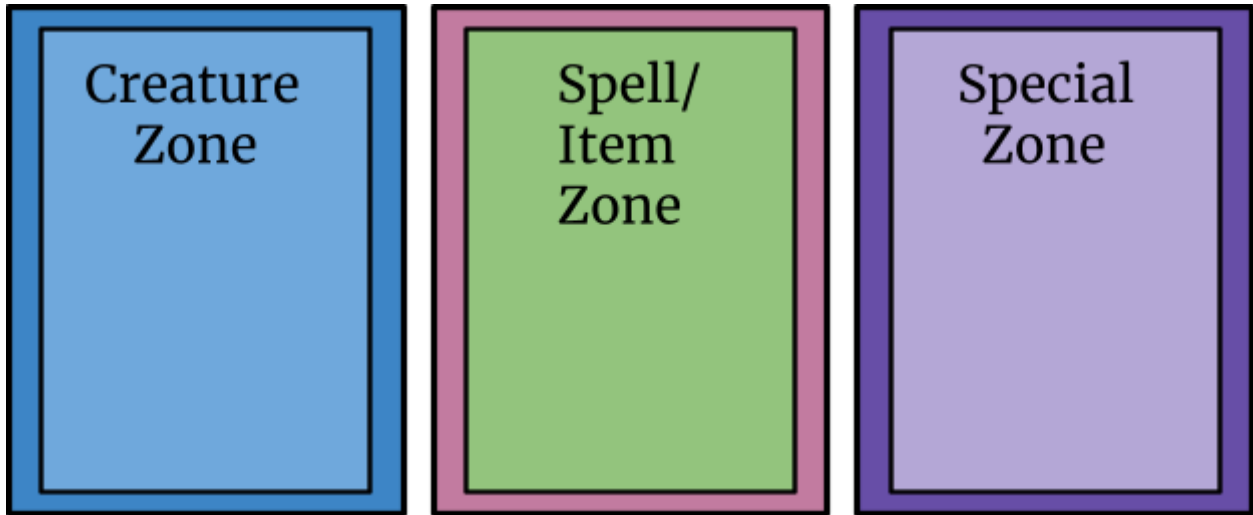


- There are 8 factions in the game, and all of them have different styles and combos to pull off.
- **NAGRAH** is the fire based faction and all about power. These creatures have really high ATK, but low DEF, making them more like a glass cannon.
- **POLARAXX** is the water based faction and all about using card advantage to use up all of your little guys and bring out the big guns.
- **GUSTRAH** is the wind based faction taking the skies. This faction is based on using the **Numb** mechanic and getting bonuses off of that.
- **DOOMELL** is the death based faction and all about your dead cards. The more dead cards that you have the better off you'll be.
- **RHYXIAN** is the angelic based faction and all about board presence and life gain. If it means sacrificing yourself for the better of the team, it should be done.
- **TERRAS** is the nature based faction and all about combos. The more combos you can pull off makes it easier to either gain a small army or bring out a couple big earth creatures.

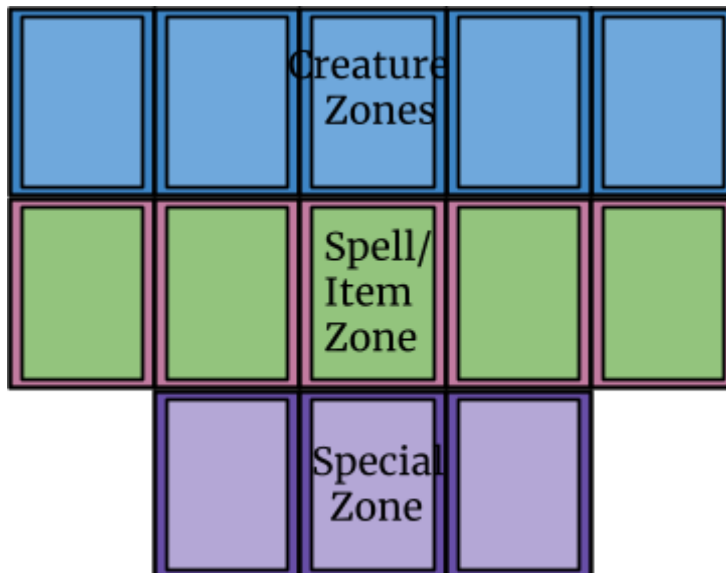
- **MECHORA** is the machine based faction and the smartest out of them all. Mechora specializes in what every faction does and makes improvements to everything.
- **BAROX** is the earth based faction and all about waiting and building up resources in the background until the time's right and just destroy your opponent.
- The board looks pretty empty, it's time to add some cards to the field!

## Chapter 3 - The Field

- The **field** is where the main portion of the game is set. It is organized in a way where each player can easily see the other side and not get lost on what they're supposed to look at.
- There are 3 different kinds of playable zones in the game: **Creature Zones**, **Spell/Item Zones**, and **Special Zones**.



- **Creature Cards** are only played in **Creature Zones**.
- **Spells** and unequipped **Items** are played in the **Spell/Item Zone**.
- **Specials** are of course played in **Special Zones**.
- However unlike the rest of the zones, **Specials** only have 3 zones to play with instead of the regular 5. So for each special you have, make them count cause they can only be killed by a card effect.
- This is how the field looks like:

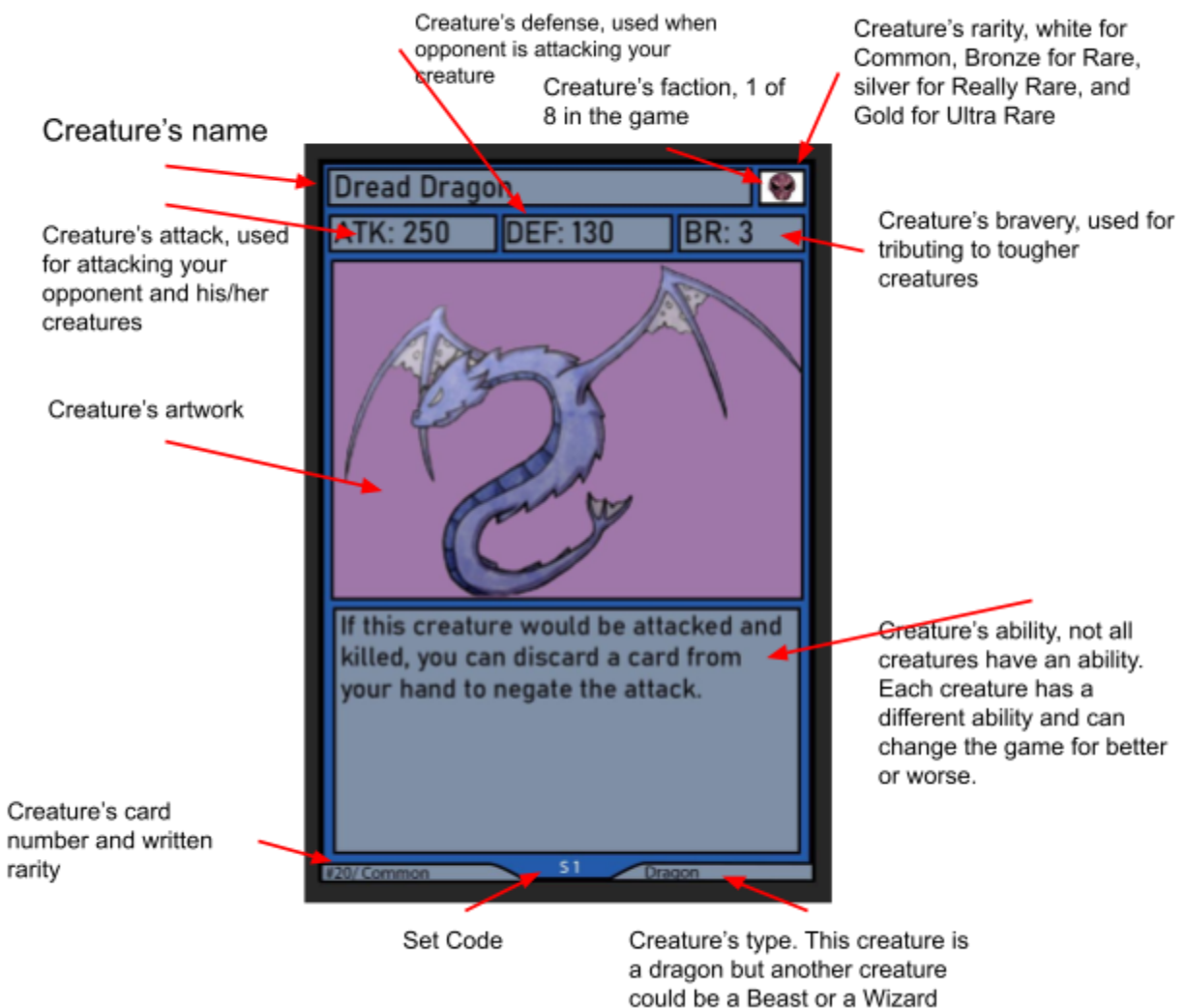




- Only 1 card can be taken up in a **zone**. The exception to this is if there is a creature in a **creature zone** and a **Spell** or an **Item** is **equipped** to that **creature**, then more cards can be in the same zone.
- These zones can't be removed from the game. They always stay where they are and aren't affected by anything in the game.
- Your **deck**, **graveyard**, and **Faction Card** will go on the side of the field as shown before.
- Since we have an open **Creature Zone**, let's see if we can put a **creature** in that spot...

## Chapter 4 - Creature Cards

- Now that we have an empty **creature zone**, let's put a **creature** in that spot.
- A **Normal Summon** is when you play a creature from your hand to the field. A **normal summon** ONLY works if that creature's **Bravery (BR)** is Lv. 1-4.
- At the start of the game you have 2 **Tribute Tokens** to use, however at this stage of the game there is no **tribute** to be made so we can't use those right now.
- This is an example of a creature we can play at the first turn which you would be able to **Normal Summon**.



- Because of Dread Dragon's **BR**, he can be **Normal Summoned** on your turn!
- The higher the creature's BR is, the more you will have to tribute your creature.

- It is wise to find a balance between smaller bravery creatures and higher bravery creatures so you don't run out of tributes, or have nothing but weak creature's.
  - A Lv. 4 creature is around average, and is the highest a **Normal Summon** would go.
  - A 1 or 2 Level creature is considered weak and should only be used as a **tribute** for your stronger creature's
  - A Lv. 7 or 8 creature is considered a really tough monster, well worth the **tributes** to get there and now you can start to deal some damage.
  - To get to the stronger creatures it is good to know the other ways of **Tributing**.
- 
- A **Tribute Summon** is when you **sacrifice** a creature you control and send it to the **grave** to bring out a stronger creature from your hand. The **tribute** can only go up by 2 LEVELS.
  - For example, if you **sacrifice** a creature with 4 BR, you can **summon** a Lv. 5 or 6 creature. However if you only have a Lv. 3 creature, you can **ONLY** go up to Lv. 5.
  - For the stronger creatures, you might have to sacrifice more of your weaker creatures to bring out the strong guys. As long as the combined BR is the same as the creature you wish to tribute for, you can do it.



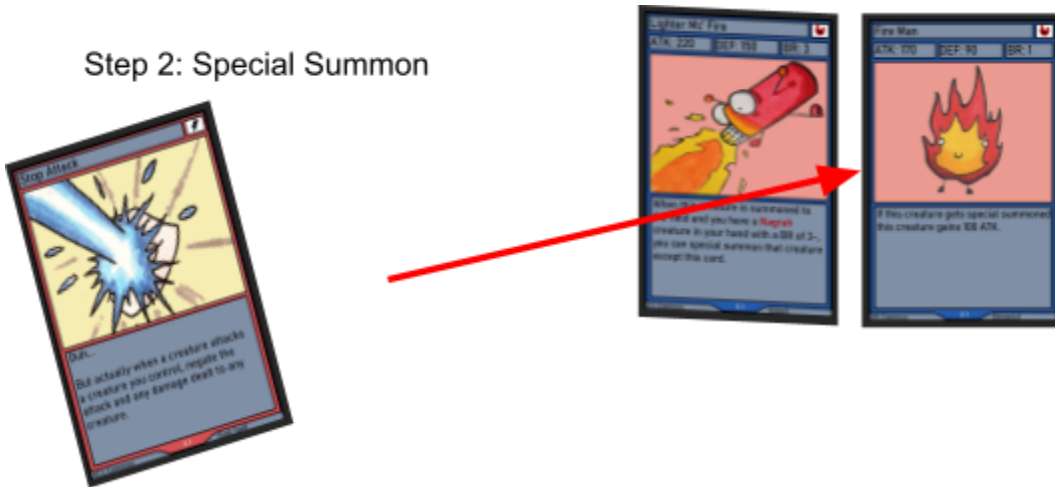
- If you happen to have a few **Tribute Tokens** lying around and you don't have enough or any creature's, you can use those to **tribute a creature**.
- The other way to summon creatures is a **Special Summon**. Unlike a **normal summon**, which you can only do once a turn, you have an unlimited amount of **Special Summons** as long as you have the zones for it.
- An example of a **Special Summon** is when you **Normal Summon** a Lighter mc' Fire from your hand, and you are able to **Special Summon** Fire Man, also from your hand:

Step 1: Normal Summon



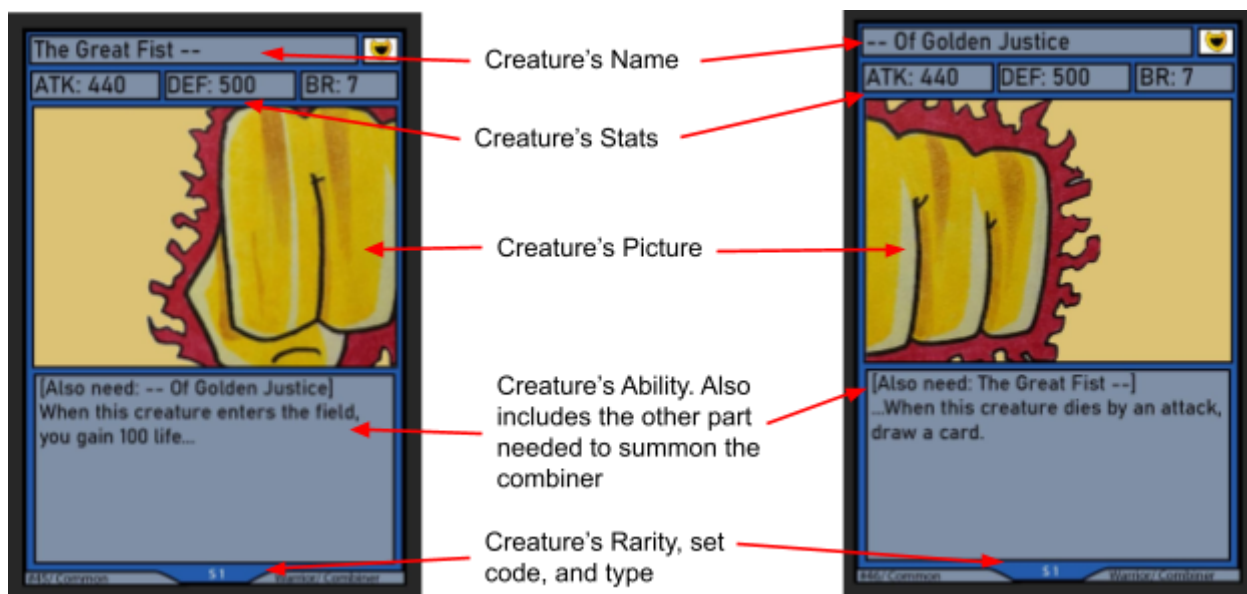
- When you normal summon Lighter mc' Fire, he has an ability where he can special summon another Nagrah creature in your hand.
- Since Fire Man fits the criteria, he can be special summoned to the field!

Step 2: Special Summon

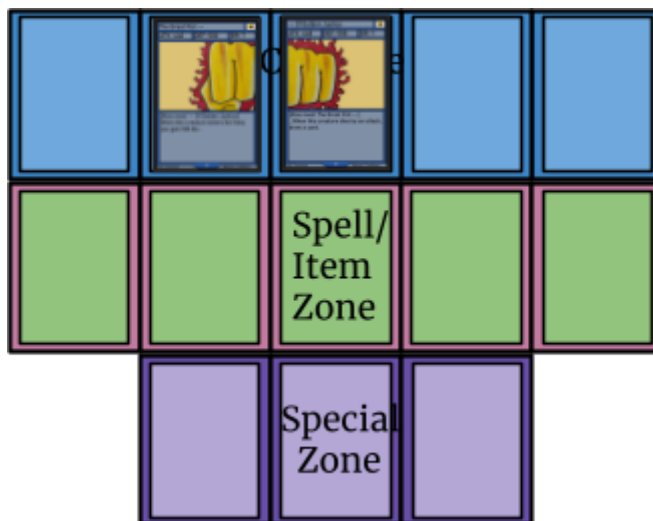


## Chapter 5 - Combiner Creatures

- **Combiner Creatures** are similar to the since that you play it in a **Creature Zone** but other than that they are pretty different.
- When looking at a **Combiner Creature**, you can see that it has 2 parts. You don't need a **tribute** to summon that creature, but both parts and both zones are available to play it. It would count as a **Normal Summon**.
- Below is an example of a **Combiner Creature**:

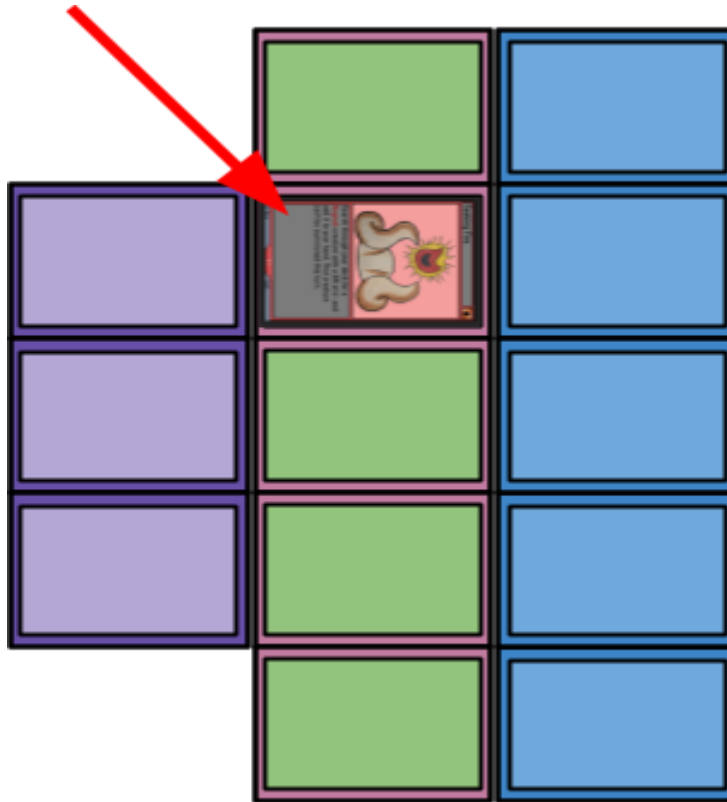


- As stated, you need BOTH parts of the Great Fist of Golden Justice to **normal summon** it.
- Even though it would take up to **zones**, it would still count as 1 creature. So if your opponent **attacks** and kills 1 card, they both die and get sent to the **grave**.
- The stats stated on the card are what the **attack, defense, and bravery** is, they are NOT ADDED TOGETHER to make an extremely strong creature.



## Chapter 6 - Spell Cards

- To play a **Spell Card**, you must play it in a **Spell/ Item Zone** to your field.



- Spell Cards** don't cost any currency to play. So no **tributes** or **tribute tokens**. So you can play them straight away.
- Different **spell types** do different things like buff your creatures, give you **card advantage**, and give you more **life**.
- Make sure to read all spell cards to make sure you don't waste it.
- There are 3 different types of Spell Cards, **Spell Card**, **Equip Spell**, and **Flash Spell**:

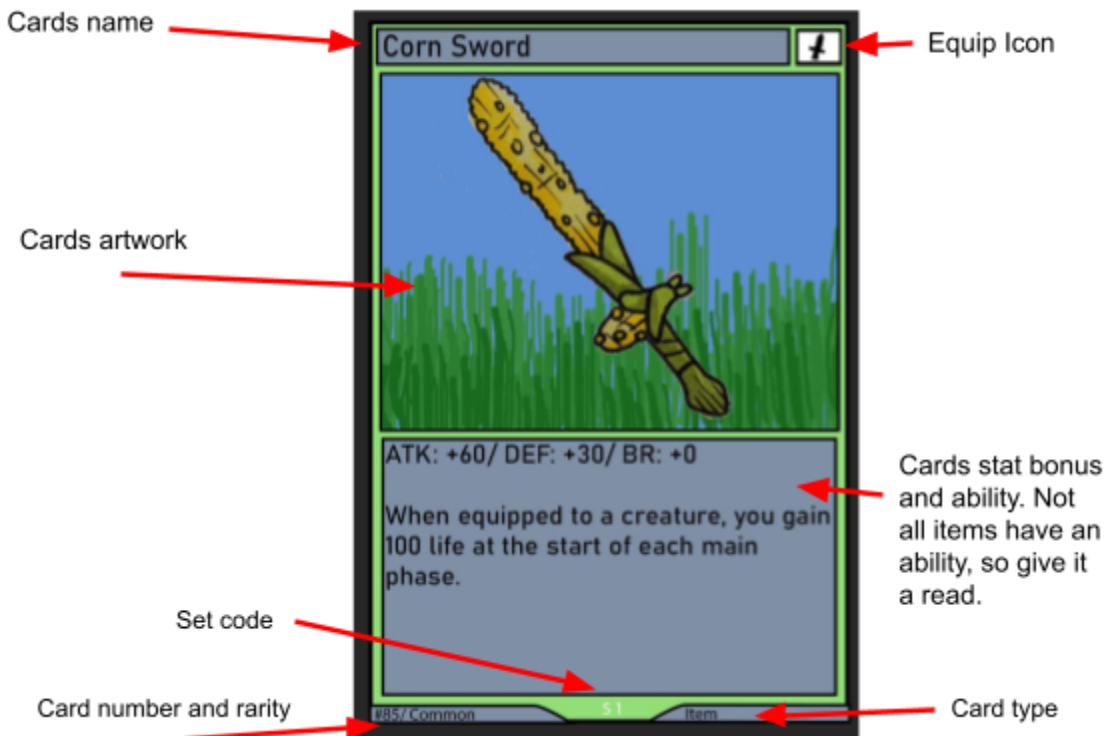




- Standard spells are only played on your turn in an empty Spell/ Item Zone.
- The card ability is used once and then dies and goes to the graveyard.
- Once the spell is used up, you have an empty Spell/ Item Zone again.
- Equip Spells are played on your turn on any creature on the field.
- The spell, unless specified, is equipped to the creature until the end of the turn.
- Once the turn is up, the spell dies and goes to the graveyard.
- Flash spells are the only spell types where you can play them at any time. However make sure to read them to make sure your not wasting a resource.
- Once played, the flash spell does its effect first, and then everything else resolves.
- Once the flash spells effect has gone past, it dies and gets sent back to the grave.
- **Spell Cards** can affect you and your opponent, so make sure to read them carefully before playing them on the field.
- Have a few cards in your **deck** that can kill **spells**. If you overlook this point, your opponent could have a few spells that you just can't get rid of because you didn't have the right resources to destroy it.
- It is important to know when and where you can play spells. You want to play them at the right time so when either your turn rolls around or your opponent attacks, you have the means to stop them.
- When it comes to **Equip Spells**, there is no maximum amount you can play or put on to one creature. This is useful for a "**Voltron Strategy**" where you add a lot of resources to 1 creature to make it super powerful and destroy your opponent instead of having a small army of weaker creatures.

## Chapter 7 - Item Cards

- **Item cards** are similar to **Spell Cards** in a sense that they do not require currency to play. However they are usually **equipped** to a creature to give it a bonus. There are certain **Items** that don't have a creature to be equipped to, so they take up a **Spell/Item Zone**.



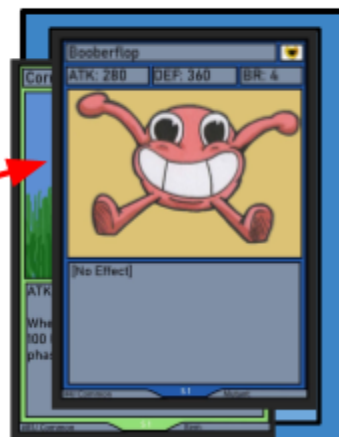
- Firstly, **Item cards** do not occupy zones in a normal sense. They are **equipped** to a creature 90% of the time. There are a few examples of an item not having to be able to be equipped. One example is "Dragon's Cave Treasure", an item that goes in the **Spell/ Item Zone** but not to a creature.
- **Items** can be **equipped** to your field or your opponents field.
- To play an **Item** from your hand, just place it under the creature which you want it to go to.



Step 1:



Step 2:



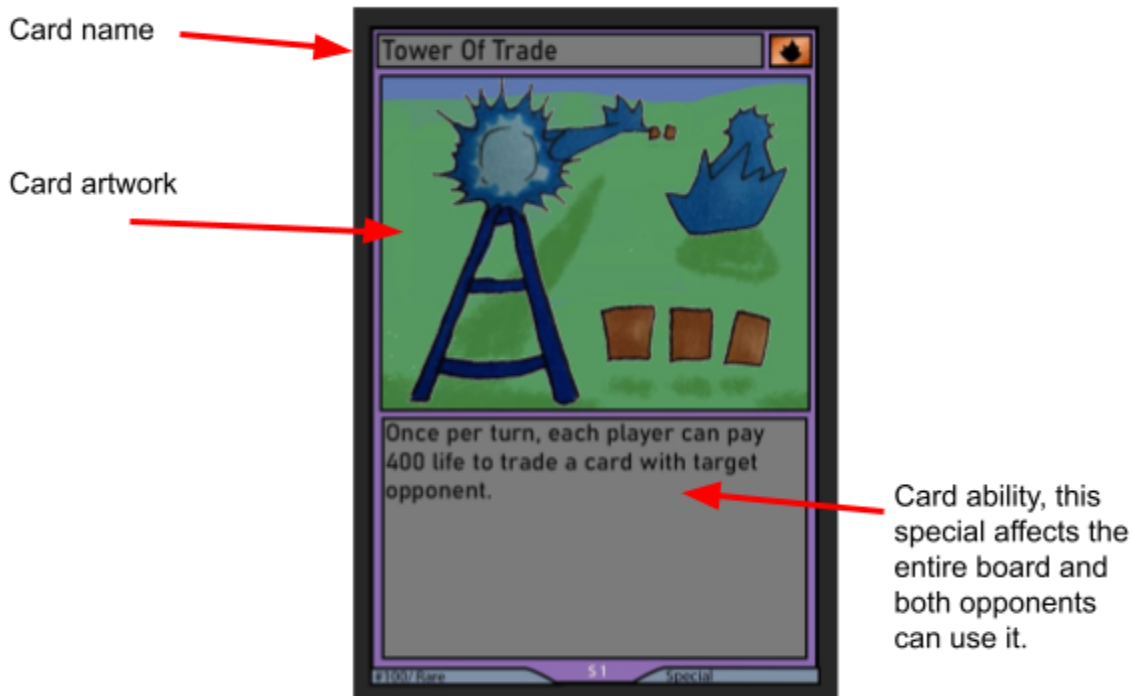
- Some **items** come with powerful abilities that can help strengthen your own forces.
- Some **Items** can also give you card advantage
- Some **Item Cards** you can put on your opponent's creature to make them weaker.
- When the equipped creature leaves the field (either killed, or used for a summon), all equipped cards die and get sent to the graveyard.
- Do be careful of trying to put all your items on one creature, you may lose it all.
- If an **Item Card** is destroyed but not the creature, the creature stays on the field and the item goes to the graveyard.
- Once an **Item Card** is **equipped** to a creature, it cannot be unequipped. So make sure you equip the right item to the right creature.
- Most items have a stat boost to them. When you equip the item to a creature it gains that stat bonus. Most are positive and bump up **attack (ATK)**, **Defense (DEF)**, and **Bravery for tributing (BR)**. But it can also lower stats too.



- As you can see, Corn Sword is equipped to a Booberflop.
- Booberflop's stats are ATK: 280 DEF: 360 BR: 4
- But with Corn Sword equipped, the stats are now ATK: 340 DEF: 390 BR: 4
- These are his new stats, and you will use this when it comes to battling.

## Chapter 8 - Special Cards

- **Special Cards** are the weirdest of the bunch, mainly because of the fact that they adopt the presence of a **spell**, but can affect the entire board at once.
- **Special Cards** are very powerful and can either change something on your **field**, or the entire board.
- For example, the card shown below, 'Tower Of Trade' can only be played on your turn, but affects the entire board. Each player can use the effect of a **special** at any time needed at their turn. So if you **controlled** 'Tower Of Trade', you can use it every one of your turns if you wanted, your opponent could do the same.



- When you play a **Special**, you play it from your hand as you would a **standard spell**, except the card doesn't die at the end of the turn. A **special** won't die unless a card effect kills it.
- Always pay attention to what specials are on the field. When you're in a rut and need to get out of it, there might be a **special card** in your **zone** you can use to help you out.
- Some effects with **specials** would also give a **stat bonus**, like the 'Symbol Of-' cards. For example, the 'Symbol Of Mechora' gives a double stat bonus to any Mechora **creatures** you control. So also pay attention to all of the stat changes going on on the **field** cause it might save the game.

## Chapter 9 - A Turn

- There are 5 steps in a turn and each are going to be explained:
- DRAW PHASE - This is the beginning of your turn. This is where you draw 1 card from the top of your **deck** and add it to your **hand**. This is where you also get 2 **Tribute Tokens**.
- 1st STANDBY PHASE - This is where you can play 1 **Normal Summon** creature, other **tributing**, and play spells, items, and specials.
- BATTLE PHASE - This is where you choose what creatures you want to attack either your opponent's creatures or your opponent themselves if they don't control any creatures.
- 2nd STANDBY PHASE - This is after the battle phase, you can **normal/tribute summon** a creature if you haven't done so already in the turn and play more spells, items, or specials.
- END - This is the end of your turn. This is where you can't play any cards, but if some cards die at the end of the turn, those effects would resolve.

## Chapter 10 - Battling

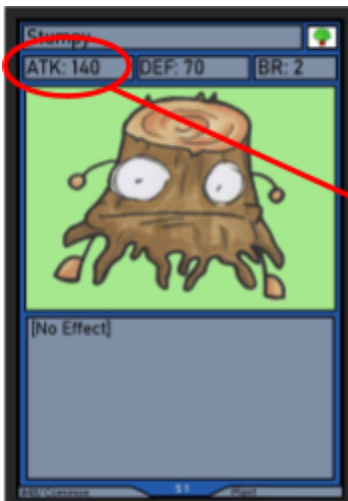
- During your turn, once you've chosen which creatures you want to **attack**, you can do battle.
- If your opponent has no creatures on their field, you can attack them **directly** and deal damage from their life points.
- A creature can only **attack** once per turn.
- To attack an opponent's creature, inform your opponent which creatures are attacking who and then calculate damage.
- If you are attacking, your creature's ATK is compared to your opponent's DEF rating.



If your creature's ATK is higher than opponents creatures DEF, your opponents creature dies.



- If the opposite occurs and your creature's DEF is lower than your opponent's DEF, it would only deal that much damage until the end of the turn. In which case it will regenerate to full DEF at the start of the next turn.

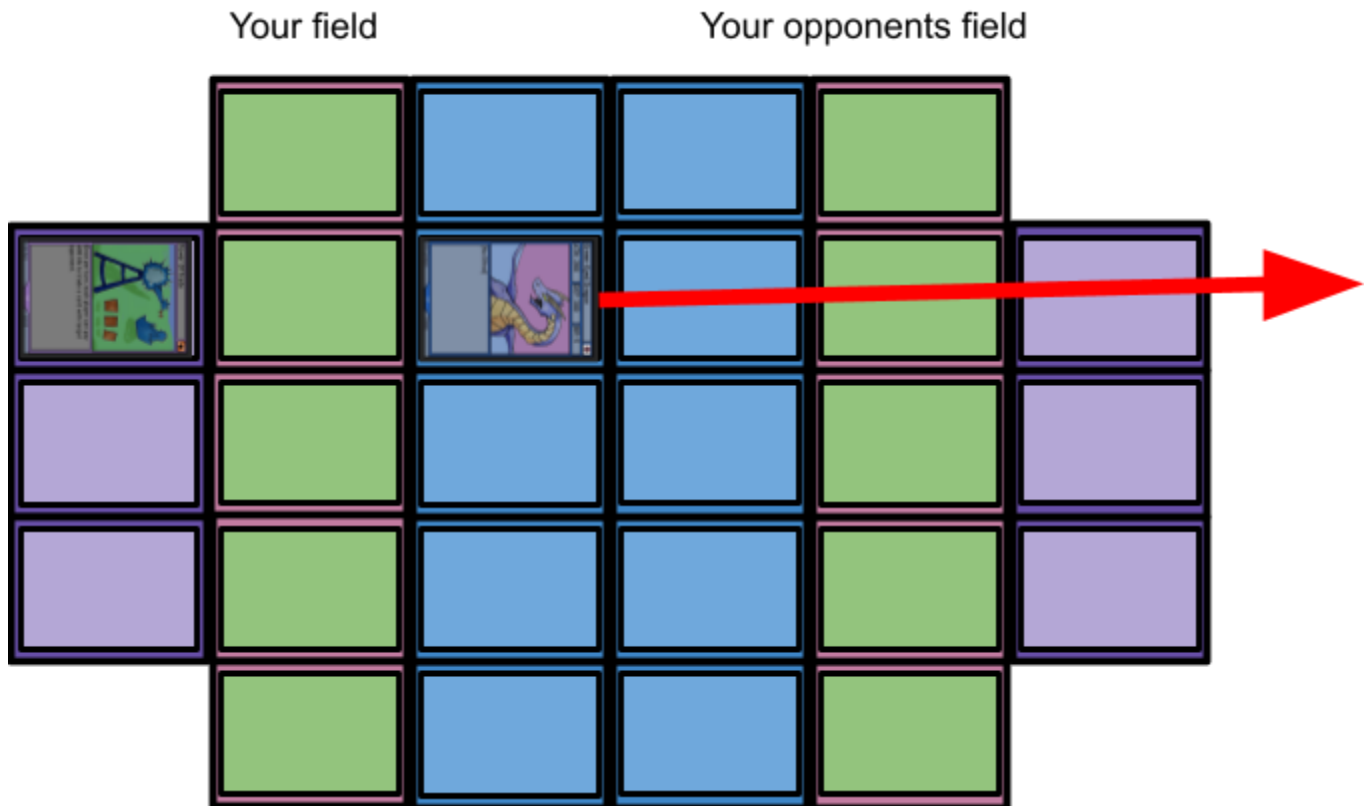


If your creature's ATK is lower than opponents creatures DEF, you will only deal that amount of damage.



- So for this case, Stumpy will only deal 140 damage to Green-Eyed Dragon's 300 DEF, leaving 160 DEF left for another creature to attack

- Multiple creatures can attack one creature. So you can have 2 or 3 Stumpy's attack 1 Green-Eyed Dragon, which would kill it.
- If two creatures have the same ATK and DEF, they both die and get sent to the grave.
- If there are no creatures on your opponent's field, you can attack them directly, dealing damage and bringing their life points down!



- And since Green-Eyed Dragon has 280 ATK, your opponent's life would go down from 4000, to 3720.
- After your attack is done, you now move on to the 2nd Standby Phase.
- The last person to get 0 Life Points wins!

## Chapter 11 - Life Points

- The aim to win a Conqueror TCG game is to bring your opponent's **life points** from 4000 to 0.
- When the first person loses all life points, the opponent wins.
- Life is taken down by your creatures attacking your opponent directly, but some spells and other resources can also deal damage to your opponent directly.



Because of Fire Wing's ability, if he deals combat damage, he can deal another 100 damage to any target, including your opponent!



You can also cast a flash spell like Lightning Bolt, which deals 300 damage to any target. You can choose any creature on the field or even your opponent!

- If in a rare occasion where both players reach 0 **Life Points** at the same time, it is considered a draw and a new game must be replayed.

## Chapter 12 - Other Information

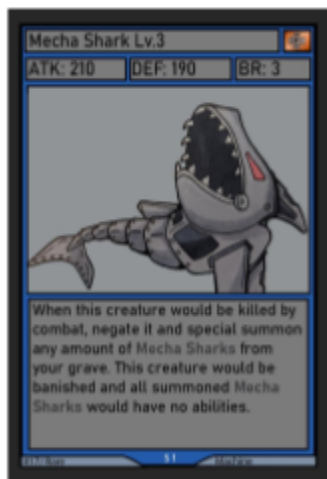
### Card Rarities

- Cards are categorized into rarities, although it has no impact on the game, it's cool to have some rare cards
- Cards are categorized into 4 different rarities:

Common



Rare



Really Rare



Ultra Rare



- As well as having a better appearance, you can also tell the rarity by looking at the top right box or the bottom left text which says what rarity a card is.

## Glossary

- Attack
  - When a creature or opponent deals damage to a creature you control or your life directly
- Bravery
  - The level you use to use for a tribute summon
- Creature
  - The blue card that shows a monster and has the ATK, DEF, and BR stats
- Combiner Creature
  - Two creature cards that come together to form one creature
- Deck
  - The collection of cards that you have all of your cards in which you draw at the start of your turn
- Defense
  - The stat that attackers must overcome to kill that creature
- Equip
  - The term to attach something to a creature
- Equipped
  - The term used when an item or a spell is attached to a creature
- Faction
  - One of eight different lands and strategies that's playable in the game
- Field/ Battlefield
  - The place where cards are played
- Graveyard
  - The group of cards just outside the battlefield where all used or dead cards go until the end of the game
- Item
  - The green card which usually gives a creature stat bonuses
- Life Points
  - The amount of life you start with. In this case 4000
- Normal Summon
  - When you place a creature with a bravery of 1-4 from your hand to the field
- Sacrifice
  - Killing a creature from your field to play a move. I.e. a tribute summon
- Spell
  - The pinkish cards, which have different effects and criteria to play them. Usually lasts until the end of that turn.
- Special



- The purple card, which stays in the back of the field and has effects on the entire field.
- Special Summon
  - A way to free play creatures from your hand but only if the criteria is met.
- Tribute
  - A way to kill a weaker creature to bring out the tougher creature
- Tribute Tokens
  - The pseudo currency that you get at the start of each turn to use for tributing.
- Zones
  - The places where you play cards on the field.