# NATURE'S CALL – USERGUIDE TERMINOLOGY

## HOW TO START

### Deck layout

When building a deck the player can choose how many of which type card they want to put on, however the minimum *and* maximum of cards in your deck is 40. At the start of the game your deck gets shuffled by the opponent and vice versa.

### How to decide who starts?

At the start of the game the players flip a coin to decide which player goes first. The player who goes second draws an extra card in their opening hand. So, the player who goes first has 5 cards in their opening hand, and the player who goes second has 6.

## USEFUL INFORMATION

### Hand Size

Players can have a maximum hand size of 10, if the extra card drawn exceeds this, the player must choose a card to discard, the drawn card is allowed to be discarded.

### The board

Minions and aura's are played from left to right. Repositioning the cards is forbidden.

The order of effects is as follows: Aura effects trigger from left to right, afterwards minion effects trigger from left to right.

## Deck

If your deck contains no more cards and you cannot draw anymore cards from the deck, you've lost the game.

## Graveyard

Your graveyard contains your discarded, or sacrificed card. Correspondingly with your deck this pile of cards is also hidden, face down. When a card gets discarded the opponent must be notified on what is discarded.

## Minions

Minions are used to fight your opponent, they can either attack your opponents' minions or your opponent directly.

Note: You may only attack your opponent or opponent minions if you have more attack than his health points.

The attacker can combine the attack of his minions to reach the desired attack amount, however all minions take the full attack damage from the defending minion.

Whenever you play a minion it can only enter combat on your next turn, but it can however be sacrificed.

When you hit an opponent with your minion, and it kills the opponent your minion still has all his health points.

Minions and aura's cannot be repositioned.

## Aura's

Aura's are used to grant your minions additional effects to your minions or to your opponent. Aura's cannot enter combat but can be sacrificed or destroyed.

Correspondingly to Minions, Aura's are also send to the player's graveyard if they are sacrificed or destroyed.

Same as minions, aura's cannot be repositioned.

## Sacrifice

The type of a minion is shown at the bottom middle of a card. There are 3 types, Lesser, greater and ultimate. Nature's Call has a sacrifice system which means that for a big minion or bigger aura there has to be smaller one(s) that need to be sacrificed.

Only minions can be sacrificed to summon a minion and only auras can be sacrificed for auras.

After being sacrificed the minion(s)/aura(s) used for the sacrifice are send to the graveyard.

### Lesser

Lesser minions/auras are the lowest type minions and may always be played as many as you want during your turn.

### Greater

A greater minion/aura is the middle type and when played requires 2 lesser minion/aura to be sacrificed. you may summon unlimited amounts of greater minions/auras in your turn, if the requirements are met.

### Ultimate

For an ultimate minion/aura you need 2 greater minions/auras. you may summon unlimited amounts of ultimate minions/auras in your turn, if the requirements are met.

## EFFECTS

### Draw

Draws one or more cards from your deck.

### Taunt

Enemies must attack minions with Taunt before any non-Taunt minions.

### Rooted

Rooted characters lose their next attack.

## War cry

War cry is an effect which activates when the card is summoned.

## Charge

Enables the minion to attack on the same turn that it is summoned.

## Discard

Causes the player to send card(s) to the graveyard.

## Combo

Triggers an effect if you already played another card this turn.

## Silence

Removes all card text and aura benefits.

## Stealth

Minions with Stealth cannot be attacked by other minions. Once the stealthed minion attacks, Stealth is removed.

## Immune

Immune is an ability that prevents damage dealt from any source to the target and prevents all enemy interaction with the target.