

What is Tamer Tournament?

Tamer Tournament is a strategic card drafting game where **4-8 players** compete to assemble an unstoppable team of quirky creatures, sending them into battle against each other in a three round tournament bracket. You'll alternate between adding new creatures to your team in draft rounds and facing off against another player in tournament rounds until a tournament winner is crowned.

Setup

To start, make sure the cards for rounds 1, 2, and 3 are separated into their own piles, then shuffle each pile. Start by dealing a "pack" of 8 round 1 cards to each player, face down. Players may look at their pack.

Play in Tamer Tournament is separated into two different phases: Draft phases and Tournament phases. The game begins with the first Draft phase.

Drafting

Once each player has 8 cards from the deck of the current round, they look through their pack and choose one card, placing it face down in front of them when they're finished. Once all players have chosen a card, reveal them all at once. Then, each player passes their packs around. During rounds 1 and 3, pass packs to the left. In round 2, pass to the right. Continue drafting cards until all cards have been chosen from the packs.

Some cards have effects during the draft, so pay attention! The cards themselves will tell you how to resolve these effects. If a card says to add Power or Health during this phase, refer to the section on Buffs.

Building a Team

The next step is to build a team of creatures from among what you drafted. During each round, you have a different allowance of Points (shown over the Coin icon in the top left) to spend on constructing your team: The total points creatures on your team can't go over the round's maximum.

Round 1: 8 Points

Round 2: 16 Points

Round 3: 24 Points

You'll not only need to pick who's on your team, but also what order you'll put them in. During this phase, you'll also place your team in a line, with the first creatures fighting first, and the last fighting last. Once you have a team built, it's time to face an opponent.

Tournament Rounds

While you'll be drafting with your full table of players, you'll be fighting 1-on-1 battles against another player each round. For the first round, you'll be fighting the person across the table from you, or choose at random using dice. In future rounds, you'll find a player with the same round record as you (For instance, two players with 1 win and 1 loss each will fight.) (Odd number of player rules coming soon, there will be sample teams in the rulebook to fight against.)

Move your teams up to each other, making sure that they stay in the correct order and all permanent buffs stay on them. Then, a fight begins! Each creature in front simultaneously deals damage to each other equal to its power (shown with the Fist icon in the bottom left corner.) Mark damage on creatures with black dice. If a creature takes more damage than it has health (shown with the Heart icon in the bottom right corner), it is knocked out and removed from the battle. When something is knocked out, a new creature is now in front of the row, and battle continues until only 1 player has a creature left. If both players' last creatures are knocked out at the same time, the round is considered a draw. Otherwise, record the result of the battle, who won and who lost.

Bufs

Many card effects will instruct you to add Temporary or Permanent buffs to a creature's power or health. The game comes with five different colors of dice, which are used to track things on cards.

Light Red: Temporary Power

Dark Red: Permanent Power

Light Green: Temporary Health

Dark Green: Permanent Health

Black: Damage

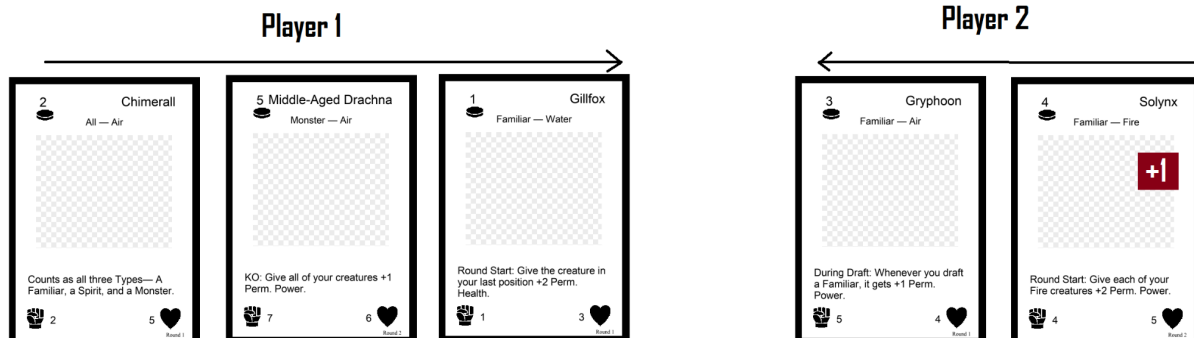
Temporary Power, Temporary Health, and Damage are all removed from creatures after a round of combat is finished, while Permanent Power and Health buffs stay on creatures until the game is fully over. Just place these die on cards to track these statuses and buffs.

End of the Game

After 3 tournament rounds, check the record of each player. Whoever has the best record is crowned the winner (A draw counts higher than a loss). If multiple players have identical best records, you may choose to either have each of them win, or play tiebreaker rounds.

Example of Combat

Here is an example of a tournament round.



Players 1 and 2 have assembled their teams and are facing off, with their first creatures in their line at the front. The only buff currently in play is +1 Permanent Power on Player 2's Solynx, which was added with Gryphoon's During Draft effect.

First, each player will resolve their Round Start effects. Player 1's Gillfox adds +2 Permanent Health to ChimeraII, since it's in the last position. Player 2's Solynx will add +2 Perm. Power to itself, since it's the only Fire creature they have in their team.

Now, the creatures in the front spots damage each other. Gryphoon deals 5 damage to Gillfox and Gillfox deals 1 damage back. Gillfox is easily defeated here and is removed from the line. Gryphoon has 1 damage marked on it, and a black die is placed to mark that damage.

Next, Gryphoon and Middle-Aged Drachna face off. Drachna's 7 damage is more than enough to take out Gryphoon, but Gryphoon deals 5 back, putting the Drachna within 1 damage of defeat. Since Drachna knocked out Gryphoon, its KO ability triggers, placing 1 Permanent Power on both itself and on ChimeraII, the creatures Player 1 has left on the field.

Finally, Solynx and Drachna will face off. Both deal enough damage to each other to knock each other out. Despite Drachna being KO'd itself, it still triggers its KO effect from defeating Solynx, and adds 1 Permanent Power to ChimeraII. Player 2 now has no creatures left, while Player 1 has one, so Player 1 wins this round.

Card Effects

The base rules of Tamer Tournament are quite simple, but its complexity and depth comes from its many unique cards. Here's some clarification on what certain card effects do.

Round Start: Before the round begins, but after you've sat down across from your opponent, resolve the Round Start effects of each of your creatures. If you have multiple, you choose the order they happen in (This will often matter, so pay attention!) Round Start effects won't change your opponent's cards, so both players can resolve theirs at the same time.

KO: KO abilities of a creature trigger when that creature deals enough damage to an opposing creature to knock it out. They happen even if the creature with the KO effect is also knocked out at the same time.

Flip: To flip a card, take the top card of the given round's deck of creatures and add it to your team. Flipped cards are shuffled back into the deck at the end of combat, but are otherwise treated as though you own them. Remove permanent buffs on a Flipped card when it's returned to the deck.

Types and Elements: Every creature has a Type: Familiar, Spirit, or Monster. Every creature also has an Element: Fire, Water, Earth, or Air. These attributes don't do anything on their own, but many cards will want you to collect many creatures of a certain type, or reward you for having a diversity of creatures.