

Welcome to...

TAMER TOURNAMENT

A competitive drafting game for
4-8 players.



What You Get

- One 56 card Round One Deck.
- One 56 card Round Two Deck.
- One 56 card Round Three Deck.

(You'll use these to draft your team of creatures and face off against your opponents.)

- 20 green six-sided die
- 20 red six-sided die
- 10 black six-sided die

(You'll use these to track Health Buffs, Power Buffs, and Damage respectively.)

- The rulebook you're reading right now

(You'll use this to learn the rules.)



Introduction

For your entire life, you've trained to become a Tamer: An elite class of mage who binds animals, monsters and magical spirits to their will. For many, these creatures are companions, pets, or friends. For others, they are mere tools. But all Tamers share one common goal: Gladiatorial glory in the kingdom's annual Tamer Tournament!

Tamer Tournament is a competitive drafting and auto-battling game for 4-8 players. Over the course of three rounds, you'll draft creatures and build teams, while facing off in a three-round tournament. At the end of three rounds, the player with the most wins is the champion!

Game Timeline:

- Draft Round 1
- Build your team and battle an opponent
- Draft Round 2
- Build your team and battle an opponent
- Draft Round 3
- Build your team and battle an opponent
- If multiple players are winners, hold Tiebreakers (optional).

Parts of a Card



Points Cost: Each round, there's a limit to the total points value of your team.

Card Ability: Each card has a special effect. See **Card Effects** for more detail.

Creature Types: Each creature has two types: A Class (Familiar, Spirit, or Monster) and an Element (Fire, Water, Earth, or Air.) These don't mean anything on their own, but other card effects might care about them.

Power and Health: The base combat stats of the creature.

Drafting

The first thing you'll do in the game is draft your first creatures from the Round 1 deck. Seat all players around a table where they can pass cards to each other.

Shuffle the deck and deal each player 7 cards. Each of these piles is a "pack." Each player looks at their pack and chooses a card to take, then places it **face down** to start a pile of their picked cards.

Once each player has picked a card from their pack, each player passes their pack to their left, then looks through what they've been given before choosing another card.

Players may look at their pile of picked cards at any time, but **be careful as to not get anything mixed up!**

Continue passing and picking cards until each player has taken 5 cards and 2 cards remain in every pack. Return the leftover cards to the Round 1 deck, then shuffle it.

During the later draft rounds, repeat this process with the Round 2 and 3 decks.

Team Building

Once the draft is completed, it's time to build a team out of the creatures you've collected. In the upper left of each card is its Points value: All of the creatures in your team cannot exceed a points value depending on the round.

Round 1: 5 Points

Round 2: 10 Points

Round 3 (and Tiebreakers): 15 Points

In addition, you must put the creatures on your team in a linear order. The creatures in front will be in combat first, then once they're defeated, the creatures behind them will be next, and so on. The order of creatures does not affect the order of Battle Start effects or anything similar.

Creatures you drafted but who aren't on your team remain in your pile for potential future use: You may want to use them in the future if you want later cards that work well with them.

Once all players have built a team, the next step is determining the matchups.

Tournament Structure

While drafting has all 8 players at the same table, you'll be facing your fellow Tamers one on one.

For the first round, it's easiest to play the person sitting across from you at the table if your layout works for that. Otherwise, decide an opponent at random by rolling dice: One player assigns each other player a number on the die, then rolls to determine who they'll face. Repeat until everyone has an opponent.

In future rounds, you'll be facing people with as close to the same record (Number of wins and losses) as you. If multiple possible opponents have the same record, or there is nobody left with the same record as you, decide at random using dice as seen above.

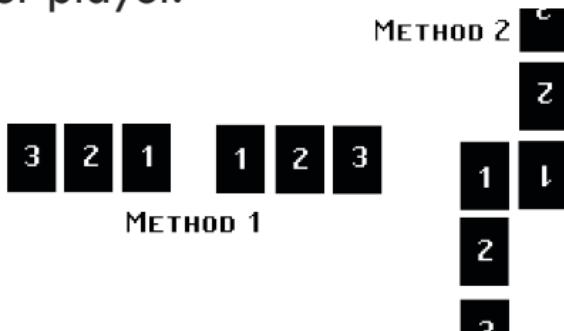
Outside of tiebreakers, **you should never play the same opponent twice!** Exclude those you've already played from any way of determining opponents.

If there are an odd number of players, refer to the **Odd Number Rules** section.

See **Bracket Example** for an example.

Combat

Setup: You and your opponent should line up your teams facing each other. Two methods for this are shown below: Use whichever works best for your seating arrangement with the other player.



Steps:

1. Before anything, each player resolves each of the Battle Start effects of their creatures. See **Card Effects** for more details.
2. The creatures at the front of each player's line deal damage to each other equal to their total Power. Mark damage by placing a black die equal to the amount.
3. If a creature has received damage greater than or equal to its health, it is knocked out. Remove it from the line. (It can be used in later Rounds.)

- When a creature is knocked out, the one behind it is now in the front of the line, and is ready to battle.
- Repeat this process, creatures damaging each other, knocking each other out, and bringing new creatures up to the front of the line. Make sure to resolve all **Card Effects** as they come up!
- Once all of a player's creatures have been knocked out, the Battle is over. If the other player has a creature still left standing, that player records a victory!

In the Event of a Tie: If both players' final creatures are knocked out at the same time, both players record one victory.

After Combat: First things first, **Remove all buffs from all creatures.** If you've just finished Round 1 or 2, return to your seat at the drafting table with all the creatures you drafted- including both ones you used on your team and ones you didn't- in your face-down drafted pile. Then, shuffle up the next round's Draft deck and repeat drafting and playing. If you finished Round 3, see **End of the Game.**

Example of Combat

After the first draft round, two players have lined up their teams. Battle Start effects have been resolved, with Vupike's effect placing two Health on Baby Drachna. A green die is placed on 2 to mark this.



The creatures in front damage each other: Heroicat deals 3 to Vulpike, and Vulpike deals 1 to Heroicat. Players place black dice on the creatures to mark the damage.



Vulpike only has a health of 2, so 3 damage is more than enough to knock it out. It is removed from the battle, and the creature behind it is moved to the front. Because Heroicat knocked out a creature, its Slay ability triggers, placing 1 Health onto Escamophage.



The new creatures in front, Heroicat and Baby Drachna, both deal damage to each other, in this case both deal 3. Heroicat has now taken a total of 4 damage.



Heroicat has taken more damage than its Health, so is knocked out. Baby Drachna, thanks to its Health buff, holds on with 1 Health remaining. Its Slay ability triggers, but there is nothing behind it to buff, so nothing happens.



Escamophage is now in front, and it and Baby Drachna both damage each other. Thanks to Escamophage's Health buff, it survives the 3 damage, however, Baby Drachna cannot, and is knocked out. The right side player is the winner!



Card Effects

Adding Power and Health: Place a die showing the number of a buff to track it. Red are used for Power and Green are for Health. Remove them after each Combat.

 **Battle Start:** These abilities trigger at the start of a Battle, before anything else. Battle Start effects resolve starting from the start of the row and continuing backwards to the end of the row, so keep the order of your Battle Starts in mind when ordering your creatures.

 **Slay:** Slay abilities trigger when the creature with it knocks out an opposing creature. Even if the slayer is also knocked out, the ability still happens.

 **Batter Up:** These abilities trigger when the creature becomes the first one in the row, before it deals damage. If the creature starts in front, this ability happens after Battle Start effects, but before damage. If two players have Batter Up abilities that trigger at the same time, decide whose goes first by rolling a die.

Odd Number Rules

If you're playing with an odd number of players, one player will go up against The Deck each round. If there is an odd number of players with the same record one of those players should face the deck. If multiple or no records have an odd player out, the player with the worst record faces the deck. Like any other player, you cannot play against it twice in a game.

Flip these cards from each Round's decks to create The Deck's teams.

During Round 1: Flip cards from the Round 1 deck until the team's total points are 5 or more.

During Round 2: Flip cards from the Round 2 deck until the team's total points are 5 or more, then flip cards from the Round 1 deck until the team's total points are 10 or more.

During Round 3: Flip cards from the Round 3 deck until the team's total pionts are 10 or more, then flip cards from the Round 1 deck until the team's total points are 15 or more.

Shuffle all flipped cards to place them in a random order. The human opponent makes all decisions and chooses all effect orders and targets for The Deck.

Bracket Example

For Round 1, four of the 5 players in the game face the person they're sitting across from. The person on the end faces The Deck.

In Round 1, Player A defeats Player B, Player C defeats Player D, and Player E defeats The Deck.

For Round 2, Players B and D both lost, so face each other. There are three players with a 1-0 record, but Player E already faced The Deck. Players A and C roll a die to determine who will play Player E, with A calling evens. The result is even so Player A faces Player E and Player C faces The Deck.

In Round 2, Player A defeats Player E, Player B and Player D tie and so both record a win, and Player C defeats The Deck.

For Round 3, Player A and Player C are the only ones with 2-0 records, so face each other. Players B, D, and E all have 1-1 records. Player E has already faced The Deck, so must fight either Player B or D. To decide, they roll a die, with B calling odds. The result is even, so players D and E face each other and Player B faces The Deck.

Tracking the Bracket

It's easiest to track everyone's records by writing them out. This is an example of how to keep track of the bracket, using the example from the previous page.

Round 1

Player A vs Player B
Player C vs Player D
Player E vs The Deck

Round 2

Player A (1-0) vs Player E (1-0)
Player B (0-1) vs Player D (0-1)
Player C (1-0) vs The Deck

Round 3

Player A (2-0) vs Player C (2-0)
Player D (1-1) vs Player E (1-1)
Player B (1-1) vs The Deck

When a player wins their match, circle or otherwise mark their name, then make future pairing based on the list of who has faced who and what their records are. If you don't have anything to track with, that's okay too: Players can generally remember their own records and who they've faced, so this isn't a strictly necessary step.

End of the Game

Once each Player has participated in three battles, tally each Player's records. The player with the highest number of wins is the champion!

If multiple players are tied for the best record, you may either have a shared victory, or hold tiebreaker rounds.

If two players are tied, they play a one-on-one battle. If three players are tied, play three battles, with each player facing off against each other player, then total the records from there. If four or more players are tied, create a single-elimination bracket, filling in with The Deck at random if additional players are needed.

But this is optional: If there is a tie, feel free to share victory!

Rules FAQ

Fraghoul retains black damage dice between rounds: Leave the card face up with the die on it if it survives. If it gains a Health buff, that is removed at the end of the round, and if it now has enough damage to KO it, remove it from the game. Shuffle the deck when a Fraghoul is returned to it.

Hydromorph does not copy the buffs on the creature it becomes a copy of, and it does not remove any of the buffs it already had when the ability resolved. It stays as just a Water Spirit and does not gain any creature types of the creature it copies.

Toability: Excess damage is damage that is more than the creature's health. If you deal 6 damage to something with 3 Health, 3 damage will be dealt to the creature behind that one at the same time. If that creature only has 1 Health, the excess 2 rolls over once again, until there isn't any excess.

"Your Team" consists of the creatures that are currently on your team when the effect resolves: If things have already been knocked out, they don't count.

Credits

Game Design and Development

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Manual and Card Writing/Graphic Design

- Casey Topp

Artwork and Creature Design

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