

NATIOS

TRADING CARD GAME

OFFICIAL RULEBOOK
VERSION 1.0

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WELCOME TO THE WORLD OF NATIOS

Natios is a trading card game for those who are passionate in history.

NATIOS Games is a Game Creator company focusing on its main game; NatiosTCG. Natios is a trading card game based on history. Its main goal is to recreate the great wars between nations that happened since the beginning of humanity.

Staring Sumerians, Persians, Vikings, Scotts, Algonquins and more. Natios is a game where you can play whatever you want to play. There are some archetypes to follow to build a perfect deck, but everything is possible. Bring your soldiers, your heroes and your Governor and get ready for a war you won't forget. As the game advances, more nations will be available to play.

Be sure to follow NatiosTCG on facebook, twitter, instagram and youtube! NATIOS Games team is made of passionate historians and historians of religion to create an accurate atmosphere to the game. It is possible to learn as you play and to teach your opponent about your chosen nation.

As the owner of the game, it's been a fun ride to create such a big project. I am really proud of the result and I hope you'll enjoy it as much as I do. I am really oppened to any of your suggestion to make the game better, and i'd like to hear your thoughts about it.

Marc, Natiosgame@gmail.com

THE RULEBOOK, EVERYTHING YOU NEED

This rulebook will give you everything you need to learn to play the game. Natios TCG can be complex if you want to go deep into strategies. The best way to learn is to try new things. Follow this book as a guide that'll show the possibilities available in the game.

The next will show you every type of card available in the game. As this is version 1.1, it is possible that newer cards will be added as the game progresses. If you are interested in a complete card list, check out our website at www.natiostcg.com.

Without further ado, let's begin with the card type:

THE GOVERNOR

It is your main character and you must have a governor in your deck. The governor starts on the field in your governor area. A governor can't attack unless it is written on the card. A governor has 20000 Hit Points (HP), unless something else is written on the card.

Most of the governors have unique effects and are not attributed to a precise nation. If your governor HP goes to 0, you lose the game.

To win the game, you must defend your governor with your soldiers, heroes or any strategies you might find as you experience the game.

If you don't have any governor in your possession or in your deck (since they are rare cards), don't worry, you can still play the game. You might want to look at page (7) for Hero/Governor rules.

THE GOVERNOR EXAMPLE



Card name

Rules and information

Card Type

Natural resource

Tip: You might want to use a governor that fits your deck. For example, if you have mercenary cards, you might want to play Nebuchadnezzar, the Mercenary Lord. He will boost your soldiers and heroes and it'll help you to overwhelm your opponent.

THE HERO

A hero is a strong soldier with more powerful attack and defense. Heroes come in play face-up. Its resource cost might be higher than your soldiers' and it is exhausted when entering the field, unless something else is written on a card.

You can't have more than 6 heroes in your whole deck. When your opponent kills one of your heroes, he or she must take one of his or her Triumph cards. A hero can both attack your opponent's governor, soldiers, heroes and defend your governor. Heroes can be played at any time during your turn, before you attack.

You can't have more than 4 copies of a single hero in your deck, unless something else is written on a card.

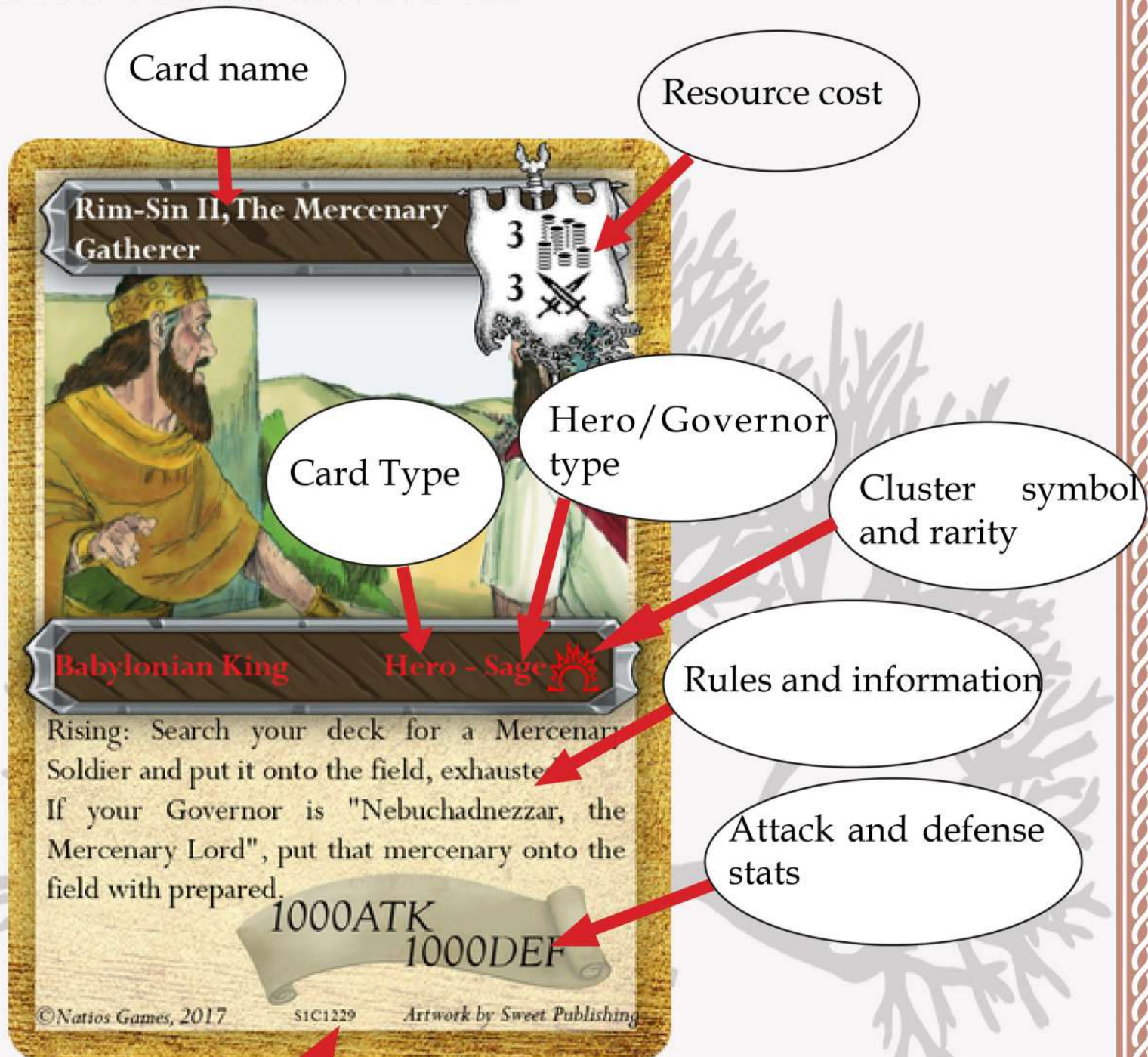
While a hero is a good card to have in your deck, you are not inclined to have one in your deck. If you don't have any, you must tell your opponent at the beginning of the game and you won't be able to draw a Triumph card when killing one of his heroes.

A hero can only be played from The Sacred Age and forward, unless something else is written on a card.

A hero can conquer cities and steal relics. You might want to look at page (46) for the Conquering Cities rules and at page (47) for the Stealing and Defending Relics rules.

You can have an unlimited number of heroes in play.

THE HERO EXAMPLE



Edition, cluster and card number

Tip: You might want to have more than one copy of a hero in your deck. For example, if you need Annunaki grunts in the field to boost your Etemmus, you might want to put more than one Akki, the Drawer of Water, who spawns Annunnakis under certain conditions. Be sure to check the abilities of your heroes to build the perfect deck. They might win the game for you.

THE HERO/GOVERNOR RULE

If you don't have any governor, or if you really want to play one of your heroes as your governor you might consider this rule.

If you use this rule, put your chosen hero in the governor area of the field. This hero loses its current abilities, nation, status, resource cost, attack and defense, gains 20000 HP, can't conquer cities or steal relics and can't attack or defend. He basically isn't a hero anymore but a governor.

If you use this rule, your chosen hero count as one of your heroes in your deck, so you will only have 5 or less heroes to draw.

Each hero has one of these types; God, Warrior, Mystic, Sage and Citizen. These types determine the ability your Hero/Governor will have. You might want to look at the following list of abilities to choose the one that will be the best for your deck:

- Warrior: Use once per turn: Target Hero gains +300ATK until the end of your turn.
- Mystic: Use once per turn: Both you and your opponent shuffle your deck
- Sage: Use once per turn: Draw a card, discard two cards from your hand.
- Citizen: Use once per turn: Discard a card from you hand, look at the top card of any decks or discard pile.
- God: Use any of the Hero/Governor abilities, once per turn.

THE SOLDIER

Soldiers come in play face-up on the field. They are your main attack and defense cards. Their roles are to attack your opponent soldiers, heroes and governor, or to defend your governor to win.

Soldiers can be played at any time during your turn, before you attack, unless something else is written on a card. They come exhausted in play and can be played from the first age (the beginning) and forward, unless something else is written on a card.

You can't have more than 4 copies of a single soldier in your deck unless something else is written on a card.

Soldiers can conquer a city if they are 3 or more in the attempt. If you try to conquer a city with soldiers, you only take one 6-faced dice instead of 2. You might want to look at page (?) for the Conquering Cities rules.

You can have an unlimited number of soldiers in play.

Some soldiers have great abilities, they are polyvalent cards.

THE SOLDIER EXAMPLE



Tip: Be sure to have at least one defending soldier to keep your governor alive.

Type

Nation

ATK and DEF
stats

THE STRATEGY

A strategy is card that can be played during your turn at any time before you attack and is placed face-up. Just like cities, city-states, event and relics, strategies stay into the field, in your command area until it is destroyed or removed by a certain effect.

A strategy is a card that has abilities to control the field by affecting your other cards. Strategies are not affected by soldiers' or heroes' attacks and can't be discarded by their owner. Strategies can only be played from the Societal Age and forward.

You can have an unlimited number of strategies in play.

You can't have more than 4 copies of a single strategy in your deck unless something else is written on a card.

THE STRATEGY EXAMPLE



Tip: Be sure to have at least one defending soldier to keep your governor alive.

Rules and information

Illustrator

Set Symbol and rarity

THE CITY

Cities are cards you can play at any time during your turn, before you attack. These cards come face-up in the field, in the City Area. Just like strategies, relics, city-states and events, cities stay in the field until they are destroyed, removed or conquered. Cities have the particularity that they can be conquered by your opponent's heroes or soldiers. You might want to look at page (46) for the Conquering Cities rules.

You can have an unlimited number of cities in play.

Cities have abilities that affect the field and the other cards in play. Cities are not affected by soldiers' or heroes' attacks and can't be discarded by their owner. Cities can only be played from the Societal Age and forward.

You can't have more than 4 copies of a single city in your deck unless something else is written on a card.

Cities are boosting cards from a precise nation, you might want to have a few cities in your deck.

THE CITY-STATE

City-States are cards you can play at any time during your turn, before you attack. These cards come face-up in the field, in the City Area. Just like cities, strategies, relics and events, city-states stay in the field until they are destroyed or conquered. If you control a city-state for 5 of your turns, you win the game. City-state can't be affected by any other cards. The city-state is unique and is played only one time per game, per player. If a city-state is conquered, you must destroy it and you can't play it again.

You can only have a single copy of a city-state in your deck.

City-states usually fit the archetype of a nation and each nation has its own city-state.

You can play city-state from the Civilization Age and forward.

THE CITY AND CITY-STATE EXAMPLE

Megalopolis of Nineveh



Each Builder in plays gains +300ATK +300DEF

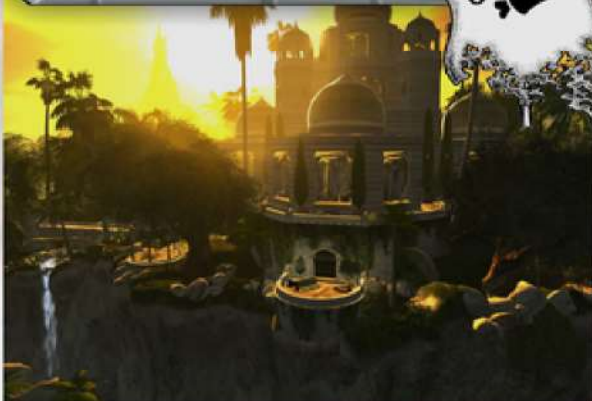
If your governor is "Alulim, The One who Brought Civilisation", you builders gain +300ATK +500DEF instead.

City

©Natos Games, 2017 SIC1161 Artwork by Marc Ayotte

Tip: Try to add more cities in your deck to be sure to draw at least one of it.

Akkad, the city of flames



When one of your Heroes is killed, destroy target resource in any Resource Basin.
You gain one permanent Meat resource.

City-State

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Tip: Be careful while playing a city-state. Its resource cost is high and your opponent will try everything to conquer it. Try to play a city-state when your opponent has no hero in play.

THE RELIC

Relics are cards you can play at any time during your turn, before you attack. These cards come face-up in the field, in your Relic Area. Just like cities, city-states, strategies and events, relics stay in the field until they are destroyed or stolen. You might want to look at page (47) for the Stealing and Defending Relics rules. You can have an unlimited number of relics in play.

Relics have abilities that affect the field and the other cards in play. Relics are not affected by your soldiers' or heroes' attacks and can't be discarded by their owner. Relics can only be played from the Sacred Age and forward.

You can't have more than 4 copies of a single relic in your deck unless something else is written on a card.

Relics are sacred artefacts that boosts the other cards from you deck. The difference with relics is that they can be stolen by your opponent's heroes and defended by yours. So you might lose your relics to your opponents.

THE RELIC EXAMPLE

Tip: Use the hero you have with the most defense to defend your relic. He might not battle on the field, but it will assure your relic is defended.

Flavor text



THE EVENT

An event is a rare card that affects both players with its effect. They can be played at any time during your or your opponent's turn. When played and played, the event is placed face-up in the Event Area. Both the players can activate the effect of an event. Follow the rules written on the card. Just like cities, city-states, strategies and relics, events stay in the field until they are destroyed or removed. There can't be more than 3 events in play at a time.

Events have abilities that affect both the players and every card in play. Events are not affected by your soldiers' or heroes' attacks and can't be discarded by their owner. Relics can only be played from the Civilization Age and forward.

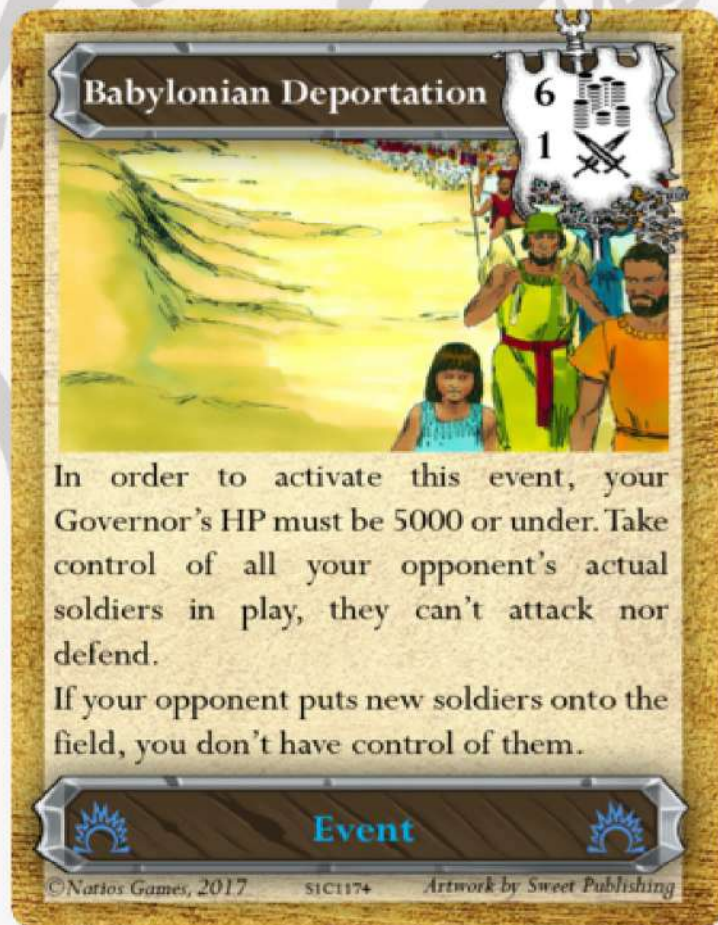
You can't have more than 1 copy of a single event in your deck unless something else is written on a card.

Events are amazing cards that'll change everything in the game. Since they can be used by both you and your opponent, try to use them at your advantage.

THE EVENT EXAMPLE

Tip: Use an event only when you're sure that your opponent won't be able to disrupt your plans!

Rules and information



THE TECHNOLOGY

Technologies are cards you can play at any time during your turn, before you attack. These cards come face-up on the field, in your Command Area.

Technologies stay in play until they are destroyed or removed. You can discard a technology at any time during your turn, before you attack. These cards have abilities to boost your other cards or to produce resources.

These cards can be levelled up to gain new abilities or to boost their own abilities. To level up one of your technology, you must repay its total resource cost. Technologies can be played from the Societal Age and forward. You can have an unlimited number of technologies in play.

The 1st and Second levels are available from the Societal Age and forward

The third level is available from the Sacred Age and forward

The 4th, 5 and 6th levels are available from the Civilization Age and forward

You can't have more than 4 copies of a single technology in your deck, unless something else is written on a card.

THE TECHNOLOGY EXAMPLE

Card name

Resource cost



Rules and information

Cluster symbol and rarity

Card Type

Edition, cluster and card number

Tip: Try to level up your technologies as fast as possible, at the same time, it'll remind you to pay the resource cost of your Ages. Technologies are powerful for your own nation.

THE AMBUSH

Ambushes are cards that can be played at any time during both your or your opponent's turn. They have direct effects for your nation or against your opponent's. Ambushes are discarded once they are used and they go in your discard pile when played.

Ambushes can be played from the start (first age) and forward.

You can't have more than 4 copies of a single ambush in your deck unless something else is written on a card.

THE TACTIC

Tactics are cards that can be played at any time during your turn, before you attack. They have direct effects for your nation or against your opponent's. Tactics are discarded once they are used and they go in your discard pile when played.

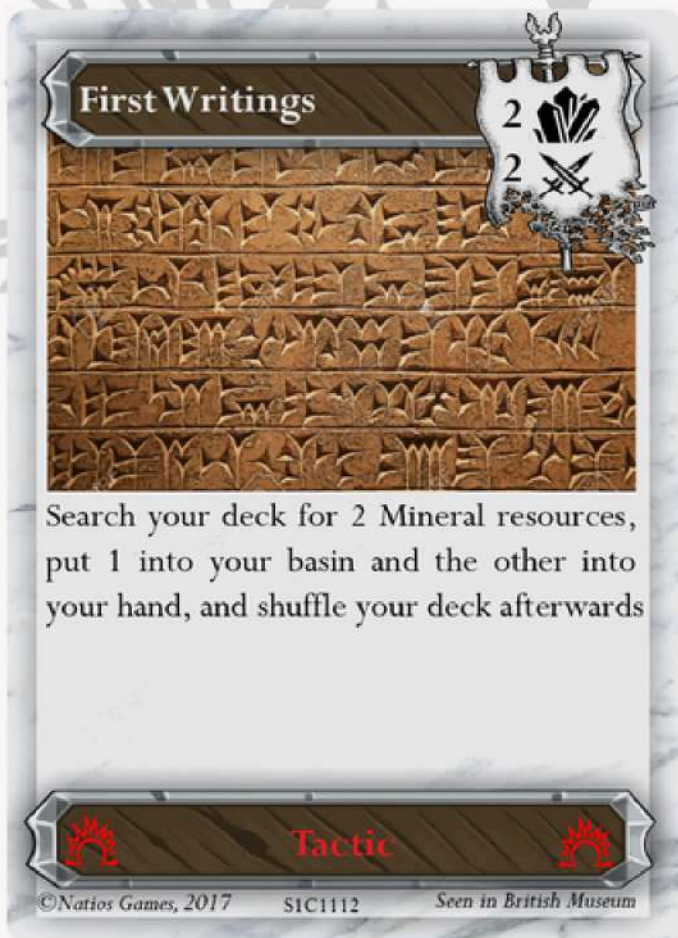
Tactics can be played from the start (first age) and forward.

You can't have more than 4 copies of a single tactic in your deck unless something else is written on a card.

THE AMBUSH AND TACTIC EXAMPLE



Tip: If you have ambushes, try to play them during your opponent's turn, at the very moment he's not expecting it.



Tip: Don't play all your tactics in one turn. Wait for the perfect moment and disrupt your opponent.

THE WEAPON

Weapons are cards that can be played at any time during your turn, before you attack. These cards come face-up in the field, into your Forge.

While it's in the Forge, a weapon can't be moved until it is forged. The number of turns it is in the forge is written on the card, see Forging Time in the card example.

When it is forge, you can directly attach the weapon to a target card, or you can wait for any moment. When the card that the weapon is attached to is destroyed or discarded, return your weapon to the forge.

The weapon must be forged again. You can have an unlimited number of weapons into you forge. Weapons age playability varies from the weapon, to know when it is playable, you might want to look on your Weapon's Age reference on the card.

You can't have more than 4 copies of a single weapon in your deck unless something else is written on a card.

THE WEAPON EXAMPLE



Tip: Since weapons can stay in your forge for as much time as you like, you might want to add as many weapons as possible.

THE CAMPAIGN

When played, these cards come to play face down in your Command Area. You can turn them face-up anytime during your or your opponent's turn and use their effects, discard the campaign afterwards. Sometimes, campaigns must be triggered by certain rules.

Campaigns can be played from the start (first age) and forward.

You can have an unlimited number of campaigns in play.

You can't have more than 4 copies of a single campaign in your deck unless something else is written on a card.

Tip: If you like campaigns, you might want to look at The Yellow Turbans Rebellion deck.

THE GRUNTS

Grunts are cards spawned by other cards. Just stick to the information given by the spawning card. They are played like soldiers. Grunts come face up and prepared on the field and you can't use a grunt for a sacrifice effect, unless something else is written on a card.

You can use dices, custom cards or grunt cards made by Natios TCG.

THE RESOURCE

The resource card enters the field face down in your resource basin. After a turn, if it is your natural resource, flip it and put it into your resource stack. It can be used to pay for the cost of another card.

When used, return the resource into the resource basin. If the resource is unnatural, wait two turns before putting it into your resource stack.

A resource can't be discarded but can be destroyed by abilities and effects.

You can have an unlimited number of resources in your deck and any number of copies of a single resource.

Resources can be played from the first age (beginning) and forward.

There are 7 types of resources:

- Gold : 

- Meat : 

- Wood : 

- Spices : 

- Faith : 

- Minerals : 

- Coal : 

To pay a card's resource cost, you must exhaust the number of resources written on the card.

For example, if a card costs 6  2 , you must exhaust 6 gold and 2 wood.

When that symbol appears:  you can use any resource type

THE RESOURCE EXAMPLE



Tip: Make sure that you have at least 18 resources in your deck, or else you might find yourself unable to play any card.

THE AGES

Natios TCG brings the Ages, a unique mechanic to the trading card games. To different type of cards, you must be in a respective historic age.

The Ages represent great moments of humanity and gives both the players the opportunity to change the game at their will.

An age is changed by paying an amount of resource. When an age is payed by a player, it counts as an action, so the player's turn is ended and the Age is changed for both players.

An age must be paid before any attacks and the player who paid it must take one of his Triumph cards.

There a 4 ages, and each ages gives accessibility to new card types to play:

- The Starting Age: This is the first Age and the players start the game at this age. While this age is active, you can play Soldiers, Ambushes Tactics, Campaigns and Resources.

- The Societal Age: This Age's cost is 4 resources. While this age is active, you can play Cities, Strategies and Technology in addition to the cards of the previous age. You have access to the first and second levels of a Technology

- The Sacred Age: This Age's cost is 6 resources. While this age is active, you can play Heroes and Relics in addition to the cards of the previous ages. You have access to the third level of a Technology.

- The Civilization Age: This Age's cost is 8 resources. While this age is active, you can play City-States and Events in addition to the cards of the previous ages. You have access to the fourth, fifth and sixth levels of a Technology

CARD COLORS

In Natios TCG, the color of the cards represents the resource(s) type(s) that is used to play the cards. The colors can be mixed when more than one resource types are used to play a card.



Gold



Gold/Faith



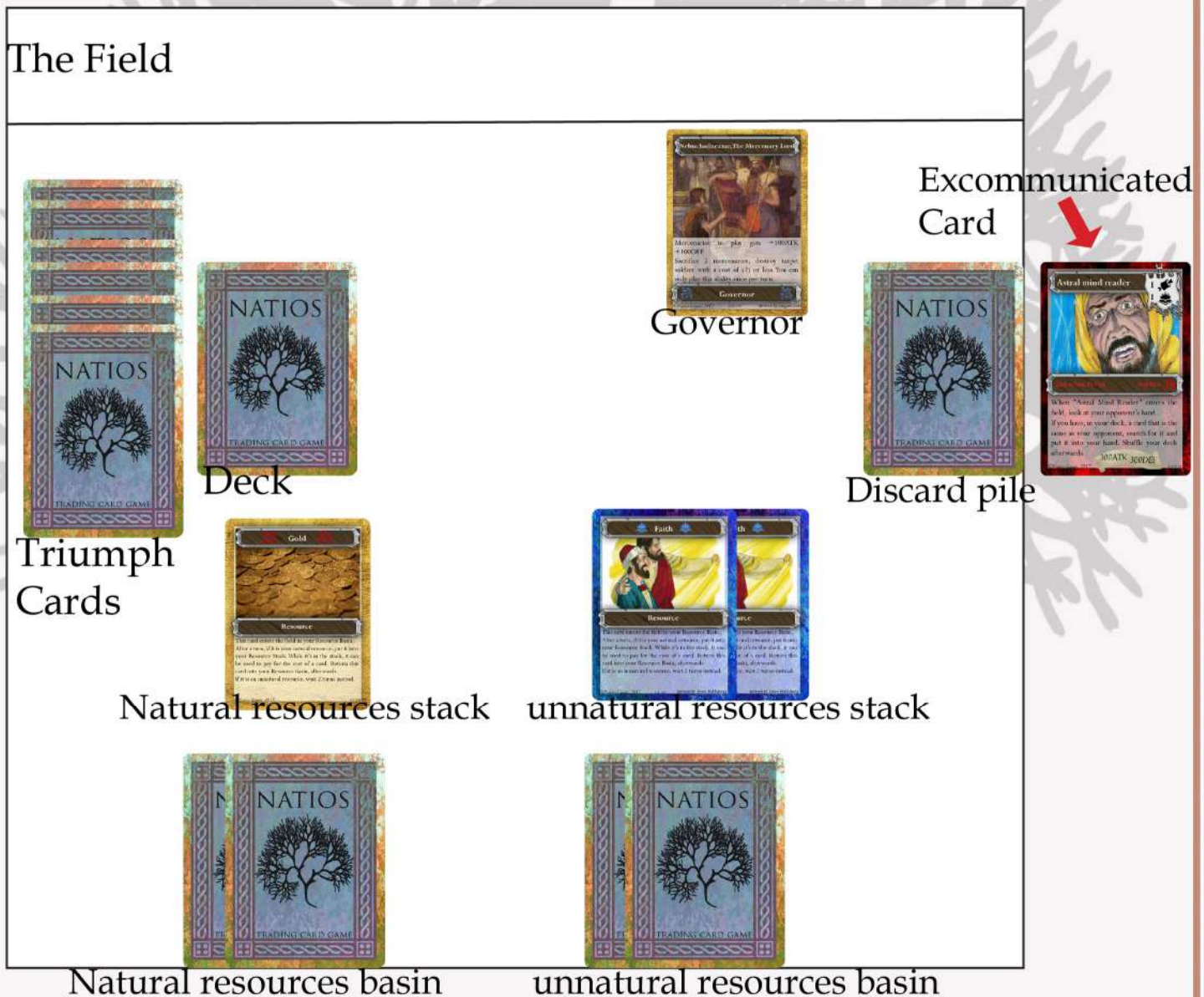
Wood



Any Resource type

THE EFFECTS AND GLOSSARY

Excommunicate: When excommunicated, a card is removed from the game. Just put it aside, but make sure every player can see it. At any time during any player's turn, a player can pay its resource cost and gain control of that card. Treat the excommunicated card as it was played from the hands of a player. While it is excommunicated, the card is not affected by anything. There is an example of an excommunication:



Tireless: A tireless unit (soldier, hero or grunt) is a unit that is never exhausted. When tireless, the unit will not be exhausted when attacking and is not affected by any effect or ability that would exhaust it.

Murderous: A murderous card is a card that will automatically destroy or kill the unit it touches. When attacking or defending, the murderous unit, whether if it was stronger or weaker than the opponent's unit, kills it. There is an example of a battle with a murderous unit:

"The Shadow Vizier",
the stronger hero
with
1000ATK/1300DEF
defends.



Usually, as a result, "The Shadow Vizier" would defeat the "Anunnaki" and survive the battle. But because the "Anunnaki" is a Murderous unit, both of them are killed in the battle, even if "The Shadow Vizier" was stronger. The result would have been the same if the "Anunnaki" was defending instead of attacking



The "Anunnaki", the Murderous unit with 500ATK/500DEF attacks.

Sacrifice: Sacrificing a unit consists of destroying one of your own for positive or negative effect(s). A sacrifice can only be done if it is written on a card. You cannot sacrifice your opponent's cards and you cannot sacrifice an exhausted card. When sacrificing a hero, no one takes any triumph card. It does not count as the hero was defeated or killed in battle. Here is an example of a possible sacrifice:



100ATK
100DEF
soldier
grunt

When sacrificed



100ATK
100DEF
soldier
grunt

100ATK
100DEF
soldier
grunt

If it is your turn, if "Aramean Troop" is not exhausted and if it is before an action, you can sacrifice "Aramean Troop" to obtain 3 Soldier grunts as shown above.

Exhaust: In Natios TCG, there are two types of exhaustion:
The first one is the **natural exhaustion**. This type of exhaustion happens each time a unit enters the field (except the grunts).

When entering the field, the naturally exhausted unit can't attack, but it can defend any incoming attack. This exhaustion allows the unit to use its abilities (except sacrifices), unless this ability asks the unit to exhaust itself. When naturally exhausted, the unit must wait until its player's next turn to be prepared, unless something else is written on any card. This is how the card is placed when naturally exhausted:

Prepared Unit



Naturally Exhausted Unit



The second exhaustion type is the action exhaustion. This exhaustion happens after an attack, a conquest or when the unit tried to steal a relic. Whether the action was successful, the unit must be exhausted after performing an action. When action exhausted, the unit must wait until its next turn to be prepared, unless something else is written on any card. While action exhausted, a unit cannot attack, defend, nor use any abilities. This is how the card is placed when action exhausted:



The unit is Action exhausted and can't attack nor defend.

When a card effect exhausts a unit, always treat it as if it was naturally exhausted.

Immortal: An immortal unit is a unit that cannot be killed in battle while attacking or defending. It can be destroyed and sacrificed by any ability(ies) or effect(s). Your opponent can also remove the immortal effect by destroying the card that made the unit immortal. If an immortal unit would've been killed in a battle, treat it as it survived. Murderous units can't kill immortal units in battle. Here is an example of a Murderous unit defending from an Immortal unit:

The "Igigis", the murderous unit with 500ATK/500DEF



Usually, as a result, the "Igigis" would defeat "Tiamat, the Eternal Idol" but die in the process. But because "Tiamat, the Eternal Idol" is immortal and stronger, the only death is the one of the "Igigis"

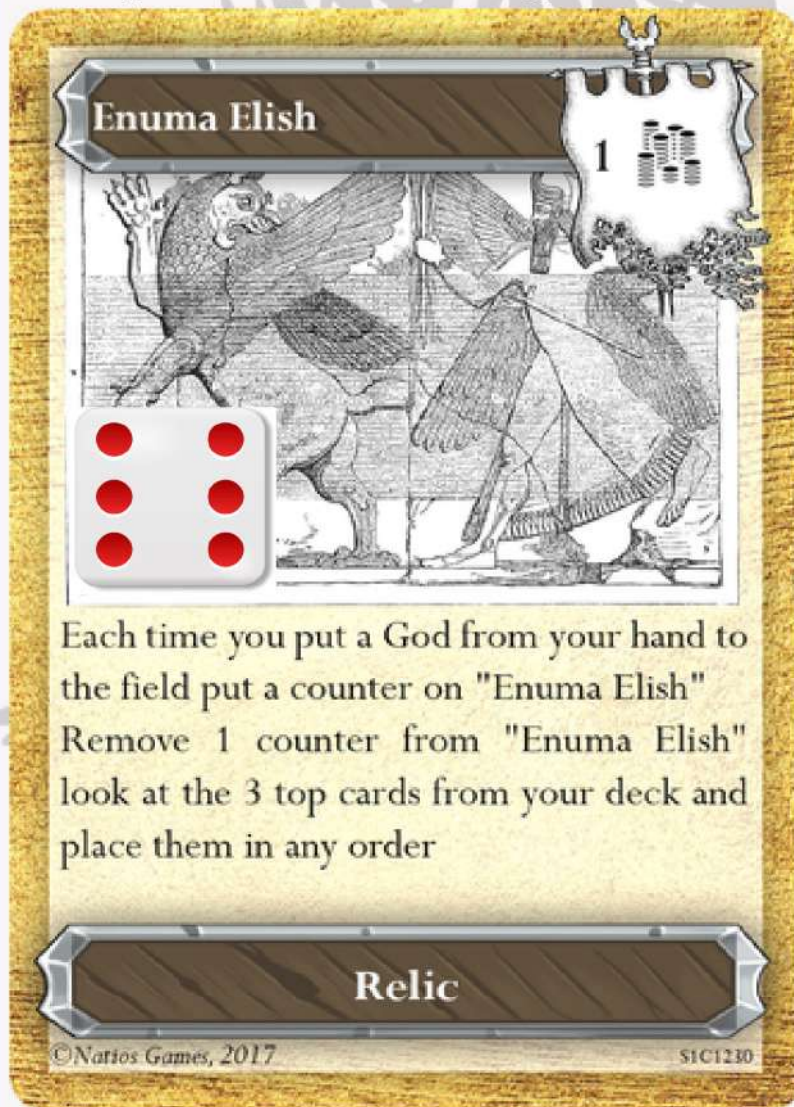
The result would have been the same if "Tiamat, the Eternal Idol" was defending instead of attacking



"Tiamat, the Eternal Idol", the immortal idol hero with 2000ATK/1500DEF

Kill/Destroy: When killed in battle or destroyed by an effect, a card is put in the discard pile. A killed or destroyed hero will make its killer take one of his triumph cards.

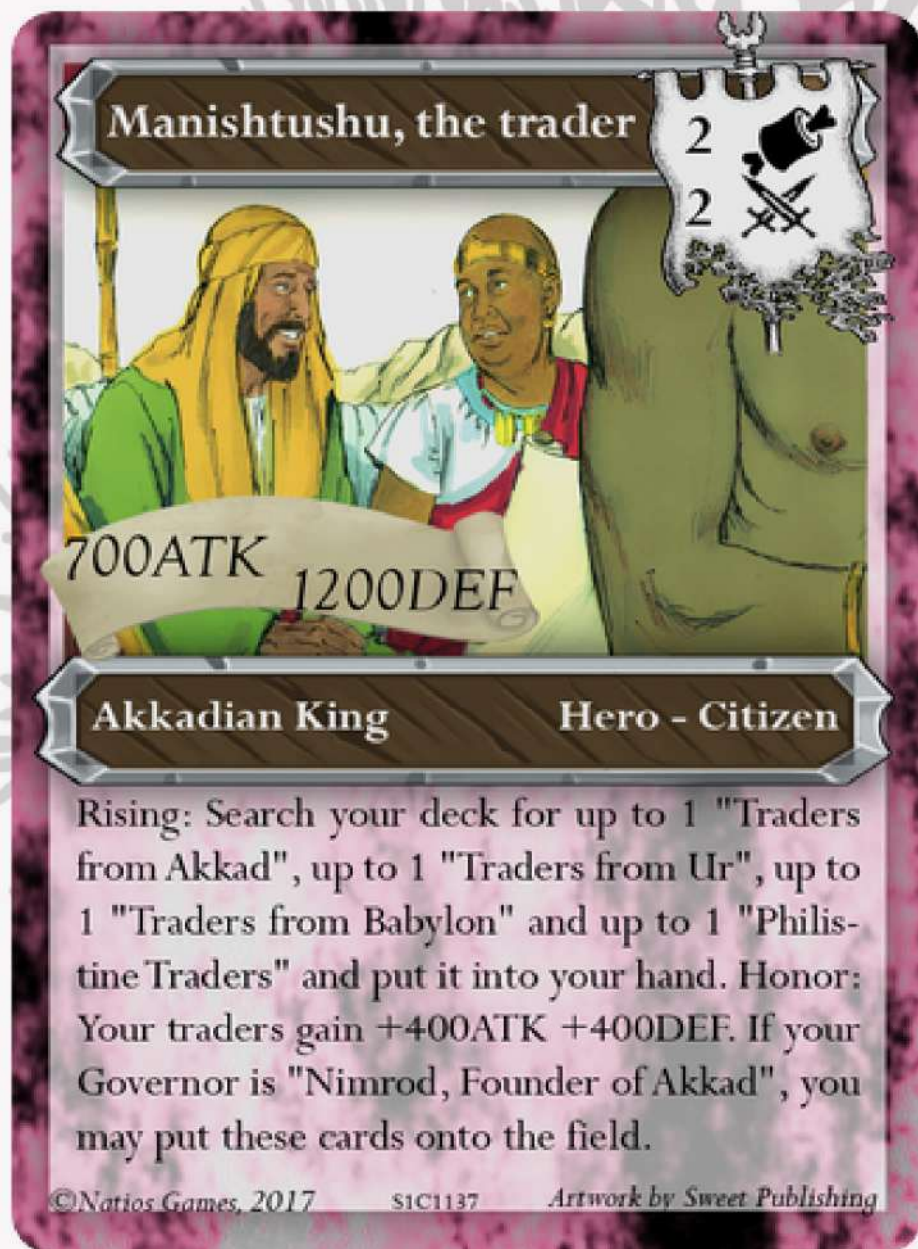
Counter: A counter is an object which represent a decimal that has effect on a card. You can use anything to represent a counter (dice, pieces of paper, pennies.) A counter cannot be removed by a player and you must follow the information written on the card. Here is an example of counter using:



Here the counters are represented by a 6-faced dice. The number on the dice represents the number of counters on the card. The player could use "Enuma Elish"'s ability 6 times.

Steal: To steal a relic is to take it from your opponent and use its effect(s) for your own deck. A relic is stolen by using your hero to steal it or with a card effect or ability. Be sure to give that relic back to its owner at the end of the game.

Rising/Honor: Rising and Honor are unique effects for heroes. Rising is an ability that triggers as soon as the hero enters the game. Be sure that the rising ability is written on the card. The rising ability only works when the hero enters the field. The Honor ability works as a standard ability. A hero can't use its honor ability when exhausted. There is an example of a hero with both the rising and the honor abilities:



Animate/Inanimate: Animate and Inanimate are parts of the Babylonian archetype.

Most of the Babylonian gods are Idols. An idol comes into play inanimate and cannot attack nor defend. An inanimate idol can use its abilities but is not affected by any of your opponent's abilities nor effects. To attack or defend with an Idol, you must animate it with a card or an ability. There is an example of an idol and how to animate it.



As you can see, "Belus, the idol of war" is an inanimate idol and can't attack nor defend. With "Short soul pulse", played as an ambush, during your or your opponent's turn, you can actually attack or defend with Belus, the Idol of war, until the end of the turn.

Prepared: A prepared unit is a unit that is ready to attack, defend and to use abilities. When prepared is written on a unit, it means that it doesn't come exhausted onto the field. As soon as it enters the field, it can attack and defend.

Search/Shuffle: Each time a player search for a card in his or her deck, he or she must absolutely show the result of the search to his or her opponent. The player must then shuffle his or her deck and let his or her opponent cut the deck at his or her will. If a player is not satisfied about the way a deck was shuffle, he or she can ask for a reshuffle.

Permanent resource: A permanent resource is a resource that is always into your resource stack and that doesn't have to go back to your resource basin after it is used. The permanent resource can be a card, an ability or an effect.

Steal: To steal a relic is to take it from your opponent and use its effect(s) for your own deck. A relic is stolen by using a hero to steal it or by a card's effect or ability. Be sure to give the relic back to its owner at the end of the game.

Cancel: To cancel a card is to prevent an opponent from playing a card he or she was about to play. Some cards and units have canceling effects and these effects always have the advantage on the timing. For example, if one of your opponent plays a card and that you cancel it with an ambush after he or she paid and played it, consider the card cancelled and the resources unused. The result would be the same with any effect or ability. A cancelled card does not consume any resource.

Take control: To take control of an opponent card is to use for your own. Once you take control of a card, your opponent cannot use it. If you took control of one of your opponent's hero and that hero is killed or destroyed, your opponent takes one of his or her triumph cards since the hero became yours.

Immune: An immune unit is not affected by what it is immune to. For example, if a hero is immune to faith, any faith attack, ability or effect won't affect it. Unlike being immortal, the immune unit can be killed or destroyed by anything else than what it is immune to. Here an example of immunity:

"Pazuzu, remover of life" with "Pazuzu's heart" a weapon which gives it immunity to faith.

Here, "Pazuzu, remover of life" is not affected by "Akki, the drawer of water"'s attack since it is immune to Faith. Even if "Akki, the drawer of water" is paid with 2 Meat, the immunity entirely protects from everything that has faith in it. As a result, "Akki, the drawer of water" is defeated.



"Akki, the drawer of water", a hero paid with both Meat and Faith

Attach: To attach a card to another card is to put it under the card that it is attached to. If a card has an attachment effect, it must be attached to be effective. A card can have an unlimited number of cards attached to it. Here is an example of an attached card:



Here, "Moon Priestess" has both the weapons "Reed of Alliance" and "Mace of Ningirsu" attached to it. These cards grant "Moon Priestess" the abilities "Tireless" and to sacrifice the HP of its owner's governor to look at the top card of his or her deck.

HP: The HP refers to Hit Point. The Hit Points are the vital essence of your Governor. Once the HP goes to 0, you lose the game.

YOUR SIDE OF THE FIELD EXAMPLE

The Field

Campaigns



Command Area



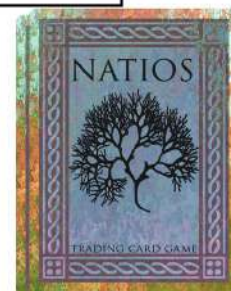
City Area



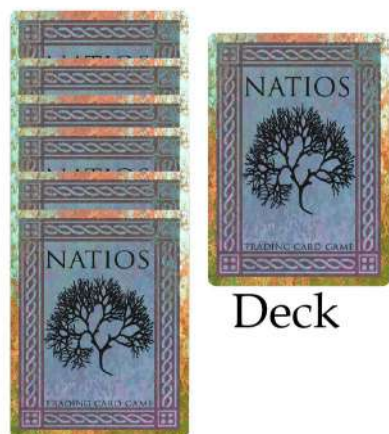
Relic Area



Governor



Discard pile



Deck

Triumph Cards



Forge

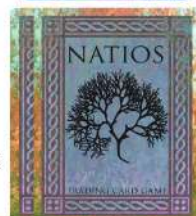
natural resources stack



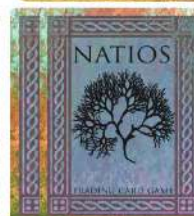
unnatural resources stack



Natural resources basin



unnatural resources basin



YOUR SIDE OF THE FIELD

Governor Area: The Governor Area is where you put your Governor(s) or your Hero/Governor.

Command Area: The Command Area is where you put your strategies, your technologies and your campaigns. It is where most of the strategies are done.

The Forge: The Forge is where you put your weapons in preparation and your ready weapons. When a unit with an attached weapon dies, return the weapon into the forge.

City Area: The City Area is where you put your cities and city-state. A city can be captured from there.

Relic Area: The Relic Area is where you put your relics and your relic defending heroes.

Resource basins and stacks: The Resource basin (unnatural or natural) is where you put your unprepared resources. The resource stack (unnatural or natural) is where you put your prepared resources. When a resource is used, return it into your resource basin.

Triumph cards area: The Triumph cards area is where you put your Triumph cards at the beginning of the game. Be sure to take one of them when you kill or destroy a hero.

Deck and discard pile: The deck is from where you draw your cards at the beginning of your turns and from where you search your cards. The discard pile is where you put your killed or destroyed cards. It is also where you put your cards when you must discard a card.

THE BATTLEFIELD EXAMPLE

Your opponent's side of The Battlefield

You can play your ambush and tactics here!

Event area



You can play your ambush and tactics here!

Both the players must be able to read the information on the event

Your side of The Battlefield



Attacking soldier

Naturally exhausted unit



THE BATTLEFIELD

Event Area: The Event Area is where you put any of your events, face-up. When an event is in place, make sure that both of the players can easily read the information written on the card. The Event is only removed when its effect is activated and finished.

Tactics and Ambushes: When you play a tactic or an ambush, put the card in the middle of the battlefield so everyone can see it. Once the effect is done, discard the tactic or the ambush you just played.

The Battlefield is where units fight. The units that will take action in a battle are always on the battlefield and you must respect your side of the battlefield.

WINNING CONDITIONS

In Natios TCG, we try to give the player a bunch of ways to win a game. It is not only about removing Hit Points from your opponent's governor, but from creative and strategic ways to own the game.

You might want to build a deck that fits your play style. Not every wars are won by battle. Maybe you'll want to exhaust your ennemies to death, to build a powerful resource empire or to pacify your opponent's soldiers.

Each and every nations in the game has their way to win and be sure to choose what is right for you!

Without further ado, lets take a look at the standard winning conditions.

WINNING CONDITIONS

When HP goes to 0: This is the easiest way to win a game. The vast majority of the Governors have a total of 20000 HP and they loose when their HP goes to 0. As long as you have at least 1 HP, your Governor can't be killed. If any Governor has its HP below 0, it loses the game. Some Governors have unique abilities, be sure to read the information written on a Governor card.

Drawing the 6 Triumph cards: The Triumph cards are not only advantaging cards you can draw when you defeat a hero, they are a winning condition. If, by killing or destroying heroes, or by advancing ages, you manage to take all of your 6 Triumph cards, you win the game. This method might take more time, but if you want to try a defensive build, it is the best way to win.

Surrender: If your opponent surrenders at any time during the game, you win the game. If your opponent quits during the game without telling you he or she surrendered, the game is yours.

Card effects or archetypes: A game can be won by other methods. Some cards will have winning condition effects. Just make sure to read every information on the cards that are on the field. In incoming sets, more winning conditions will be available.

Draw: If both your HP and your opponent's HP goes to 0 at the same time, the game is declared a draw and no one wins. If both the players draw their last triumph card at the same time, the game is declared a draw and no one wins. You might want to play another game to determine who is the winner.

WHAT IF I CAN'T DRAW ANY CARDS?

In NatiosTCG, if you drew every card you had in your deck, you won't lose the game. As long as your Governor has HP, the game is not finished.

In order to win, a player must respect one of the winning conditions of the game. If you can't draw a card, you don't draw a card at the beginning of your turn. If you managed to build a strong defense, you might be able to survive and win the game.

At the beginning both their turns, **if both of the players can't draw a card**, the governor with the most HP wins the game. If both the governor's HP are the same, the game is declared a draw and no one wins the game.

If any other information is written on a card, follow the instruction as long as that card is in play.

STARTING A GAME OF NATIOS TCG

To begin a game of NatiosTCG, you must find an opponent. The game cannot be played alone and you must possess a deck of a minimum of 65 cards (governor included). Once you are ready, both of the players must throw a 6-faced dice and the player with the highest result decides who starts the game.

Once it is decided, both the players must show their Governors and put them on the field. Afterwards, both the players must put their deck on the field and the top 6 cards as the Triumph cards. Remember that if you don't have any hero in your deck, you must tell your opponent at the beginning of the game. Both the players must draw 7 cards and the player who plays in second will draw one more at the beginning of his first turn.

You are now ready to start the game.

STARTING A GAME OF NATIOS TCG

If you were the first to play, once the second turn arrives, at the beginning of every of your turns, you must draw the top card of your deck. This is the first thing you must do during your turn and if you forgot to draw a card, you won't be able to draw it as soon as you play something.

What can I do during my turn? :

After drawing your card, you must prepare you field. Put your resources from you basins to your stacks. Ready your weapons from your forge. Prepare you soldiers and heroes and take a look on every cards in play to make sure you are not missing any information.

The, during your turn, you can do a lot of stuff.

First, you can put a **resource** on the field (only one per turn, only during your turn)

Second, you can **pay and play** cards: Soldiers, Heroes, Ambushes, Tactics, Strategies, Cities, City-States, Technologies, Campaigns, Weapons and Events (if you have enough resources)

You can also use **effects and abilities** (from your units or any other cards) and activate campaigns and events.

Once you paid and played your cards, you can perform an action. You can perform **one** of the 3 following actions:

1. Attack your opponent
2. Conquer a city or a city-state
3. Steal a relic

Once an action is done (succeed or failed), your turn is done and it is your opponent's turn.

STARTING A GAME OF NATIOS TCG

What can I do between turns? :

Between the turns, you can play ambushes, activate events and campaigns and use abilities and effects from your cards (if they allow it).

Do not forget to follow the information and rules written on the cards you possess.

What can I do during my opponent's turns? :

When your opponent turn starts, you must prepare your field. Prepare your resources and your weapons, if possible and take a look at your cards (some might have effects or can be prepared during your opponent's turn.)

During your opponent's turns, you can play ambushes, activate events and campaigns and use abilities and effects from your cards (if they allow it).

Do not forget to follow the information and rules written on the cards you possess.



For example, "Flaming Archer" can attack during your opponent's turn.

Card timing: Card timing is an important asset to understand in Natios TCG. The timing is not simple as "you put a card, I put a card", some cards have advantages over other cards. The ambush, the campaign and the event are always faster than every other cards. When played, their effects are always the first to trigger. For example, if a player plays a tactic to deal damage to a governor and another player plays an ambush to cancel this tactic, the ambush automatically cancels the effect of the tactic and both the card are discarded afterwards, even though the tactic was played before the ambush.

The timing is the same with every cancelling effects. When a cancelling effect is activated, even if the card (or the effect) to be cancelled was played before its activation, treat it as it was triggered before the card (or effect).

Attacking and defending: When you are ready to perform an action, you can decide to attack an opponent's Governor. If so, tell your opponent you are attacking, choose your attacking units by putting the in the front of the field and action exhaust them. If any of your units is tireless, just advance him on the field with the rest of your attacking units.

If the defending player does not have any defending units or decides not to block with his units, the total amount of the ATK stat goes directly into the defender's governor.

When you declare an attack, you automatically declare an attack to your opponent's governor. It is the defender's choice to decide what will be affected by the attack.

When a player decides to block with a unit, he or she must choose which attacking unit to block with one of his or her defending unit. A unit can block only one unit at a time. When a clash between an attacking unit and a defending unit occurs, treat the battle as if both units were striking at the exact same time. The attacking unit uses the ATK stat, while the defending unit uses the DEF stat. One or both the unit can be killed during a battle. Look at the following simulation of a battle to understand how it works:

BATTLE SIMULATION

"Disciple of Gilgamesh", a prepared soldier with 600ATK and 100DEF blocks the attacking unit

Since the attacking unit has 1000ATK and the defending unit only has 100DEF, "Pain Bringer" wins the fight. If "Disciple of Gilgamesh" would have attacked, it would have been its 600ATK against "Pain Bringer's" 1000DEF

At the end of an attack, the unit's DEF and ATK stats regenerate, so they always stay the same as before the attack.

"Pain Bringer", a soldier with 1000ATK and 1000DEF attacks its opponent's Governor!



"Disciple of Gilgamesh" is killed and "Pain Bringer" survives but no damage is done to the defending governor.

*Don't forget that an action exhausted unit cannot defend an attack.



CONQUERING CITIES AND CITY-STATES

In order to conquer a city or city-state you must control 3 soldiers (or more) or a hero.

Conquering a city with soldiers:

When you are done with your turn and it is time to make an action, you can decide to conquer a city your opponent possess. If you do, you must control 3 prepared soldiers (or more) and action exhaust them. You must then throw a 6-faced dice and obtain 5 or more as a result. If you do, take the city from your opponent and put in onto your field, on the city area. You may now use that city's effect(s) for your own deck.

You cannot conquer a city-state with soldiers.

Once you have conquered or tried to conquer a city, your turn is over.

Conquering a city with a Hero:

When you are done with your turn and it is take to make an action, you can decide to conquer a city or a city-state your opponent possess. If you do, you must control **one** prepared hero (or more) and action exhaust it. You must then throw **two** 6-faced dice and obtain a total of 7 or more as a result. If you do, take the city from your opponent and put in onto your field, on the city area. You may now use that city's effect(s) for your own deck.

Once you have conquered or tried to conquer a city, your turn is over.

If you made an attempt to conquer a city-state and succeed, remove the city-state you conquered from the game and your opponent cannot play any city-state until the end of the game.

A city can be conquered a unlimited time by any player.

You can only try to conquer a single city (or city-state) per turn, during your action phase.

STEALING AND DEFENDING RELICS

In order to steal or defend a relic, you must control at least one hero.

Defending a relic:

When you put a relic into play, it is really vulnerable and it can be stolen the turn after it has been put into play. If you control a prepared hero, you can attach that hero to your relic during your action phase. If you do that, it counts as an action and your turn is finished. A relic defender can't attack nor use its abilities but must be defeated for the relic to be stolen. While defending a relic, that hero's only counting stat is the DEF. You might want to use a hero with high DEF to defend your relics. Only one hero can be attached to a single relic. You can remove a defending hero from a relic during your action phase, but it counts as an action and your turn is over if you do it.

Stealing a relic:

When your opponent has a relic that you want to steal, you can try to steal it during your action phase. If you do, choose one of your prepared hero and action exhaust it. If the relic you want to steal is not defended by any hero, just take it from your opponent, put it onto the relic area of your field and your turn is over. You can only try to steal a single relic per turn, during your action phase. If the relic you want to steal is defended by a hero, your hero must fight it. If your hero wins the battle and kills your opponent's hero, take the relic from your opponent, put it onto the relic area of your field and your turn is over. You must also draw a Triumph card, since you defeated a hero. If you failed during the attempt, you can still try next turn.

A relic can be stolen an unlimited number of times by any player.

ARCHETYPES

Natios TCG's goal is to focus on playing with archetypes.

An archetype is a play style which make a lot of cards work together. Most of the time, a Governor represents an archetype and will make a deck work. If you follow a precise archetype, you will be able to make combos and better strategies. While you can play with your own playstyle, we encourage you to follow a certain pattern when you are building your deck.

Each clusters and sets of the game will offer you more archetypes and cards for your archetypes.

For example, the Babylonians have the Idol archetype which makes them unique and powerful.



KING OF THE HILL

If you are more than 2 players, you can still play the game in a mode named king of the hill.

It is very similar to main game but with a shield available for the players.

Once you start the game, after every player threw a 6-faced dice to determine who starts, follow a clockwise order to determine who is next to play.

The game is played the same as regular until a player attacks. When a player is attacked, whether its governor received damage or not, he or she is granted with a shield. This immunity only prevents from being attacked. A player can still receive damage from abilities and effects.

The shield grants immunity until another player is attacked and is granted with the shield.

As a regular game, when a player is defeated, he or she must leave the field.

When there is only 2 players left, remove the shield from the game and play the game as regular.

*To represent the shield, you can use anything or the official Natios TCG King of the Hill Shield™

ADDITIONAL INFORMATION

Symbol: Each cluster is represented by a symbol and that symbol is a guide for the players to identify a card.

Rarity: In order to identify the rarity of a card, you must take a look at the symbol's color:



Common



Uncommon



Rare

Number: There is a number on every card. The number identifies the card. If you take a good look at every number, you will be able to know when you collected every cards of the game.

Limited content: Some cards or content are limited. It means that these items won't be available again. Make sure to pick those items when they are released.



Cluster symbol
and rarity

Number

SPECIAL THANKS

This game would not have been possible without Sweet Publishing. Sweet Publishing is the work of the illustrator Jim Pagett, working for the Christian community. Pagett gives great illustrations for free and he let me took some of his work for my game's use. His illustrations have been licensed by Sweet Publishing for free distribution so that both teachers and pupils can use and reuse them in their own projects. If you want to take a look at his work, make sure to take a look at his hosting website:

<http://www.freebibleimages.org/contributors/>

A special thank to the store Jeuxjubes, located in Ste-Thérèse, QC, Canada who let make my launching event right at their store. If you want to buy some boardgames and some candies, take a look at their website:

<http://www.jeuxjubes.com/>

Want to join? Be a part of history!

While the first set of the game is completed, i'm working on a lot more and I do need help and partners to make the game even greater. If you want to work with us, or if you have any commentary, make sure to contact me on our email or website:

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