This is a mini version of the Epic rules, great for an experienced player to teach someone else how to play the game. Go to EpicCardGame.com/rules for the complete rulebook.

Game Start & How to Win

- Each player gets a deck of 30 random cards, 30 health, and an opening hand of 5 cards.
- Randomly determine who goes first.
- You lose if your health is 0 or less. You win if you have no opponents left, or if would draw a card but have no cards left in your deck.

Two Card Types: Champions and Events

Most of the cards in your deck are Champions. Generally, you can only play them on your turn outside of combat. You play them and they remain in play. Events can be played on any turn. When you play one, do what it says, then discard it.

Champion Positions

Prepared (vertically aligned)
Champions enter play ***prepared***, with the title of the card on the top. They also enter play ***deploying***, meaning they can only block. They finish deploying when your next turn starts, and then they are ready to attack, block, or use powers with an expend cost.

Expended (horizontally aligned)
Champions become ***expended*** when they attack or use expend powers, and can't do them again until they are prepared.

Flipped (rotated 180 degrees)
Champions become ***flipped*** when they block. They can't block again this turn, but they can use expend powers.

Four Important Keywords

Ambush, which means "You are allowed to play this champion any time you are allowed to play an event, even during combat."

Blitz, which means "This champion can attack and use powers right away." (Normally, they can't until your next turn.)

Loyalty, which means "When you play this card, if you show two cards from your hand that are the same color as the Champion you just played, you get this effect."

Tribute, which means "When you play this card, you get an extra effect."

More Info About Champions

Some Tribute abilities also have an "and/or" to allow other things to give you that same ability. For instance, Infernal Gatekeeper lets you put a demon token into play when you play it, or when you play another evil (red) card that costs 1 gold.

When you play a Champion, it is "deploying" until the start of your next turn. Deploying champions cannot attack or use powers that require them to expend, but they can block.

Champions have two symbols: swords for offense and a shield for defense. If a champion takes damage equal to or greater than their defense value in a single turn, that champion is broken and goes to the discard pile. Damage does not carry over between turns.

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Turn Sequence

START

1: Both players lose the gold they had, and gain 1 gold.
2: You draw a card. (Skip this step on the first player's first turn.)
3: You prepare your champions. (Turn them right-side up.)
4: Your deploying champions are now no longer deploying.

MAIN

5: Play cards, use champion powers, and/or attack as much as you'd like.
- Champions played are deploying and can't attack or use expend powers.
- When you attack, you enter a Battle Phase. After combat, return to **Main** (step 5).

6: Announce that you would like to end your turn.
7: ***Your opponent may play events & powers.***
- If they do, return to **Main** (step 5).
- If they don't, go to **End** (step 8).

END

8: The player whose turn it is discards down to seven cards in their hand.
9: Remove damage from all champions.
10: All flipped champions (the ones that blocked) are prepared.

Battle Phase

A. DECLARE ATTACKERS

Choose any number of prepared champions to attack with and expend them (turn sideways).

B. PLAY EVENTS AND POWERS

Starting with you, each player may play as many events and powers as they want, then pass. Repeat until both players pass without playing anything.

C. DECLARE BLOCKERS

The defender may choose prepared champions to block and flip them (rotate 180 degrees). If any attacking champion is blocked, the entire attack is blocked and this usually means the defending player does not take any damage.

D. PLAY EVENTS AND POWERS AGAIN

Just like before.

E. DEAL DAMAGE

Each player totals up the from their champions in the combat and deals that much damage to opposing champions in the combat, divided however they want. Champions that have as least as much damage on them as their are "broken" and go to the discard pile.

Keywords & Concepts

Trigger → Effect means when the trigger happens, you must do the effect.

Cost: Effect means you may choose to pay the cost to gain the effect. You can do this whenever you are allowed to play an event.

Airborne: Can only be blocked by other airborne champions.

Ally Abilities: These abilities trigger when you play a one-cost card from your hand of the listed alignment.

Ambush: May be played at any time you may play an event.

Banish: A banished card is put on the bottom of its owner's deck.

Blitz: May attack and use powers immediately.

Break: A broken card is put into its owner's discard pile. A champion is broken if it takes damage equal to or greater than its defense in a single turn.

Breakthrough: If total breakthrough damage is greater than the total of the defending champion's defense, deal the remaining damage to the opponent.

Expend: To horizontally orient a champion.

Loyalty 2: When a champion enters play with Loyalty 2, you may reveal two cards of that champion's alignment to gain the effect listed.

Tribute: When a champion enters play with Tribute, you gain the effect listed.

Recall: A recalled card returns from your discard pile to your hand.

Recycle: You may banish two cards from your discard pile to draw a card.

Righteous: When this champion deals damage, you gain that much health.

Unbanishable: While it is in play, it cannot be banished.

Unblockable: If all attackers are unblockable, the defender can't block.

Unbreakable: Can't be broken by damage or by "break" effects.

Untargetable: The Champion can't be the "target" of a power or event. (Damage can be assigned to it during the "deal damage" step of combat.)

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