

Gameplay – Starting info

Oblivion is a 2 to 4 player game.

To win the game, you have to destroy all of your opponent's cards on the battlefield.

Once you have cards on the battlefield and none of your opponents do, you win!

The game continues with the cards each person has stored in their hand until one person wins.

If you eliminate a player during the game, you get to draw 2 cards from the deck.

Note: Once a player is eliminated, the attack phase ends, regardless if the attacker still has attacks left.

Gameplay – Drafting

Start by shuffling all the cards together. Deal 5 cards (+3 cards per extra player.) faceup in front of the players. Note: A 3 player game will have 7 cards laid out. This is the drafting phase. The person to the left of the dealer then creates a number of piles equal to the number of players with the face up cards. They may choose to put any number of cards in each pile. The player to the left of the drafting player then gets to choose which pile they want and add it to their hand. Choosing proceeds clockwise, ending with the drafter, until all hands are retrieved.

The drafting player then becomes the dealer and the player to the left of the new dealer becomes the new drafter. Continue in this fashion until 4 rounds of drafting occurs.

Gameplay – Turn and Progression

Each turn, the active player goes through two phases: Placement phase and Combat Phase. During the Placement phase, players play cards from their hands onto the battlefield. During Combat Phase, players may use the cards on the battlefield to attack the opponent to their left. Note: Powers may target any player's cards. The original drafter goes first and play proceeds clockwise.

Each card has several key features:



Gameplay – Battlefield structure

There are two lanes you can place your cards in: the top lane and the bottom lane. The top lane protects the cards in the bottom lane from being attacked directly. This protection only happens if there is a card directly above the card in the bottom lane. In the example below, the attacking player (opponent) may choose to attack the Tinker or Vampire Lord as they are both in the Top Lane. The attacking player may also attack the Healer. The Healer is in the bottom lane but has no card above it to keep it from being attacked. The attacking player may not attack the Knight until the Tinker card is destroyed.

Note: The top and bottom lanes can both attack, the lanes only matter while defending.

When playing cards on your turn, you may play a card anywhere there is space on your battlefield. In the example below you may place a card to the right or under the Vampire Lord or to the left or above the Healer. Once a card is placed, the position cannot move. In the example below, the Tinker cannot be moved to the bottom row, nor can it be moved over a space to protect the Healer. This remains true even when cards are destroyed.

Example:



Gameplay – The Placement Phase

Each turn the active player may choose up to 3 cards from their hand to play onto the battlefield. Note: Since the original Drafter goes first, they may draw one additional card from the deck and play an additional card down during the first round only. Play proceeds to the combat phase after the active player ends their Placement Phase. Once the Placement Phase has ended, the active player cannot place more cards and must attack during Combat Phase. Note: All but the last player will not get a Combat Phase during the first round as there will be no one with cards to their left.

Gameplay – Combat Phase

During the Combat Phase, the active player must attack the player to their left. To attack, choose 2 of your cards to attack with and then choose which of your opponent's card's take damage. Note: Each attacking card may target different cards. You cannot use the same card twice unless it is the only card you control. If you ever have 7 or more cards on your battlefield, you may attack a third time. Again, this has to be with a different creature than the first two attacks.

In the example above, you would want to attack using your strongest cards. Since there are only 4 cards down, you can only choose 2 cards to attack with. You will want to use cards that do the most damage, in this case, the Vampire Lord (3 attack) and the Tinker (2 attack). Remember, you can also add 1 attack to the Vampire Lord using the Knights power, which gives the Vampire Lord a total of 4 attack.

Once damage is done, add damage counters to the targeted cards and if damage counters equals or exceed the health of the card (diamond gems on the side of the card), that card is moved to the discard pile and is killed. The Healer only has 2 diamond gems and therefore only needs to be attacked twice with a 1 attack minion or once with a 2 or higher attack minion. If a card is dealt more damage than it has health, the excess damage does NOT roll over to other cards. Once damage is dealt to a card, it stays for the rest of the game unless healed. Note: When attacking the opponent's cards, your cards take no damage from them.

Gameplay – Duplicates

Duplicate cards are special during Combat Phase. If you have an identical card on your battlefield (like two Healers), they attack together and only count as 1 of your 2 attacks. If there are two Healers on your battlefield, you add each of their attacks together (1+1) and they do 2 damage.

If you only have 2 identical cards on the battlefield, you may attack with the duplicates twice. So, if you had two Healers and no other cards, you can attack once (1+1) for your first attack and then (1+1) for your second attack. Note: Mirror angel counts as a duplicate but also retains Angel status.

Gameplay – Powers

Each card has a power on it. The Vampire Lord's power is "When played onto the battlefield, deal 3 damage to any card." This is a one time action that occurs when he is played from your hand onto the battlefield. Other cards have passive effects; as long as they are on the battlefield you may choose to use their power. For example, the Knight's power is "During the Attack Phase, you may add 1 attack to any non-human card." As long as he is on the field, you may do this. His power is not active if it is in your hand or in the discard pile. These powers are not cumulative but occur during the phase specified on the card. They do not carry over to your next turn. You may use the ability again the following turn but it does not stack. i.e. Assassin cannot give 2 attack to the Imp card (3 total attack) and then give 2 more the following turn (5 total attack), instead it would have 3 total attack again.

Gameplay – Empty Draw Pile

If the Draw pile ever runs out, the deck is not reshuffled.

Questions about specific details or interactions? Check out our website for answers or leave a comment and we will get back to you! www.creationtemplestudios.com

Gameplay – Extra Rulings

If the Dark Mage kills the IMP card but the IMP comes back to life, the Dark Mage does not gain attack and his power does not go off.