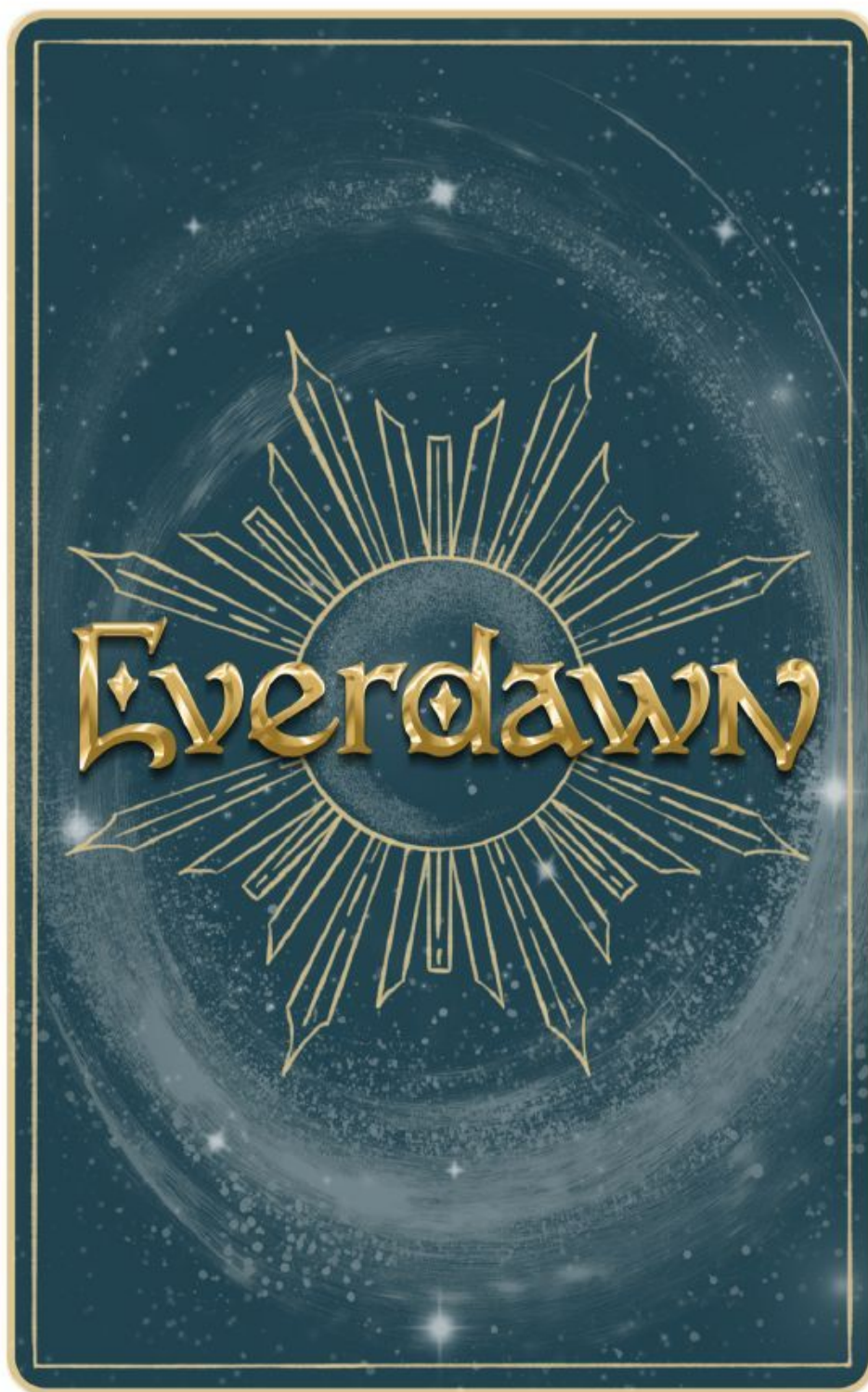






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What is EverdawnTCG?



What is EverdawnTCG?

EverdawnTCG is a high fantasy trading card game with a focus on deck building and strategic gameplay.

- The game and lore were created and designed by Parker Jones and all art and graphics were completed by Jonathan Griswold.
- Artwork, Font for logo and branding, card borders, and anything else on our final products are all done by hand. There is no AI used in our final product.

The game revolves around a traditional RPG combat triangle system where range has advantage over magic, magic has advantage over melee, and melee has advantage over range. Otherwise shown as "range > magic > melee > range."



This game was intentionally designed with no resource system - only space and movement restrictions during combat. The purpose of this design is twofold.

Firstly, to resemble an actual high fantasy battle.

- Generally speaking (yes, there are exceptions to every rule) magic has little to no distance restrictions. Range has more restrictions, but is still able to reach across lanes, and melee is the most restricted. This is all reflected in combat and must be taken into consideration when building your deck type. For example: an all melee deck is powerful, but can be overrun by cross lane attacks to which it has an inability to reach for a counterattack.

Secondly, to lean into the strategy that is already proven.

- The greatest strategy game of all time does not have a resource system that can be manipulated by overpowered items or cards. The greatest strategy game has only two restrictions - space and movement. That game is chess. EverdawnTCG leans into this approach and has developed a very unique three lane combat system as a result. This allows veterans with old decks to never be outpaced or beaten by newer players simply because they have "better" cards.

EverdawnTCG Basic Concepts



Win Conditions

There are two ways to win in Everdawn. One is by depleting your opponent's morale, and the other is to deplete their creature cards. Which of these that you try to accomplish should be determined by your deck build. Typically melee decks are going to focus on wiping out creature cards first, since their stats are strong and they can all attack straight ahead. Range and Magic decks are probably going to focus more on combining attacks into a specific lane in order to deplete the opponent's morale. This works well for those types of decks because the range and magic cards will have lower defense and might not be able to successfully rely on surviving counterattacks consistently.

Creature Card Depletion

- Each player is required to have 10 cards in their creature deck at the start of the duel. Three of these cards will be played to the field and three will be played to the bench. This means that you have to destroy at LEAST six creature cards in total before you can win the game. Additional cards can be pulled from the creature deck and placed in the field or the bench if a card effect allows it. So you might have to defeat more than six if this is the case.

Morale Points Depletion

- Each player begins the duel with 100 morale points. Morale is reduced when your creatures die or an opponent attacks an open lane. Overflow damage to a creature does not roll over to morale.

Again, one of the goals in the design of this game is to resemble an actual high fantasy battle. So, the assumption here is that even if the opponent has available creature cards, if their morale is depleted, then a surrender or forfeit is assumed. If they have morale remaining throughout the battle, then they will battle until the last creature is defeated. If either of these win conditions are met at the same time by opposing players, then the duel ends in a draw.

Sudden Death

If a draw occurs, then the players will discard all creatures on the field and all support cards from their hand. They will then draw one card from their creature deck and place it into lane 2 (the middle lane). They will then draw 5 cards from their support deck. Whoever started the duel will now allow the other player to go first instead. This will continue until the draw is resolved.

EverdawnTCG Basic Concepts



Combat Triangle

The way the combat works in Everdawn is through two main features. One is the combat feature that has already been briefly described. We'll go into more of the combat details here. The second way is through equipping support cards and calculating their boosts and bonuses.

Combat Strategy/Calculation

All cards can only counterattack a card that has attacked it if it can reach that lane. If it cannot reach, then it will not be able to counterattack, only defend.

- **Range Combat Abilities**

- Range cards have the ability to attack and counterattack straight ahead and adjacent left or right. So if a range card is in the middle lane, then it can attack and counterattack all three opposing lanes. If attacking a magic card, then this creature gets to add its attack and defense bonuses (found right below the base stats - shown on the next page).

- **Melee Combat Abilities**

- Melee cards have the ability to attack and counterattack straight ahead. If attacking a range card, then this creature gets to add its attack and defense bonuses.

- **Magic Combat Abilities**

- Magic cards have the ability to attack and counterattack any card in any of the three opposing lanes. If attacking a melee card, then this creature gets to add its attack and defense bonuses.



EverdawnTCG Basic Concepts



Equipment Card Calculation

- Equipment cards are equipped to a creature card and allow for that card to receive a bonus that directly correlates with its type. For example: a ranger's bow might have an effect along the lines of "add +1 attack to any creature, if range type, add +3." So, while a melee type knight in heavy armor might be able to attack with a bow, it will be far more effective if that bow was equipped to a range type creature instead. So building your deck according to the creatures that you place into your creature deck is very important.

The diagram illustrates the calculation of total attack and defense for a creature card, 'Ole Fenwick', when equipped with two equipment cards: 'The Seer's Lantern' and 'Ranger's Vest'.

Card Details:

- Ole Fenwick:** Base attack of 15, Base defense of 12. Effect: "When played, draw 2 cards from your support deck."
- The Seer's Lantern:** Base attack of +1, Bonus attack of +3 (magic type). Effect: "Add +1 attack to any creature. If magic type, add +3 attack."
- Ranger's Vest:** Base defense of +1, Bonus defense of +3 (range type). Effect: "Add +1 defense to any creature. If range type, add +3 defense."

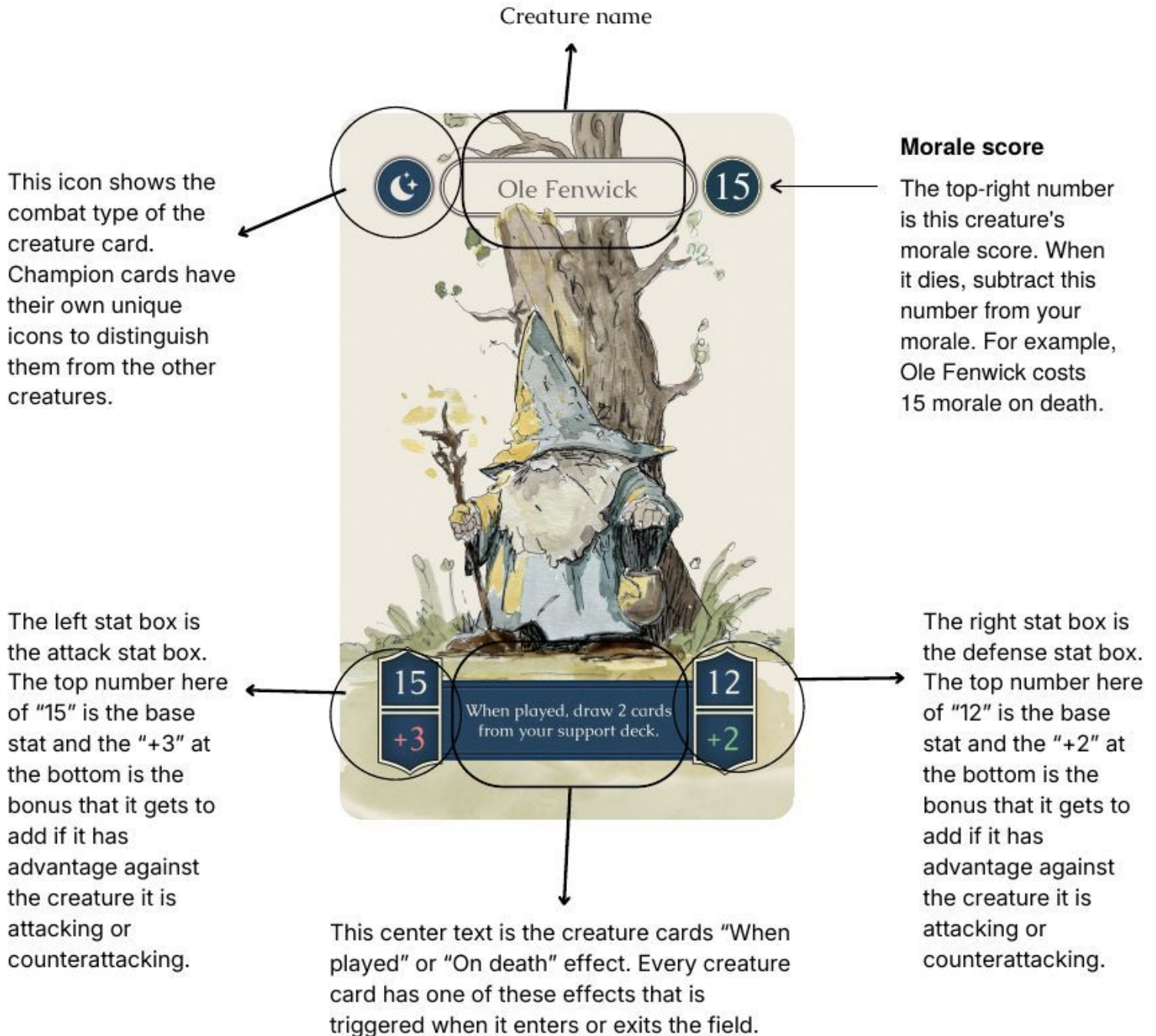
Calculations:

- Total attack w/ advantage: 21 (15 base attack + 1 bonus attack + 3 bonus attack)
- Total defense w/ advantage: 15 (12 base defense + 1 bonus defense + 3 bonus defense)

Card Diagrams (Creature Cards)



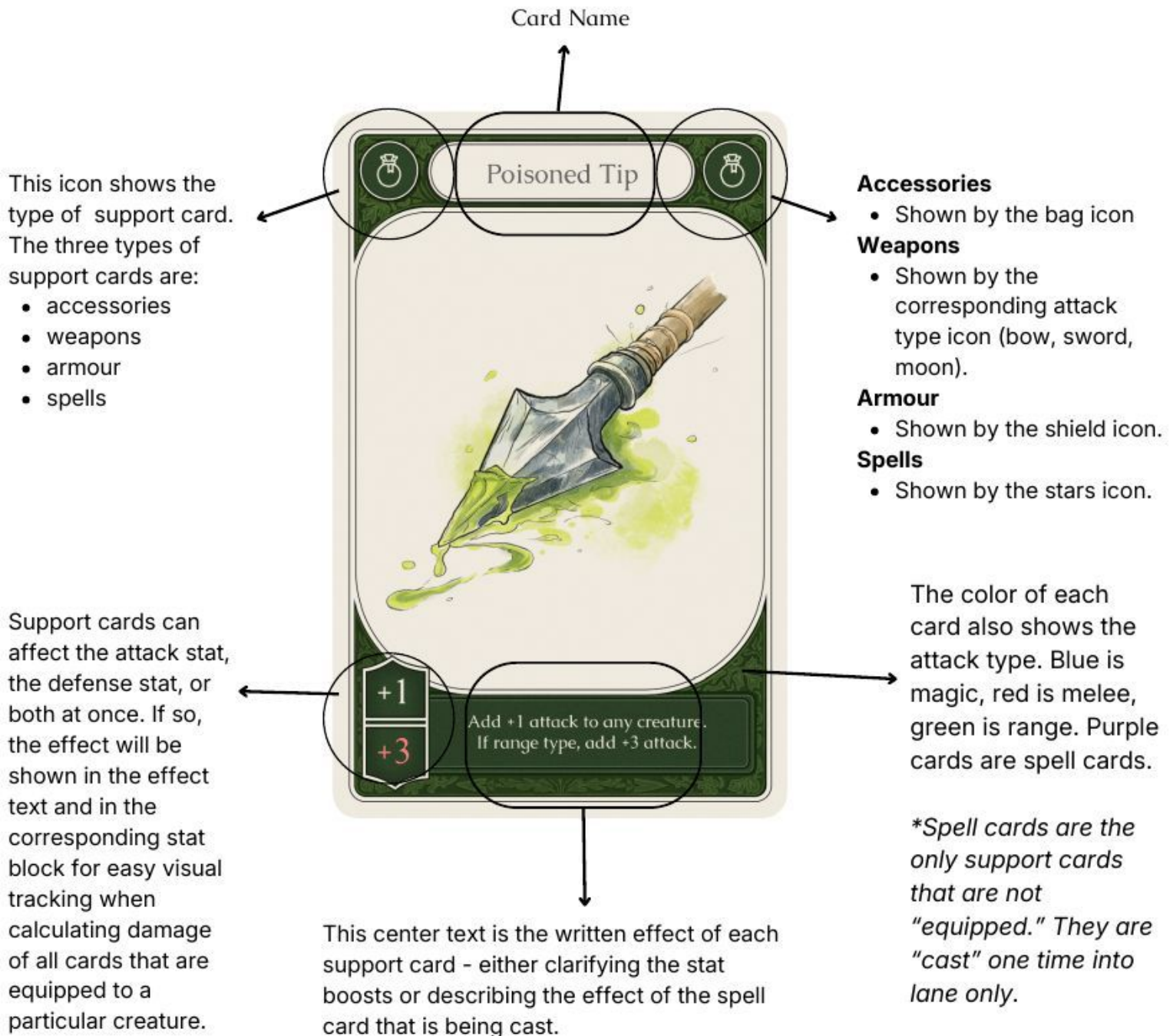
There are only two types of creature cards in Everdawn - normal creature cards and Champion cards. There can only be 1 Champion card in your deck at a time. The other 9 (10 total creatures required) are normal creatures. Champion cards are distinguished by their unique icons.



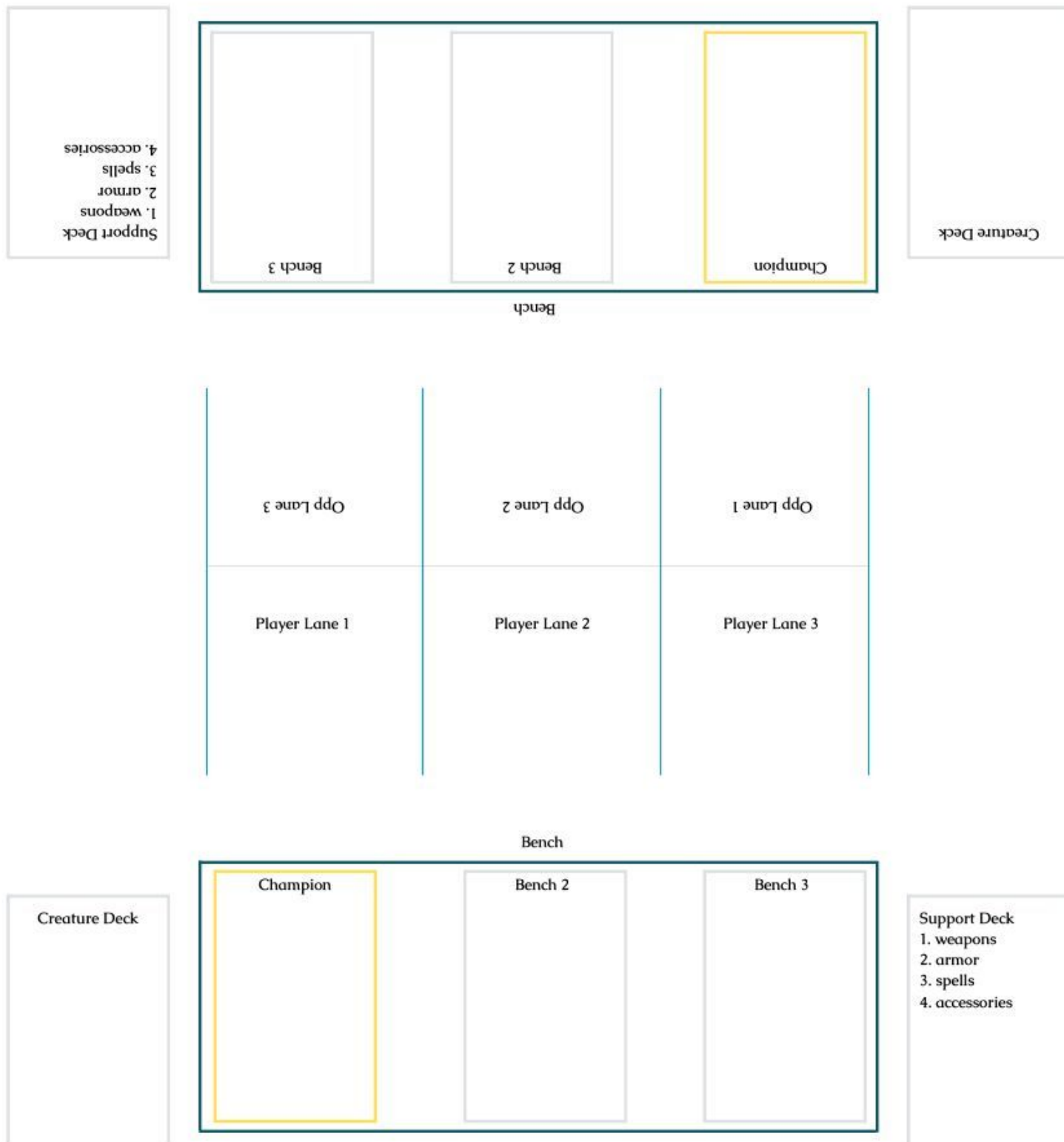
Card Diagrams (Support Cards)



Only three support cards can be equipped to any one creature at a time. Support cards remain equipped until the creature dies or a spell card allows for them to be replaced. Each creature can only have **one accessory**, **one armour**, and **one weapon** equipped at one time.



Field Layout



Playing the Game



Setting Up to Play

To set up the field for play, both players must first decide who goes first by flipping a coin or mutual agreement.

Once decided, the first player will go through the normal phases of a turn while skipping the combat phase. They will do the following actions in the order they are listed:

- Shuffle both decks.
- Place their one Champion card into the champion slot (bench 1).
- Draw three cards one at a time from their creature deck and place them into their field 1, 2, and 3 slots respectively.
- Draw two more cards and place them one at a time into the bench 2 and bench 3 slots.
- Finally, draw 5 cards from their support deck and place them into their hand.

Once the first player has set their field, they can equip items and/or set creatures (discussed later in this book). They will then skip their combat phase and pass the turn over to the opponent.

The opponent will then repeat the same steps in order to set their own field, but they will not skip their combat phase. This will begin the normal rotation of turns from player to player.

Phases of a Turn

Set Phase

During the set phase, the player can perform the following actions:

- Place a card from your bench to your field if a creature in one of your three lanes has been destroyed.
- Equip your creature cards with support cards (you can only equip one item to each creature per turn for a total of three).
- Set a creature card in order to offer the bonuses of that card to another of your cards in a chosen lane.
 - When you set a creature card, they keep their current attack and defense bonuses while ALSO granting these bonuses to one other creature on the field. This bonus is added to the chosen creatures base attack and defense stats (it adds, it does not replace). The set creature is then unable to attack or counterattack, so you should make sure that they are safe before doing so. Set creatures remain set until the start of your next turn. Only one card on your side of the field can be set per turn.

Playing the Game



Set Phase (Continued)

During the set phase, the player can perform the following actions:

- Slide a creature card to a new lane on your field if one of your creatures was destroyed and you would like to reposition.
- Place a card from your bench to your field if a creature in one of your three lanes has been destroyed.
- Equip your creature cards with support cards (you can only equip one item to each creature per turn for a total of three).
- Set a creature card in order to offer the bonuses of that card to another of your cards in a chosen lane.
 - When you set a creature card, they keep their current attack and defense bonuses while ALSO granting these bonuses to one other creature on the field. This bonus is added to the chosen creatures base attack and defense stats (it adds, it does not replace). The set creature is then unable to attack or counterattack, so you should make sure that they are safe before doing so. Set creatures remain set until the start of your next turn. Only one card on your side of the field can be set per turn.

Combat Phase Cont.

During the combat phase, the player can do the following actions:

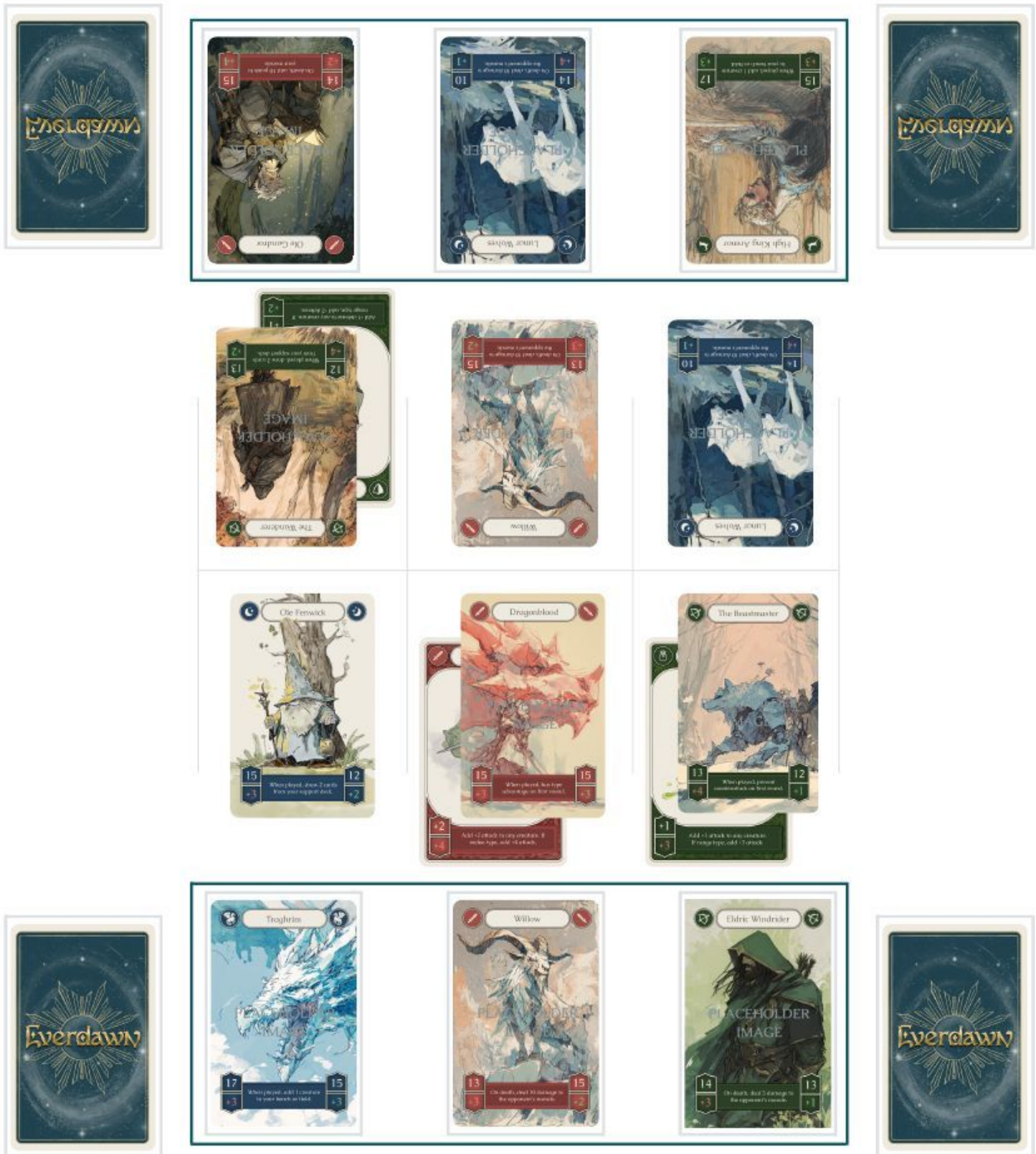
- Declare attackers and resolve combat attacks and counterattacks
 - During combat attacks, the damage must be higher than the defending creature's defense in order to destroy it. The attack and counterattack are resolved at the same time. So even if a creature dies from an attack, its counterattack is still calculated before death against the attacking creature.
- Cast spells in any of the chosen lanes.
 - Both players might have plans for a spell at the same time. The defending player always gets the opportunity to play their spell cards first in that lane. Only 1 spell card is able to be played per player per lane. Even if the defending player defers their opportunity to cast a spell in that lane, they can still cast a spell after the attacking player.

End Phase

During the end phase, the player can do the following actions:

- Resolve any "on death" actions from any creature cards.
- Calculate damage to morale if any was dealt.
- Draw from your support deck into your hand up to five cards or +1 if you already have five or over in your hand.

Example of Full Field



Example of Setting & Boosting



Because "Dragonblood" is set, it can offer the +3 attack and +3 defensive boost to Ole Fenwick. Notice that just the bonus from the creature card is added, not the bonus from the weapon it has equipped.



FAQ's / Common Clarifications



What happens if all of my lanes are filled, each creature is maxed out on equipment cards, and I'm not able to play anything?

- If you have a hand of 5 or more cards but none of those cards can be played, then you must discard your hand to the bottom of the support deck and redraw your hand.

How do I place cards back into my support deck or creature deck after they are defeated and removed from the field?

- You can place the cards back into your decks in any order that you choose, as long as they go to the bottom of the deck when placed. The exception to this rule is any card that allows you to look at the top X number of cards from your creature or support deck. For example: if a card effect says "look at the top 3 cards of your support deck. Place one into your hand." Then you can take the 2 that were not chosen and place them back into the top of your deck in any order.

Replacing Bench Slots

- You can only add a card to your bench from your creature deck if a spell card or other creature "when played" effect allows you to do so. If none of these are played throughout the game, then your final total of creatures will be the initial 6 cards that you draw during the initial set phase.

Spell Card Reach

- Resting Fortress card can redirect an attack to another lane even if the card can't reach originally... cuz it's a spell and... ya know, magic.

Lithriel's Berries

- When this is used on a card that has an "on death" effect, the card is treated as dead, the effect triggers, and then the card is "resurrected" back to the field without having to be moved.

Open Lane Advantage

- When attacking an open lane to do damage to the opponent's morale, advantage is assumed, so any creature card attacking an open lane gets to add their bonus to the damage.

FAQ's / Common Clarifications



When a spell card says, "...for the remainder of this round." does that mean until the end of my current turn/end phase? Or until the end of my opponent's turn/end phase?

- When a card says this, think of it as "until your current turn is over." Since combat resolves at once with attacks and counterattacks, a "round" is just one player's completion of their Set Phase, Combat Phase, and End phase (NOT once both players have had a chance to complete their combat phase, like in some other TCGs).

I just played my Champion that has a "when played" effect which allows me to summon a card to the field or to the bench. I placed it to my bench. Can I now cast Midway Journey and replace the Champion with the card I just pulled from my deck?

- Yes! This is a risky move, as the card that you pull from your creature deck might be the card/type that you're hoping for, but if it works and you would like to replace your Champion with it, then you can absolutely do so. It just has to happen in that order. Champion played, effect applied, set phase specific spell is cast, and then the spell effect triggers. The Champion's effect (and all creature card "when played" effects) are only applied upon the FIRST time played. So taking your Champion on and off the field multiple times will not allow you to summon multiple creatures from your creature deck.

I want to play multiple combat phase spells cards, but some of them are conflicting. What should I do?

- Spell cards only conflict if the assumption is that they are played at the same time. That is a really important detail to clarify - while combat attacks and counter attacks "resolve" at the same time (like two knight's slashing and parrying at the same moment), spells are cast one at a time. So whichever spell doesn't "work" in the chain should either not be played at all or just be played before the card that breaks it. For example, if you have a Change of Destiny card that you can cast to change the combat type of one of your creatures, but you also have a Resting Fortress card that directs an attack from another lane to the one you have cast Change of Destiny in and that card can only absorb the hit if it remains its original combat type, then you should play Resting Fortress first, and then Change of Destiny afterwards. If not, you will accidentally destroy one of your creatures!

FAQ's / Common Clarifications



Combat Spell Timing & Resolution

During combat, the attacking player must first declare all attacks across all lanes before any combat is resolved.

Once all attacks have been declared, the defending player may cast spell cards in any lanes involved in combat. After the defending player has finished casting spells, the attacking player may then cast spell cards.

After all spell cards have been played, combat resolves simultaneously across all lanes.

To keep gameplay strategic, streamlined, and easy to follow:

- Only 1 spell card may be played per player per lane during combat.
- Spell cards are played one at a time in the order they are cast. Once a spell card has been played and its effect has started resolving, players cannot interrupt it by casting another spell card "in response." Instead, additional spell cards must wait until the previous spell card has fully resolved.
- Once both players have finished casting spells, all combat attacks and counterattacks resolve simultaneously.

This system is designed to keep combat focused on battlefield tactics, positioning, and strategic planning rather than complicated interruption chains or excessive timing interactions.