

DRUIDS of Animalia SHATTERED

Druids of Animalia is a trading card game where you roleplay as a mighty druid to protect the mystical forests from corrupted druids. Everyone is seeking the runes which grant sentence and power. Players first choose their favorite druid, a supporting character that will help them battle, and 15 ability cards. Balancing stamina and damage is the key to victory - spend precious stamina to cast spells, and discover runes to reduce stamina cost. Your spirit bar contains your stamina and damage counters. When your opponent loses all 10, you win!

Setup

First, choose 1 druid and 1 support character to battle with. Then put 15 ability cards in your deck. You may want some dice or paper to keep track of your spirit bar.



Taking a Turn

Both players draw 5 cards, then decide who will go first. On the first turn, the first player may not draw or attack - it is forbidden in Animalia. Afterward, your turn goes as follows:

- ❖ Refresh*, then draw an ability from your deck††.
- ❖ Discover a rune. (Sacrifice a card to your rune zone.)
- ❖ Learn an ability. (Put a card onto the field.†)
- ❖ Perform abilities. (This will start combat.)

Discover a Rune

After you draw a card, think about how you wish to 'build' your druid this game. In other words, do you wish to play more power abilities (red), will (blue), control (purple), or chaos (yellow)?

Once you've decided on a color to play this game, it is usually wise to start discovering runes of that color. You see, each rune will reduce the stamina cost of the corresponding ability that matches the rune color.

Simply put, if you discover more red runes, you can use more red abilities. To discover a rune, place the ability you wish to sacrifice over to the left and into your rune zone. You cannot use this card for the rest of the game.



Learn an Ability

Now that you possess the power of one rune, play an ability card to the field. Learning an ability costs you nothing, but **performing** the ability costs stamina.



Perform an Ability

To perform one of your learned abilities you must pay the stamina cost minus the number of matching runes you've discovered. Because of this, if you are discovering blue runes, it will be a little harder to use red abilities.

In the example above, Athletic Training would normally cost 1 stamina to use, but if you had discovered 1 red rune, it would cost 0 stamina to use.

Whenever you use an ability on your turn, apply the desired effects and turn the card sideways. This will show your opponent that this ability is exhausted. The attack value automatically goes into your attack pool, and combat starts.

Combat

If Athletic Training would be the only card you used this turn, you would have an attack pool of 1. This would be very easy to block entirely. The attacker would say something like "ready to resolve."

Then the blocker would say something like, "responding," and use their own abilities. For example, if they use an ability with 1 block, it would add 1 to their block pool.

The attack may then respond and use another card, and the blocker may respond with blocks until each player is satisfied and ready to resolve.

Subtract the block from the attack - this is the final damage calculation. In this case, 1 attack minus 1 block equals 0 damage, so the opponent takes no damage.

Pay attention to each card effect, for these will turn the tide of battle in an instant! If you use all of your cards to attack your opponent, you will not have any cards remaining to defend yourself with, so battle wisely!

Remember also that using cards will usually deplete your stamina so balance damage and stamina accordingly to come out on top in battle. Sure, you could use a 3-cost ability that would really hurt the opponent, but you would also lose 3 stamina if you use it too early in combat!

Spirit Bar

Your spirit bar is where you keep track of your stamina usage as well as your damage taken. You only possess 10 spirit so use it wisely or you may succumb to a dire fate.

*Refreshing Your Turn

If you had used any cards last turn, you may refresh them at the start of your new turn. This means that all exhausted cards are turned vertically and are useable again.

You may also refresh 1 stamina before you draw.

Using Your Druid or Support

During your turn you may also use your druid in a similar way you would use an ability. Turn your druid sideways and apply the desired effects.

The support character works in the same way but is usually just a once-per-game advantage.

End Game

Your deck of abilities only contains 15 cards which seems small but by the time turn 5 rolls around, the game will probably be over. This is because by turn 5, you should be able to use some abilities free of cost and dish out huge amounts of damage. When a player uses or loses all 10 spirit, they lose the game.

Rarities

Each pack comes with 12 common cards and 3 rare-or-better cards. Typically, the rarer the card, the more powerful or unique it is.



Effect Symbols

These symbols are found on almost every card.



Usually these symbols have a number on top to represent how much the ability grants you for using it. Using some abilities could add attack to your attack pool, block to your block pool, or even let you draw abilities or learn abilities.

The card effect is the main portion of what the ability is able to do for your druid - usually it's even more important than the base attack and block of the ability.

The only downside is that typically the more effect symbols are on an ability card, the more expensive its stamina cost will be. To offset this, remember to discover a lot of runes that match your favorite abilities.

Damage - You will usually add this number to your total damage pool when the card effect is used.

Block - You will usually add this number to your total block pool when the card effect is used.

Draw - You will immediately draw this many cards.

Learn - You will immediately learn this many abilities.

Swap - You will immediately swap this many abilities from the field to your hand while maintaining their state. For example, if you swap an exhausted card out, the card from your hand enters the field exhausted.

Anything Else?

Now you have the basics on how to play Druids of Animalia! If you want to learn more, be sure to check out our videos on how to play, and be on the lookout for any rule changes and specifics to each card on an ever updated PDF which is found at DruidsTCG.com.

Contact Us

Visit DruidsTCG.com or contact druidstcg@gmail.com for any questions or card rules.

FAQ

Below are some keywords you may encounter in Animalia as well as other explainers.

Runetap - (During your opponent's turn you may destroy one of your discovered runes to learn this ability from your hand.)

Slow - (When you learn this ability, it immediately becomes exhausted.)

Combo - (Grants a bonus when using a same-rune ability this turn.)

Warmup - (Grants a bonus on the turn you learn this ability.)
!! You do not have to perform this ability, the warmup is automatic !!

Forget - (After you use this ability, you may discard it to gain an effect this turn.)

Empower - (You may pay this ability's full stamina cost to empower it.)

Impede - (Choose an ability that's not exhausted. Chosen ability costs this much more stamina to use this turn.)

Search - (Search your deck for an ability, and place it on the top of your shuffled deck.)

Invigorate - (You may pay another ability's full stamina cost to make it no longer exhausted.)

Counter - (Instead of blocking with this card, you may deal this much damage when attacked.)

Refresh - (After you use this ability, refresh this much stamina.)

Shapeshift - (When learned, send your other shapeshift abilities back to your hand and gain +1 +1 this turn.)

Gamble - (Grants a bonus if you have an odd number of cards in your hand when used.)

Mastery - (Grants a bonus if at least three of your learned abilities are this type.)

Exploit - (Grants a bonus if your opponent has more than one ability learned and none of them are exhausted when used.)

Shatter - (You may destroy one of your discovered runes to gain a bonus this turn.)

Recover - (At any time, you may discard this ability from your hand and refresh this much stamina.)

Runeless - (This ability cannot be used to discover a rune, but you may use any rune to reduce its stamina cost.)

† You can have up to 5 abilities in play at a time. At 5, you must discard an ability to learn another one.

†† If you cannot draw, instead you must destroy one of your discovered runes. If you cannot, take 1 unblocked damage.

Q. What color should I use?

A. You may use any and all colors in your deck. Red abilities of power usually have more base attack. Blue abilities of will have more block. Purple abilities give you more control over your deck or hand. Yellow abilities are more of a gamble. Red generally uses more stamina and cannot invigorate. Blue refreshes stamina and cannot exploit. Purple grants the ability to search but they can never forget. And yellow takes chances and gambles but cannot master any one ability type.

Q. When I perform an ability with forget, what happens to the base attack?

A. Performing an ability immediately adds its attack or block to your attack or block pool. After that, you may then use the effect such as Forget and resolve its text.

Q. When I perform a multi-swap, how does that play out?

A. When you perform an ability with multi-swap for example Swap 4, immediately add the base attack or block as usual. Then declare the 4 you are going to swap and pull them off the field but not back to your hand yet. Place the cards from your hand one at a time and resolve any effects one at a time until all cards have been swapped. Finally, put those cards you pulled off the field into your hand.

Q. I want to perform a Swap 4 but I only have three cards in my hand?

A. Swap 4 means you may swap up to 4. In this case you would only get to swap out 3 cards from your hand.

Q. If I Gamble with an odd number of cards in my hand and it adds a card to my hand, is it still odd?

A. When you perform a Gamble while your hand is odd, the Gamble gets resolved even if resolving the Gamble makes your hand even.

Q. If a card has multiple keywords do I do them in order?

A. No. You usually perform the keywords in any order. You would do Runetap or Warmup first. You would do Refresh and Forget last.

Q. Can I get the Combo bonus if I use a same rune after?

A. Yes. For example, if you use a red ability then use a red ability with Combo, resolve the Combo. Likewise, if you use a red ability with Combo; then use a red ability, go back and resolve that earlier Combo.