

# Paragon Quickplay Instructions

## Card Anatomy



## Card Types

### Paragon

Paragon cards define the Domains of your deck, and the way in which you play. All Paragons have two sides, each of which has different abilities that can be accessed depending on the zone they're in. They start the game in the Paragon Zone, and can make their way into both the Support Zone and the Combat Zone to utilize their powerful effects.

## Creature

Creature cards make up the majority of the deck. When you command them they typically enter the Combat Zone, whereupon they attack adjacent creatures your opponent controls in an order of your choice. Creatures you control should have your control token placed atop them as an indicator of their allegiance. Creatures are key to winning the game.

## Spell

Spells are cards you can command from your hand that resolve immediately, and are then put into the graveyard. They have a variety of effects, including buffing creatures in combat or allowing you to draw cards. Some spells (and other cards) have the Quicked keyword, allowing them to be commanded at any time.

## Item

Items are cards that are typically played into the support zone and have lasting effects. These might be passive or activated effects. They represent physical objects that might be used by your Paragon and creatures.

## Ritual

Rituals are like a hybrid of spell and item cards. They're typically played into the support zone and have lasting effects. Ritual cards represent ongoing magical effects that influence the way you play.

## Board Anatomy



# Gameplay

## How to Win

- After your tenth turn: Before the start of your next turn, if you control more creatures than your opponent, you win the game. Otherwise, keep playing until someone wins!
- When an opponent cannot draw a card from their deck, you win the game.

## Setting Up to Play

1. Determine which player goes first.
2. Shuffle your deck.
3. Reveal your Paragon.
4. Draw your starting hand of 5 cards.

## Parts of a Turn

### Start Phase

1. Set your turn counter to your current turn.
2. Set your mana equal to your current turn.
3. Draw a card.

### Main Phase

4. Commanding a card
  - a. **Commanding.** To command a card, you must pay its mana cost. Once a card has been commanded, one of two things happens. If the card is a spell, you follow the instructions on the card, and then you put the card into your graveyard. If the card is a paragon, creature, item, or ritual, you put the card on the battlefield and resolve any effects. Cards on the battlefield are called permanents to differentiate them from spells, which are never on the battlefield.
  - b. **Attacking.** When a creature enters the combat zone, it attacks each adjacent creature your opponents control, in the order of your choice. Compare the combat value on the attacking creature to the defending creature (the active combat values). If the attacker's active combat value is equal to or lower than the defender's, the attack is blocked by the defending creature. If the attacker's active combat value is greater than the defending creature's, any excess is dealt as damage to the defending creature's hit points. If that damage exceeds the defending creature's hit points, that creature is slain: put it in the card owner's graveyard. If that damage excess doesn't exceed the defending creature's hit points, it is instead defeated, and it becomes controlled by the attacking creature's owner.
    - i. If multiple creatures enter the combat zone at the same time, the creatures' controller decides in which order they attack.

## End Phase

5. Any hit points that creatures lost during the Main Phase are restored.
6. Discard down to your maximum hand size of 7.

## Between Turns

7. After turn ten: The player whose turn just ended checks if they control fewer creatures than their opponent, if they do, they lose the game. Otherwise, keep playing until someone wins!