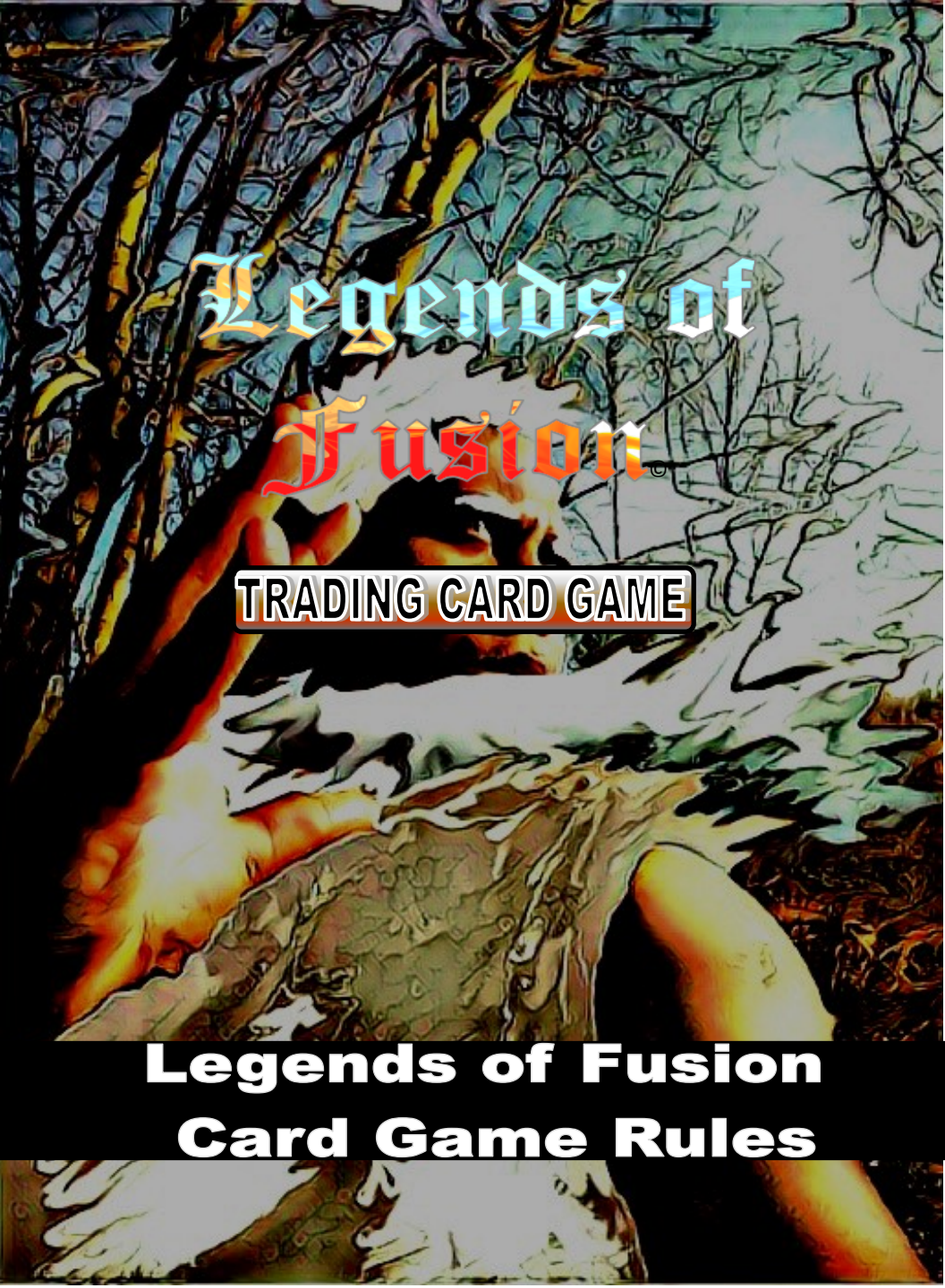


Legends of Fusion Card Game Rules

Becoming A Fusionist

Welcome young Fusionist as you become one of the Legends of Fusion! Embark on a journey as you master the elements and encounter creatures and unlock the secrets of the land of Bastoria!

You are a Fusionist in the universe of Balista! A meteor collided with Earth, radiating elemental energy to all living things and spirits causing them to fuse with other elements. People who are bless to fuse these element are called Fusionist. Every year to honor the meteor, Fusionists partake in battles to be a Grand Fusionist!

This book contains the rules on how to play Legends of Fusion Trading Card game. Your deck represents your strategy through images of treasure along with beings to aide you on your quest.

Most trading card games are strategy based and use cards players can collect and customize their play style. The best way to learn to play Legends of Fusion TCG is through a ready to play theme deck such as this one. It has the rules and the cards needed to play this game. The other components needed are sold separately but are common items in many other games.

Here is what is needed to play Legends of Fusion TCG:

1-70 Card Deck

1-6 sided die

Damage Trackers (More on Page 17)

Status Gems (More on Page 11)

Basic Concept of Legend of Fusion TCG

In Legends of Fusion TCG, your party battles your opponent's party. First player to Perish their opponent's 3 Fusionist cards, make their opponent run out cards to draw, or Petrify their opponent's deck wins!

How to Begin

Before we get into battles, let's introduce to the cards that are in the game first:

Ejinn cards

Ejinn cards are referred to as Phase 0 to Phase 5 (Phases 1-5 work similar to Phase 0 card but are much stronger. This occurs when they Fuse with the correct Element card.) These cards allow you to attack your opponent's Ejinn cards and Fusionist cards. If your opponent has none of those cards in play, you can attack their deck directly. Remember, the opponent who decks out first loses! You can play these cards even if the Alignment requirements are not met. However you cannot Attack with them until they are met.

Element cards

These cards allow many other cards in your deck to work. Each card that can attack has an Elemental Cost that has to be in the Alignment before it can work. Unless something tells you to, these cards stay in the entire game!

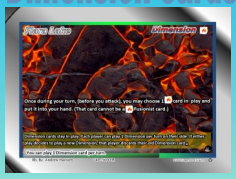
Fusionist Cards

Fusionist cards alter your deck and the conditions of the game. These cards can also attack your opponent's Ejinn cards, Fusionist cards, and their deck directly if they have no card that can attack back in play. If your opponent has 3 of these cards in their Perish Pile, you win.

Essence cards

Spell cards

Dimension cards



Treasure cards

Trigger cards

Oracle cards

X cards

Essence cards boost up your Alignment and add extra affects to your deck.

Spell cards let you attack your opponent's cards without ending your turn. You must do the required task in order to use these cards.

Dimension cards alter the battle conditions. You and your opponent can have 1 Dimension card in play at a time unless a card prevents it.

Treasure cards stay in play for a certain amount of time. The condition of the card is underneath the mage of the card.

Trigger cards are cards that react to different condition during the game. They require certain Element cards to react.

Oracle cards have different affects during the game. These cards are played by following an action it says on the Oracle card, then follow the action.

X cards break the rules of the game! This cards alter the rules of the game and can tip the battle in your favor in an instant!

How to Start

Now that reviewed the cards, let's get the fight started! Here is how it begins:

1). Shake hands with your opponent.

2). Search your deck for your Fusionist cards, if any, and play them.

3). Shuffle your deck and draw 10 cards.

4). Play any Phase 0 Ejinn cards, if any, on the battlefield facedown.

5). Place up to 5 cards from your hand on Standby, if desired, face down.

6). Both players roll the die to see who gets the higher number. The player with the highest number chooses to go first.

7). Once the first player has been decided, flip over the face down Ejinn cards and Standby cards on the field.

8). The player that goes first draws a card. Once that player's turn ends, the other player draws a card.

Note: Some cards require you to roll a die. This refers to the 6 sided die.

Game Play

Now we can review the sequence of the game:

1). The player that choose to go first draws 2 cards on the first turn. They cannot use Ejinn, Fusionist, or Spell cards to attack on the first turn of the game.

2). Once the card is drawn, they can do the following in any order:

A.) Play Phase 0 Ejinn cards and Fusionist cards to attack or place them on Standby. (You are allowed to place 2 cards on Standby per turn. You cannot play any Standby cards that are laid down on the same turn until your next turn. Skills are not active when on Standby unless a card states otherwise.)

B.) Fuse Ejinn cards. (As many as you want excluding the Standby ones.)

C.) Move an Ejinn or Fusionist card on Standby. (As many as you want 1 time per card. Once they are on Standby, they cannot be put in play until your next turn. All damage and Affects stay on that card, but are not in effect until they are in play.)

D.) Play Element, Oracle , Spell and Essence cards. (2 per turn.)

E.) Play Dimension cards and X cards. (1 per turn.)

F.) Play Treasure cards and Trigger cards.(As many as you want.)

G.) Use Skills. (As many as you want.)

3). Attack or Pass. (Once per Ejinn and/or Fusionist cards. When you Attack or Pass, the turn is over.)

4). Then, player 2 goes. They only draw one card but can Attack using Ejinn, Fusionist and Spell cards. The player cannot act during another player's turn unless a card tell them too. You and your opponent take turns after the Attack or Pass command is said.

How to Win

You win when the 1 or more of the following conditions occur:

1). Perish 3 Fusionist cards into the Perish Pile.

2). Petrify your opponent's deck.

3). Make your opponent run out of cards to draw.

Whenever you Perish an Ejinn card or Fusionist card from your opponent, all the cards attached to that cards go into the Perish Pile, (or discard pile.) Your opponent can promote an Ejinn card or Fusionist card on Standby to their respected slots on their turn. If an Ejinn card Perished that turn, discard the number of cards stated in the Card Penalty Rule Box. (Refer to Page 16). If they were to Perish due to a Status Affect between, they would move the cards to the Perish Pile (Refer to Page 16).

After that, your opponent can move an Ejinn card or Fusionist card from Standby to their reflected slots. If they choose not to and have no cards in the Ejinn Slot or the Fusionist slot, refer to your Ejinn cards Card Penalty Rule Box. If you attack your opponent's deck, they discard that many cards based on the Card Penalty Rule Box. If you attack with your Fusionist cards, you may discard your opponent's deck equal to the Attack Base damage of that card.

You cannot use a Signature Move on a Fusionist card on your opponent's deck unless a card says to do so. If you attack with your Spell cards on your opponent's deck, refer to the Attack Base of that Spell card and discard that many cards from their deck.

Note: Signature Moves are special attacks used by Fusionist cards. Refer to Page 14 .

How to Set Up Game Play

Here we'll show you how the battlefield and where the cards go based on their Slots:

Void Slot– Cards that are removed from play.

Fusionist Slot– Where Fusionist cards are played.

Action Slot– This area is where Oracle, Treasure and X cards are stored on the turn played. They get discarded after the time period.

Alignment Slot– This where your Element cards get played. Any card stating they must go to the Alignment Also go there.

Ejinn Slot– Where Ejinn cards are played.

Dimension Slot– Where Dimension cards are played.

Perish Pile– This is where any cards that are Perished or discarded in battle get placed.

Standby Slot– Any cards that get placed on Standby go there.

Deck– Where you place your deck during play.

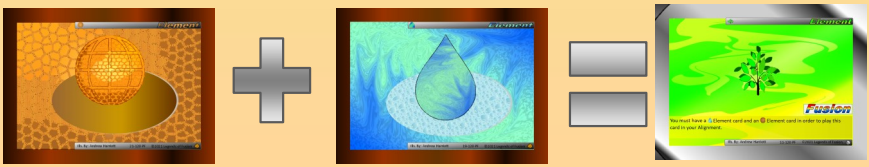
Affect Circle– What Status Affect your deck currently has.

How to Fuse Cards

Fusion is a key element in this game. Many cards require Fusion in order to make powerful elements and upgraded cards. Here are 2 common Fusions you will see in the game and will demonstrate how to perform each of the Fusions.

Elemental Fusion– In order to Fuse Element cards, you must have the required Element cards in your Alignment to successfully fuse. Once you Fuse Element cards, they do not get discarded.

For example, you have an Earth Element card and a Water Element card. Because both of those cards are in your Alignment, you can play a Forest Element into your Alignment.



Ejinn Fusion– In order to Fuse Ejinn cards, you must have the requirements met on the card to Fuse. Every Ejinn cards starts of on Phase 0 and Fuse up to other Phase such as Phase 1. Here is an example of Ejinn Fusion:

Jose has a card called Frost Wolf that reads, "Phase 1 Fuse Tidal Wolf +,," he can play that card if Tidal Wolf is in play in the Ejinn Slot and not on Standby. When you Fuse and Ejinn card, all damage is healed and all Status Affects are cleared.

Status Affects

During the game, you may come across a card that says, "Your target is affected by the Status Affect…" A Status Affect is an extra affect to cause more disruption or damage to your opponent's cards. These affects can be applied to decks as well! Only 2 Status Affect can happen at a time (Petrified targets cannot be affect by anything else). The first Status Affect is replaced with the new one. Here is the breakdown on how they work:

Poison Green marker is used

Ejinn/Fusionist: Poison causes auto damage on your turn when it begins. Your Target loses 5 Hit Points regardless of Defense Points.

Deck: You discard 1 card from the top of your deck at the beginning of your turn.

Singe Orange marker is used

Ejinn/Fusionist: Singe deals 10 damage if your opponent does not land on a 2, 4 or 6 when doing damage to that target regardless of their Defense Points.

Deck: You must roll a 2, 4, or 6 to prevent discarding 2 cards from the top of your deck. You must roll before you draw.

Paralyze Yellow marker is used

Ejinn/Fusionist: Target cannot Attack for 1 turn on their Next turn.

Deck: The place the card they drew in the Action Slot Face down and put it up at the end of their turn.

Sap Purple Marker is used

Ejinn/Fusionist: Target loses 1 Defense Point.

Deck: When you draw a card on your turn, discard the bottom card from your deck.

Blind Black Marker is used

Ejinn/Fusionist: You roll the die when attempting to Attack with their eyes closed. The must guess the number the die landed on. If it is correct, regardless of Defense Points, that attack goes through. If the guess is wrong, that attack ends. If it lands on 0 , no damage is done.

Deck: You roll the die with your eyes closed. If you guess the number correctly, you draw a card. If not, you shuffle your deck and continue to play your hand.

Confuse Pink Marker is used

Ejinn/Fusionist: You roll the die when attempting to attack . If the die lands on 3 or lower, that target that tried to Attack gets dealt the damage instead.

Deck: You roll the die. If it is 3 or lower, discard that many cards from your deck.

Sleep White Marker is used

Ejinn/Fusionist: Target loses 2 Defense Points and needs to roll a 2,4 or 6 to attack. If they roll a 1,3 or 5, that card cannot attack.

Deck: You have to roll a 2,4 or 6 to play any cards from your hand or attack. Any other number your draw a card and pass your turn.

Petrify Gray Marker is used

Ejinn/Fusionist: The card cannot move from that Slot and cannot perform any action.

Deck: Game is over.

Freeze Blue Marker is used

Ejinn/ Fusionist card: Skills are disabled

Deck: Element cards cannot be played on that turn from your hand.

How Attacking Cards Work

This Section will breakdown how Ejinn cards, Fusionist cards, and Spell cards work in this game.

In order to use Ejinn cards, you must first have the Element cards in your Alignment to Attack with that card. In this case, Earth Wolf needs 3 Element cards in the Alignment to attack. To Attack, you roll the 6 sided die. If the number your roll exceeds or matches the Defense Points on the other cards, then the Attack damage goes on that card. A card is considered Perished when its Hit Points reach 0 and you discard cards based on the Card Penalty Box. After you Attack, you follow up with the Trait affects from that Attack.

How Attacking Cards Work

This Section will breakdown how Ejinn cards, Fusionist cards, and Spell cards work in this game.

Fusionist cards are similar to Ejinn cards but have unique differences. The Attack command works the same that your roll the die to see if the number matches or exceeds the Defense Points of that card. Weak Points and work the same too. The differences are that these cards can be played at the beginning of the game, they do not require Element cards to be played, and they have Signature Moves. Signature Moves require you to discard Element cards from your Alignment. However, you do not need to roll for damage with these moves! Next to the Signature Moves are the Traits that work like an Ejinn card Trait .Remember, if 3 of these cards are in the Perish Pile, the game is over. You can start with a max of 3 Fusionist cards at the start of the game. In order to play a different Fusionist card from your hand, it has to be on Standby for 2of your turns.

How Attacking Cards Work

This Section will breakdown how Ejinn cards, Fusionist cards, and Spell cards work in this game.

1). If you Attack with an Ejinn card or Fusionist card, roll the die. If you match or exceed the Defense Points on the card, proceed to step 2. If you opt to use a Signature Move or Spell card, you have to call it before you Attack. If the roll misses or a card tells you to, the Attack ends.

2). Start with the Attack Base damage. The number is in red that reads "ATK", or the Signature Move in Mutli-Color.

3). Figure out the affects of Traits by Ejinn and Fusionist cards. (For example, Tidal Wolf's Trait does 15 more damage to 🔥 cards.) Now if the Attack does 0 damage. That is the last step. Otherwise, keep going.

4). Increase damage if your opponent's Ejinn cards or Fusionist cards are weak against the element type of that card.

5). Figure out damage affects from Skills, Treasure cards, Essence cards, Oracle cards, Dimension cards, Trigger cards, X cards, and Element cards.

6). Track damage using damage trackers. They should represent 5,10 50 and 100. (If the damage is 0, no need to track it.) Now if the card has a Trait or Affect, follow what the card says.

7). Check to see if any cards Perished. If an Ejinn card gets Perish, discard all cards attached to it and discard cards from your deck based on the Card Penalty box. If there are no cards on the battlefield, when you attack your opponent's deck, use the Attack Base as the Card Penalty for Ejinn, Fusionist and Spell cards.

Once you Attack or Pass, your turn is over. After each player's turn, check for Status Affects and follow the rules of those Status Affects and any additional affects caused by other cards before you or your opponent draw a card.

How Attacking Cards Work

Card Type

Spell cards can only be play 2 per turn. These cards can be played if the Element Cost is met in the Alignment. They do not require you to roll and Weak Points are applied to Spell cards. Just like Ejinn and Fusionist cards, the Level indicates how many different Element cards that card needs to be played.

Note: For all other cards, Instructions are on the cards and tell you how to play those cards.

Example of how attacking looks like:

Julie's Ocean Barb has an Attack Base of 10. Gordon's Beast Leo has a Weak Point to 💧 with x2 damage and Defense Points of 3. Julie declared her target and rolled a 5. Because Julie rolled a higher number than Beast Leo's Defense Points, the Attack is successful and because of the Weak Point, the damage is doubled, reducing its Hit Points to 5 left. In order to Attack, you first declare your target, then roll. If the number you rolled is higher or matches the Defense Points, the Attack is successful.

Deck Building

Now that you read the rules, you now have the knowledge to handle almost anything that comes during gameplay. If there is a ruling you need help with, refer to the Ruling Page on **www.zemproduction.com** for updates or reach out via the Contact Page. Other than that, Deck building time!

Your deck has to have a total of **70 cards**. You cannot have more of 5 of the same card name, regardless of the artwork. You can have as many Element cards in your deck as you want. Fusionist Cards and X cards have Rule Boxes that indicate they can only have 1 of that card in the deck. You can have up to 8 Unique cards in a deck total and 5 Rare Element cards with the same name in it.

Here a the Elements featured in the game:

The first place to start is to look at your collection and see which cards you have the most of type wise. This is a great building block for making a strategy. Then choose a second type that you main element theme can Fuse with often.

Once you discover that, add in your **Element** cards you feel you need throughout the game. Twenty-five is a good number to start with. Now, add your **Fusionist** cards to help protect your deck at the beginning of the game. Follow up with your **Ejinn** and **Spell** cards, then look for **Treasure** cards that can help keep you in the game longer. Next, explore your **Trigger** and **Oracle** card options and see which ones balance out your strategy better. Lastly, check out the **Dimension**, **Essence** and **X** cards to round out your 70 card deck. Once you made your deck, test it out against other Fusionist to get stronger and enhance your gameplay. Good Luck!

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Advanced Rules

In this part of the rulebook, these question pop up not so often, but if they do, here are the answers to your questions!

What counts as an attack?
Anything that is written in a bold text below the artwork of the Ejinn card, or a Fusionist card using its Skill or its regular attack is an attack. (Except for Skills). Even if an attack does not damage your opponent, it is still an attack. For example, Rock Lizard's Geo Protection would affect Flame Alien. Spell cards are attacks, however, they do not end your turn because they are Spell cards.

What is the attack order?
The order of attack is listed down below. Sometimes the attacks can be complicated, so do these steps in order and you should be ok. These rules apply for Ejinn cards and Fusionist cards.

1). Announce the target Attack that your Battling Ejinn card or Fusionist card would be attacking. Be sure that all requirements are met for each attack.

2). If required, make any choices the attack asks of you. (For example, Aqua Frog reads, "Recover 5 Hit Points from 2 💧 Ejinn cards.") So, you choose at this point if the Attack roll is successful.

3). If required, do anything else necessary to perform the attack. (For example, Leo Dog's Leo Blast reads "Discard 1 card in your hand or this attack does nothing. Then, your opponent discards 2 card in their hand.")

4). If required, apply affects that might possibly alter or cancel the attack. (For example, Sand Beetle's Sand Protection reduces the damage of your opponent's attack by 10.)

Ejinn cards that refer to them
Sometimes Ejinn cards have Skills that only work for them. For example, Shiver Ghost's Ice Echo reads, "For each ❄ Element card in play, This card gains +1 Defense Point ."Remember, Defense Points cannot exceed pass 6 unless a card states it can.

What Happens if a card tells you to draw more cards than you have left in your deck?

If a card tells you to do something to a certain number of the top cards of your deck, and you have fewer cards than that left in your deck, do whatever you are supposed to do to the cards that you have left and continue play as normal. For example, if a card tells you to draw 10 cards and you can only draw 8, you would draw the remaining 8 cards in your deck.

What if both players win at the same time?
If both players win at that the same time, you determine how many ways each player won. If you win in more ways than your opponent, you win. However, if you both win the same number of ways, you take in into a Sudden Death Battle.

Sudden Death Battle
Sudden Death Battle occurs when both players win at the same time. You set-up as usual, with the ruling that the first person to Perish 1 Ejinn or Fusionist from their opponent wins. Treat a Sudden Death Battle as a regular game. battle until a winner is decided. If a Sudden Death Battle goes into another Sudden Death Battle, set up like a Sudden Death Battle until a winner is decided.

New Rule Updates:

Expert Rules

How Do You Figure Out Damage?

The unique aspect of LOF TCG is that certain cards have defense points that make it feel like a role-playing game. So, here is how you would figure out damage attacking with an Ejinn card or Fusionist card:

1). Roll to the six sided die to see if you match or exceed the Defense Points. If you do, proceed to step 2. If the roll does not match or exceed the Defense Points, the attacking Summon Doll card or Fusionist card attack ends.

2). Start out with the Attack base damage. The number is located on the right of the Summon Doll card and Fusionist card, or if the number is followed by a +, x, /, or – next to it, is the amount of damage the attack text tells you to do.

3). Figure out damage effects on the Battling Ejinn card of Fusionist. (for example, Sand Beetle's Sand Protection attack from the opponents last turn.) Now, if the attack damage is 0, this is the last step. Otherwise, keep on going.

3). Increase damage if your opponent's Ejinn card or Fusionist card is weak against the Element type of your Ejiin or Fusionist card.

4). Figure out damage effects of Skills and Treasure cards.

5). Track damage using a damage counters in represents 10's and represent 5's. (if at this point the damage is 0, you do not do any damage.)

6). Now the damage is done, do anything else the attack says to do. Once this is resolved, your turn is over.

Attacking with Spell cards:
Spell cards are a bit different when it comes to damage. This is how you would go about handling Spell cards:

1). Do the base damage, which is located directly underneath the artwork of the Spell card. Remember, the damage from a spell card is not affected by Defense Points.

2). Then, follow the Affect of the attack.

Field Interactions:

This part can be intricate based on the cards in play. This is the order of sequence on how board interactions occur:

1. On that player's turn, the first thing that happens is a card is drawn from the top of their deck.
2. The player that drew a card on that turn, their cards in play Skills and affects happen first. Then your opponent's cards affects happen next.
3. After that is resolved, you may play your Oracle cards down first. Then, your opponent may play an Oracle card within 3 seconds after all Skills and affects have been resolved by that player and their Oracle card.

4. Your opponent's resolves any other cards in play that are faced down.

Dimension Interactions:

If a conflict happens regarding Dimension cards where the affects cancel out of collide with existing affects, you would follow your opponent's Dimension card ruling, and they would follow your ruling for that Dimension card. (i.e Perish Sanctuary and Voided Forest. If you have Perish Sanctuary in play, your opponent would follow that affect. If they have Voided Forest in play, you would follow that affect.

New Status Affects: Haste: This allows you to attack the same target twice. If that target Perishes, you can choose another target. If the deck has Haste, you draw an extra card per turn.

Slow: This increases your opponent's Element card requirement to use that card. This affect is stackable .If the deck is affected by Slow, they draw 1 card and then must put 1 Element card they have in pay on the bottom of their deck.

Regen: Recover 10 Hit Points at the beginning of your turn for that target. If the deck has Regen, choose 1 non-Rare, non-Unique Element card from your Perish Pile and Shuffle it back into your deck.

Control: During your turn, if your opponent's card is affected by Control, you may use that card to attacks your opponent's cards. If the deck is affected by Control, that player may choose if that player can draw a card.

Card Types

Autumn These cards are affected by other Autumn cards.

Blue Moon These cards are affected by other Blue Moon cards.

Divine These cards cannot be damaged or affected by Zombie cards.

Fusion These cards are fused with other cards to make new cards.

Galaxy These cards are replace Element costs with card costs.

Legendary These cards can use previous cards they fuse from, not Galaxsyon.

Noon Peak These cards are affected by other Noon Peak cards.

Nuclear These cards do not require a roll to do damage.

Season These cards are affected by other Season cards.

Spring These cards are affected by other Spring cards.

Summer These cards are affected by other Summer cards.

Winter These cards are affected by other Winter cards.

Zombie These cards require a card to be discarded from your hand.