

# EoOT Card Game

## Simple/Quick Play

### Simple Start

For your first couple of games you may want to avoid the unique EoOT mechanics such as Movement & Range.

Also ignore as instructed on 'understanding unit cards' page, a unit card's [Race] & [Class] Tags as well as the units passive ability related to those tags.

So, all you need to focus on for unit cards is, their DEF, HP, DMG and coin cost.

### Selling

To accompany the removal of some rules we would like to add one, selling your cards. In Quick Play you can sell each card in your hand for their respective coin or gem cost.

This allows you to benefit from cards that contain unique EoOT buffs such as RNG and MOV increases.

It also lets you even up the game by quickly affording better or more units. Selling is also classed as discarding and you can benefit from the gem card abilities that mention discarding cards.

# Eoot Card Game

## FAQS

**Discarding:** Discarding was not covered in the rules sheets, but it is simply the act of removing your units usually from the battlefield to your discard pile, most cases this is to free up room for more powerful units.

**Attacking in Quick Play:** Units can attack any position from any other position as RNG is not considered.

**Defending Base in Quick Play:** To attack your opponents base in Quick Play, they must have no units on the field, you can not attack someone's base if they still have units on the field.

**Deck Building Rules:** At the moment deck building only has one rule, and that is a maximum collective unit cost for a 32 card deck is 70 coins, the same goes for gem cards, a maximum collective cost of 70 gems.

**Playing/Placing:** Placing a card is when you put a gem card on the battlefield facedown, this can be a trap or other type of card. Playing a card is when you play it face up and it is then active that turn.

**Running out of cards:** You only Win/Lose if your base HP hits 0, anything else and its a draw.