

LEGENDS ODYSSEY

CARNAGE TCG



I - DECK COMPOSITION

The Carnage mode uses 5 types of cards: Legends, Relics, Monsters, Locations, and Elements. The player is free to build their 3 decks with whichever cards they choose, following the limitations outlined below.



X15

COMPANION DECK

This deck represents the resources the player can make available to their company.

You can only have a maximum of 3 identical cards and only 3 premium cards per card type (maximum 3 + 1 premium).



X15



X15

ADVENTURE DECK

This deck represents the locations that will form the player's elemental pillar and the monsters that will fuel the player's nest.

These monsters can then swarm the opponent's realm, ravaging their locations in the process.



X15



X25

ELEMENTS DECK

Element cards will be used to wage battles and assist the player during combat.

+1/+2/+3/+5/+8 for each element.

It is recommended to watch the videos Le Duel and L'Odysée, available on www.legendsodyssey.com, before starting a game of CARNAGE TCG.

II - GAME SETUP

The setup is a crucial phase of Carnage TCG. It is at this moment that you assemble your spearhead, the heart of your strategy. The spearhead represents the legendary heroes who will lead your company to victory, equipped with powerful relics.

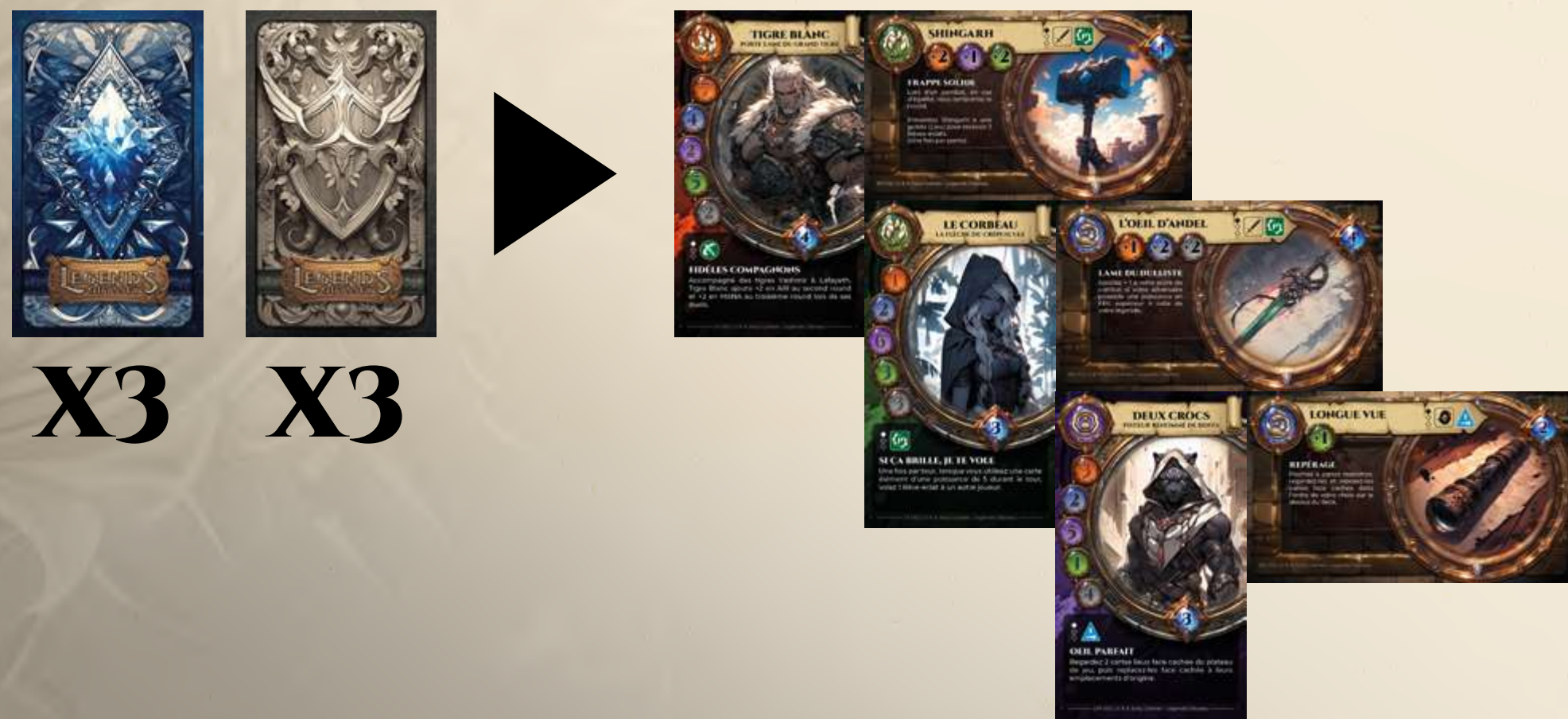
This initial phase largely determines your approach to the game and your tactical options for the upcoming turns. You will also prepare your decks, set up the playing field, and receive your initial resources. These steps are essential to laying the groundwork for a balanced and exciting game.

Finally, you will determine who will start the game with the **SWORD**, symbolizing action and initiative, and who will begin with the **DIAMOND**, representing wealth and resource accumulation.

I - ASSEMBLE YOUR SPEARHEAD

Draw 5 legends and keep a maximum of 3 for a total combined value of 10 Dream Shards maximum. Do the same for the relics, assigning them to the legends (1 relic per legend).

Place your legends and their relics in the **SPEARHEAD** slot.



II - THE DECKS & RESOURCES

1. Shuffle your Companion decks (legends + relics) and Adventure decks (monsters + locations), then place them face down in the Decks slot.
2. Each player receives 3 Raïven and 3 Dreamshards.
3. Then draw 5 cards from the Company and Adventure decks; these cards constitute your hand.

III - TURN ORDER

Both players draw an element card from their respective decks. The player with the highest value decides whether to take the Sword or the Diamond. Then the game begins.



III - TURN PHASE



I - INITIATIVE

A turn in Carnage TCG alternates between the two players, one holding the **SWORD** (active) and the other the **DIAMOND** (passive).

PLAYER WITH THE SWORD

- > Draw cards until you have 5 cards in hand
- > Receive 3 Action Points (AP)
- > Perform your actions (see the table below)
- > Pass the **SWORD** to the opponent once your actions are completed or when you can no longer take any actions

PLAYER WITH THE DIAMOND

- > Receive 1 Dream Shard
- > Wait for your turn to take the **SWORD**

II - POSSIBLE ACTIONS

The player with the **SWORD** can perform the following actions in any order they choose, as long as they have enough AP and Dreamshards:

3 ACTIONS POINTS PER TURN

NOTES

1. Actions can be performed multiple times as long as the player has enough AP.
2. The cost in Dream Shards (X) varies depending on the specific card or action.
3. Any unused actions are lost at the end of the turn.
4. An attack requires at least 2 AP and triggers a combat phase (see the Actions Resolution section).

ACTIONS	EFFECTS	AP	DREAMSHARDS
BURN CARDS FROM YOUR HAND	Discard cards to gain Dreamshards. Each discarded card earns you 1 Dreamshard, or 2 if the card shares an element with a location in the Realm.	1	0
ELEMENTAL MEDITATION	Look at the top two cards of your ELEMENT deck (Yellow Back card) and decide whether to place them back on top of the element deck or discard them.	1	0
USE A POWER	Activate a legend or relic power by paying its cost.	1	X
PLACE A LOCATION	Add a location from your hand to your Realm.	1	1
PLACE A MONSTER	Add a monster from your hand to the Nest by paying its level in Dreamshards (minus the number of locations in your realm that share the monster's element).	1	X
STRENGTHEN YOUR TEAM	Add a legend or relic to your spearhead (max 3) or strengthen an existing legend/relic by paying its level in Dreamshards (minus the number of locations in your realm that share the element of the card).	1	X
ATTACK WITH THE SPEARHEAD	Launch an attack with your legends (minimum 2 legends).	2	0

The turn ends when the player with the **SWORD** has used all their actions or decides to pass the **SWORD** to their opponent. The game continues in this manner, alternating between players, until the endgame conditions are met.

IV - ACTION RESOLUTION



SPEARHEAD ATTACK & CARNAGE DUEL

When a player attacks their opponent, they engage their company in the order of their choice. Each legend participates in only one round of the duel [Order scheme of the spearhead rounds: 1, 2, 3 from the player's perspective, top to bottom].

The defending player then decides whether to block or let the attack pass. If they let it pass, there is no duel, and the attacking player can place one of their legends in the Pantheon. If they block, the defender organizes their company in the order of their choice, and the duel begins.

The Carnage Duel follows the classic rules of a duel with the following exceptions:

- Each legend only acts in the round defined by the order assigned to it.
- A legend that loses its round is considered eliminated (see below).

ASCENSION TO THE PANTHEON

If the attacker wins, they place one of their legends in the Pantheon and **GAIN ITS COST IN DREAMSHARDS AS VICTORY POINTS**. This action is called making an ascension.

LOSS OF LEGEND AND REINFORCEMENT

When a player makes the ascension of one of their legends to the Pantheon, they can pay 1 Raïven to directly replace it with a legend from their hand without paying its cost.

When a player loses a legend as a result of a duel, if the legend was reinforced, they remove a duplicate card of the legend from their spearhead and discard it. If the legend was not reinforced, they can keep it by paying 1 Raïven.



MONSTER NEST & THE INVASION

As soon as a player places the third monster in their nest, they automatically initiate an invasion. The 3 monsters then attack their opponent.

First, the attacking player decides the order in which the monsters will attack, similar to a Carnage duel.

Next, the defending player decides whether to let the attack pass or defend.

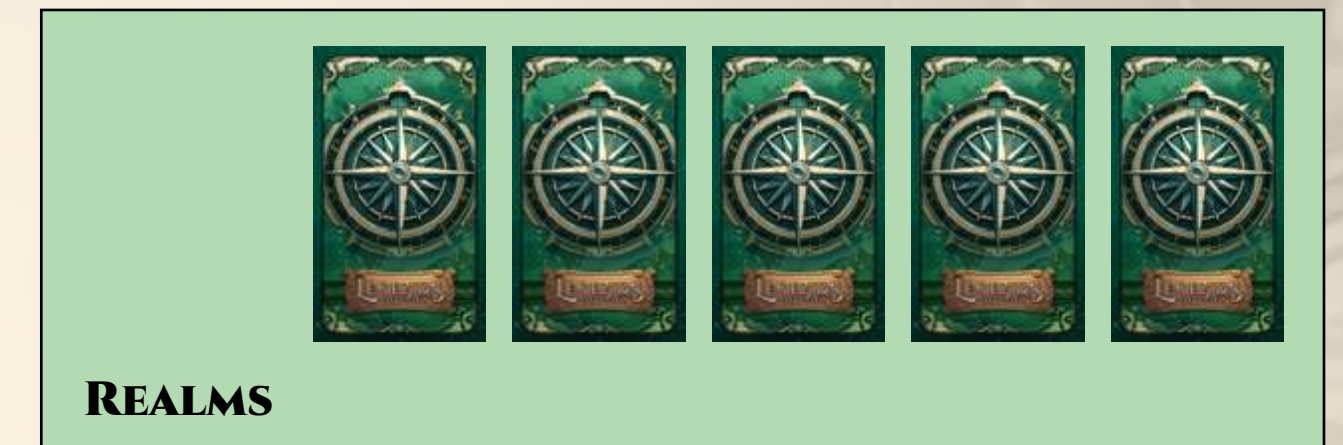
If they choose to defend, they organize their spearhead and then draw 4 element cards, and the duel begins. It follows the same rules as the Carnage duel, with the difference that the element cards of the monsters are drawn (only 3 cards) and placed face down without anyone being able to see them beforehand.

IF THE MONSTERS WIN OR IF THE DEFENDER LETS THE ATTACK PASS:

The monsters that did not lose their round go to the Pantheon and **EARN 1 VICTORY POINT EACH**. Then the player who initiated the invasion chooses a location in the opponent's Realm that its owner must discard.

If the monsters lose, 2 monsters are discarded, and 1 monster is moved to the Pantheon.

If a legend loses its round, the same rules as in the Carnage duel apply.



THE REALMS & THE ELEMENTAL PILLAR

When a player possesses one location of each element in their realm, they move them to their Pantheon, **EARN 5 VICTORY POINTS**, and all the legends in their spearhead passively gain a +1 bonus in all their elements for the rest of the game (cumulative with Elemental Awakening).

The location cards placed in the Pantheon no longer count as being in the realm and cannot be destroyed by an invasion.



END OF THE GAME & VICTORY

The game ends when a player reaches **15 VICTORY POINTS**.

While it is not mandatory, it is recommended that a player who has exhausted their Company and Adventure decks concedes.

CUM FRATRIBUS AC SORORIBUS
MEIS LUMEN AMBULO ET BONA
PRO OMNIBUS PORTO