



Official Rulebook

Everything you will need to know for playing Demi.



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Quick How to Play

The beginning of the game you or your opponent should choose a side, and then the other person flips a coin. If they chose right, they go first, if not, the other person goes first.

Next everyone draws 6 cards for the start of the game. If you do not like your hand you can place it back into the deck, reshuffle, and then draw 5 cards. You're only allowed to do this once per game.

The person who goes first is unable to draw a card that turn, as well as cannot attack that turn either. After the first turn the game starts the same way every time.

There're 7 slots on the field, Worshiper, Creature, Lost, Mythology, Prayer/Vain, Titan, and Deck. You can have a max of 5 Creature Cards on the field at one time. A creature is considered a Monster, Demi-God, or God Card. You can have up to 2 Worshiper Cards, as many Prayer Cards activated, as many Vain Cards activated. Prayer Cards can only be activated during your turn, and Vain Cards can only be activated during your opponent's turn. You can only have 3 Prayer and or Vain Cards on the field face down at any given time. You can only have 1 Titan on your field at any time, and once they're on the field you're unable to remove them outside of a card effect. The Lost deck means you're unable to ever play that card again in the game. Nothing will be able to bring it back. The Mythology Deck is where cards go when they've been activated, or destroyed unless stated otherwise by a card effect. Titan Cards act as field effects and can help you out greatly based on the card you have activated. They also do not leave the field unless stated by a card effect. A Card Effect is any effect on any card, it doesn't matter if it's a Titan, Vain, Prayer, Creature, etc. If it has an effect, then it is considered a card effect.

You enter your **Starting Phase** in which all card effects occur. If there's a pre-existing card effect on the field it is activated during this time. Your pre-existing Prayer Cards, Titan Cards, Card Effects, as well as your opponent's Vain Card effects activate if they're already face up on the field.

Next you have your **Drawing Phase** in which you're able to draw a card (excluding the first turn of the game). This is the only time you're able to draw outside of a card effect. Once the Drawing Phase is over you can no longer draw. The Drawing Phase is over the moment you start playing cards on the field.

Playing Phase, the moment you play a card on the field the Playing Phase is activated. This is where you're allowed to place 1 Creature Card, 1 Worshiper Card, three Prayer or Vain Cards face down, as well as activate any Prayer Cards you'd like. You're also able to play 1 Titan Card on the field.

The **War Phase** is where you begin your attacks. Attacks are individual in the game, meaning you chose one card and the card it will attack. As well as you're able to use a combined attack which is where you chose multiple cards to count as a single attack, and chose the card it will attack. Combined Attacks mean that the cards count as an individual creature, so if the opponent has a vain card to destroy one creature, it'd destroy all creatures in the combined attack. Once you attack a creature, whatever creature has the largest Power is the victor, and the card with the lowest is destroyed and sent into the Mythology Deck. After that you gain followers based on the Follower Chart seen on *Page24*.

Counter Phase can be activated the moment someone uses a card effect, or an attack has been initialized. Counter Phases stop the action in it's tracks and allows you to play a card to counter it. You're able to use a Prayer/Vain Card depending on if it's your turn or not. If someone activates anything during the Counter Phase, then the other person enters their Counter Phase and can do the same. This can keep going until someone choses not to use the Counter Phase, or cannot use the Counter Phase.

Finally, you have the **End Phase** which ends the turn. Whenever you do not have any further moves to make, or wish to chose to end your turn it will activate the End Phase. Any and all single use cards, or cards that are to be destroyed at the end of the turn will go into the Mythology Deck unless stated otherwise by a card effect. After all of that, it will then move over to the other persons Starting Phase.

You will continue to play the game until one person reaches 20 Million Followers (Simplified down to 20). Once the first person reaches to 20 the win the game. If you run out of cards in your deck before that, you will be able to continue playing until you're unable to make a move for 5 turns. If you're unable to attack, or do anything for 5 turns after you've run out of cards in your deck you lose. If both parties run out of cards in their deck, and no one is able to make a move the person with the highest follower count wins.



What is Demi?

Demi is a Mythology based Trading Card Game. Based around Pantheons you've been chosen by the gods in the pantheon you've chosen to follow. Every game you play brings followers as well as power to the gods. The more followers the gods gain the more powerful they become. Occasionally the gods rage war amongst one another to see who rules the following era, and it is up to you to ensure that the Pantheon you've chosen wins the war!

In this game you rage war against another Pantheon, or scrimmage the same Pantheon. Using creatures, such as Monsters, Demi-Gods and even the rare chance to bring Gods onto the battlefield to attack and dominate your opponent. With the aid of Prayer, Vain, Worshipers, and Titan cards to ensure your victory against the enemy.

Everything you will need will be in one of the select Starter Decks, however there are hundreds of cards to choose from, so do not hesitate to mix and match cards to create the most powerful deck. Keep in mind though, that cards from other Pantheons can NEVER be mixed into your deck. Only the selected Pantheon as well as Agnostic cards can be inside each deck. Don't worry, we will be discussing what all of this means further into this rulebook!

Create Your Deck

With hundreds, and even thousands of cards available it is important that you have the right cards for your own personal playstyle. On top of that, each Pantheon has their own Pro's and Con's as well as their own playstyle on average. We won't be able to cover every type of play style, or the best decks in the game in this rulebook however we will break down the basics to help you choose those for yourself.

If you're just now starting out, chances are you have your very own Starter Deck. Each starter deck has unique cards in them that play off of each other. They also tend to have a very mild and basic gameplay style to ensure that you learn the ropes before continuing to build your deck. Make sure to begin building up your cards by purchasing card packs to gain the upper hand on your opponent!



Basics

Every deck must have at least 30 – 60 cards in them.

You're only allowed up to 3 of the same cards in every deck.

Unit Cards are NOT to be in the deck at the beginning of battle. However, if they are played through a card effect, and end up in your deck through other card effects in the heat of battle that is allowed.

You're only allowed ONE Mythology/Pantheon in a deck as well as Agnostic cards. The only time you will have another Pantheon on your side is with the effect of another card. There is absolutely no mixing of Pantheons. If you chose Greek, you can ONLY have Greek and Agnostic cards in your deck. Same goes for Norse, Egyptian, as well as any other Pantheons that are added in future expansions.

Entomb is a Card Effect in which you turn the card sideways. If a card effect states that you need to do something if the card is Entombed then you must do that, and un-Entomb the card.



Items Needed

Some items you might need before battle are as followed:

- Game Playing Mat. This is especially helpful if you're new. Game Mats are sold separately, and showcase exactly where your cards are to be placed.
- Coin. In the beginning of every game you flip a coin, and the user that isn't flipping the coin choses heads or tails. The person who called right goes first.
- Polyhedral Dice. Also known as RPG Dice, these include D4, D6, D8, D10, D20, D100 die. These are mostly needed if you're running an Egyptian Deck however it's always nice to carry them regardless.

- Phone. Using the Demi Official Calculator App might be something beneficial to carry on you to keep score for the whole game.
- Unit Cards. These will be explained further, however Unit cards are there for specific card effects such as Hydra. Having the required amount of Unit Cards should be something you carry with you if you have a card with a Unit effect.
- Card Sleeves/Cases. It's always nice to keep your cards protected, so having these handy will ensure your cards stay in great condition throughout the use of playing them.



The mat above indicated the full Battlefield. This is where all of your cards go, and how many cards of each you're able to play on the field. For example, you're only able to have 5 Creature cards on the field. 2 Worshiper Cards, 3 Prayer/Vain, 1 Titan Card all on the field. Mythology and Lost are separate Decks. All of these will be discussed further into the game.



The highlighted area indicated the attacking zone. When a Creature attacks you are to place them in this section. This indicates to both you and your opponent that, that card has attacked. This way if both you and your opponent forget for any reason you have a visual reference of which creature attacked, and which has not.

Card Information

There are 8 (eight) different types of cards, and they fall into 5 categories. Each type of card has their own use, own unique abilities, as well as their own unique ways they can be placed.



Creature as well as Worshiper Cards have what is called a Base Power. A Base Power is the number in the center of a card. As seen here:



Base Power is what each creature starts with. This power is used in combat. Combat in Demi is quite simple, you attack an individual card, and whichever creature has the most power wins. The losing card is destroyed. If you have a card that adds power to the selected card, for example if you have a card that adds +2 power to Baldur that means you will add +2 to the base power which in this scenario is 15, thus making Baldur 17.

Each card has 9 areas in which you should pay attention to.



The icon highlighted showcased what the Pantheon is. This can also be easily determined by the color of the card. If the card has a Pillar, or it is Red then you know the card is Greek. Norse is Blue, and Egyptian is Yellow with their own distinct icons. Agnostic cards are indicated with a purple color.



The highlighted area is where you will find the card name. Every card has their own unique name, and will almost always be mythology/historically accurate. Keep in mind though, throughout history there is often times several names for each myth, creature, god, etc. so we might have one thing and you know something different. This simply means that we've used one version of history versus another version of history.



The two images on both the left and the right indicated the card types. Each card type will not only state in text but also with a unique Icon. These card types have been listed, and they are Monster, Demi-God, God, Worshiper, Titan, Prayer, Vain, and Unit. The only thing in the game that does not have it's own symbol are Unit cards. This way you're fully aware that they do not belong in the deck. Everything else has it's own unique icon to determine what type of card it is.





The above card highlights where the effect of a card is. If this is blank it simply means the card does not have an effect. Normally a card will not have an effect if it's the max power in it's group. For example, if a Monster card has 4 Power chances are it will not have an effect. Same with a Power 9 Demi-God. Prayer, Vain, and Titan cards will ALWAYS have an effect.



The highlighted area showcases what edition of the card it's in. If this is the first iteration of the card it will have 1st edition posted on it. If it's the second then 2nd and so on. Exclusive cards will have custom text on it. Such as Crowdfunding Exclusive means that you could only get that card during a Crowdfunding event. Any special events we might hand out exclusive versions of those cards for that event and they will be listed on this area.



The card to the left has a highlighted area showcasing the Lore Text.

This text doesn't do anything for the card, however it has legitimate and mythology/historically accurate information about the card. This is for people that wish to understand how people viewed the card in history. Did they worship, fear, or was it an item that a widely known Demi-God or God use. The goal of Demi is to spread the amazing history of each Mythology, and as such we've added this to ensure that people have the chance to not only play the game but learn some extremely interesting facts on mythology as well.



The highlighted area on both the left and right cards are different depending on what type of card you're looking at. If you're looking at a Creature, Worshiper, or a Unit card you will see the Power of the card. This will be discussed further in future sections. If you're looking at a Prayer, Vain, or Titan card then this will be the cards Sub-Category. This will give you a quick information on what type of card effect it will hold. The example to the right shows a hand. This means that the card will alter either the hand or deck of you, your opponent, or both. There are several Sub-Categories and will be listed below with information on all of them.



Icon & Info Key

Card Types



Prayer - Can only be activated on your turn. Before the combat phase, unless used as a counter.



Vain - Can only be activated on your opponents turn.



Titan - Permanent cards that remain on the field until specified otherwise.



Monster - No Offering needed to play. 1-4 power.



Demi-God - 2 Monster Cards or 1 Demi-God Offering. 5-9 Power.



God - 3 Monster Cards 2 Demi-God Offerings. 10+ Power.



Worshiper - No Offerings. Can't attack 1-4 Power.

Sub Types



Buff - Increases a creatures attack.



Attachment - Attaches to a single card.



Cards & Deck - Requires you to alter your hand, and or deck.



Field Effect - Effects everything on the battle field in some way.



Omen - Destroys a creature in some way, shape or form.



Entrapped - Blocking a Creatures ability to attack.



Altar - Increases or Decreases you or your opponents Follower Count.



Chance - Creates some sort of chance with no surefire outcome.

Creature Cards

Creature cards consist of three types of cards. Monsters, Demi-Gods, as well as God cards. Each one unique, and each one has their own rules to them.

You're allowed to play one creature per turn. This means you have to chose to play one single creature card. If you play a Monster you're unable to play a Demi-God or a God card that turn. Same for if you play a Demi-God, you're not able to play a Monster or God that turn. If you play a God you're unable to play a Monster or Demi-God that turn as they are all considered and fall under the Creature category.

Keep in mind Worshipers are NOT creature cards. You will find out more about them further into this rulebook.

Offering. An offering is when you take creature cards on the field, and remove them from play into the Mythology Deck. You do this in order to play more powerful cards such as Demi-God and God cards.



Monster Card



Monster Cards are a type of Creature card with 0 – 4 Base Power. They will NEVER exceed a Base Power of 4.

You do not need to do anything special in order to play a Monster Card, you're able to place them on the field without offering any creature what so ever.

Monster Cards are also able to attack on the turn they are summoned unless it is the first turn of the game.

Demi-God Card

Demi-God Cards are a type of Creature card with 5-9 Base Power. They will NEVER exceed a Base Power of 9.

In order to play a Demi-God Card you will need to one of two things. You can either offer two (2) Monster Cards that are on your side of the battlefield field, or offer one (1) Demi-God on the field.

Demi-Gods are unable to attack the first turn they are played. This is because the amount of time and energy it takes to offer the Creatures exceeds a turn.



God Card



God Cards are a type of Creature card with 10 + Base Power. Their power can become extremely high; however, no one knows how high the Base Power can actually exceed.

In order to play a God Card you will need to do one of three things. You can either offer three (3) Monster Cards on your side of the battlefield. You're also able to offer two (2) Demi-Gods currently on your side of the battlefield, or one (1) God on your side of the battlefield.

God Cards are unable to attack the turn they are first played. This is because the amount of time and energy it takes to offer all of those Creatures exceeds a turn.

These are the three types of Creature Cards as well as all of the information needed for each type of Creature Card. Monsters, Demi-Gods, and God Cards play a huge role in the game, and without them you will find yourself in a huge struggle to gain followers and win a game.

Creature Cards are Attack only cards, and are unable to block any damage. When it comes to battle it is all about who has the higher amount of Power (Not Base Power).

If a Creature attacks a Creature with the same exact Power both creatures are destroyed and no one gains any Followers.

Worshiper Card



Worshiper Cards may have a Base Power, however they are unable to make an attack what so ever. However, when they are on the field, they block any and all attacks. This means that if you have a Worshiper Card on the field the enemy **MUST** attack it before attacking any other card. Worshipers do **NOT** block Prayer, Vain, or Titan Cards.

This does not mean a Worshiper cannot destroy a Creature however. If a Creature with less Power attacks a Worshiper, the Worshiper will still defeat the card in battle, and it will be destroyed and sent to the Mythology Deck.

In order to destroy a Worshiper Card you **MUST** have higher power than that Worshiper Card. If a 4 power Creature attacks a 4 Power Worshiper nothing will happen. They will negate each other's attack.

Worshiper Cards are **NOT** Creature Cards. This means any effect that targets a Creature specific card will not be able to target a Worshiper Card.





Titan Cards are a type of playable non-combat card.

You are able to have one Titan Card on your side of the Battlefield at a time, and they cannot be removed from play unless a card effect specifically states so. This means you're unable to swap out a Titan Card, remove it, or do anything of the sort without a Card Effect.

Titan Cards are everlasting cards whose effect activates at the Playing Phase of the game. Every Playing Phase you **MUST** activate the Titan card unless specified otherwise in the Titan Card Effect.

You are able to place one Titan Card per turn, and you're only able to have one Titan Card on your side of the Battlefield.



Prayer Card



Prayer Cards are non-combat cards. They tend to affect you only, and can ONLY be played on your turn.

You can play up to three Prayer Cards face down on the field in the Prayer/Vain slots. These are one of two card types that are able to be played face down.

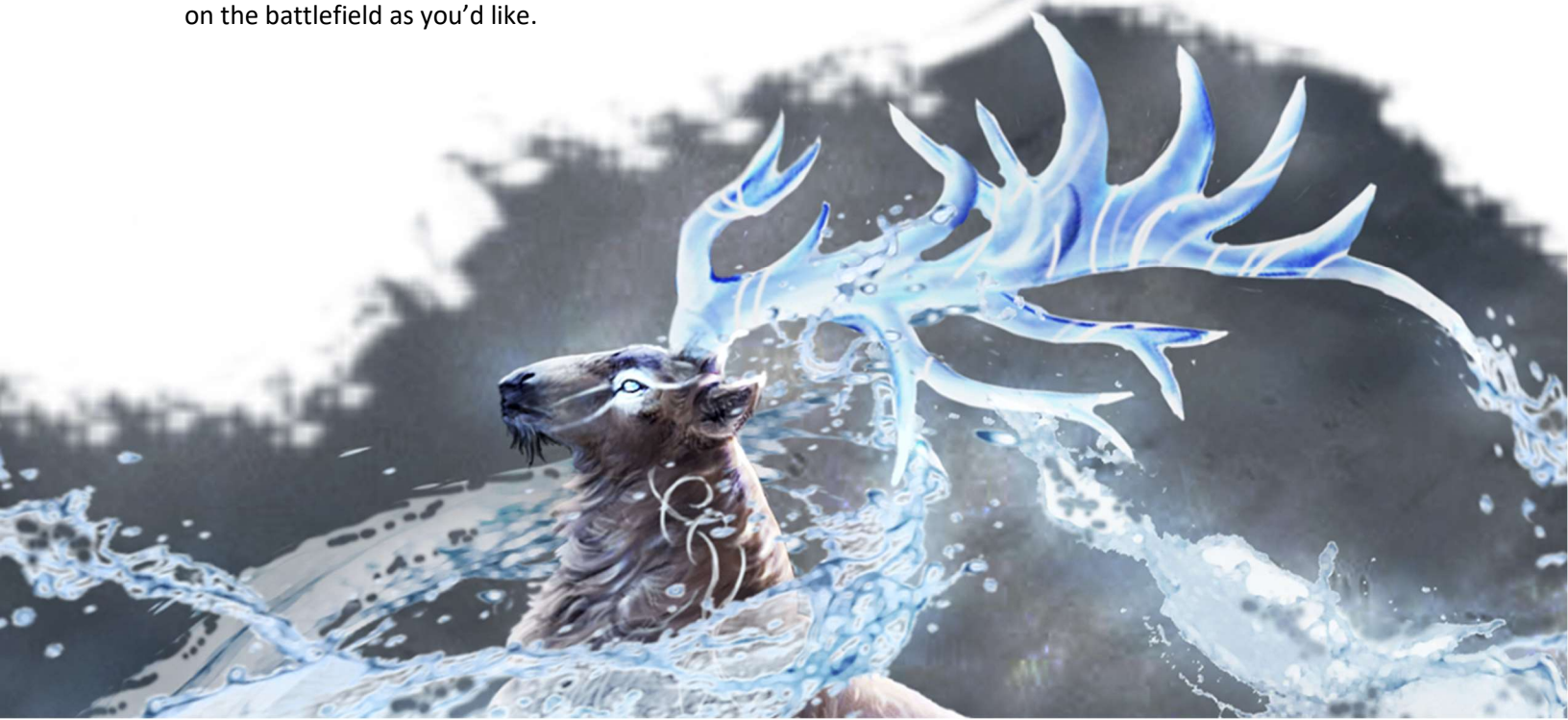
When you place a Prayer Card face down it is not yet in play. It is in a dormant state waiting for its activation. You're able to activate these cards during your Playing Phase only.

If you have a Prayer Card that has a recurring effect that effect is activated during your Starting Phase, and must be activated unless specified.

Prayer Cards will be removed at the End Phase of your turn unless stated otherwise in it's Card Effect.

You are able to play a Prayer Card outside of the Playing Phase if an enemy plays a Vain Card, during the Counter Phase.

You can play as many Prayer Cards a turn as you'd like, and there can be as many Prayer Cards activated on the battlefield as you'd like.



Vain Card

Vain Cards are both non-combat and combat cards, depending on when they are played. They tend to affect your opponent only; however, they can affect you. They can **ONLY** be played on your opponents turn, and when they are played your opponent then enters their Counter Phase.

You are able to play up the three Vain Cards face down on the field in the Prayer/Vain slots. These are one of two card types that are able to be played face down.

When you place a Vain Card face down it is not yet in play. It is in a dormant state waiting for its activation. You're able to activate these cards during your opponents turn, during any one of their phases excluding their Counter Phase. However, you can activate it right after their Counter Phase.

If you have a Vain Card that has a recurring effect that effect is activated during your opponents Starting Phase, and must be activated unless specified.

You can play as many Vain Cards during your opponents turn as you'd like, and there can be as many Vain Cards activated on the battlefield as you'd like.



Unit Cards



Unit Cards are NOT to be included in your Deck at the beginning of the game. The only time they will ever be in your deck is through a Card Effect.

Unit Cards act as a Creature or Worshiper Card and will ALWAYS specify in the Effect section of the card. They can ONLY ever be played with an effect from another card.

Once they are put into the Battlefield they will count as the type of card it specifies in the Card Effect until the end of the battle. This means they will have the same rules as the Card Type they become.





No one knows when the gods of the Grand Pantheons first revealed themselves to man, but it must have happened in the time before history or the time even before that, when across the world the gods showed themselves to Man and taught him how to be something more than a mere animal. What is known from the arachnological record, however, is that it was the Egyptian Pantheon that first established a great stronghold on earth in the land of Kemet. For a thousand years the gods of Kemet and the sun-drenched men who served them grew in power to become the most sophisticated civilization in the arts of Science and of Building and of War. Perhaps it seemed then to both gods and pharaohs that they were destined to rule above and below for all eternity. But unbeknownst to them, the gods of the Greek Pantheon were full of cleverness and guile, they were beginning to teach their secret arts in the dark sanctuaries and sacred groves of Hellas. And so, in time the power of Hellas grew at length to rival the power of Kemet and again war erupted among the Grand Pantheons and among the nations of the earth. The priests and magi of the Egyptians called forth ghouls and monsters from the netherworld while the oracles and sages of Hellas summoned wondrous beasts and the sons of gods to wage battle on the land of Kemet, As they forged the age in terror and glory, both sides strove for supremacy, yet the fortune of gods and men was far more subtle than any could then see.

From the far cold fortresses of the frozen lands to which they had been exiled since the first celestial ages, the gods of the Norse Pantheon watched as the Greeks gained the upper hand over the Egyptians and drove their gods from the temples and high places of Kemet. The Norse saw too the wearying toll that the struggle had taken on Zeus, his family and the whole of Hellas. The power of Zeus, though formidably great, could not hold out forever, and the Norse gods were accustomed to the bitter torment of waiting through the endless winter; they were bitter but abiding in their patience for the proper moment to begin their machinations among men.

It seemed harmless at first, and so the gods of the Greek Pantheon had paid no heed. For what trouble could a few simple runes cause? They looked to be hardly more than wild chicken scratches in comparison to the penetrating light of Apollo or the unfathomable wisdom of Athena. And yet, through these runes, Odin began to impart the Great Wisdom, which he had acquired with enormous sacrifice, to the Men of the North, who grew stronger with each day. Just as the Greeks had been weakened by their victory, the Northmen had been strengthened by their hardship, and before long they had taken

their swords and axes and spilled blood from the savage lands of the Far West and all the way to the eastern Kingdom of Rus so that they might do honor to their gods.

But even the blood-rich power of the Norse gods was doomed to fade at the close of that age, for this is the nature of the world. Little is known what happened when the gods withdraw from the earth in the twilight between the ages. Perhaps they rest and dream. Perhaps they seethe and plot. Whatever their wont, not one god among Grand Pantheons could have foreseen what awaited them at the outset of the strange age that was to come. They returned to find themselves in a world in which children were taught to view the gods as myths, as historical curiosities, as mere trivia. There were only a scattered handful of men who still held them in honor, yet even these few had lost the old ways and proper worship. Not one of the sacred rites had survived intact and without the rites, neither gods nor men could properly wield their power. Every passing day left the Pantheons further from the energy that sustained their being on this plane. It seemed that this age was to be the last for all the elder gods who had once lifted man from the utter darkness in which he had dwelt in the most ancient days.

When they realized this, each Pantheon imbued a set of cards with the divine power that remained from the memory of their sacred rites. These artifacts had the power to summon all manner of beasts and monsters, even the gods themselves depending on their inscriptions. Then each Pantheon selected from its number an emissary to bestow these cards upon its faithful worshipers and to teach the hallowed secrets of their use. As these arcane cards spread across the earth, so would the power of the gods grow in proportion.

What you have before you is just such a set of cards. Devotion and skill are needed to deploy them to the greatest advantage for your gods. The Greek, the Norse, the Egyptian gods, all have known the honeyed taste of victory and all have tasted the bitter nettle of defeat. Now you must do all that you can for your gods. You must use every kind of cunning and ruse. You must give everything of yourself so that once more your gods may have divine rule over the age!





Attacking

In Demi there are two main ways to gain Followers, and they both revolve around Attacking. The first way is Creature on Creature combat. The next is attacking the enemy directly. Both of which will be discussed in this section as well as the two types of combat that is in the game.

Combat

Firstly, let's discuss the two types of combat in the game. The first is One on One combat. This is simply when one Creature attack another Creature. When a Creature attacks another Creature you tally which Creature has the highest overall Power. The Creature with the highest power defeats the other Creature sending it to the Mythology Deck. This is one way to gain Followers, and the Follower system will be explained in the next section of the rulebook.

The Second way to attack in combat is called a Combed Attacks: This is a unique mechanic in Demi. You're able to take multiple creatures and combine them into an attack. All of the attacking creatures turn into one singular creature during that attack, and stack on top of each other. This means if you have 3 creatures with 2 power each, their combined attack will be 6. Thus being able to beat some Demi-Gods. This also means that all card effects, card types, and everything else also combines.

Combining Attacks can also have their disadvantages, and advantages. A Combined Attack means that all the creatures are then selected as one individual creature. Meaning if the attack ends in you losing (Such as matching Power, Lower Power, Vain Cards, etc.) then all of the cards used in the combined attack are destroyed. This makes it a high risk, high reward game-play mechanic. There are advantages for stacking. Your effects are combined. For example, if you have a Centaur in your Combined Attack then the effect will carry over. Meaning if you have matching Power that creature will be destroyed due to the Centaurs Attack.

If you are doing a Combined Attack with two Monsters, and a Demi-God and an effect targets one of those, such as "Destroy a Monster Card" or "Destroy a Demi-God Card" this means that no matter what, since there's a Monster & Demi-God in the combined attack all of the Creatures in that Combined Attack are then destroyed and Sent into the Mythology Deck.

Followers

This is a quick section to briefly discuss how Attacking and Combat gain Followers. This will be discussed further in the next section.

In order to gain Followers you MUST either defeat a Creature in battle with one of your Creature Cards. OR you must attack an enemy directly.

When you attack a Creature that has a lower power than your creature you gain Followers, the amount you gain is determined by a few factors, all of which is in the chart in the next chapter.

In order to attack your enemy directly they must not have any Creature or Worshiper Cards on the field. If they do not have any of those on the field you're allowed to attack them directly, which gains significantly more Followers than if you were to destroy a Creature in battle.





Point System

The Point System in Demi is referred to as Followers.



Follower Chart

Monster Cards:

Kill God +3m
Kill Demi +2m
Kill Monster +1m

Demigod Cards:

Kill God +2m
Kill Demi +1m
Kill Monster +1m

God Cards:

God kill God +1m
God Kill Demi-god +1m
God Kill Monster +1m

Direct Attack:

God: +4m
Demi +3m
Monster +2m

The above chart indicates how much Followers you gain for every attack. In Demi you have to gain 20 Million followers in order to win. We tend to simplify this down to 20 in game in order to make the game easier to calculate.

Combined Attacks count as a single attack, and also go off of the highest Creature inside of the Combined Attack. For example, if you have a Monster, Demi-God, and God in a combined attack the Follower gain will be for the God Card. So, if you used the Combined Attack of all three of the above example to defeat a God card, it will count as a God beating a God. So you will gain +31 Million, or simplified down to +1. However, if you combined attack those three cards to attack the enemy directly you will gain +4 Million, or simplified down to +4 as it will count as the God Card attacking directly (We don't recommend doing this, as you'd gain more followers if you attack with them individually). Another example would be if you have 5 Monster Cards all combined attacking a God Card, it would count as a single Monster Card destroying a God Card, so you would gain +3 Million, or +3 simplified down.

The first person to hit 20 (20 Million) wins the game, it's fairly simple, and easy once you begin playing the game.

You gain no Followers for defeating a Worshiper Card, nor does your opponent gain any Followers if you lose a battle against one of their Worshiper Cards.



Phases

In Demi you have six phases. These are your Starting Phase, Drawing Phase, Playing Phase, War Phase, Counter Phase, and your End Phase. Each phase has it's own unique benefits, as well as a specific time to activate specific cards.

Starting Phase

The Starting Phase indicates that it is now you or your opponents turn. This phase is when all active card effects occur. If it is your Starting Phase, then all of your Prayer, and Titan Cards with recurring effects will activate, as well as your opponent's Vain Cards if they have recurring effects. If it is your opponent's Starting Phase then all of their Prayer, and Titan Cards with recurring effects will activate, as well as your Vain Cards if they have recurring effects. All effects must be activated unless the card specifies otherwise.



For example, if Kronos is on the field, every Starting Phase his effect is activated for the duration of his existence on the Battlefield. This means every time your Starting Phase happens you will either Entomb the card, or Draw a Card.

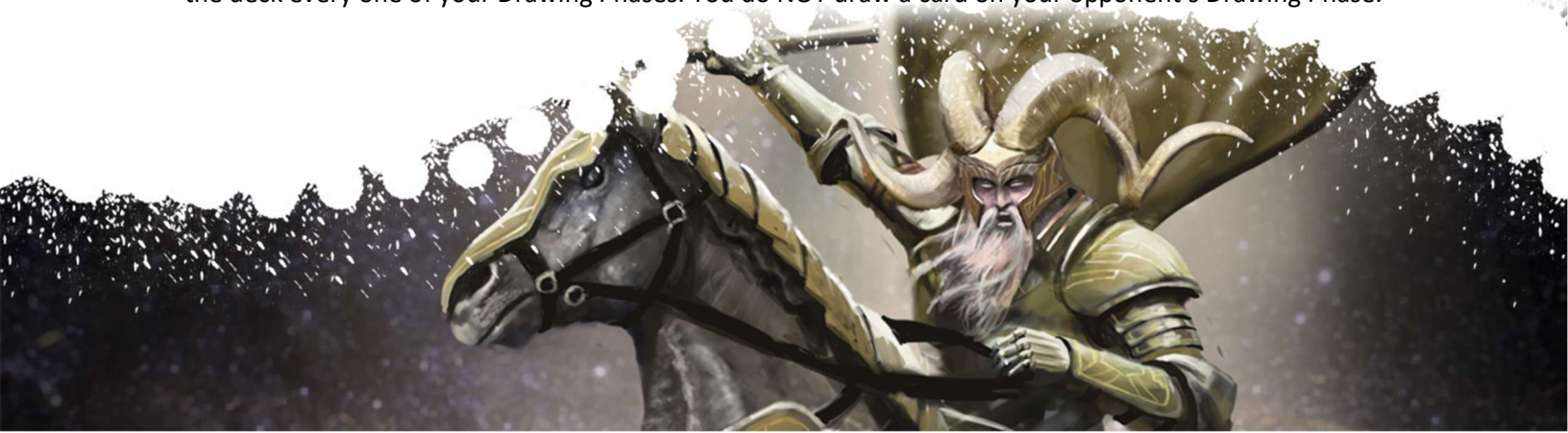


Drawing Phase

The Drawing Phase is just that. This phase is where you or your opponent draw a card, unless it is the very first turn of the game. This is the only time you will not draw a card unless another card effect states otherwise.



When you Draw a card, you do so from the Main Deck. This is also referred to simply as the Deck. The highlighted area is where you draw from. Drawing a card means that you draw one (1) single card from the deck every one of your Drawing Phases. You do NOT draw a card on your opponent's Drawing Phase.



Playing Phase

The Playing Phase is one of the major phases in the game. Here you're allowed to place one (1) Creature Card, one (1) Worshiper Card, up to three Prayer or Vain Cards face down, as well as activate any Prayer Cards and or one (1) Titan Card. This is the only time you're able to play a Titan Card, as well as it's one of two times you're able to activate a Prayer Card. Going into the Playing Phase ends your Drawing Phase. If you place any cards on the Battlefield prior to Drawing you have forced yourself to skip your Drawing Phase and cannot go back and Re-Draw a card.



This highlighted section indicates the fact that you can only play one (1) creature on the Battlefield every turn. Creature Cards count as either a Monster, Demi-God, or God Card. So, you're only able to put one of them into play at a time. This is also the ONLY time you're able to place a Creature Card on the Battlefield unless specified otherwise by a card effect.



This highlighted area showcases the fact that you're only able to play one Worshiper Card on the Battlefield. This is also the ONLY time you're able to place a Worshiper Card on the Battlefield unless specified otherwise by a card effect.





This highlighted area showcases the Titan Card spot in which you're only able to play one (1) Titan Card on the field, as well as this is the only time you're able to place a Titan Card on the Battlefield unless specified otherwise by a card effect.



The War Phase ends your Playing Phase. Once you begin going into battle with other Creature Cards you force your Playing Phase to end, and unless specified by a Card Effect you're no longer able to place any cards on the Battlefield for that turn.

The War Phase is when you chose to go into combat with another Creature. See *Page 22* for more information on the different types of attacks. As well as how to properly attack a creature.

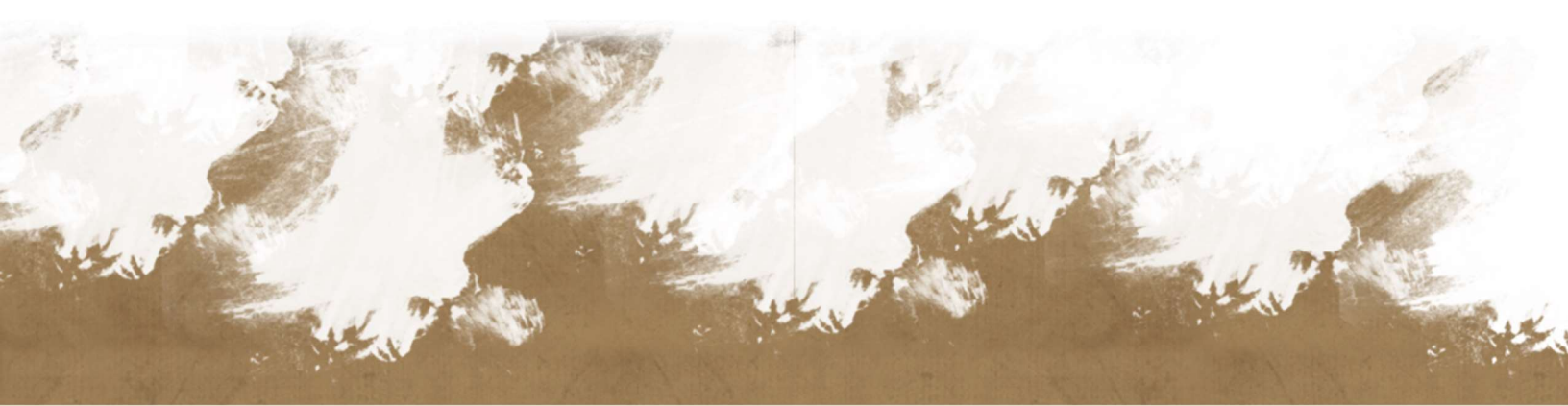
The War Phase is also when your Monster Effects activate. If you have a Monster Effect, and it does not specify what Phase it activates in, then you must activate that effect during your War Phase. This is one of the only times you will be gaining Followers as well.



The Counter Phase is the only Phase that happens at different times. Counter Phases happen whenever a card effect, or battle activates. This will then activate for the person opposite of the Attack, or Card Effect. For example, every time you activate a Prayer Card the enemy goes into their Counter Phase, and at that point can play a Vain Card in retaliation to your Prayer Card. Same goes for Combat. Any time you attack with a card, or Combined Attack your opponent enters their Counter Phase and can chose to activate a Vain Card. As well as vice versa. Any Card Effect, as well as any type of Battle that is activated the Counter Phase activates. This includes Titan, Vain, Prayer, Monster, and any other card with a Card Effect or a Creature.

This Phase is to give the receiving player a chance to alter the motions of battle, or alter the effects of a specific Card Effect if they have the right cards.

Counter Phases can happen as many times as possible, meaning if you go into battle, and your enemy activates a Vain Card in their Counter Phase, it then goes back to you for a Counter Phase in which you're able to play a Prayer Card in retaliation to the Vain Card. This can happen as many times as possible until one person either choses not to activate a card during their Counter Phase, or simply does not have a card for the Counter Phase.





The End Phase is simple, this is the Phase that will end your turn. Whenever you do not have any further moves left to make, or wish to chose to end your turn will go into your End Phase which closes out your turn and makes way for the Enemies Starting Phase. At this phase any single use cards, or Cards that will be destroyed at the end of your turn will be destroyed on this phase. Any Card Effect that states a duration will discontinue on the End Phase of the turn it's deemed to end on.

This means if you have Ambrosia on the Battlefield, at the end of the two full turns, during the End Phase that card will then be destroyed before your opponents Starting Phase, assuming you were the one who played the card.





DEMI

The End

If you have any more questions, post them on the Forums or Discord
Find them both on DemiCardGame.com

Credits to:

Chaun Farmer | Xyphien for all rules created
Matt Bulahao for the artwork