

MetaZoo™

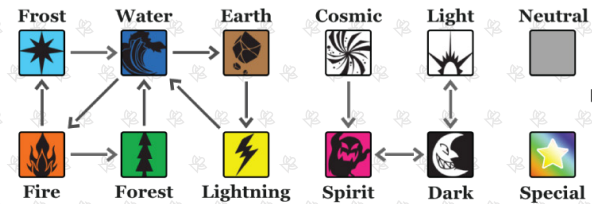
HOW TO PLAY QUICK GUIDE

Metazoo is a Trading Card Game that uses resources called Aura to cast (play) Beasties, Spells, Potions and Artifacts. The deck is called a Spellbook and your hand is your Chapter and each individual card is called a Page.

1. Players shuffle their spellbooks, let their opponent cut or shuffle their deck, roll a dice to determine who goes first and then bookmarks (draw) 7 pages.
2. You can Mulligan if you are not happy with your Chapter (hand), just shuffle your chapter in your spellbook and bookmark 6, you can repeat Mulligan and reduce 1 each time.
3. At the beginning of a caster's turn, they bookmark one page and then awaken any fatigued pages they control.
4. A Caster may then make actions such as attacking, contracting pages, activate Powers, contract Terra or contract Aura.
5. You may only contract Aura once per turn unless a page effect says otherwise.
6. To play pages you need to use auras to pay for the page cost, this can be paid with auras, aura artifacts or beasties with convert.
7. All pages apart from auras enter the arena fatigued, unless the pages have fleet.
8. Pages must be turned 90° to be used, this is called fatiguing or tapping. You have to fatigue Auras to create aura, Artifacts to activate them and beasties get fatigued when activating power, attacking or defending other pages.
9. **Attacking:** when you attack a beastie, the defending beastie only attacks back if they survive or if they have an effect or traits that says otherwise. Like First strike or when destroyed effects.
10. **Defending:** only awaken beasties can defend other targets such as beasties or Casters, once they defend the bestie becomes fatigued.
11. To win you have to reduce your opponent life points to 0. Having no more pages to draw does not mean you have lost, but when all Casters (players) run out, it becomes as Draw.
12. The most important part of the game is to read the pages text, traits, powers and effects. Overtime knowledge of pages will allow you to play faster and with less errors.

**This quick guide is just to get you started with the basics.
For further details and advanced rules please refer to the MetaZoo Rulebook**

Weakness Chart



**+20
DAMAGE**



Traits
For list check page 34

Terra Bonus
+Atk on top
+LP bottom

Contract & Arena Effects

Attack
+20 Attack to Weak aura types

Page cost in Auras



To use **POWER** Fatigue page

+20 Attack Aura Bonus Damage

Status given when Attacking or defending

- Need to flip to give status
- Status last multiple turns
- Need to flip when fatigued for status to affect

- Permanent trait
- Used only when contracted
- Used during your turn
- End of every turn
- Trait for battles

