

1st Edition

ZOIC™

TRADING CARD GAME



OFFICIAL RULEBOOK



CREATIVE BEAST STUDIO
FROM THE PREHISTORIC TO THE FANTASTIC

PREVIEW COPY

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ZOIC TRADING CARD GAME

CREATIVE BEAST STUDIO

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CREATIVE BEAST STUDIO
FROM THE PREHISTORIC TO THE FANTASTIC

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WHAT IS THE ZOIC TRADING CARD GAME?



SURVIVE. ADAPT. EVOLVE.

ZOIC combines both past and future in ground-shaking primeval battles: testing your wit, strength and strategy. Featuring dinosaurs and prehistoric beasts of Earth's past and the Dragons of Gaea 2's future, you can collect, customize, and battle in the massive action-packed battlegrounds of the ZOIC TRADING CARD GAME.

In this game, 2-4 players Battle it out, using a variety of Beast, Biome, Attachment, and Utility Cards to defeat their opponent's Beasts and be the first to drop the other's LIFE to 0.

Everything you need to start playing is in these Decks, but there are many more cards to choose from. Collecting additional cards in Booster Packs will let you customize your Deck, increase your chances of winning, and collect all things **CREATIVE BEAST STUDIO**.

This is the official ZOIC TRADING CARD GAME rulebook. It's important to learn how to play correctly, so you should read this rulebook before playing the game. Understanding the rules will help you make the best use of your cards, so keep the rulebook handy during your first games.

You can also visit www.creative-beast.com/zoic for more information.

ABOUT THE GAME

SURVIVE - CREATE YOUR OWN DECK

With many cards to choose from, you can collect your favorite Beasts to create and customize your own Deck. Whether you are a paleo-lover or **CYBERZOIC** fanatic, there is a unique deck build for you.

The many different Beasts and playing styles are bound to make every battle a unique and exciting event. Be sure to stack your Deck with powerful Alpha Beast to ensure **SURVIVAL**.

ADAPT - BATTLE WITH ALIEN DRAGONS & ARMORED DINOSAURS

Even if a card does not have enough Strike Force on its own, it may become stronger when combined with other cards. **ADAPT** with the ability to add armors, riders, build packs, hatch eggs, and more. Even a tiny Velociraptor can assert dominance over the mighty T. rex.



EVOLVE YOUR DECK WITH BOOSTER PACKS

Booster Packs are released regularly, bringing new cards to strengthen and enrich your Deck.

Battles **EVOLVE** every time a new Booster Pack is released, adding new Beasts, Classes, Armors, Battleground mechanics, and much more.



GETTING STARTED

THINGS YOU NEED TO BATTLE

DECK

Assemble your favorite cards into a Deck that follows these rules:

- The Deck must be 40 to 60 cards.
- You can only have up to 4 copies of the same card in your Deck. (With the exclusion of 6 Brawn Apex class Beasts, see Beast Card section) (Also excluding Utility Cards, see Utility Card section)

Keeping your Deck close to the 40-card minimum can be beneficial. Too many cards in a Deck will make it hard to draw your best cards when you need them. This Deck is called your Main Deck.



SPECIAL DECK



This Deck consists of Champion Cards, which can be used during the game if certain requirements are met. The rules for Special Decks are:

- The Special Deck can only contain Champion Cards.
- These cards are not counted towards the 40 card minimum of your Main Deck.
- This has no card count limit, but your Main Deck must meet the Champion Card requirements to include the card in your Special Deck.

ADDITIONAL ITEMS YOU MAY NEED

COIN

Many cards and gameplay mechanics require a coin flip, so be sure to keep your ZOIC TCG Official game coin handy. Determining which player goes first can be determined with a coin flip. Heads is Rex, Tails is ZOIC.



COUNTERS

Some card effects activated by Attachment and Utility Cards can be temporary or permanent during a Battle. Additionally, Beasts can be Stunned or undergo Digestion. A set of game counters can help to keep track of these events, buffs, and effects.

CALCULATOR

Player LIFE changes quickly during a Battle. It helps to use a calculator to keep track of your LIFE. During lengthy or complicated Battles, Player LIFE is best tracked on paper.



CARD SLEEVES

Plastic sleeves can prevent your cards from getting bent or scratched. If you use card sleeves, they should all be the same so no card can be told apart. It is recommended that **CYBERZOIC** action figure pack-in Exclusive cards should be in card sleeves for Battle, since their card backs differ from the main ZOIC game.

BOTM/BOTC TRADING CARDS

There are card Abilities and Effects that require the use of Token Beasts. These cards are found inside the Action Figure offerings of both **BEASTS OF THE MESOZOIC** and **CENOZOIC** and can be used here!



THE BATTLEGROUNDS

The Battlegrounds or Game Mat helps you organize your cards during a Battle. When you use your cards you place them on the Game Mat. Different kinds of cards are placed in different zones.

Each player requires their own Game Mat (if player chooses to use one); place them together while Battling. This combined space is known as the "Battlegrounds". The cards you control are the cards on your side of the field.



BEAST ZONE

This is where you summon your Beasts. You can have up to 5 cards here. There are two ways to position your Beast Cards; Place the card upright for Strike Stance (ATK), and sideways for Guard Mode (DEF).



ATTACHMENT ZONE

This is where you put your Attachment Cards. Attachment zones only exist when there are Beast(s) active on the field. You may place up to 4 Attachments on a single active Beast. Place the cards face-up.



UTILITY ZONE

This is where you put Utility Cards. You can have up to 4 cards here. Place them here face-down to prep them, and turn them face-up when you activate them.



BIOME ZONE

This is where you put Biome Cards. You can only have up to 1 card here, shared with your opponents. You place them here face-up.



EXTINCTION

This is where cards are discarded. When Beast or Champion Cards are destroyed, Attachment Cards are removed, Utility Cards used, or Biome Cards replaced, they're sent face-up to this space. The contents of all players' Extinctions are public knowledge. The order of cards in extinction must not be changed.



MAIN DECK

Your Main Deck is shuffled and placed face-down in this space. You draw cards from here to add to your hand. At no point in the game are you allowed to look through your deck, unless otherwise stated on a card ability.



SPECIAL DECK

This is where you put your Champion Cards. Place your Special Deck face-down in this space. You can look at the cards in your own Special Deck during the game. During the game, Champion Cards may be summoned to the field from here when the proper requirements are met.

GAME CARDS

HOW TO READ A CARD



1. NAME

This is the card's name. If the cards have the same name, they are considered to be the same card.

2. BEAST CLASS

Every Beast is categorized into a Class. This Class is important for card effects and functions.

3. BIOME

Every Beast exists in a Biome. This affects the way the card functions against other Beasts based on their environment.

4. ATTRIBUTES

This is where all Beast attributes are noted. Only some Beasts have attributes like being an Incubator or Pack Leader. Beasts can have multiple Attributes, giving them many special abilities.

5. BRAWN

Count the number of diamonds here to find out the Beast's Brawn. This is important for Beast summoning, egg incubation, Skirmisher packs, and more.

6. ABILITY

Card abilities are titled here.

7. CARD DESCRIPTION

Card effects are written here, describing a card's special abilities and how to use them. There are 6 different categories of Beast Abilities. Look here to understand when these abilities may be activated. Some Beasts have secondary Abilities and some have none at all.

8. ATK (STRIKE FORCE) DEF (GUARD STRENGTH)

ATK and DEF values are written here. ATK is your Beast's main stat when in Strike Stance. DEF is your Beast's main stat when in Guard Mode.

9. CODEX

There are many components that define a card's function. If ever confused when learning a card's Rarity, Class or Attribute, refer here for clarification.

10. ARTIST

An army of talented artists contributed to the ZOIC TRADING CARD GAME. Written here are their names.

11. CARD ID

A card's identification number is found here. This number is useful for collecting, and for sorting your collection. It is read as: card number, year printed, rarity/card classification, edition.

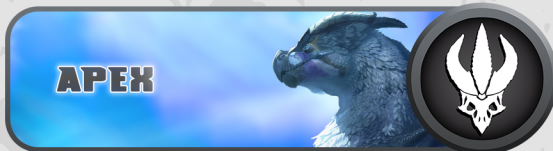
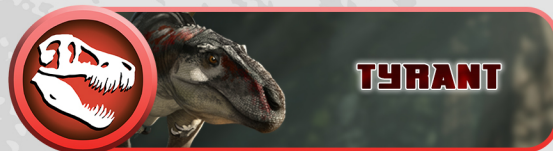
BEAST CARDS



WHAT IS A BEAST CARD?

Indicated by a red border, Beast Cards are used to battle and defeat your opponent. Battles between Beast Cards are the foundation of the Game.

There are many kinds of Beast Cards. Strike Force (ATK) and Guard Strength (DEF) are not solely indicative of a card's value. (See How to Play section for battling) Some Beasts have strong abilities that make up for their low stats. Your success in a Battle depends on how skillfully you can make use of the different kinds of cards. Let's take a look at the different classes of Beasts.





TYRANT

LETHAL DAMAGE

Bringing an element of surprise to the Battlegrounds, these beasts use ambush hunting tactics to gain the upper hand. High ATK and low DEF ensures Tyrants are always working on the field.

HUNTING

While Tyrants can be deployed and played like other Beasts, utilizing their Hunting strategy is a sure-fire way to shake up the Battlegrounds.

HOW TO HUNT

Simulating natural ambush behaviours, summon your Tyrant face-down onto the field. This is called Hunting Stance. At any point, during the appropriate phase, you may flip your Tyrant face-up to deactivate Hunting. After two turns in Hunting Stance have elapsed, you must flip your Tyrant face-up in either Strike Stance or Guard Mode.

When attacked during Hunting Stance, it can trigger and activate Retaliation Abilities. Some of these abilities can only be activated when attacked in Hunting Mode. See page 19 for more details on Retaliation Abilities.



TIP: Don't let your opponent know what Tyrant is Hunting. Your opponent may fear attacking a Hunting Tyrant with no abilities. Gamble to your advantage.

DETERMINING HUNTING EFFECTS



If attacked while Hunting and your ATK is lower than your opponent, the Hunting Ability is activated, and the Tyrant is sent to Extinction.



If attacked while Hunting and your ATK is higher than your opponent, the Hunting Ability is activated, and both the Tyrant and the attacker are sent to Extinction.



- You may not change from a face-up position to Hunting Stance. Hunting begins at Summon.
- When attacked in Hunting Stance, only Retaliation and Upon Defeat Abilities may be activated when appropriate.
- When flipped, Tyrants behave as standard Beast Cards. Any Tyrants without Retaliation Abilities may use their abilities when appropriate.
- When Hunting, the Tyrant cannot attack, use their abilities or be equipped with Attachment Cards.





SHIRMISHER

PACK ATTACKERS

Focusing on strength in numbers to get the upper hand, these Beasts can be combined to form a pack.

PACK LEADERS

Pack Leaders serve as a base for building your packs.

HOW TO USE SKIRMISHER PACKS?

To build a Skirmisher Pack, a Pack Leader must be summoned. When a Skirmisher Beast is attached to a Pack Leader, a Pack is formed. Any Skirmisher Beast attached to a Pack Leader, takes up an Attachment Slot on your field.

While there is no limit to the number of packs you can build inside the Beast Zone, only one of a kind may be a part of the same pack.

Pack Leaders cannot be attached as Pack Members.

Pay close attention to Pack Leader Brawn level as lower rank Pack Leaders have limited pack sizes.

- 1-3 Brawn - 1 Member
- 4 Brawn - 2 Members
- 5 Brawn - 3 Members
- 6 Brawn - 4 Members



Utilizing Skirmisher Packs is a unique strategy that simulates hunting behaviors practiced by prehistoric animals. Leveraging this Class' unique ability, you can gain the upper hand against your opponent's larger, more formidable Beasts. Don't undermine strength in numbers.

When in Strike Stance, Skirmisher Packs' ATK is the Pack Leader's ATK + all Pack Members' ATK buffs.

When in Guard Mode, Skirmisher Pack's DEF is the Pack Leader's DEF + all Pack Member's DEF buffs.



If Attachment cards are used in a Skirmisher pack, they always occupy the last slot available with exception of Egg Cards. Attachment cards are unaffected by standard Beast Strikes and can be shifted up or down as dictated by Beast summoning or defeat.



See Skirmisher Egg rules on page 24.

- Sometimes Pack Members grant the Pack an additional ability over boosting the Pack's ATK or DEF.
- While you may add Pack Members to a Pack Leader in Digestion, its effects, buffs or abilities granted by the additional pack member are not activated until the next turn.
- When Skirmisher Packs are attacked, only the last added member can be sent to Extinction.





APEX

BATTLEFIELD OVERLORDS

With intense stats and abilities, these game-changing beasts require many sacrifices to summon to the battlefield. You may only have up to two 6-Brawn Apex Beasts in your Deck at a time.

FOSSILIZING

Apex Beasts have the unique ability to Fossilize Cards. Fossilized Cards are cards defeated or removed by an Apex Beast. These cards are banished from the field for the remainder of the game.



BRUISER



DEFEND AND DEBUFF

High DEF stats and debuffing abilities make Bruisers great options for protecting your LIFE and wearing down your opponent.

Bruisers are strongest together, but they can serve any deck well as additional support for your other Beasts. When combined, a Bruiser deck can build an impenetrable wall, guarding you from deadly enemy attacks.

With high DEF, these Beasts make great incubators.



MULTIBEASTS

By collecting ZOIC official Booster Packs, you may discover Multi-Beasts! These Beasts combine abilities and game strategies of two different Beast Classes.

For example, Dilong is a Tyrant with Skirmisher traits; meaning it can Hunt and be used in a Skirmisher Pack.

SCOURGE FLYING ATTACKERS



Soaring above the battlefield means only other flyers can oppose them.

While Scourge Beasts await their full debut, Multi-Beast, like Lizard Dragon: Varanus Ornithus, tease their arrival.



BABY & JUVENILE

SNACK SIZED

Despite their small size and weak ATK and DEF stats, these beasts offer some valuable abilities if used properly!

BABY BEASTS

Most Baby Beasts possess a Passive Ability that speeds along the incubation process. Their presence on the Battlegrounds makes it faster and easier to hatch higher

JUVENILE BEASTS

Most Juvenile Beasts possess a Passive Ability that makes summoning their parent card faster. For example, if a Juvenile Tyrannosaurus is on the field, you may summon a Tyrannosaurus Rex with one less required sacrifice!



INCUBATOR BEASTS

INCUBATION

Beasts with the Egg symbol Attribute are designated as Incubators. These Beasts can incubate and hatch their Class-specific "Eggs". (See Egg Cards on page 25 for how to use Incubator Beasts)



TOKEN BEASTS

Token Beasts are currently only available to collect inside of **BEAST OF THE MESOZOIC** or **CENOZOIC** action figures. Diehard fans rejoice! Your long-term support is rewarded.



WHAT IS A TOKEN BEAST CARD?

Token Beast Cards are cards summoned under special circumstances that can be used to protect your LIFE in battle. They exist outside of the Battlegrounds with your coin, dice and counters.

Token Beasts operate like Normal Beasts, occupying a Beast Slot on the field, but they do not have Abilities, or ATK and DEF stats.

When a standard Token Beast is attacked, it is removed from the game (not sent to Extinction) and you do not take Health Damage. This unique mechanic not only incorporates the early **CREATIVE BEAST STUDIO** trading cards, but also invites unconventional game strategies to sidetrack your opponent's actions.

TOKEN BEAST RULES

- Token Beasts are not included in your Main Deck or Special Deck.
- Token Beasts cannot be equipped with Eggs, Armors, Riders or other Attachment Cards.
- Token Beasts can be sacrificed for Alpha Beasts.
- If ATK or DEF stats are granted to a Token Beast via Effect or Ability, they operate like a Normal Beast in Calculating Damage only.

ABILITIES



NORMAL BEASTS

These are basic Beast Cards without special abilities.



Many Normal Beasts have higher ATK and DEF stats than Beasts with special abilities.



EFFECT BEASTS

An Effect Beast is a Beast that has special abilities. The effects of these Beasts are split into six categories:

- Active
- Single Use
- Upon Summon
- Upon Defeat
- Passive
- Retaliation

Each ability type is labeled next to the ability name on the card, helping you understand how it functions.

ACTIVE ABILITY

These abilities can be activated once every turn if the player wishes.

Royal Rally

ACTIVE Move up to a 4 Brawn Tyrant Beast from your deck to your hand. Shuffle deck once complete.

100 / 50



SINGLE USE ABILITY

These abilities can only be used once after the Beast is summoned. You should save these abilities to be used when most helpful.

Desecration

SINGLE USE Search Extinction for a Beast of your choosing and use their ability.

Requires Utahraptor + 1 Jetraptor Armor + 1 Tech Knight Trooper

400 / 300

PASSIVE ABILITY

These abilities remain active for as long as the Beast lives. Sometimes Passive Ability effects can be reassigned under certain conditions.

Sabotage

PASSIVE While in Guard Mode, target a Beast and disable their ability. Effect ends when Avaceratops is defeated or moved to Strike Stance.

100 / 150



UPON SUMMON ABILITY

These abilities activate when the Beast is summoned. Since your opponent cannot predict or prepare for these abilities, they can give them an unexpected surprise.

Skewer

UPON SUMMON Target a Skirmisher pack and send the last added member to Extinction.

200 250



UPON DEFEAT ABILITY

These abilities activate when the Beast is sent to Extinction.

Devil's Horns

UPON DEFEAT Remove 100 ATK and DEF from assailant for next turn.

150 150



RETALIATION ABILITY

These abilities activate when certain events or moves occur. All Hunting Abilities, exclusive to Tyrants, are Retaliation Abilities.

Mommy's Angry

RETALIATION If attacked while Hunting, summon a Tyrannosaurus rex to the field from your hand.

PASSIVE Tyrannosaurus costs -1 Brawn to Summon.

150 50



SUMMONING

There are several ways to play Beasts onto the field. These ways can be categorized into 2 groups: Normal Summon and Sacrifice Summon. Make note of the Brawn Value of a Beast you want to summon. Beasts of 1-3 Brawn require no sacrifice and can be Normal Summoned. Beasts of 4-6 Brawn require Sacrifice Summoning.

NORMAL SUMMON

1-3

This is the most common way to summon a Beast. Simply play a Beast Card from your hand onto the field in either face-up Strike Stance or Guard Mode. Beasts that can be Normal Summoned are often lower rank, requiring Attachments for Buffs, have special Abilities, or are to be used in sacrifice for higher value Beasts.



SACRIFICE SUMMON

4-6

More powerful Beasts must be earned through strategy; protect lower level Beasts to be sacrificed in the summoning of Alpha Beasts. Any Beast used in Sacrifice Summoning, is sent to Extinction.

- 4 Brawn requires 1 sacrifice
- 5 Brawn requires 2 sacrifice
- 6 Brawn requires 3 sacrifice



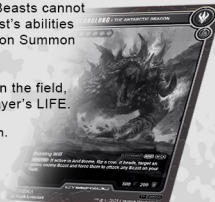
All Beasts, regardless of Brawn Value have a sacrificial value of 1. Only one summoning method can be used per Deployment Phase. This does not include Champion summoning.

DIGESTION

Normal Beasts are active upon summon, but Alpha Beasts cannot attack or be attacked for 1 complete turn. Alpha Beast's abilities are also not usable until next turn, unless it is an Upon Summon Ability. This dormant phase is called Digestion.

If an Alpha Beast is attacked and is the only Beast on the field, flip a coin. If heads, the attack is dealt directly to Player's LIFE.

- Alpha Beast Pack Members do not undergo Digestion.
- Champion Beasts do not undergo Digestion.
- Hatched Beasts do not undergo Digestion.
- Effect Beasts (Beasts summoned through a Utility Card Effect) do not undergo Digestion.
- If an Alpha Beast is attacked and is the only Beast on the field, flip a coin. If heads, the attack is dealt directly to Player's Health.



BEAST POSITIONING

Every Beast has Strike Force (ATK) and Guard Strength (DEF). These stats are the core of battling. Each stat is used depending on what position your card is taking on the field. You can switch between these stances on active Beasts during the Prep Phase of your turn. Some card abilities are dependent on being in a certain position.

If your card is placed upright, it is in Strike Stance. The ATK stat is the core of your Beast while in Strike Stance.

If your card is placed sideways, it is in Guard Mode or "Taking Guard". The DEF stat is the core of your Beast while in Guard Mode. Your Beast is not allowed to attack during the Strike Phase of your turn while in this mode, unless the specific card dictates otherwise.



ATTACHMENTS



WHAT IS AN ATTACHMENT?

Indicated by a blue border, these cards can be attached to your Beast Cards to give them various buffs throughout the battle. Use the correct combinations of Rider and Armor Cards to summon Champion Cards.

NORMAL ATTACHMENT

Attach these cards to your Beasts to provide a variety of buffs. These attachments are often class-specific.



- No duplicate Attachment Cards may be equipped to a single Beast (except for Egg Cards).
- Attachment Cards cannot be removed, relocated or altered unless directed by another card.
- All Attachment Cards must remain in the order played.
- Attachment Cards attached to a defeated Beast are sent to Extinction unless otherwise stated by an Ability or Effect.

EGG ATTACHMENT

Attach Egg Cards to your Incubator Beasts to start the Incubation process. These attachments are class-specific

HOW TO USE EGG CARDS?

Egg Cards have the unique ability in summoning Beasts without requiring sacrifice. Simulating the process of gestation or incubating an egg, Egg Cards are a unique mechanic that can be used advantageously in your gameplay.

After attaching an Egg to an Incubator Beast, it may remain there for up to 6 turns as long as the Beast remains alive. If the Incubator Beast is defeated, it and the Egg Card are sent to Extinction. For every turn it survives, the Egg gains +1 Brawn value, starting at 0. Exchange the card at any time for a Beast in your hand of equal or lesser value to the current Egg value.

For example, if an Egg is attached to an Incubator Beast for 2 turns, it has a value of 2 Brawn. It can be exchanged for a Beast in your hand of 2 Brawn or less.

TURN 1

"Hatched" Beast must occupy a new slot in the Beast Zone. If no slot is available, it can replace an existing Beast or be sent to Extinction. The replaced Beast is sent to Extinction.

If an Egg is not hatched by the end of 6 turns or after reaching a 6 Brawn hatch level, the Egg is infertile and sent to extinction.



TURN 6



This may seem complicated as a summoning tactic, but if you can keep the Incubator Beast alive for 4-6 turns, you may summon an Alpha Beast directly from your hand.



SKIRMISHER EGG PACK RULES

Skirmisher Packs may use Egg Cards, but it must be equipped directly to the Incubator.

Pack Members can be added after attaching an Egg, but the order of cards cannot be changed.

ARMOR ATTACHMENT

Attach to Beasts to apply DEF buff, and work towards summoning a Champion Card.

- Armor can be attached before or after a Rider Card.
- Armor Clan must match the equipped Rider.
- Armor usually dictates a Beast's Clan. When equipped, Clan specific Biome cards may affect your Beast.
- The amount of Riders required for an armor to be fully operational is indicated with this symbol:
- Armor cannot be added to Skirmisher Packs.



RIDER ATTACHMENT

Attach to Beasts to apply ATK buff, and work towards summoning a Champion Card.

- A Rider can be attached before or after an Armor Card.
- Rider Clan must match the equipped Armor.
- A Rider usually dictates a Beast's Clan. When equipped, Clan specific Biome cards may affect your Beast.



CHAMPIONS



WHAT IS A CHAMPION?

Indicated by a purple border, Champion Cards function like Beasts, but are used to battle and defeat your opponent with high-rank stats and abilities. Summoning a Champion Card during battle is a special feat and sure to strengthen your odds of victory.

Champion Cards are placed in your Special Deck (not your Main Deck). They are summoned by using specific Beasts, equipped with the Armor and Rider(s) listed on the card. They usually have special abilities and very high ATK and DEF. Since Champion Cards require specific cards, be sure to include those necessary cards in your Main Deck.

HOW TO CHAMPION SUMMON

- If you have the correct combination of active Beast, Armor, and Rider(s) listed on the Champion Card, you can begin summoning.
- Send the required Cards to Extinction, then take the appropriate Champion Card from your Special Deck and play it in the Beast Zone in either face-up Strike Stance or Guard Mode.
- If summoned in Strike Stance, it can be used to attack in the current Strike Phase. Champion Cards do not undergo Digestion.



Champion Cards behave like Beast Cards but can only make use of 1 compatible Attachment Card. Champion Cards cannot Incubate Eggs, be equipped with additional Armor, or Rider(s).

If your Beast, with the appropriate Armor and Rider Attachments is Incubating an Egg or equipped with other Attachment Cards, they are sent to Extinction during summoning.

UTILITIES

WHAT IS A UTILITY?



Indicated by a grey border, these cards provide a variety of effects to shake up the Battlegrounds. Save these cards in your hand, or strategically play them on your field to ensure they are activated when most useful.

Utility Cards offer varying effects, some that can surprise your opponent, which can be very helpful in unconventional gameplay. Using Utility Cards, you can potentially revive Extinct Beasts, deal direct Strikes against your opponent's LIFE, change the Battleground Biome, and remove Attachment Cards.

Different Utility cards are activated at different times and in different situations, so it is important to know these cards well. There are two types of Utility Cards: Normal and Trigger.

NORMAL



Normal Utility Cards can be placed on the field and activated upon play so long as there is an open slot on the field and the Effect can take place. You may place Normal Utility Cards face-down in one of 4 Utility slots as a bluffing technique.

Whenever a Utility Card is used or its ability expires, it is sent to Extinction.

A single Utility Card may not be reused more than once unless otherwise directed by the Card.

TRIGGER



Trigger Utility Cards can only be activated if already placed face-down in one of 4 Utility slots and "triggered" by a specific event as written on the card.

No more than 4 of a kind may be used in your Deck.

BIOMES



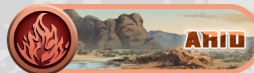
WHAT IS A BIOME?



Indicated by a green border and horizontal layout, these cards change the environment of the entire Battlegrounds by applying buffs and debuffs to specific Classes, Clans, and other Beast types.

While all cards are normally played within your own Field, Biome Cards stand out. Adding stakes to the game, only one Biome can be deployed on the Battlegrounds at a time. The player who deploys the Biome can remove it or replace it at any time, but it cannot be altered or removed by the other player unless directed by an Ability or Utility Card.

Understanding how to use Biome Cards effectively, is easiest when remembering the symbols associated with each type. Only Beasts with a Biome, Clan, or Class symbols relating to the active Biome are affected on the Battlegrounds. Remember, these effects apply to all Beasts in battle, including your opponents'.



HOW TO PLAY

It's Time to Battle!

HOW TO BATTLE AND HOW TO WIN

A single game is called a Battle, and a Battle ends when one player wins or the game ends in a draw.

WINNING A DUEL

Each player starts a Battle with 1000 LIFE. There are a few different scenarios for victory. If you reduce your opponents' LIFE to 0, your opponents are unable to draw a card, or if a card's special effect says you win, you win. If you and your opponents both reach 0 LIFE at the same time, the Battle is declared a draw.

VICTORY CONDITIONS

- Reduce your opponent's Health to 0.
- Your opponents are unable to draw a card when they are supposed to draw.
- Win with a card's special effect.



Estimated Game Time

2 Players: 10-45 minutes

3-4 Players: 1-2 hours

PREPARING TO BATTLE

Before starting a Battle, follow these 4 steps. Also, make sure you have all your extra items that your Deck might need, like a coin, counters or Token Beasts.

1. Shuffle your deck thoroughly before each match to ensure a balanced experience for each player.
2. After shuffling, place the Decks face-down in the proper Deck Zones on the field. If using a Special Deck with Champion Cards, place it face-down in the Special Deck Zone.
3. Flip a coin. The winner decides to go first or second in the Battle.
4. Draw 7 cards from the top of your Deck, without showing each other. This is your starting hand (If you have no summonable Beasts in your starting hand, you may reshuffle your hand back into your deck and draw another 7 cards one time only).

TURN STRUCTURE

PREPARE TO BATTLE

A Battle progresses in a series of turns which are divided into phases.



1st Player's Turn

Draw Phase

Deployment Phase

Prep Phase

Strike Phase

End Phase

Next Player's Turn

If no battle

DRAW PHASE

The start of the player's turn. Draw 1 new card from your deck to your hand. If you have 7 at the start of your turn, you may still draw 1 card per turn up to 9 cards. It is important to balance the amount of cards in your hand to ensure gameplay never halts. Using some Beast Abilities can help strengthen or stock your hand throughout the game. Take this time to evaluate what cards are in your hand and how they may be played based on their abilities, effects, or purpose towards other cards.

Draw Phase Rules:

- If you have more than 9 cards at any point, additional cards must be reshuffled back into your Main Deck at this point.
- If your starting hand has no summonable Beasts, you may reshuffle your deck and draw a new starting hand once.

DEPLOYMENT PHASE

Some Beasts that are already active on the field, have abilities that grant you permissions during the Deployment Phase. If you choose to activate any Active Ability intended for this Phase, it must be done first.

For example, Psittacosaurus' ability is:

Search || Search your deck for a Bruiser Beast and move it to your hand. Shuffle deck once complete.

This ability can only be used at the start of your Deployment Phase. There is no limit to the amount of abilities activated at this moment as long as you are able.



Next, in this phase, you may summon up to 1 Normal Beast, Sacrifice Summon up to 1 Alpha Beast, summon 1 Attachment, and 1 Biome to the field per turn if you are able. ∞ Utility Cards may be played so long as there are open slots on your field. You may also summon 1 Champion if conditions are right.

There is no limit to the number of Champion Cards you can summon during a turn as long as the requirements are met under Deployment Phase rules.

Normal Utility Cards can be activated during this phase. Normal Utility Cards are either already set face-down or summoned and activated directly from your hand. There is no limit to the number of Utility Cards activated during a turn.

Once all desired cards have been summoned and certain chosen abilities used, move on to Prep Phase.

PREP PHASE

During this phase you can switch any of your summoned Beasts between Strike Stance and Guard Mode to prepare for your Strike Phase. Tyrant Beasts may also be flipped from Hunting Mode to either face-up Strike Stance or Guard Mode. Any Beasts summoned during the Deployment Phase cannot be changed from Strike Stance to Guard Mode or vice versa; it must be summoned and placed in its desired face-up position. Tyrants must also be deployed in their desired position.

Take note of your Beast abilities, Attachment buffs, face-down Utility effects and Biome conditions as you enter Strike Phase.

STRIKE PHASE

This is the main phase of your turn, where the Battle truly begins! This phase is divided into a few steps.

You do not have to attack every turn, even if you have a Beast on the field. If you wish not to Strike, you may end your turn here by stating "This completes my turn" to your opponent.

IMPORTANT: Neither player can attack on their first turn.

Flow of the Strike Phase:

1. Start Step
2. Battle Step
3. Damage Step
4. End Step

The Strike Phase is split into 4 steps and is conducted in the order shown in the diagram. The Strike Step and Damage Step are repeated each time you attack with a Beast.

Start Step: This step starts the Strike Phase. The active player should announce "I'm entering the Strike Phase." Remember, you may not attack on your first turn.

Strike Step: Select 1 Beast on your side of the field to attack with, and 1 of your opponent's Beasts as your attack target, and then declare the Strike. If your opponent does not have any Beasts on the field, you can Strike directly. Each face-up Strike Stance Beast you control is allowed 1 attack per turn. You do not have to attack with a Beast if you don't want to.

Damage Step: In this step, the players calculate the result of the battle and whatever damage is done. Your opponent's Upon Defeat Abilities and Trigger Utility Cards will be activated during the Damage Step. These effects should be applied or calculated here. After finishing the Damage Step, return to the Strike Step.

End Step: After you've resolved all your battles by repeating the Strike and Damage Steps, and you have no more Beasts you want to Strike with, announce to your opponents that you are ending your Strike Phase.

End Phase: Announce the end of your turn. Make note of any changes to yours or the opponents' field that will affect their next turn. Ensure all cards are in their appropriate place on the Battlegrounds, including cards sent to Extinction.

END PHASE

Announce the end of your turn. Make note of any changes to yours or the opponent's field that will affect their next turn. Ensure all cards are in their appropriate place on the Battlegrounds, including cards sent to Extinction.

Once you have moved onto a new phase you cannot return to a previous one. Strategize appropriately and always keep the game moving forward. If you forget to use an ability, make a specific attack, summon a specific Beast, or anything else, make note of mistakes and remember to do them when next possible.



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BATTLES

CALCULATING DAMAGE

You calculate battle damage based on the position of the Beast you are attacking. If you attack a Strike Stance Beast, compare ATK vs. ATK. If you attack a Guard Mode Beast, compare your Beast's ATK vs. the attacked Beast's DEF. Refer to Skirmisher Pack details on pages 13-14 for how to calculate Skirmisher Pack ATK and DEF during Strike Phase.

WHEN YOU ATTACK A STRIKE STANCE BEAST

ATK of Attacking Beast VS. ATK of Opponent's Beast

WIN: When your attacking Beast's ATK is higher than the ATK of your opponent's Beast, the attacking Beast destroys your opponent's Beast and sends it to Extinction. The amount that your attacking Beast's ATK exceeds the ATK of your opponent's Beast is subtracted from your opponent's LIFE as battle damage.

TIE: When your attacking Beast's ATK is equal to the ATK of your opponent's Beast, the result is considered a tie, and both Beasts are destroyed. Neither player takes any battle damage. Mutual Destruction.

LOSE: When your attacking Beast's ATK is lower than the ATK of your opponent's Beast, the attacking Beast is destroyed and sent to Extinction. The amount that your opponent's Beast's ATK exceeds the ATK of your attacking Beast is subtracted from your LIFE as battle damage. Your attacking Beast ATK value is subtracted from the opponent's Beast ATK until end of turn.

WHEN YOU ATTACK A GUARD MODE BEAST

ATK of Attacking Beast VS. DEF of Opponent's Beast

WIN: When your attacking Beast's ATK is higher than the DEF of your opponent's Beast, the attacking Beast destroys your opponent's Beast and sends it to Extinction. Neither player takes any battle damage.

TIE: When your attacking Beast's ATK is equal to the DEF of your opponent's Beast, neither Beast is sent to Extinction. Neither player takes any battle damage.

LOSE: When your attacking Beast's ATK is lower than the DEF of your opponent's Beast, neither Beast is sent to Extinction. The amount that your opponent's Beast's DEF exceeds the ATK of your attacking Beast is subtracted from your LIFE as battle damage. Your attacking Beast ATK value is subtracted from the opponent's Beast DEF until end of turn.

If Your Opponent Has No Beasts

If there are no Beasts on your opponent's side of the field, you can attack directly. The full amount of your Beast's ATK is subtracted from your opponent's LIFE.

CODEX

SYMBOLS

There are many symbols in the ZOIC TRADING CARD GAME. For understanding the vocabulary and meaning of each symbol, refer to this section here. More icons will be added as the game is expanded through booster packs so try and keep up!



1. Tech Clan 2. Fire Clan 3. Dragon Clan 4. Desert Clan 5. Wild Clan 6. Pack Leader
7. Skirmisher 8. Apex 9. Tyrant 10. Bruiser 11. Scourge 12. Baby 13. Juvenile
14. Tyrant/Skirmisher 15. Apex Scourge 16. Attachment 17. Egg/Incubator 18. Rider
19. Armor 20. Biome 21. Arid 22. Glacial 23. Temperate 24. Tropical 25. Champion
26. Utility

RARITIES

Card rarity is a special system in any trading card game. It encourages collecting and trading among friends, makes certain cards more sought-after, and keeps the game exciting. With new art variants, holographic and high rank cards coming out all the time, there is no end to the ZOIC card hunting experience.



MYTHIC

Mythic Cards are the rarest cards you can find, and can only be collected inside Booster Packs.

LEGENDARY

RARE

UNCOMMON

COMMON

While some rare cards are based on desirable stats or abilities, others are inspired by the special artwork featured.



Clans from the world of CYBERZOIC are integrated into the ZOIC TRADING CARD GAME. You will come across Clan symbols on a variety of cards, which can affect one another in battle. Below are descriptions of each of the Clans introduced in the game so far. For those interested in learning more, visit www.creative-beast.com for all things CYBERZOIC.

TECH CLAN

The **Genetic Engineers and Architects** of Gaea 2. Their people reject the archaic natural world and its nonordered living systems, by modeling themselves in ways of perfect symmetry and order. Their Leaders, Knights, Officers and Troopers are designed to fulfill efficient and predictable tasks.



FIRE CLAN



The dejected populace of the **Volcanic Dark Lands**. Forged by fire, they are more brutal in nature, valuing strength and vengeance over more refined civilized qualities. For what Fire Clan lacks in efficient technological advancement, they more than make up for in vigor.

DRAGON CLAN

The people of the land. Dragon Clan is deeply bound to the life of Gaea 2 and its lessons of balance through chaos and order. Their respect for **Nature's Laws** gives them an edge in conflict against less honorable types.



DESERT CLAN



The martial **Historians of Earth**. They believe that the future of humanity rests in the preservation of knowledge, energy and intellect. For these reasons, they are built upon the extraction of Earth goods, forged into new tools, weapons and devices. Their scrappy methods differentiate them from other Clans.

WILD CLAN

The alien wildlife of Gaea 2. Varying in shape and size, members of the Wild can be unpredictable. Some people, once Clan bound, seek refuge in the **Whispers of the Wild**.



ALTERNATIVE GAMEPLAY

PALEO



The **ZOIC TRADING CARD** game combines prehistoric creatures of Earth's natural history with **CREATIVE BEAST STUDIO'S** original sci-fi brand, **CYBERZOIC**. The world of **CYBERZOIC** is a rich universe that features warring clans on the planet Gaea 2, who armor and weaponize dinosaurs to combat alien wildlife, dragons and each other.

For those not interested in the mech armors and mythical dragons of **CYBERZOIC**, these cards can be easily omitted from your deck to engage in Paleo.

Paleo, created and popularized by our game designers, functions like regular gameplay, with all standard rules and instructions applicable, except the use of Champion Cards, and any card related to **CYBERZOIC**.

You will find that all **CYBERZOIC** cards feature a uniquely shaped inner frame with the **CYBERZOIC** logo below. After identifying these cards, you can remove them from your deck and play only with the prehistoric creatures of Earth's natural history.

Experimenting with ZOIC gameplay mechanics is highly encouraged. If you find new or inventive ways to play and want to share, Email us at zoictcp@creative-beast.com

TURBO PLAY

ZOIC battles can be time consuming with complicated Beast Abilities that stack and multiply as the game progresses. These complex game mechanics reward players with an eventful and engaging card game experience. While this gameplay strikes the right balance of challenging yet gratifying for some, for others it may be overwhelming.

Estimated Game Time

2 Players: 5-10 minutes

3-4 Players: 15-45 minutes

For young players or those looking for a quicker game experience, Turbo Play offers a great solution. All the standard rules and instructions apply, but with Turbo Play, simply ignore all Beast Abilities. This includes all Ability types: Active, Single Use, Upon Summon, Upon Defeat, Passive, and Retaliation Abilities.

Removing Beast Abilities does not affect the way Utility, Biome or Attachment Cards interact with the Beasts, except by hastening game pace and simplifying Beast Battle.



If introducing the ZOIC TRADING CARD GAME to young first time players, it is recommended that you play only with Beast Cards. This is the most simple form of gameplay that allows you and your opponent to focus on matches between prehistoric Beasts, unhindered by the complex strategies and problem solving of ZOIC.

Simply build a Deck consisting of 25 Beast cards and go! Remember, LIFE starts at 1000 and Beasts and Alpha Beasts must be summoned the same. Ignore Beast Abilities and Attributes and experience the rapid clash of Zoic jr.

No additional cards or items needed!

Experimenting with ZOIC gameplay mechanics is highly encouraged. If you find new or inventive ways to play and want to share, Email us at zoictcp@creative-beast.com

OTHER RULES

Chain Effects

If a Utility Card or Beast Ability triggers a chain, prioritize the effects of whoever's turn it is. Effect or Ability chains can vary and are managed by following card descriptions and the order of activation.

Search

Some Abilities or Effects allow you to search your deck for a specific card. The card selected must be announced to your opponent for verification.

Public Knowledge

The number of cards in a player's hand and Decks, the cards in their Extinction Zone, and each player's current Health are all public knowledge and both players can verify these things at any time. If asked, you must answer these things to your opponent truthfully. You are allowed to pick up and verify your opponent's Extinct Cards, but you must ask their permission first. Also, you may not change the order of the cards when verifying their Extinction Zone.

0 ATK Beasts

Beasts with 0 ATK cannot destroy anything by battle. If two Strike Stance Beasts with 0 ATK battle each other, neither Beast is destroyed.

Counters

You may need to place these on cards to track and manage some card effects. You cannot place counters unless a card effect or ability allows it. When a Beast is sent to Extinction, the counters may not be transferred to another, unless instructed by a Utility, Attachment or Beast Ability.

Rules VS Card Effects

If there is a discrepancy between the basic rules and a card's effect, the card effect takes precedence. For example, a Beast can only attack once per turn, but with the Active Ability, Double Strike, a Beast can attack two enemy Beasts during Strike Phase.

Biome Related Abilities/Effects

Some Beast Abilities or Utility Effects temporarily disable certain Biome effects. Unless otherwise stated on a Card, these Abilities or Effects only affect your side of the field.

Extra Beast Slots

Some Beast Abilities or Utility Effects temporarily add an extra slot in your Beast Zone. This extra slot can only exist if either the Ability Beast is active or the Utility Card remains. If either card is sent to Extinction, the extra Beast slot is dissolved; all cards occupying that slot are sent to Extinction.



Effect/Ability Summons

When hatching Egg Cards or Summoning Beasts through Abilities or Utility effects, the hatched or summoned Beast must occupy a slot in your Beast Zone. If an Egg is hatched, and there are no open slots in your Beast Zone, the Hatched Beast may replace an existing Beast or may not be summoned and Egg Card sent to Extinction. If you are able to summon a Beast through Abilities or Utility effects, but there are no open slots in your Beast Zone, the Beast may replace an existing Beast or may not be summoned. Replaced Beasts are sent to Extinction. In this case, a Beast sent to Extinction is not considered defeated.

Glass Cannon

If Glass Cannon is activated, utilizing a Skirmisher Pack for attack, the entire Pack is sent to extinction.

Stunned Beasts

A Stunned Beast is a Beast made temporarily inactive on the field via an Ability or an Effect. If a Stunned Beast is attacked and is the only Beast on the field, flip a coin. If heads, the Beast remains and the attack is dealt directly to Player's Health.

Rebound

When a Beast is defeated, it cannot return from Extinction via Ability or Effect within the same Turn.

Passive Ability Effect Reassignment

If a Beast assigned with a Passive Ability effect is sent to Extinction, the effect may be reassigned at any time to a Beast of choice.

Stolen Attachments

Some Beast Abilities or Utility Effects temporarily or permanently steal Attachments cards from your opponent. If the Beast, equipped with the stolen Attachment, is sent to Extinction, the opponent's Attachment is also destroyed.

For further information on
the **ZOIC TRADING CARD GAME**,
please visit
www.Creative-Beast.com/zoic

To watch tutorials, card previews, gameplay
and more, visit
Creative Beast Studio - YouTube

For general questions, Email us at
zoictcg@creative-beast.com

For a complete Rulebook, visit
www.Creative-Beast.com/zoic



Set content to subject change. No specific card rarity is guaranteed to exist within an individual pack, box or case unless otherwise indicated. Designed and distributed by CREATIVE BEAST STUDIO LLC.

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