

How to Play Guide for *Eternal Fusion Unleashed: Realms Collide*

This guide is designed to help players quickly learn and master the mechanics of *Eternal Fusion Unleashed: Realms Collide*. Whether you're new to the game or need a refresher, this guide will walk you through step-by-step. **From Page 1 to page 21 then comes the quick rule book at P22-26**

1. Setup

Step 1: Prepare Your Deck

Deck Size

- **Minimum:** 65 cards
- **Maximum:** 130 cards

Recommended Composition

- **Units / Creatures:** 30–50 cards
- **Spells / Traps:** 10–20 cards
- **Lands / Essence Cards:** 15–25 cards
- **Structures / Artifacts:** 10–20 cards (*optional*)
- **1 King Card** (*mandatory leader / Commander*)
- **1 or more Hero Cards** (*secondary commanders*)
- **Pets / Companions:** Optional but powerful support cards
- **Equipment Cards:** Weapons, armor, relics, and accessories

Note: Each deck must include **at least one King or Hero Commander**, declared before the match begins.

Step 2: Set Up the Play Area

Prepare your battlefield according to the designated zones. Each zone serves a distinct strategic and visual purpose during play.

Core Zones

- **Deck Zone:** Place your shuffled main deck here.
- **Battlefield:** The primary combat area for **Units, Structures, Artifacts,** and **ongoing Spells.**
- **Graveyard:** All destroyed or discarded cards are sent here.
- **Command Zone:** Reserved for your **King** or **Commander Hero.**
- **Resource Pool:** Tracks all forms of **Arcane, Soul,** and **Special Essences.**

Hero & Pet Zones

- **Hero Zone:** Designated area for your **active Hero unit(s).**
- **Hero Equipment Slots:**
 - 1 **Head Slot** - 1 **Torso Slot** - 2 **Arm Slots** - 1 **Leg Slot**
(Each slot can hold one equipped item unless stated otherwise.)
- **Hero Pet Zone:** Where **Hero Pets** or **Companions** are placed once summoned or bonded.
- **Pet Deck Zone:** Contains **Pet cards** that can be summoned, evolved, or transformed during play.

Starting Hand

- Each player draws **7 cards** from their deck at the start of the match.
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Step 3: Determine the Starting Player

- Flip a coin or roll a die to decide who begins.
 - The **starting player** skips their **first Draw Phase** to balance advantage.
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Step 4: Set Life Points

Select your match mode to determine initial **Life Points (LP):**

- **Standard Duel:** 20 LP — classic, fast-paced mode.
- **Extended / Commander Mode:** 40 LP — longer, strategic matches.
- **Campaign or TRPG Mode:** LP as defined by the scenario or Game Master (GM).

UNIT NAME

FACTION MANA COLOUR FACTION ICON

UNIT TYPE INFO UNIT CATEGORY

UNIT - STRONG KNIGHT

MELEE, ARMORED, FIGHTER

5 ATK/4 DEF S2 4/10 MANA 4/10

UNIT SPEED 1 TO 7 S

ARCANE ESSENCE/MANA SPECIAL ARCANE MANA UP TO 9 CARD UPGRADE COST

ARCANE ESSENCE/MANA SPECIAL ARCANE MANA UP TO 9 CARD UPGRADE COST

CARD KEYWORDS CARD ABILITY DESCRIPTION 1 OR 3 ABILITIES OFTEN

CARD SOUL ESSENCE DESCRIPTION, FUSION UPGRADE ECT SACRIFICE A CARD OR PLAY LAND UPSIDE DOWN TO GET SOUL ESSENCE

FLAVOR TEXT, UNIT STORY TEXT RESISTANCE OR BUFFS HERE

ATTACK5 AND HEALTH4 ARMOUR NEED TO GO THROUGH ARMOUR FIRST TO DAMAGE UNIT 1 TO 10

DAMAGE AND HEALTH WRITTEN HERE AND EXTRA DETAILS

MANA WRITTEN HERE 4 OUT OF 10 MANA EXAMPLE

CARD RARITY UP 13 CAN ALSO BE PLAYED AS NORMAL CARDS OR CHESS EVEN SO MULTI FUNCTIONAL DECK

THE AMOUNT OF FEAR THE UNIT CAUSES

SOUL ESSENCE FUSION COST, ALSO TO SPECIAL SUMMON WITOUTH MANA COST, YOU ADD BASE COST OF ARCANE MANA PLUS 1 SOUL ESSENCE SO 3+2+1=6 SOUL ESSENCE DIFFERENT FOR EACH CARD

UNIT TIER 1 TO 5 EVERY UNIT UPGRADE INCREASE TIER BY 1

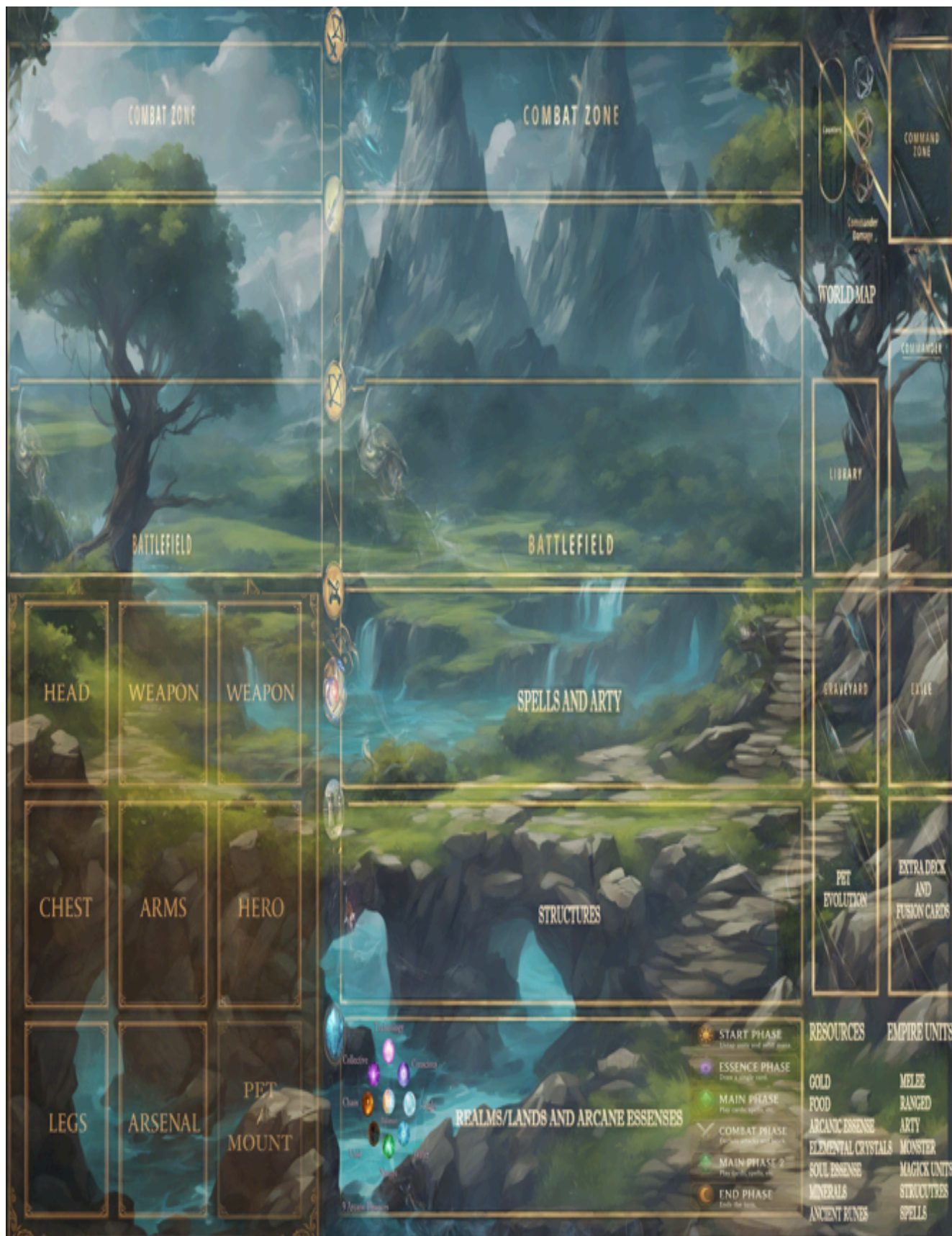
MELEE, RANGED ECT

SHOOTING RANGE 0 AND MOVE RANGE 3 USED MORE IN TACTICS AND WORLD MAP, GOES OFTEN FROM 0 TO 6

MANA REGEN OR OTHER MANA EFFECTS HERE 1 MANA REGEN

SP OR MANA INFO HERE 4 OUT 10

MAGICK RESISTANCE 0 TO 10



COMBAT ZONE

COMBAT ZONE

COMMAND ZONE

BATTLEFIELD

BATTLEFIELD

WORLD MAP

COMMANDER

LIBRARY

HEAD

WEAPON

WEAPON

SPELLS AND ARTY

GRAVEYARD

EXILE

CHEST

ARMS

HERO

STRUCTURES

PET EVOLUTION

EXTRA DECK AND FUSION CARDS

LEGS

ARSENAL

PET MOUNT

REALMS/LANDS AND ARCANE ESSENCES

- START PHASE
Draw cards and add zone
- ESSENCE PHASE
Draw a single card
- MAIN PHASE
Play cards, spells, etc.
- COMBAT PHASE
Do your attacks and block
- MAIN PHASE 2
Play spells, cards, etc.
- END PHASE
Ends the turn

- | | |
|--------------------|--------------|
| RESOURCES | EMPIRE UNITS |
| GOLD | MELEE |
| FOOD | RANGED |
| ARCANCESSSENSE | ARTY |
| ELEMENTAL CRYSTALS | MONSTER |
| SOUL ESSENSE | MAGICK UNITS |
| MINERALS | STRUCTURES |
| ANCIENT RUNES | SPELLS |

2. Turn Structure

Each turn is divided into six phases:

1. Draw Phase

- Draw one card from your deck.
- The player who starts the match skips their first Draw Phase.
- Certain abilities may modify this, such as drawing extra cards or forcing discards.

2. Resource Phase

- Generate Arcane Essence or other resources from lands in play.
- Activate abilities on lands or structures. You may **convert** resources during this phase:
To calculate a card's Soul Essence Cost: Arcane Mana Cost + Special Essence Cost + 1 Base SE = Total SE Cost
- **Example: A card requiring 3 AE + 2 Special Essence (5 total) typically costs 6 SE to summon or fuse. Conversion 2 Soul Essence (SE) = 1 Arcane Essence (AE)**

3. Main Phase 1

- Play cards, summon units, and cast spells.
- Place traps face-down for future activation.
- Activate abilities of cards already on the battlefield.

4. Combat Phase

- Declare attackers and targets.
- Opponent declares blockers.
- Resolve damage:
 - Compare unit Attack vs. opposing Defense/Health.
 - Apply damage and remove destroyed units.

5. Main Phase 2

- Continue playing cards, adjusting strategy based on combat results.
- Activate abilities or prepare defenses. Same as phase 1

6. End Phase

- Resolve end-of-turn effects.
- Pass the turn to the opponent.

3. Card Types and Functions

3.1 Units / Creatures

The **core of every army**, Units form the backbone of your battlefield strategy. They engage in combat, defend your lines, and often carry unique traits, faction keywords, or Essence-based abilities.

Attributes Overview

- **HP (Health Points):** Vitality; when reduced to 0, the Unit is destroyed.
 - **ATK (Attack):** Determines physical strike power and damage dealt.
 - **DEF (Defense):** Reduces incoming damage; represents armor or magical resilience.
 - **Mana Capacity:** Total Mana available for spellcasting or ability use.
 - **Mana Regeneration:** Amount of Mana regained per turn for sustained casting.
 - **Speed / Movement:** Number of tiles or Lines the Unit can move per turn.
 - **Attack Range:** Distance the Unit can attack from; defines control zone.
 - **Morale:** Confidence and discipline; low Morale weakens ATK and DEF.
 - **Stamina Points (SP):** Used for physical skills, combos, or reaction moves.
 - **Evasion Points (EP):** Used to dodge, reposition, or counterattack.
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Special Mechanics

- **Evolution / Fusion:**

Some Units can *evolve* or *fuse* into stronger forms by channeling **Soul Essence (SE)** or combining with another compatible Unit.

 - Example: *Apprentice Knight* → *Elite Paladin* (using 2 SE)
 - Example: *Mech Sentry* + *Aether Core* → *Arcane Colossus* (*Fusion Unit*)

- **Type Line Examples:**
Infantry, Cavalry, Mage, Construct, Beast, Elemental, or Divine Servant.
- **Faction Traits:**
Each Unit inherits the thematic identity and synergy of its Faction's **Arcane and Special Essence Alignment**, influencing its stats and abilities.
 - *Alliance (Light/Arcane)*: Balanced units with morale and healing synergy.
 - *Horde (Chaos/Void)*: Aggressive, fast-evolving attackers.
 - *Sylvan (Nature/Water)*: Regeneration, growth, and environmental control.

3.2 🐾 Pets and Companions

Pets are specialized Units that bond with Heroes or act independently on the battlefield. They can grow stronger through **evolution**, or serve as **mounts** or **familiars** that enhance a Hero's stats.

Examples

- *Spirit Wolf* — evolves into *Ethereal Direfang*.
- *Arcane Drake* — becomes a mount granting flight and bonus ATK to the Hero.
- *Automaton Familiar* — boosts the Hero's Mana Regen or DEF.

Pet Zones

- Each Hero may have **one active Pet** on the field.

3.3 ✨ Spells

Spells channel Essence to create immediate, lingering, or reality-altering effects.

Types

- **Instant Spells:** Can be cast during *either player's turn* (reaction type).
- **Sorcery Spells:** Played only during your Main Phases.
- **Ongoing Spells:** Stay active for several turns or until dispelled.
- **Spell Fusion:** Combine two compatible spells to forge a hybrid effect (pay both costs +1 Arcane Essence).
 - Example: "*Flame Torrent*" + "*Gale Burst*" → "*Infernal Cyclone*."

Overcharge: Spend extra Essence to amplify spell strength, area, or duration.

3.4 Traps

Traps are hidden tactics and surprises that punish careless moves.

They are played **face-down** and trigger automatically when specific conditions occur.

Examples

- “*Mirror of Retribution*” — reflects the next spell cast at you.

3.5 Lands / Essence Cards - and soul essence

Lands channel the energy of the Realms, serving as the lifeblood of your army’s power.

They draw upon the infinite streams of Arcane Essence (AE) and the 9 Special Essences, each tied to a distinct elemental or philosophical domain.

- Generate resources like Arcane Essence for casting spells or summoning creatures.
- Some lands have dual functions, providing resources or transforming into units.

Resource Conversion & Soul Essence System

- **Arcane Essence (AE):**
The universal power source for all Factions and abilities.
- **Soul Essence (SE):**
The essence of sacrifice, used as an **alternative resource** when Arcane Essence is unavailable.
It fuels Fusions, Overcharges, Hero Abilities, and Resurrections.
To Gain Soul Essence:
 - You may **sacrifice any card** from your hand or field **and place it face-down in your Resource Zone**.
 - Each sacrificed card grants **1 Soul Essence (SE)**.
 - There is **no limit** to how many cards you may sacrifice this way
2 Soul Essence (SE) = 1 Arcane Essence (AE)
 - (Used for Fusion, Overcharge, or Summoning when AE is scarce.).

3.6 Artifacts, Vehicles & Equipment

Artifacts are relics, weapons, or ancient devices infused with Essence.

They remain on the battlefield and enhance Units, Heroes, or Structures until destroyed or unequipped.

Equipment Slots

- **Head (1)**

- **Torso (1)**
- **Arms (2)**
- **Legs (1)**

Common Effects

- +ATK / +DEF bonuses.
- Passive buffs like *Spell Resistance* or *Regeneration*.
- Elemental affinity amplification or counter-type resistances.

3.7 🏰 Commanders, Heroes, and Kings

The mightiest figures in Eternal Fusion, Commanders lead armies and alter the flow of war.

Heroes

Heroes are elite Units — embodiments of Essence, purpose, and will.

They can wield equipment, summon pets, and cast both Unit Mana and ASE (Advanced Soul Essence) abilities.

Hero Summoning Rules

- Summon cost: **Arcane Essence + Special Essence** (aligned to Faction) or **Soul Essence (SE)** equivalent.
- Each Hero is built upon a **Hero Power Score (HPS)**, typically ranging from **20–80**.
- Heroes earn **ASE** through kills, unlocking *Ascension Abilities* (1–10 tiers).
- Low-HPS Heroes are affordable but fragile; high-HPS Heroes are expensive legends.

Kings

Kings represent the supreme rulers and command-level entities of a Realm.

They do not use ASE; instead, they issue **Royal Commands** — large-scale decrees that affect entire armies or battlefields.

- Each deck may contain **one King or Hero Commander**, placed in the **Command Zone**.
- If your *main board King* (the true ruler) is defeated, you usually lose the match.
- Kings summoned to the battlefield as *avatars* or *manifestations* do not count as true deaths unless the main King's health reaches zero.

4. Combat Basics

Declaring Combat

- Choose which of your Units will attack.
- Select attack targets:
 - Opponent's Units
 - Direct attack on Life Points (if no blockers remain)

Blocking

- Opponent declares blockers after attackers are chosen.
- Each Unit may block **one attacker**, unless stated otherwise (e.g., Multi-Guard, Taunt).

Resolving Damage

- Compare **Attacker's ATK vs. Blocker's DEF**.
 - Excess ATK beyond DEF is applied to the Unit's HP.
 - Units reduced to **0 HP** are destroyed and sent to the Graveyard.
 - Overkill or special effects (Pierce, Drain, etc.) may trigger based on keywords.
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5. Winning the Game

Primary Victory Condition

- Reduce your opponent's **Life Points to 0**.

Alternate Victory Conditions

- **Quest Completion:** Fulfill objectives listed in the current game mode.
 - **Artifact Control:** Maintain control of designated Relic/Artifact cards for a set number of turns.
 - **Hero or King Defeat:** Some modes end if the main Hero or King is slain.
 - DND adventure on worldmap and conquest, conquer opponents territory.
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6. Game Modes

Normal Mode

- 1v1 PvP format.
- Win by reducing Life Points or fulfilling alternate conditions.

Campaign Mode

- Story-driven adventure led by a Game Master (GM).
- Explore maps, complete quests, and face dynamic encounters.

Tactics Mode

- Grid-based combat emphasizing unit **positioning, movement, and range**.

Fighting Duel Mode

- Small-scale tactical duels focused on **Hero vs. Hero** or **Elite Units**.

Conquest Mode

- Realm-scale warfare with **territory control, base-building, and defense** mechanics.
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7. Advanced Mechanics

Fusion & Evolution

- Combine Units by spending **Soul Essence (SE)** to create stronger hybrid forms.
- **Fusion Summon Example:** Sacrifice two Units → summon a powerful Fusion Hybrid.
- **Evolution:** Pets or Units evolve through tiered stages using SE or special Essence triggers.

Resource Management

- **Arcane Essence (AE):** Main energy for summoning Units and casting Spells.
- **Soul Essence (SE):** Used for advanced summons, Evolutions, Overcharges, or Hero ASE abilities.
- **Special Essences:** Unique factional resources tied to the Nine Realms (Light, Chaos, Nature, etc.).

Interactive Mechanics

- **Mana Conversion:** Flip Land cards upside down to generate alternate Essence types.
 - **Environmental Effects:** Terrain-based cards alter combat flow.
 - *Example:* “Frozen Tundra” slows Unit movement.
 - *Example:* “Volcanic Eruption” damages non-flying Units each turn.
 - **Battlefield Adaptation:** Certain Units or Spells alter terrain or Realm type dynamically.
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8. Tips for Beginners

Core Strategies

- **Focus on Synergy:** Build decks where Units, Spells, and Faction traits enhance each other.
 - **Resource Planning:** Track AE and SE carefully — every turn matters.
 - **Balance Attack & Defense:** Avoid overextending your forces.
 - **Experiment with Factions:** Test different Essence alignments to match your playstyle.
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8.1 Balancing Reference

Universal Essence Conversion Rule:

- **2 Soul Essence (SE) = 1 Arcane Essence (AE)** (used for Fusion or Overcharge).
- **Restriction:** SE cannot replace *Special Essence* unless specifically stated.

9. 📖 Quick Reference Glossary

- **Flying** – Can only be blocked by other Flying Units.
- **Trample** – Excess damage spills over to the defending player or Unit.
- **Haste** – Unit may attack immediately after being summoned.
- **First Strike** – Unit deals damage before its opponent in combat.
- **ASE (Advanced Soul Essence)** – Heroic energy gained through kills; used to activate Ascension powers.
- **HPS (Hero Power Score)** – Value used for balancing custom Hero stats and abilities.
- **UST (Universal Spell Token)** – Temporary token used to cast Fusion or Overcharge spells.
- **Morale** – Army-wide resolve; low Morale reduces ATK/DEF, while high Morale boosts synergy and leadership effects.
- **Fusion Range** – Maximum distance between Units allowed for Fusion Summoning.
- **Overcharge** – Spend extra Essence to amplify a Spell's power, range, or duration.

10. 🌐 Comprehensive Playzone, Map, Battlefield & Playmat Design

The **Playzone** in *Eternal Fusion Unleashed: Realms Collide* immerses players in a vivid tactical environment that balances **clarity**, **strategy**, and **aesthetics**.

Each section of the Playzone supports distinct mechanics — from tactical grid combat to realm exploration and resource management.

1. 🧩 Playzone Overview

- The playzone is divided into areas supporting different gameplay elements:
 - **Card Deck & Hand Zone** – Displays your deck and active hand for immediate decisions.
 - **Battlefield Grid** – Core combat area where Units, Structures, and Spells interact.
 - **World Map View** – Exploration and realm-control section showing territories and resources.
 - **Event / Chat Box** – Real-time updates for quests, battles, and player interactions.
 - **Resource Pool** – Tracks mana, Arcane Essence, Special Essences, and Soul Essence.
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2. Battlefield Grid

The **Battlefield Grid** is the heart of combat — a dynamic tactical field designed for strategy and visual clarity.

Grid Structure

- Standard **6×6 Grid or 3*3 lines** for balanced gameplay.
- Each cell may represent unique terrain (Forest, Mountain, River, Lava, etc.).
- Supports tactical depth and unit specialization.

3 lines or Zones of Play

- **Frontline** – Core melee combat and high-risk engagements.
- **Support Zone** – Ideal for ranged units, healers, or spellcasters.
- **Backline** – Enable ambushes, repositioning, or pincer tactics. structures and arty.

Interactive Terrains

- **Forest** – Provides cover, reducing incoming damage.
- **Mountain** – Increases accuracy and ranged attack bonuses.
- **Lava Field** – Inflicts damage each turn unless unit has Fire or Flight resistance.
- **Water / Marsh** – Slows movement unless the unit has Aquatic or Glide traits.

Elemental & Realm Effects

- Realms or terrain cards can alter the battlefield dynamically.
 - *Example:* “Frozen Tundra” slows melee movement.
 - *Example:* “Volcanic Eruption” deals AoE damage to non-flying units.

Visual & Gameplay Aesthetics - in 3d pc game

- Animated spell effects, particle impacts, and reactive environments.
 - Color-coded grid outlines for clarity:
 - **Green** – Safe zones.
 - **Yellow** – Buff or neutral zones.
 - **Red** – Danger or damage zones.
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3. World Map View

The **World Map** showcases the vast Realms of *Eternal Fusion* — where players **explore**, **conquer**, and **defend** territories that shape their faction’s destiny.

Key Features

- **Territorial Control**
 - View all **controlled**, **contested**, and **neutral** zones.
 - Each territory displays available **resources**, **quests**, and **threat levels**.
- **Exploration Mechanics**
 - **Hidden Locations:** Discover dungeons, rare nodes, or secret NPC factions.
 - **Dynamic Events:** Quests, skirmishes, and wars triggered by player or faction actions.
- **Faction Interaction**
 - Track allied and enemy positions across the map.
 - Use diplomacy tools to **form alliances**, **negotiate truces**, or **declare wars**.
- **Resource Management**
 - Allocate resources to **fortify defenses**, **upgrade bases**, or **extract materials**.

- **Customization**
 - Display personal or faction **banners**, **avatars**, and **symbols** on captured territories.
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4. 🗨️ Event & Chat Box

The **Event / Chat Box** is your central hub for communication, updates, and coordination during play.

Key Features

- **Real-Time Updates**
 - Alerts for **active battles**, **completed quests**, and **realm-wide events**.
 - Notifications on **resource surges**, **invasions**, or **faction disputes**.
 - **Chat Functions**
 - **Team Chat**: For coordinated plays and ally strategies.
 - **Global Chat**: For community interactions and roleplay diplomacy.
 - **Trade & Diplomacy**: Negotiate resource trades, alliances, or challenges.
 - **Quest Tracking**
 - Displays **active quests**, **objectives**, and **reward summaries**.
 - Highlights **progress milestones** and **tips** for efficient completion.
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5. 💎 Resource Pool

The **Resource Pool** gives a clear, visual overview of all resources available to the player. It supports efficient **strategic planning** and **real-time spending awareness**.

Key Features

- **Types of Resources**
 - **Arcane Essences (AE)**: Base resource for spells and summoning.
 - **Special Essences (Nine Realms)**: Light, Chaos, Nature, Void, Water, Balance, Technology, Consciousness, Hive Mind.

- **Soul Essence (SE):** Gained by sacrifice or battle kills; used for Fusions and Evolutions.
 - **Gold & Minerals:** Used for structure upgrades, equipment crafting, and territory upkeep.
 - **Resource Indicators**
 - Separate **meters** for each resource type.
 - Visual **animations** for depletion, gain, and transfers.
 - **Upgrades & Expenditure**
 - Track **spending** and **remaining balances** after each phase.
 - Integrates with **territory upgrades**, **unit training**, and **artifact forging** systems.
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6. Playmat Layout

The **Playmat** (physical or digital) provides a structured space for every phase of battle, ensuring clarity, immersion, and strategic flow.

Zones on the Playmat

- **Deck Zone** – Holds your main deck; includes a **Graveyard area** for discarded cards.
- **Command Zone** – Reserved for your **King, Heroes, or Faction Commanders**.
- **Battlefield Zone** – Divided into **Frontline, Support, and Flanking** areas for tactical placement.
- **Resource Pool Zone** – Tracks **Arcane, Special, and Soul Essences** plus other resource types.
- **Fusion Zone** – Dedicated space for combining Units into **Fusion Forms** or **Evolved Entities**.
- **Quest Zone** – Stores active **Quest Cards**, objectives, and **progress markers**.

Playmat Features

- **Double-Sided Design**
 - **Side A:** Competitive Battles — clean layout for PvP matches.
 - **Side B:** Campaign & Exploration — extended areas for world map and quests.
- **Visual Enhancements**
 - **Faction-specific themes** reflecting allegiance and essence colors.

- **Interactive areas** (e.g., dry-erase tracking zones for resources and HP).
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7. 🎯 Player Dashboard

The **Player Dashboard** acts as a personal command center — displaying everything from combat stats to faction progress.

Key Features

- **Player Stats** – Displays **Life Points**, **Faction Standing**, and **Active Unit Count**.
 - **Achievement Tracker** – Records **completed goals**, **quests**, and **earned rewards**.
 - **Guild Status** – Shows **alliances**, **missions**, and **ranking positions** across realms.
 - **Customizable Interface** – Players can choose **themes**, **faction crests**, and **sound FX** for immersion.
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8. 📖 Tutorial & Help Section

Designed for new and returning players, this section teaches every system step by step.

Features

- **Interactive Tutorials** – Guided lessons covering **core rules**, **keywords**, and **battle mechanics**.
 - **FAQs & Community Guides** – Quick access to **tips**, **deck advice**, and **rule clarifications**.
 - **Real-Time Assistance** – **Pop-up reminders** and **dynamic help prompts** appear during matches.
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9. 🎨 Customization & Immersion

Eternal Fusion Unleashed: Realms Collide thrives on player identity and atmospheric immersion — every choice, from your avatar to battlefield effects, reflects your personal journey across the realms.

Avatars & Personalization

- Create a **unique player avatar** representing your chosen **faction, hero, or essence alignment**.
- Customize with:
 - **Portrait Frames:** Earned through quests, ranks, or achievements.
 - **Faction Sigils & Banners:** Display your allegiance proudly during battles.
 - **Hero Titles:** Unlocked through campaign milestones or PvP victories.
- Optional cosmetic add-ons include **voice packs, summon animations, and battlefield auras**.

Dynamic Realm Effects

- Each battle takes place within a **living environment** that reacts to the flow of war.
 - **Weather Changes:** Rain weakens fire attacks; sunlight amplifies Light magic.
 - **Time of Day:** Dawn boosts morale, while night strengthens stealth and shadow units.
 - **Terrain Animations:** Forests sway, lava flows, storms surge — all visually connected to Realm Essence.

Sound & Atmosphere

- **Faction-Specific Themes:** Each faction has its own orchestral motif or ambient score.
- **Adaptive Audio:** Sound intensity shifts dynamically with battlefield tension and turn outcomes.
- **Victory & Defeat Sequences:** Cinematic voiceovers and animations mark the end of epic duels.

Eternal Fusion: Realms Collide

Very Quick Rulebook - from page 22 to page 26

1. Introduction

Eternal Fusion: Realms Collide is a strategic Trading Card Game (TCG) set in a multiverse of epic battles and arcane power. Players command factions, summon units, and wield spells to achieve victory.

Game Objective

- Reduce your opponent's life points to zero or achieve alternate win conditions like controlling artifacts or completing quests.
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2. Core Mechanics

Turn Structure

1. **Draw Phase:** Draw a card from your deck.
2. **Resource Phase:** Generate Arcane Essence from lands.
3. **Main Phase 1:** Summon units, cast spells, and activate abilities.
4. **Combat Phase:** Engage in battles (attack, block, resolve damage).
5. **Main Phase 2:** Continue strategic plays.
6. **End Phase:** Conclude the turn and prepare for the opponent's turn.

Resources

- **Arcane Essence:** The primary resource for summoning and casting.
 - **Soul Essence:** Used for advanced mechanics like Fusion and Evolution.
 - **Special Essences:** Faction-specific mana for exclusive cards.
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3. Card Types and Deck Building

Card Types

- **Units:** Creatures with Attack, Defense, and Health stats.
- **Spells:** Instant or ongoing effects.
- **Traps:** Hidden cards triggered by specific conditions.
- **Artifacts:** Equipable items granting bonuses.
- **Lands/Realms:** Generate resources and trigger special effects.
- **Commanders/Kings:** Powerful leaders defining deck strategy.

Deck Guidelines

- **Size:** 65–130 cards.
 - **Composition:**
 - 30–50 Units
 - 10–20 Spells/Traps
 - 15–25 Lands/Essences
 - 10–20 Structures or Artifacts (optional)
 - **Leader Slots:** 1 King and 1–3 Heroes per deck.
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4. Gameplay Modes

1. **Normal Mode:** PvP battles with tactical card play.
 2. **Campaign Mode:** Narrative-driven exploration with quests and Dungeon Master guidance.
 3. **Conquest Mode:** Territory control and base-building.
 4. **Tactics Mode:** Grid-based strategy focusing on movement and range.
 5. **Duel Mode:** Turn-based 1v1 combat with tactical depth.
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5. Advanced Mechanics

Fusion and Evolution

- Combine units using Soul Essence to create more powerful Fusion Units.
- Pets evolve through six stages, from **Fresh** to **Mega**.
- **Hero Evolution**: Heroes gain ASE through battle kills to unlock Ascension abilities (1–10).

Special Summons

- **Tribute Summon**: Sacrifice units to summon higher-level creatures.
 - **Synchro/XYZ Summons**: Use resources or unit levels to bring forth advanced cards.
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6. Realms, Lands, and Arcane Essences

Arcane Essence & Special Arcane Essences (9 Types):

1. **Balance (Gray)**: Neutrality and technology.
2. **Nature (Green)**: Growth and wildlife.
3. **Chaos (Red)**: Destruction and unpredictability.
4. **Light (White)**: Purity and harmony.
5. **Technology (Pink)**: Futuristic innovation.
6. **Consciousness (Purple)**: Mysticism and mental energy.
7. **Void (Black)**: Darkness and curses.
8. **Water (Blue)**: Fluidity and wisdom.
9. **Hive Mind (Violet)**: Unity and collective power.

Essence Rule:

- Unless otherwise stated, **Arcane Essence (AE)** refers to **any of the nine Essences above**.
- Each Land or Realm card produces one or more of these Essences depending on its type or faction alignment.

Soul Essence Generation:

- **To gain Soul Essence (SE)**: Sacrifice any card by placing it **face-down in your Resource Zone**.
- Each sacrificed card provides **1 SE**.
- There is **no limit** to how many cards may be sacrificed this way.

- **Soul Essence** acts as an **alternative resource** when you lack Arcane Essence, and is used for **Fusion, Evolution, or advanced Hero summons**.

Notable Realms and Effects

Each **Faction** in *Eternal Fusion: Realms Collide* possesses its own **Realm Cards**, representing sacred lands, citadels, or dimensional anchors tied to that faction's essence alignment.

Realms act as **specialized Lands** — generating not only **Arcane or Special Essence**, but also **unique secondary resources or passive world effects** that influence combat, morale, or environmental dynamics.

Faction Realm System

- Every faction has **1–3 Realm cards** symbolizing their homeland or dimensional nexus.
- Each Realm:
 - Generates **2 Essences** — one **primary** (core faction essence) and one **secondary** (support essence).
 - Provides **1 passive or triggered effect** related to that realm's nature.
 - Can **transform** or **awaken** through story events or specific card effects.
- Some Realms can be **contested or conquered**, altering global resource flow and battlefield bonuses.

7. Factions Overview

Each faction represents a blend of two or more Essences.

1. **The Alliance (Light/Gray):** Balanced and versatile defenders.
2. **The Arctic Union (Light/Blue):** Masters of frost and control.
3. **The Eastern Union (Green/Purple):** Elemental martial artists.
4. **The Sylvan Confederation (Green):** Nature's guardians.
5. **The Horde Coalition (Red/Black):** Chaotic raiders.
6. **The Desert Kingdoms (Black/Light):** Masters of illusions and sand magic.
7. **The Jungle Kingdoms (Green/Violet):** Tribal swarms and beast synergy.
8. **The Resistance Network (Black/Gray):** Stealthy saboteurs.
9. **The Primal Tribes (Green/Red):** Wild, shamanistic warriors.
10. **The Clockwork Dominion (Gray/Pink):** Precision-driven mechanics.
11. **The Enigmatic Hives (Violet):** Swarm-based psychic forces.
12. **The Suboceanic Dominion (Blue):** Masters of the deep sea.
13. **The Subterranean Unity (Green/Blue):** Defensive underground dwellers.
14. **The Cursed Dominion (Black):** Necromancers and curses.
15. **The Techno-Mystic Confederation (Pink/Purple):** Cybernetic mystics.
16. **The Metropolis Alliance (Pink):** Urban innovators.
17. **The Deep Space Coalition (Purple/Pink):** Cosmic explorers.
18. **The Chaotic Nexus (Red/Black):** Agents of anarchy.
19. **The Celestial Alliance (Light):** Divine protectors.

8. Winning Strategies

Core Tips

- **Resource Management:** Balance AE, SE, and Special Essences for optimal flow.
- **Synergy First:** Combine cards that strengthen each other's effects.
- **Adapt Constantly:** Shift tactics to counter opponent strategies.
- **Deck Balance:** Maintain equilibrium between offense, defense, and control tools.

9. Community and Expansions

- **Tournaments:** Ranked, draft, or campaign-linked events.
- **Expansions:** Regular updates with new factions, mechanics, and lore chapters.
- **Community Collaboration:** Player feedback shapes new archetypes and rule refinements.