

TEAM EVL

THE RULES

The Game Crafter Edition

2-5 Players | Ages 12+ | 30-60 min | 72 Cards

Created By Ethan Weber

How It Works

Team EvL is the **UNcooperative** card game of **bluffing, social deduction**, and **risk taking**. Everyone works towards the same goal, but only the most EvL can win.

Using one action per turn, you must manipulate the **Elements** within the ritual circle in an effort to control the most information. Your goal is to be the first to correctly **Call the Ritual** and summon the demon within. However, if you prefer a more mischievious route, you may desire to coax your “Team” into calling the ritual too soon. And remember, table talk is not only acceptable, it's EvL.

The game is played in rounds. Each consists of a new “summoning recipe” depicted by the **Ritual Card**. Once you believe the elements around the card are in order, **Call the Ritual**. If all is well, the summoning is successful and you win the round. If not, you are out of play until the next round. The first player to win 3 rounds wins the game!

Components



5x7 Player Cards



21 Ravens Cards



11 Ritual Cards



5 Turn Cards



Initial Setup

- 1 Place **Asmodeus** faceup on the table with the rest of the **Ritual Cards** underneath.
- 2 Each player chooses a **Set of 7 Elements** with matching backs as their starting hand.
- 3 Shuffle the **Raven** deck and place it facedown nearby.
- 4 The least evil player **Goes First**. They're going to need the help!

New Round

The new **Ritual Card** is the next one in the stack.

Players with at least one Ritual Card start each round with an **EvL Seed**. . . more EvL they are becoming.

Return all **Player** and **Raven** cards to their owner / deck. Shuffle the **Raven** Deck.

The player to the left of the previous round winner **Goes First**.



Empty
Ritual
Location



Empty
Ritual
Location

Empty
Ritual
Location

Empty
Ritual
Location



How To Win

The winner of a round in Team EvL is the player who **Correctly Calls the Ritual**, or is the **Last Player Remaining** in the round. The first player to win 3 rounds wins the game.

Taking Your Turn

Each turn consists of 2 phases, the **Action Phase** followed by the optional **Ritual Phase**.

Action Phase [Choose One Action]

Play



Place a card from your hand facedown in a **Ritual Location**. The top of the card points toward the ritual. If this covers another card, draw a **Raven** card. Cards don't have to match the ritual.

Peek



Privately look at any (including your own) top card in the Ritual Circle that has not already been Peeked at. Then, return it and turn it **90 degrees**. Cards turned in this way can no longer be Peeked at.

Challenge

Reveal and flip over any facedown top card in the ritual circle. You may challenge a card that you previously peeked at, but **not your own card**.



If it **Correctly** matches the ritual, end your turn immediately.

If it is **Incorrect**, return it faceup and in front of the owning player. The element remains there for the rest of the round. This provides information for all to see (**Raven** cards shuffle into the raven deck). If you wish, you may immediately perform a **Play** or a **Heal** action **without drawing** a Raven card for placing on top of another card.

Heal



(1) Place a card from your hand faceup in a **Correct** location. Faceup cards are **Locked** and cannot be covered.

(2) If you have 1 or fewer ritual cards, you may return an **EvL Seed** to the **Raven** deck; shuffle.

(3) If you covered another card, Draw a **Raven** card.

Draw

Draw a **Raven** card.

Card Layout

Element Name

Element Icon

LIGHT

Player Icon
Front and Back



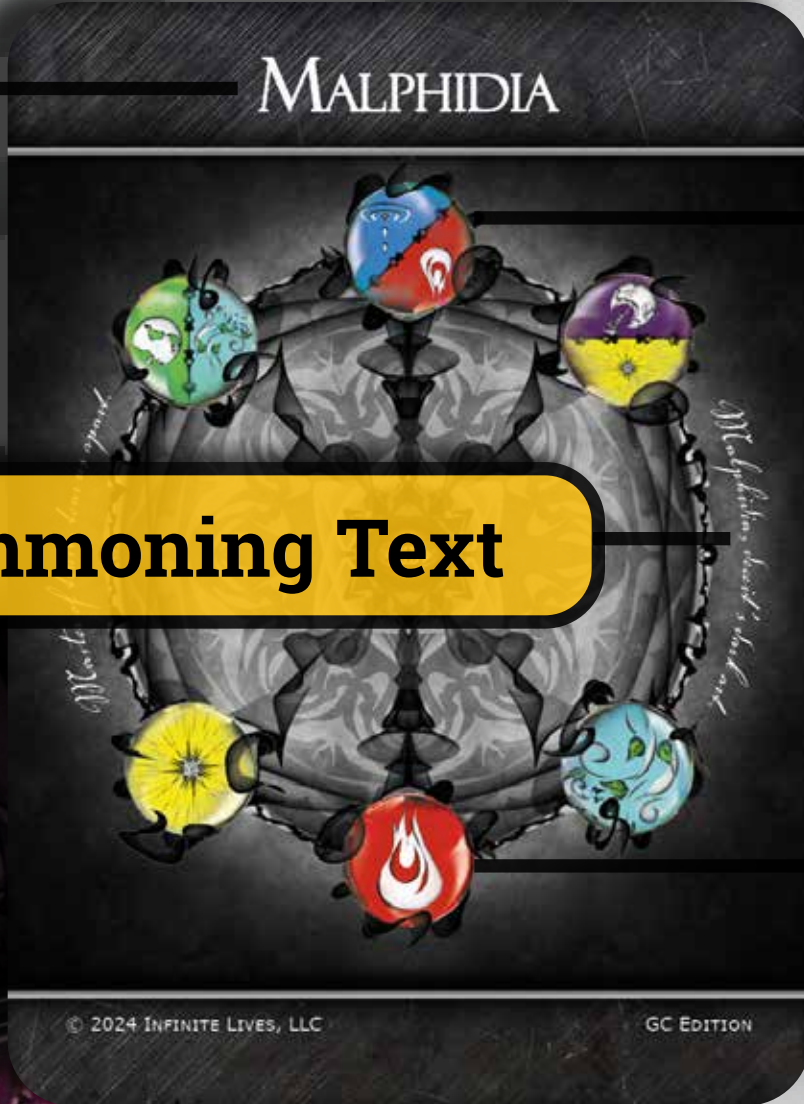
EvL Seeds

There are 7 EvL Seeds in the **Raven Deck**. When drawn, EvL Seeds are immediately placed on the table face up in front of you. If you draw a 2nd EvL Seed, you are immediately out of the round. Perform a **Ritual Cleanse**.

-OR-
Ritual Location

This means
Fire OR Water
is Required

Demon



Summoning Text

-Regular-
Ritual Location

This means
Fire
is Required

Ritual Phase [Optional]

If you believe the ritual is correct, go ahead, **Call The Ritual**. We dare you.

Call The Ritual

Flip over all top facedown cards around the ritual card. **If they are:**

ALL Correct - You win the round! Take the ritual card and place it in front of you. If you have 2 or less rituals, **Start A New Round**. If you have 3 rituals, you win the game. Congratulations! You are the **Lord of EvL**!

Incorrect - This round is not over, but it is for you. Rejoin at the start of the next round. If 2 or more players remain, perform a **Ritual Cleanse**. Play proceeds **clockwise**.

A Few More Things

Wild Element

The Wild satisfies any Ritual Location requirement. This makes it a great card to play just before you **Call The Ritual**.

The Raven Deck

The Raven deck consists of 21 cards (2 of each element, and 7 **EvL Seeds**). This means 33% of the deck is dangerous, but over time this ratio changes. Be aware.

Elements drawn from here go into your hand. They may be played just like your other element cards. However, once a Raven card is in the Ritual Circle, they do not belong to any player.

FaceUp vs FaceDown

Elements played facedown can have another element played on top of them. Only the top card affects the Ritual. Faceup Elements are correct and locked. They cannot be played on top of.

Ritual Location Stacks

Elements can continue to stack on top of each other. Be careful to keep each card's orientation correct (To Peek or not to Peek). Sometimes, cards come back into play do to a successful Challenge. If an uncovered card had previously been Peeked at, it still cannot be Peeked at again.

EvL Etiquette

When a round ends, cards that are facedown should remain secret. Player's do not need to reveal if the card they played was a truth or a lie. It is impolite to reveal cards after the round is over without permission.

There's No I in EvL

But you can still be No. 1

Ritual Cleanse

- 1 Remove all cards belonging to the player that is now **Out of the Round**.
- 2 Return all **Faceup Incorrect** cards to their owner's hand. **Incorrect Raven Cards** are shuffled into the Raven Deck.
- 3 **Raven Cards** in the losing player's hand and their **EvL Seeds** return to the Raven Deck; shuffle.

Ritual Cleanse Example

1. If Yellow is Out of the Round



2. And this should be Dark



3. The new Ritual will look like this



The Ritual Awaits!

Congrats on making it through the rules! Now give everyone a **Player Turn Card** incase they forget the essentials and go play. The Ritual Awaits!