

TEAM EVL

THE RULES

The Game Crafter Edition

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

Created By Ethan Weber

Components



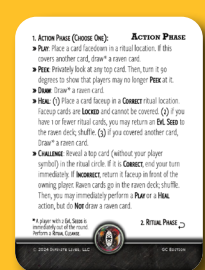
5x 7 Player Cards



21 Ravens Cards



11 Ritual Cards



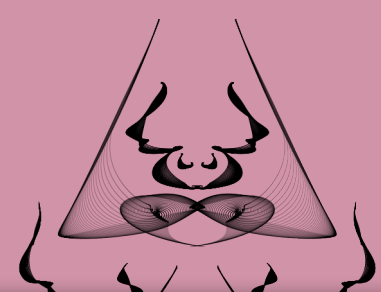
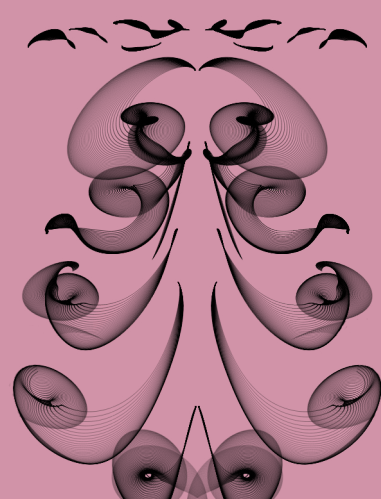
5 Turn Cards

How It Works

Team EvL is the **UNcooperative** card game of **bluffing**, **intel gathering**, and **risk assessment**. 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 mischievous route, you may trick your opponents into calling the ritual too soon. Table talk is not only acceptable, it's a great way to get more information and win the game.

Team EvL 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 the correct state, **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! For your first playthrough see the **Begginer Mode** below.



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 will need the help!

Start a 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**. They're clearly a little bit EvL.

Return all **Player** and **Raven** cards to their owner / deck (shuffle).

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

BEGINNER/SHORT MODE

For beginners, it is recommended to play until a player has won **2 rounds** instead of 3. Also, remove the **Challenge** action until everyone has an understanding of the gameplay.

RITUAL SETUP



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 by any player.

HEAL



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

(2) If you only 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.

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 the element faceup and in front of the owning player. It remains here for rest of the round and provides information for all to see (**Raven** cards shuffle into the raven deck). As a bonus, you may immediately perform a **Play** or a **Heal** action **without drawing** a Raven card for placing on top of another card.

DRAW



Draw a **Raven** card. If it is an EvL Seed, place it in front of you. Otherwise, place the element in your hand.

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**.

RITUAL LOCATION 2 ELEMENTS

Fire **OR** Water
is Required

Demon

MALPHIDIA

RITUAL LOCATION 1 ELEMENT

Fire
is Required

Ritual Phase [Optional]

After you perform an action, you may **Call The Ritual**. This is your climax for the round. Will you be victorious?

CALL THE RITUAL

Reveal all top cards in the ritual. 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**.

EXTRA INFO

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.

FACEDOWN / FACEUP

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 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 **Raven Cards** in the losing player's hand and their **EvL Seeds** return to the Raven Deck; shuffle.
- 3 Return all **Faceup Incorrect** cards to their owner's hand. **Incorrect Raven Cards** are shuffled into the Raven Deck.

RITUAL CLEANSE EXAMPLE

Yellow failed the ritual and is out of the round.

1-2. Remove Yellow's cards



3. Return the incorrect Air card to Blue's hand



Let's Go!

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!