WONDERS
OF THE
FIRST™
RULES GUIDE

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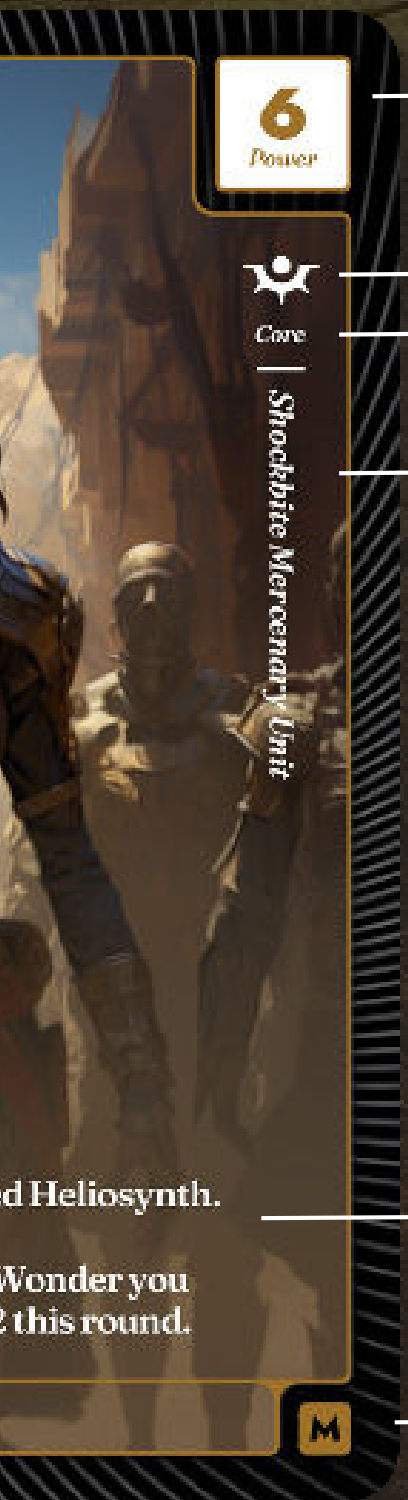
GAME PLAY

In Wonders of The First, players are Stoneseekers - powerful beings who control the fate of the orbitals. They summon fighting units called Wonders as well as spells, lands, and items.

Players play cards into 7 realms to battle and gain control of stones. The player who controls the most stones at the end of round 7 wins the game.

WONDERS CARDS



POWER

ORBITAL

CORE MECHANIC

FACTION

ABILITY

RARITY

C *Common*

U *Uncommon*

R *Rare*

E *Epic*

M *Mythic*

CARD TYPES

Wonders

These are characters that add their power in battle and can conquer their realm, taking control of the stone.

Spells

Spells have an effect and are then put in The Abyss.

Lands

Lands can be played to any realms. If you have at least one land anywhere in The World, all cards of that orbital cost 1 less energy to play from your hand. Additional lands of that orbital don't reduce costs.

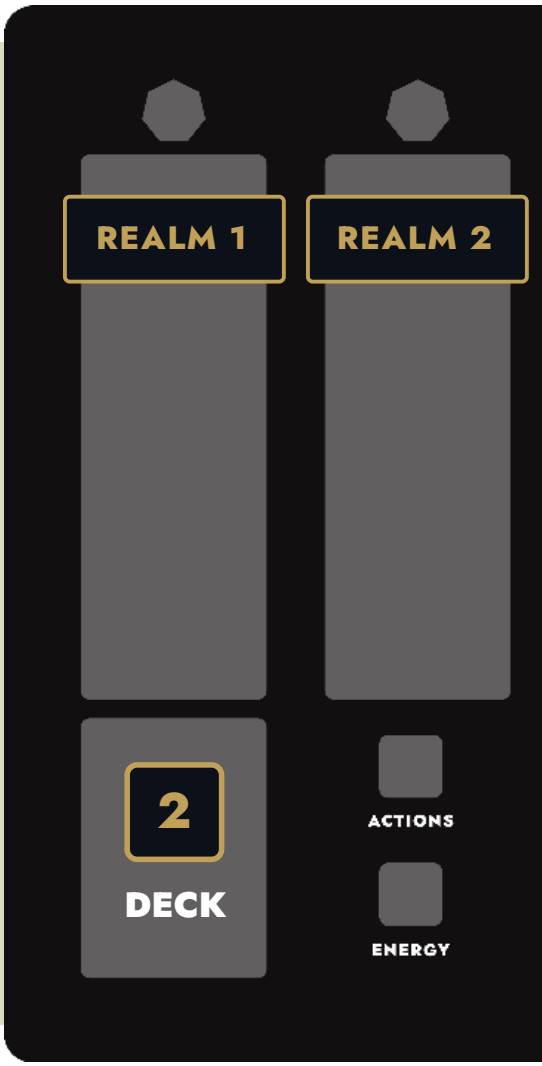
Items

Some items are equipment, meaning they attach to a Wonder you control when they are in the same realm. Equipment cards enhance the stats and/or abilities of Wonders. (See key term 'equip' for details.) Other items are used on their own for activated or ongoing abilities.

AREAS OF THE GAME

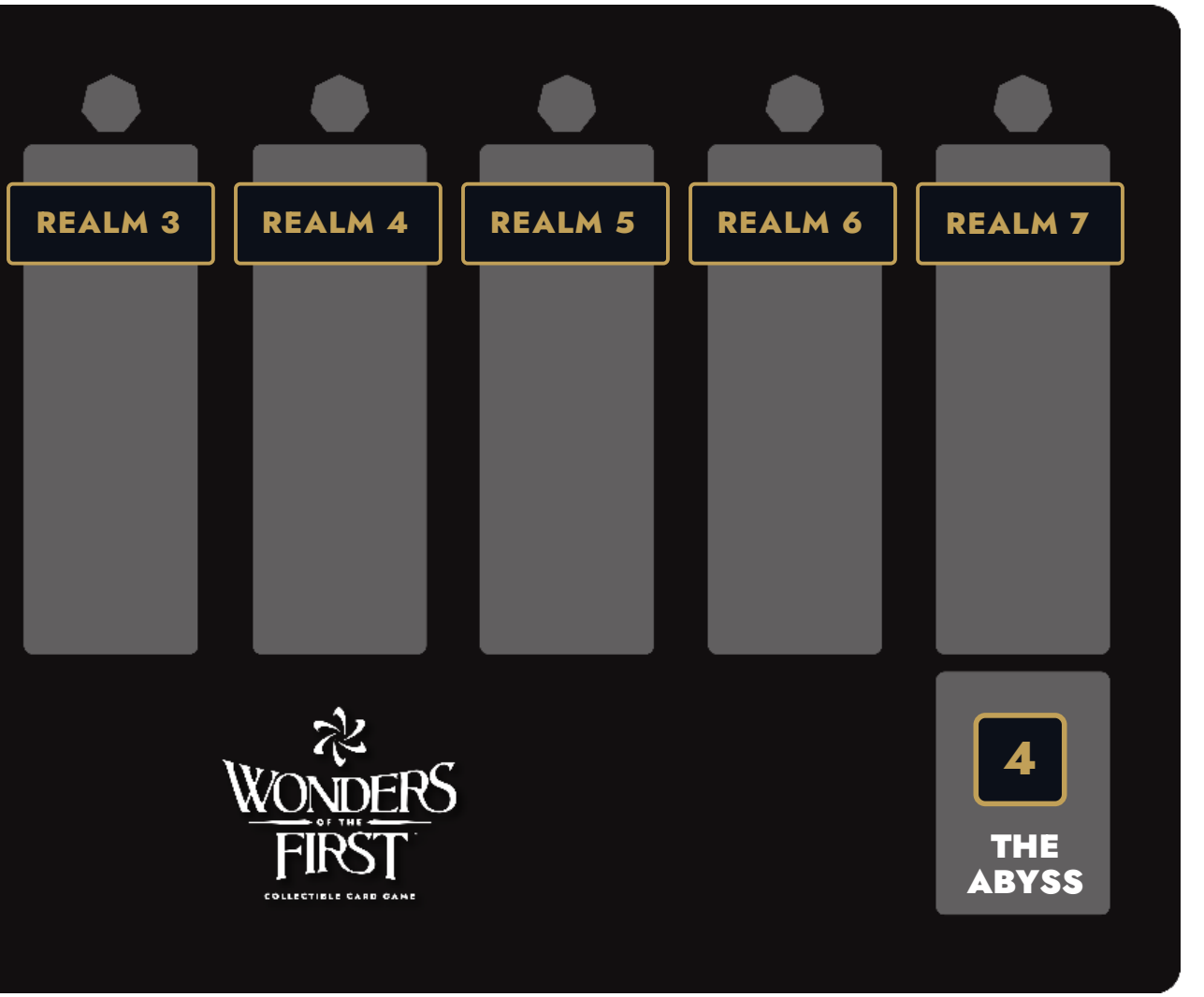
There are five areas where cards can exist:

1. **THE WORLD (IN ONE OF 7 REALMS)**
2. **DECK**
3. **A PLAYER'S HAND**
4. **THE ABYSS (DISCARD PILE)**
5. **BANISHMENT (REMOVED FROM GAME)**



REMEMBER!

Whenever a card moves from one area to another, it loses all effects.



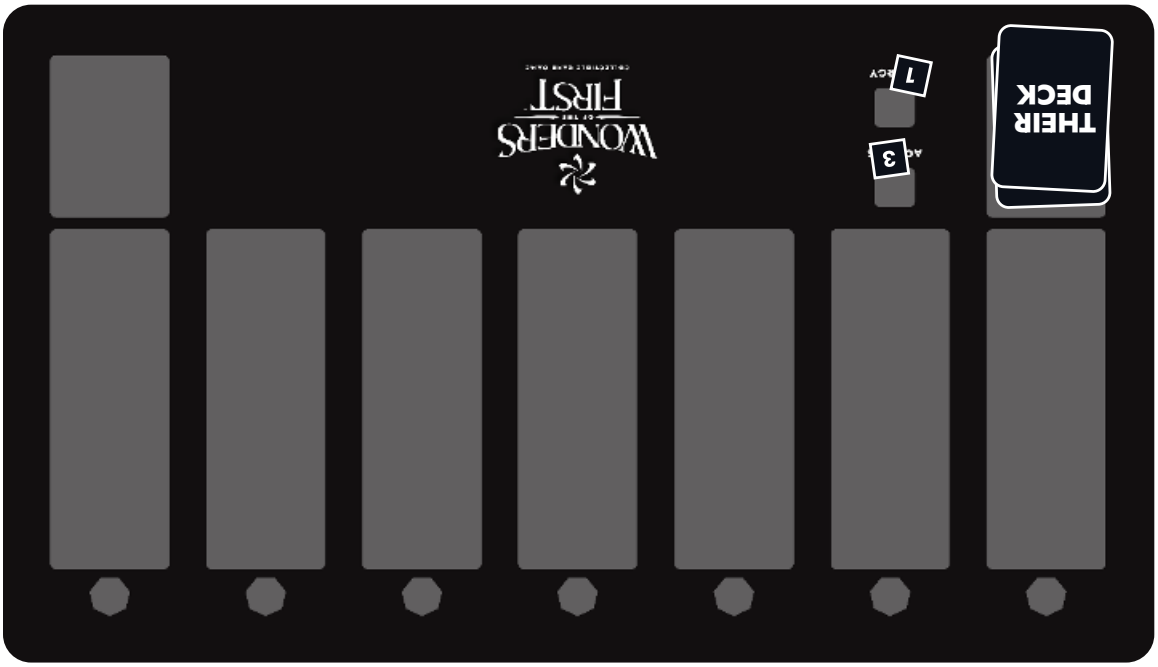
3

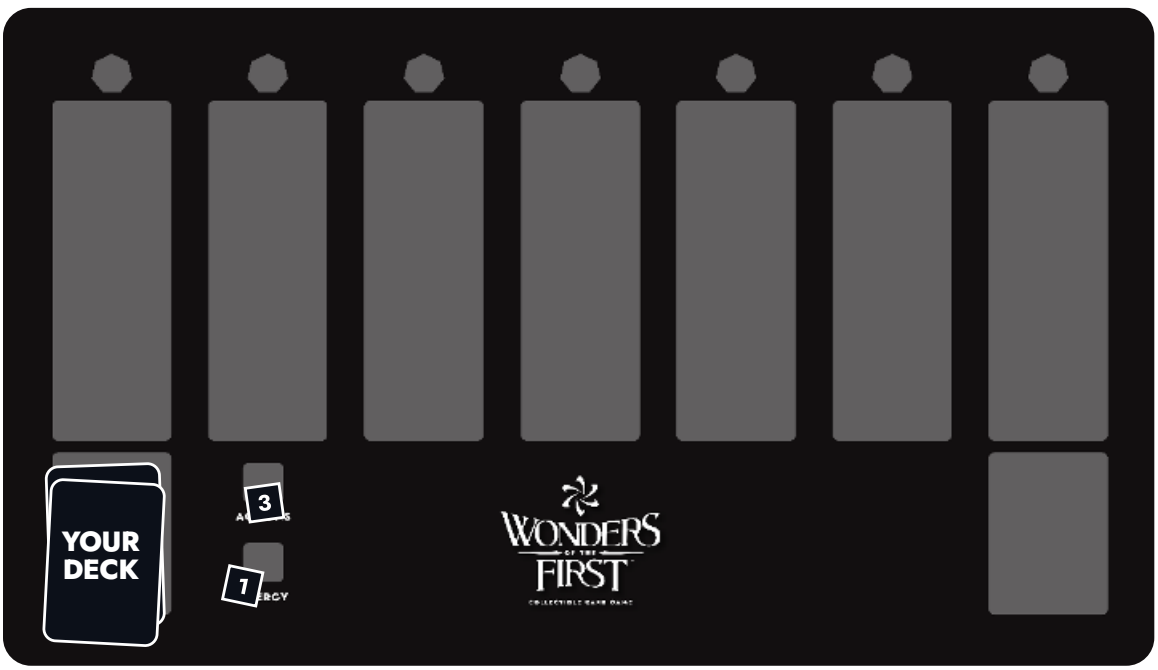
A PLAYER'S HAND

5

BANISHMENT

SETUP





Deckbuilding

Each player brings a deck with 50 cards. Tiers determine how many copies of a card are allowed in a 50-card deck.

Players can bring an additional token deck of up to 50 tokens.

CARD TIERS

Legendary – 1x per deck
Primary – 2x per deck
Secondary – 3x per deck

Additional Formats

Players can choose from a number of deckbuilding formats, such as Dynamic Balance Score categories.

Check wondersccg.com for details.

DETERMINE FIRST PLAYER

If you've just played a game against the same player, the loser of the last game chooses who is the first player. Otherwise, players flip a coin to determine the first player. The winner chooses who will play first.

The player who plays second chooses whether realm 1 will start on their left or right.

DRAW STARTING HANDS

To start the game, each player shuffles their deck and draws 7 cards into their hand.

MULLIGAN

Each player can choose up to 3 cards in their hand. They put these on the bottom of their decks in any order and then draw that many from their deck. The player going first mulligans first.

STEPS OF THE ROUND

The game takes place over 7 rounds. During each round the players play cards from their hands into the current round's realm and/or any realms of previous rounds. To begin, each realm starts with a stone to mark who controls it.

1 *Add Energy and Actions*

At the start of each round, each player adds one energy for each round that has happened in the game. For example, on round 5 each player adds 5 energy.

Each player also adds one energy for each stone they control. After gaining energy, each player also gains 3 actions.

2 *Draw Cards*

Each player draws the top card of their deck.

3 *Take Turns (Use Actions)*

The player who most recently seized a stone takes the first turn each round. If no stones have been seized, the player who took the first turn on round 1 continues to do so.

In general, you do one thing on your turn and then the next player does one thing on theirs. Players alternate turns until all actions have all been used (or all players have passed consecutively.) There are no restrictions on how many actions a player can use on each round. Using an action or a free action is considered taking a turn.

On your turn, spend an action to:

- **Draw a card.**
- **Play a card.**
- **Attack with all your Wonders in a single active realm.**
- **Activate a tap action of a card on the board.**

Alternatively, you can use your turn for a free action, if available.

- **Tap free, sacrifice free, free attack, attuned, and harvest abilities are played like an action, but don't consume an action.**
- **You can also pass for free.**

You can draw multiple cards, play multiple cards, activate multiple abilities, and attack multiple times each round using actions if you choose.

Instead of using an action on your turn, you can also pass. When each player has passed consecutively in the round, the round ends. Any remaining actions and energy are lost.

Note that many cards allow players to gain extra energy and actions.

5 THINGS YOU CAN DO ON YOUR TURN (IN NO PARTICULAR ORDER)

Draw a Card

You can use an action to draw a card from your deck to your hand.

Play a Card

The card types are Wonder, land, item, and spell.

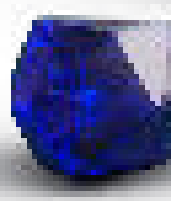
To play a card, use an action and spend energy to pay the cost of a card from your hand. Then place it into an active realm (the current realm or any previous round's realm) or into The Abyss if it's a spell. For example, on round 5 a card can be played to realm 1, 2, 3, 4, or 5.

When you play the card, resolve all triggered effects and then pass the turn.

Cards can't cost less than 0 energy.

Like any other cards, lands cost 1 action to play from your hand.

Lands have the orbital link ability. Lands with orbital link reduce the energy cost of cards of the same orbital. They also allow you to play core cards from your hand. See the Link keyword ability below for details.



Location of lands doesn't normally have any effect on energy cost reduction or other abilities.

There's no limit to the number of cards allowed in a realm.

Attack

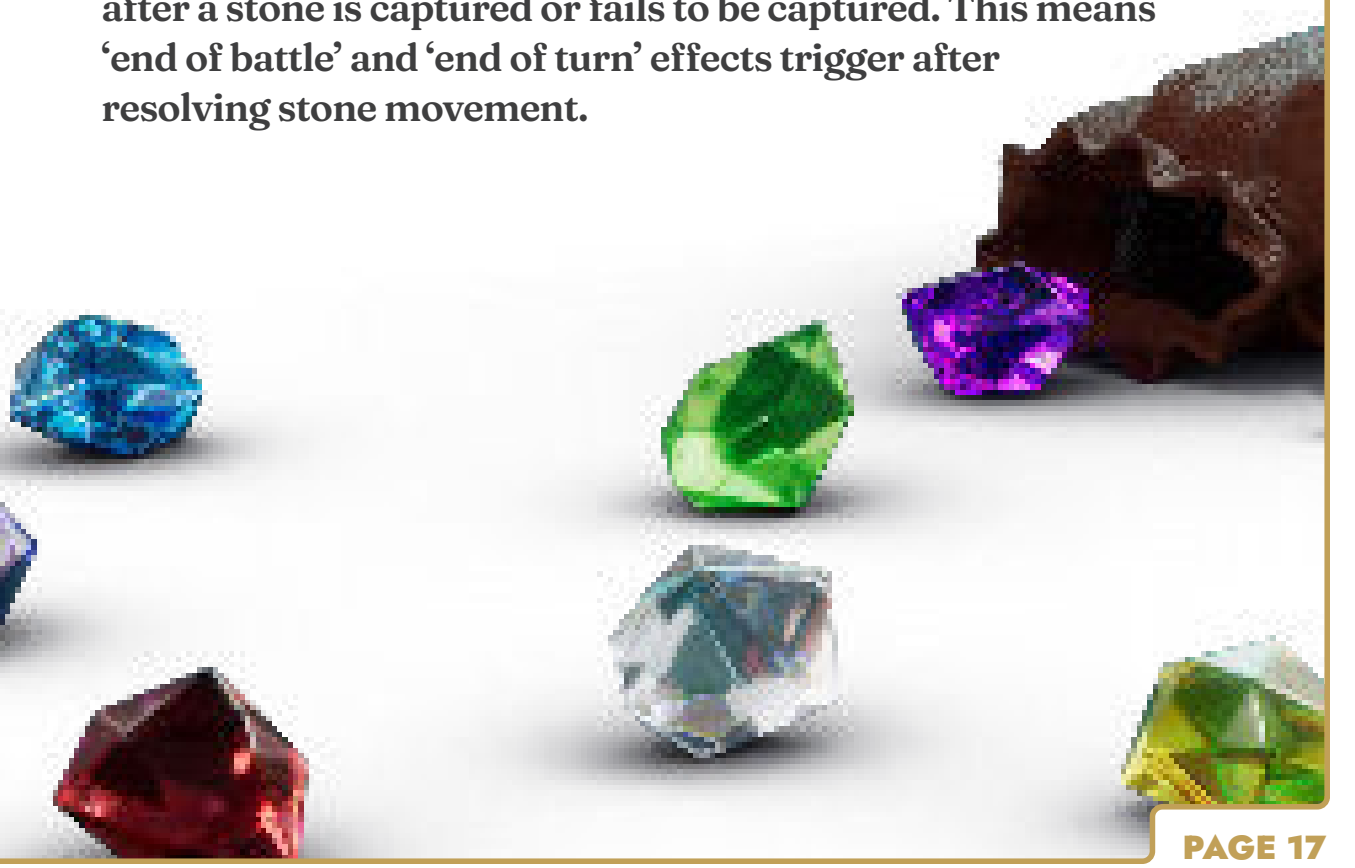
A player can attack in any active realm if they have any Wonders there. The side with higher total power in that realm conquers that realm and and seizes that stone. If it's a tie, the stone will not move.

All Wonders in a realm must attack together.

If one side has 0 power and the other has no enemies, the stone can still be seized.

A player is allowed to use actions to attack in the same realm repeatedly, and is allowed to attack in realms where they may lose (although this is unusual). Attacking and losing while in possession of the stone will result in the defender seizing the stone.

The battle begins as soon as a player declares an attack in a realm. Trigger any 'on battle' effects at that point. Battle ends after a stone is captured or fails to be captured. This means 'end of battle' and 'end of turn' effects trigger after resolving stone movement.



Activate an Ability

Tap abilities let you use a card ability to get an effect on your turn. To show the tap ability has been used, tap it (turn that card sideways). It won't untap for the rest of the game. Tapped cards are still able to battle at full power. For example, a card with 3 power may tap to put +5 counters on itself. It can now battle with 8 power even though it's tapped.

You can also activate other types of abilities, such as sacrifice and harvest.

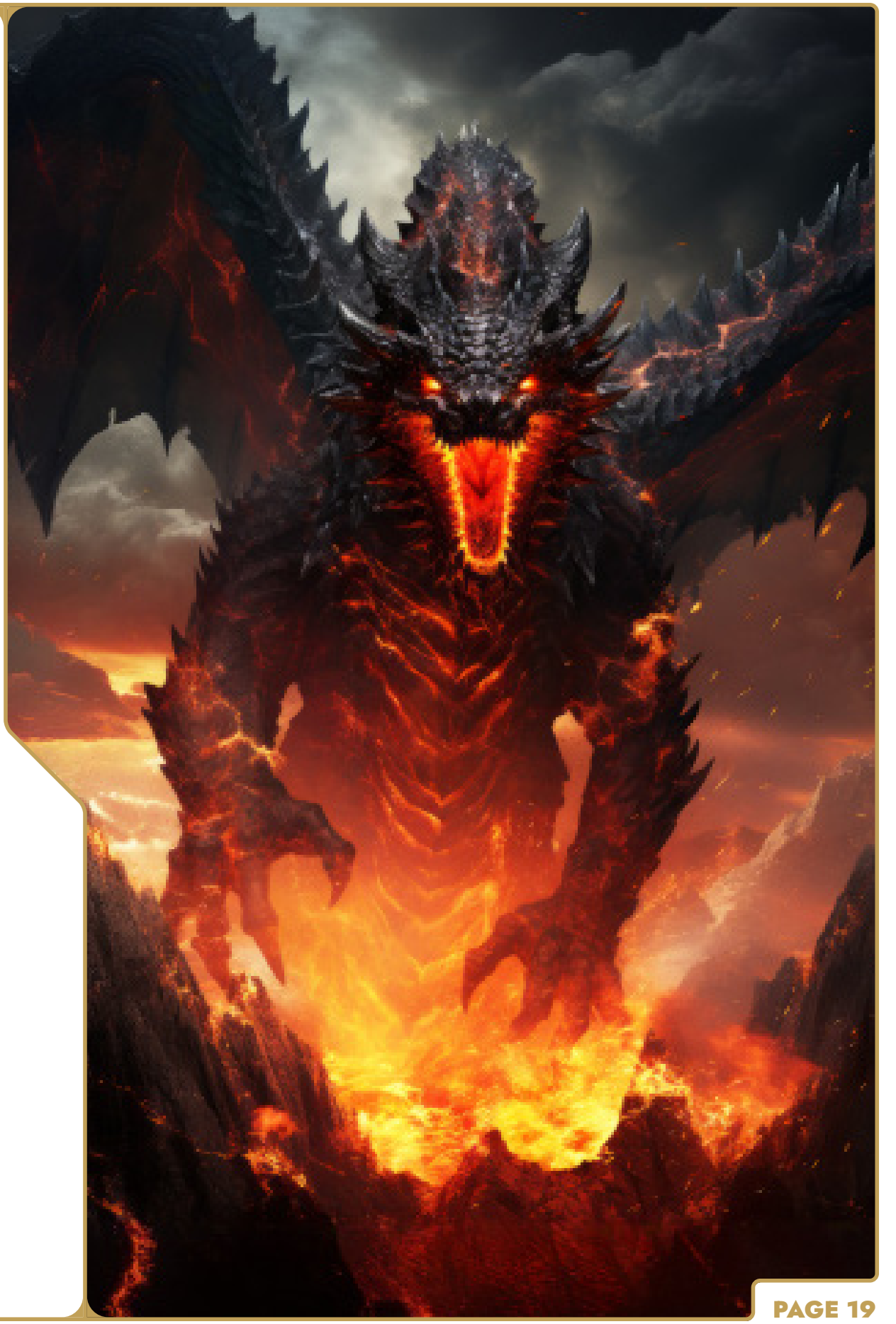
Abilities may or may not require an action, depending on the card.

Pass

If you're done using actions this round, you can pass.

If you have no actions left and no abilities to activate you're required to pass.

If you've already passed you aren't required to keep passing on your later turns that round.



TIMING KEYWORDS

Most Wonders have a timing keyword to show when the ability's effect happens. For some, the player chooses when to use them. For others, they happen automatically when certain conditions are met.

FREE ATTACK:

This operates like an action that can only be used for an attack. Use it in any realm unless specified. Use it on any turn that round. If unused at end of round, it's lost.

HARVEST:

This is a type of tap free action.

ON ARRIVAL:

This triggers when the card arrives in The World from a player's hand, deck, banishment, or The Abyss. It doesn't happen when a card moves from one realm to another.

ON ATTACK:

This triggers whenever this card attacks.

ON BATTLE:

This triggers whenever any player attacks in that card's realm.

ON DEATH:

This triggers whenever the card is put from The World into The Abyss.

ON DEFENSE:

This triggers whenever an opponent attacks in that card's realm.

ON HARVEST:

This triggers whenever this card is harvested. (Harvesting is a type of tap free ability and uses the tap free timing rules. It has a special exception that multiple harvests can be activated at once.)

ON PLAY:

This triggers whenever the card is played from the hand. Resolve this triggered ability before the card arrives.

ON ROUND X:

This triggers at the start of the specified round. Resolve this effect before players draw, gain energy or actions that round.

ON ROUND END:

This triggers at the end of each round. Then 'this round' effects end, unspent energy is lost, and players discard down to 7 cards.

ON ROUND START:

This triggers at the start of each round. Resolve this effect before players draw, gain energy or actions.

SACRIFICE ABILITY:

You can choose to activate a sacrifice ability on your turn any time you could spend an action. Put the card into The Abyss as part of the activation cost.

- Sacrifice Free: This is a sacrifice ability that doesn't require an action. You can use it even when you have no actions.
- Sacrifice Action: This is a sacrifice ability that requires you to spend an action.

TAP ABILITY:

You can choose to activate a tap ability on your turn any time you could spend an action. Tap the card permanently to show it's been used.

- Tap Free: This is a tap ability that doesn't require an action. You can use it even when you have no actions.
- Tap Action: This is a tap ability that requires you to spend an action.

RESOLVING MULTIPLE EFFECTS AND TRIGGERED EFFECTS

If multiple effects happen at the same time, resolve those effects one at a time in any order chosen by the active player (the player whose turn it is).

Effects that are automatically produced according to some condition are triggered effects. For example, cards that say "when" or "whenever", "on battle", or "at the beginning of round 3" produce triggered effects.

When triggered effects occur, resolve them first in the order of the active player's choice before resolving the action that created them.

ENDING A ROUND AND STARTING THE NEXT

All Players Pass

A player can choose to pass instead of using an action. When all players have passed consecutively, the round ends. This can result in players losing their remaining actions.

A player with no actions remaining has the option to pass or use free actions such as harvest or tap free, which do not spend an action to use.

A player automatically passes if they have no actions remaining and no free actions to activate.

Round End

When all players have used all their actions and/or all players have passed consecutively, the round ends.

First, trigger all 'on round end' triggered effects. Then 'this round' effects end. Then, unspent energy is lost.

Then, if the last active player has more than 7 cards in hand, they choose and discard down to 7 cards in hand. Then the next player discards down to 7, if needed.

Continue With Rounds

The next round now begins.

The first player continues playing first until at least one stone has been seized. Then, the player who last gained a stone is the first player.

Players continue until the end of round 7.

WINNING THE GAME

At the end of round 7, check to see the current controller of each stone. The player with the most stones wins the game.

In case of a draw, the player controlling realm 1 wins. Otherwise, the draw stands.

If at any time a deck has no cards, that player loses.

GAME TERMS

ACTIONS
Each player gets 3 actions per round. Use an action to play a card, attack, draw, or activate an ability.

ALLIED WONDERS
All Wonders you control.

ABYSS
The place where destroyed or discarded cards go. Although it's called "The Abyss," each player maintains a separate pile of cards they own in The Abyss.

ACTIVE PLAYER
The player currently taking a turn is the active player.

ACTIVE REALM
Any realm that has been opened (unlocked.) Cards can only exist in active realms. Only active realms can be targeted. Cards can't be moved, portaled, or otherwise directed to arrive in an inactive realm.

ARRIVES
A card arrives when it enters any realm from a hand, The Abyss, deck, or banishment. Moving from realm to realm doesn't count as arriving.

BANISH
Banishment is a game area outside decks, hands, The World, and The Abyss. (If a Wonder or other card is banished, it doesn't trigger "when this dies" abilities.)

BATTLE

Any time a player attacks in a realm, a battle occurs. There's an attacking player and a defending player. Sum the power of each player's Wonders in that realm to determine the winner. The winner conquers that realm and seizes its stone.

BURY

Put a card or group of cards on the bottom of its owner's deck in any order of the owner's choice.

CORE

Cards with the core stat can't be played from your hand unless you have a matching orbital link established. For example, you can't play a core Petraia card unless you control a Petraia Link in a realm.

COUNTERS

Some abilities put + and - power counters on cards. These counters give a permanent increase or decrease to that Wonder's power.

When both + and - counters are on a card, remove an equal number of counters.

When a Wonder has negative power, it dies. Wonders can survive at 0 power.

Whenever a card is put into a location other than a realm (such as a hand, The Abyss, deck, or banishment) all counters are removed from it.

Other types of counters have various effects, such as null counters and shield counters.

GAME TERMS (CONTINUED)

CLASS
Cards have classes that describe their categories and roles such as Monster, Rite, or Utility. Some classes have special rules, such as equipment.

CURRENT REALM
The realm that was opened on the current round.

DESTROY
Put a card from The World into The Abyss. Sacrificing does not count as destroying.

DIES
When a card dies (including being destroyed or sacrificed,) it leaves The World and is put into The Abyss. “Whenever dies” triggers happen as soon as it leaves The World.

DISCARD
Put a card from a player’s hand into The Abyss.

ENEMY
Any Wonder controlled by an opponent.

ENERGY
Energy is the resource used to play cards from a player’s hand.

EQUIP
Some items have the equipment class. All equipment equips to a Wonder if able.

When an unequipped equipment is in the same realm as an allied Wonder, it automatically equips as a triggered effect. Its controller chooses which Wonder it equips to if necessary.

If the equipped Wonder leaves The World its equipment remains in the realm and equips to another Wonder there with the same controller. If there aren't any, the equipment stays in the realm unequipped. (This includes death and portal effects.)

If a Wonder you control arrives in the same realm as an equipped Wonder you control, you may choose to move the equipment to the new Wonder as a triggered effect. (Note that moving doesn't count as arriving.)

If an equipped Wonder moves to another realm, equipped cards move with it.

Players can't normally move equipment from one Wonder to another unless an effect explicitly allows it.

NULLIFY

When a card is nullified, its abilities are treated as if its ability text were blank.

Nullify does not affect counters, + power, or other status effects, just ability rules text.

If a card such as an equipment is granting an ability (such as flying) to a Wonder and that Wonder is nullified, the granted ability is a status effect, and is not nullified (unless the ability of the equipment is nullified.)

If a card is nullified after it's played but before it resolves, it still resolves but is treated as if its rules text was blank. A nullified spell goes to The Abyss with no other effect.

GAME TERMS (CONTINUED)

POWER
Measurement of a Wonder's strength in battle.

REALM
One of the seven battlefields, each with a stone to seize.

SACRIFICE
Choose and move your own card to the abyss.

Sacrifice doesn't target and can't be prevented.

STATUS EFFECT
A status effect is an ongoing modification created by an ability. It may last a fixed or indefinite time. If an ability uses the term "get", it's a status effect. For example, "Undead Wonders get +2." Granted abilities are status effects.

STONE
A stone marks control of each realm. At the end of round 7 the player with the most stones wins the game. Each stone gives its controller an additional energy at the start of each round.

SEIZE STONE
Gain control of a stone.

TAP/UNTAP
Turn a card sideways to indicate its ability has been used. Cards don't untap on their own. Tapped cards can still battle normally.

THE PRISONER
The Prisoner is not free. (This card remains a mystery.)

TOKENS

Tokens are treated as virtual cards.

Tokens can't exist in a player's hand, deck, banishment, or The Abyss. If a token goes to one of these areas, it stops existing as soon as it arrives

Tokens entering The Abyss will trigger 'when dies/destroyed...' abilities before they stop existing.

Unless specified, tokens have the same orbital as the card that created them.

When a token is created you may be able to choose from multiple physical token options. For example, if you create a Bella token, you can choose to use a physical Bella token card or a Bella the Noble if you own that token card.

If you don't own a physical token card, you can use any object to represent the basic version of that token.

UNKNOWN LANDS

Some lands are on the backs of tokens. They can't start the game in a deck except in some formats like draft.

WONDER

A card type that has a power stat for battle.

WORLD

The game board, containing all 7 realms. It does not include hands, decks, The Abyss, or banishment.

KEYWORD ABILITIES

ASCEND

A card with ascend triggers an effect at the start of round 7. The effect lasts the entire round and counts as a temporary effect.

If a card with ascend is played after the beginning of round 7, it's too late and its ascend ability won't trigger.

ATTUNED

When you would spend an action to play an attuned card, instead spend no action.

DEATHSTRIKE

Deathstrike means whenever this Wonder wins or ties a battle, it targets an enemy Wonder in the same realm and destroys it.

Deathstrike counts as an on battle ability.

DENY

When you deny a card, put the specified number of cards from the top of your deck into The Abyss.

ETERNAL

Eternal triggers an effect when the eternal card is put directly from a deck into The Abyss.

FAITH

Some cards generate faith, which is a separate resource tracked like energy and actions. Faith is not lost at the end of each round.

FLYING

Flying means when this Wonder attacks, you may move it to an adjacent active realm at the end of the turn. This may let a flier attack in multiple realms in the same round.

Flying counts as an on attack ability.

HARVEST

Harvest is a tap free action.

If you harvest to gain an action, you can't use the action on the same turn. Wait until your next turn before you can use the action.

You can harvest multiple cards on the same turn. If you do, tap them all at once. You can gain multiple actions (and other effects) this way but you can't use the actions until your next turn.

HOARD

Hoard means if you control a certain number of stones, the ability becomes active. Hoard abilities turn on or off immediately when the stone changes control.

KINGDOM

Kingdom abilities are active while their controller controls a certain number of lands. For example, "Kingdom 3: Whenever you play a Solfera Wonder, it gets +1 this round. " means nothing happens until you control 3 or more lands of any orbitals anywhere.

KEYWORD ABILITIES (CONTINUED)

LINK

Lands have orbital link abilities such as Petraia Link. An orbital link has two important effects:

1. All cards of that orbital cost 1 less energy to play from that player's hand. This orbital link cost reduction doesn't stack with multiple links of the same orbital.
   For example, if a player has three lands with Thalwind link and one card with Umbrathene link, all the Thalwind cards in that player's hand will cost 1 less energy, and all the Umbrathene cards in their hand will also cost 1 less.

2. Orbital link allows the player to play core cards from their hand. For example, if a Petraia card says "Core" the player can't play it from their hand until they have a Petraia Link card on the board.

Other abilities, such as seek, may allow players to play core cards without meeting the link requirement.

The realm location of a land doesn't matter for orbital link abilities.

NULL COUNTER

A card with a null counter is nullified. Treat it as though its rules text were blank.

PORTAL

Portal means to banish a card and then return it to The World immediately.

Since a portaled Wonder leaves The World, its equipment unequips and stays behind.

Cards return to The World untapped and on arrival abilities will re-trigger.

You can't attempt to portal anything to an inactive realm.

When it returns to The World it does not count as a new instance of the card. This means it will still trigger the same 'end of round' effects it had before it was portaled.

PROTECTOR

As long as a card has a protector counter, that card is a protector.

A protector counter is a one-time stoppage of an enemy attack that would seize the stone by winning a battle. When the stone would be seized, remove a protector counter from a protector in that battle instead.

If an opponent wins a battle but is prevented from seizing the stone, it still counts as winning and "whenever you win a battle" triggers will still trigger.

Protectors don't prevent transfer of stones outside of battles.

SEEK

When seek resolves, reveal a number of cards from the top of your deck. Choose a specified card, if able, and you may play it for no cost in that realm as if played from your hand. Bury the revealed cards that weren't played. You can play core cards using seek regardless of your links.

SHIELD

A shield counter is a one-time protection against destruction or enemy targeting.

Whenever a card with a shield counter would be destroyed or be targeted by an enemy card or effect, you may remove the shield counter instead.

KEYWORD ABILITIES (CONTINUED)

STUN

Stun has two effects. First, it taps the stunned Wonder.

Note that tapping is permanent, so the controller may not be able to use that card's tap ability, ever, although it can still attack and defend normally.

Second, stun reduces the Wonder's base power to 0 until the end of the round.

Effects like + and - counters and buffs from equipment are not part of the base power.

Remember that Wonders with less than 0 power die.

SYMBIOSIS

Wonders with symbiosis copy all abilities of a Wonder with matching power on arrival.

When symbiosis copies an on arrival ability, trigger that on arrival ability.

This means symbiosis can use a copied on arrival ability, but it can't use a copied on play ability.

The copy effect is locked in on resolution and it won't change if the copied source leaves or changes.

When a symbiosis card leaves the world, it loses any effects it was copying. This means it can't copy anything while it's in a hand, The Abyss, a deck, or banishment. Its symbiosis ability re-triggers if it enters The World again.

Symbiosis can't copy another symbiosis ability.

If a symbiosis ability is nullified and then un-nullified, it won't revert to the previous ability, since symbiosis abilities must be set on arrival. Instead it will be copying nothing.

Symbiosis counts as an on arrival ability.

Thank you to the Wonders of The First community, our pioneer playtesters, and our backers. This game was developed in close partnership with the community, and we are eternally grateful for your passion and energy.

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