
Lost Portal CCG

Manual



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Introduction

Lost Portal CCG

This document contains information about how to play Lost Portal CCG.

Card Information

This chapter gives information about the cards in Lost Portal, including information about the card colors, types of cards, their rarity and keywords that appear on cards. Also included is a description about the creature abilities that appear on most creature cards in the game.

Card Colors

There are four main card colors in the game along with multi-colored cards and cards that have no color.

Blue

Blue cards represent knowledge and the harnessing of elemental forces such as lightning, storms and ancient machines.

Green

Green cards represent the brutal power and ferocity of nature, including beasts and spirits.

Black

Black cards represent the power over death and include many undead and demons.

Red

Red cards focus on fire and destruction and include many creatures such as dwarves, orcs and ogres.

Gray

A gray card has no color. That means when you cast the card it will use any and all color aemons to cast the card. One aemon of each color will be used before a second aemon of the same color is used.

Multicolor

A card with multiple colors requires each color aemon to be cast, if it has a casting cost. For example, two-color cards require both colors of aemon energy to cast. There are also two-color aemon cards that have no casting cost and that provide two different aemon colors to your aemon field.

Gold Cards

A gold card is all four colors. That means when you cast the card you must have enough aeon energy for all four colors to cast it.

Card Types

There are several types of cards in the game and this section describes how each is played.

Aeons

An Aeon is an item of magical energy that is used to cast spells and activate certain creature abilities. An Aeon card provides the resources you need to cast other cards. You discard an Aeon card to add one or more units of aeon energy (i.e., mana) to your Aeon Field. Most cards have a casting cost that require a specific number of aeons in your field, which are then used up until the start of your next turn. Aeon cards are also used for certain creature abilities that are activated by playing the Aeon directly onto that creature.

Creatures

You summon creatures onto the battlefield to provide protection and to attack the enemy player. Creature cards are played into one of seven slots on the battlefield. Each creature has an attack value (bottom left) and life (bottom right). Each creature attacks every turn except for the turn they come into play. The rush ability can remove their summoning fatigue so they can attack the same turn they come into play. Creatures can have different abilities that take effect when cast, on death or at other times. Some of the more common abilities are given keywords, such as regenerate, hidden and overwhelm.

Magic Items

Magic items can be cast into an empty creature slot, or onto one of your creatures in play. A creature that is equipped with a magic item gains attack power, life and/or other abilities as described on the card. When a creature dies, the magic item will return to play, unless a magical effect destroys the magic item as well.

Spells

There are a number of different spell cards as described below:

ALTERATION

An alteration spell modifies one or more creatures, changing their attack, life or abilities.

DESTRUCTION

A destruction spell damages one or more creatures and/or players, causing them to lose life.

DISRUPTION

A disruption spell is automatically cast from your hand when the enemy casts a matching spell and you have the aeon energy to cast the spell.

INCANTATION

Incantation spells can cause various effects such as forcing a player to discard a card, returning a creature to the player's hand, gaining control of an enemy creature or copying a creature.

INVOCATION

An invocation spell allows the player to draw cards from their deck.

REFORMATION

A reformation spell returns one or more cards from the player's discard pile to hand or to play.

Card Rarity

Each card in the game has a rarity that indicates how likely it is to be found. Cards that are more rare are also more expensive to purchase in the Card Shop, but are worth more gold to sell. There are five card rarities in Lost Portal:

Common

Common cards are the most easily found cards in the game and therefore are the least valuable.

Uncommon

Uncommon cards are more difficult to find and therefore are worth more than commons.

Rare

Rare cards are expensive and difficult to find. They are usually found after defeating a boss, but can also be purchased in a card shop or created in a forge.

Ultra-Rare

Ultra-rares are the most difficult to find cards in the game. When you defeat a boss, you may find an ultra-rare. Ultra-rare cards may also be found in some card shops and forges.

Avatar

Avatar cards are not found in card shops nor can they be forged. An Avatar card must be won by defeating an enemy. Only certain enemies have Avatar cards that can be won.

Creature Abilities

Creatures can have many different abilities, some of which can be gained from magic items, spells or the abilities of other creatures. Not all are beneficial, such as being poisoned. Creature abilities can take effect at various times during the duel. These include:

ON CAST

This ability activates when the card is cast after the creature enters play. If the card is disrupted, this ability will not activate.

START OF TURN

This ability will activate at the start of each of your turns.

BEFORE ATTACK

This ability activates just prior to your creatures attacking.

END OF TURN

This ability triggers at the end of your turn.

ON DEATH

This ability activates when the creature dies.

ON EQUIP

This ability activates when the creature is equipped with a magic item.

RECEIVE DAMAGE

The ability activates every time the creature loses life.

DAMAGED CREATURE

The ability activates when this creature damages an enemy creature.

DAMAGED PLAYER

This ability activates when the creature damages the enemy player.

KILLED CREATURE

This ability activates whenever this creature kills another creature.

CREATURE DIED

This ability activates when any creature dies.

CREATURE CAST

This ability activates whenever a creature is cast onto the battlefield, but not when an ability creates a creature.

AEON ABILITIES

These abilities activate whenever the player spends an Aeon card on the creature of the proper color. The Aeon card is dragged onto the creature to activate the ability.

CONTINUOUS ABILITIES

Some abilities are always active so do not activate at a particular time, such as Armored or Venomous.

Ability Keywords

The following creature abilities have keywords:

ARMORED

A creature with the armored ability only loses one half (rounded down) of the life it normally would from creature attacks and destruction spells. Alteration spells that reduce life affect these creatures normally.

ARMOR PIERCING

A creature or damage spell with armor piercing will deal damage normally to a creature with the Armored ability, as if it did not have the ability.

BANE

When a creature with the bane ability attacks and damages a creature of the type indicated (i.e., dragon), that creature loses additional attack and life, severely weakening or killing it.

DRAGON IMMUNITY

A creature with dragon immunity takes no damage from dragon attacks or from Dragon's Breath. Note that they will take damage or be otherwise affected from other special abilities that certain dragons have.

FATIGUED

A creature that is fatigued will not attack. Any creature that is brought into play has Fatigue, which is also represented by a red outline around the creature. A creature with the Rush ability will not be fatigued so will attack on the same turn it is brought into play. In some cases, Fatigue can last multiple turns, which is represented with a number after the keyword.

HIDDEN

A hidden creature cannot be targeted by a spell or magic item. A creature's activated abilities will still affect them, however, as will spells that have no target. A player with a high enough wisdom gains the ability to cast spells on his hidden creatures.

OVERWHELM

When a creature with overwhelm kills a creature, any extra damage beyond what was needed to kill that creature is dealt to the enemy player.

PITCH

A card with the pitch keyword has an ability that can be activated by discarding the card and paying one half the casting cost, rounded down. When a card with pitch is in your hand and you are not yet able to cast it, but you do have the aeons to pitch it, the card will be highlighted in white.

POISONED

A creature that is poisoned will lose one attack and one life at the start of the player's turn. A creature that has been poisoned multiple times will lose more than one attack and life each turn. This is reflected by a number after the keyword.

POISON IMMUNITY

A creature with poison immunity cannot be poisoned. That creature can still be targeted by spells that poison, but that spell will have no effect.

REGENERATE

A creature with regenerate recovers one life at the start of the player's turn. It is possible for a creature to gain regenerate multiple times and gain more than one life per turn. This is reflected by a number after the keyword.

RUSH

A creature with rush does not get fatigued when coming into play and can therefore attack that same turn.

TROLL IMMUNITY

A creature with troll immunity takes no damage from troll attacks.

VAPORIZE

A creature with the vaporize ability completely destroys a creature that it damages, so that it is removed from the game instead of going to the discard pile. Any magical item on a creature that is vaporized is also removed from the game.

VENOMOUS

A creature with venomous poisons a creature that it attacks. A creature can gain venomous multiple times, which will be reflected by a number after the keyword.

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Gameplay

This chapter gives information about how to create your character and interact with the game world.

Character Creation

To start the game you must create a character by picking a portrait, choosing a color affinity, assigning ability points, naming the character and selecting a difficulty level.

Portraits

There are a number of portraits available to choose representing various races and sexes.

Color Affinity

You must chose a color affinity, which can be red, blue, green or black. This determines the border color for your player and you gain an extra starting aeon of that color to start each duel. This also determines your card back and your starting deck, which will be made up of cards of that color.

Ability Points

A player has four abilities: Health, Agility, Wisdom and Intellect, that affect your game play in different ways. Each ability starts with a value of 8. When you create the character you have 10 points to distribute to these four abilities as you see fit. You can also use a Random button to distribute them randomly. A Reset button is also provided to allow you to redistribute those 10 points.

Name

You can name the player whatever you want up to a limit of what will fit on the player card.

Difficulty

Select a difficulty level for your campaign. If you are new to collectable card games, you should start with EASY until you get the hang of it. The choices are discussion below:

EASY

Enemies have lowered ability scores. When you lose a duel, you lose less gold than normal and not cards from your deck.

CASUAL

Enemies have normal ability scores. When you lose a duel, you lose less gold than normal, and not cards from your deck.

NORMAL

When you lose, you lose gold but not cards from your deck

TOUGH

Enemies have higher ability scores. When you lose, you lose gold but not cards from your deck

HARD

Enemies have higher ability scores and when you lose, you can lose gold and/or cards from your deck

EXTREME

Same as hard, but enemies have even higher ability scores

Player Abilities

There are four player abilities that impact your character in different ways. Part of the challenge of Lost Portal is determining which path to take in spending the ability points you gain when you level up. Visit the Ability Trainer in any town to see what sub abilities unlock for each ability. The Ability Trainer charges gold to spend those ability points and the cost goes up as your ability score increases. The four abilities are described here:

Health

A player's health determines how much life they have to start each duel. Higher health will also unlock sub abilities, such as a chance to increase your creature's life when cast or to start a duel with a creature already in play.

Agility

A high agility improves a player's chances of going first in each duel. You can also gain sub abilities, such as a chance to steal additional cards or gold from your opponent or a chance to give your creatures the rush ability on cast. A higher agility can also increase the speed that you move in dungeons.

Wisdom

A higher wisdom increases the number of starting aeons in your aeon field. You gain one random starting aeon at a Wisdom of 10 and gain one additional aeon for each five points. You will gain one aeon of each color before gaining a second of any color. This means that at 25 wisdom you will always start each duel with one aeon of each color. Higher wisdom also unlocks sub abilities, including the ability to gain extra experience with each duel and the chance to see your opponent's cards in hand. Higher wisdom also increases the distance you can see in dungeons.

Intellect

A higher intellect allows for a smaller deck minimum size and a larger deck maximum size, providing more flexibility with your deck building. With a high enough intellect you can also unlock sub abilities such as drawing extra cards or a chance of having your creatures come into play hidden. You can also gain the ability to teleport through dungeons at 20 intellect.

Towns & Dungeons

There are several towns and dungeons in Lost Portal that you must explore. There you will find:

Quests

You can receive quests from some of the folks about town, so make sure to explore. These quests can unlock dungeons which must then be explored.

Card Shop

Each town and many dungeons have a card shop that buys and sells cards. Use it to sell unwanted cards and buy new ones to add to your deck. Cards are purchased by dragging cards from the shop to your library. Cards are sold by dragging cards from your library into the shop. There is also a "sell all" button that can be used to sell multiple cards at once. All cards visible in your library will be sold, so you can use the filters to avoid selling something you want to keep. Filters are provided for viewing cards of a certain color, rarity or type.

Ability Trainer

There is an Ability Trainer in each town that allows you to look at each of your abilities and what they do for you. Select an ability to see the sub abilities that will unlock as that score gets higher. When you have ability points from leveling up, a button will appear to increase the ability. That button will indicate how much gold it will cost. If you do not have enough gold, the button will be grayed out. The ability trainer now provides a buyback button to take a point back from an ability. Half of the gold spent is returned as well. This is useful to correct mistakes or just try another ability.

Forge

The Forge provides you with the ability to create cards by sacrificing cards from your library. Each Forge contains a random selection of valuable cards. To forge a card, you must drag one of the cards available into the middle of the forge. At that point, you will see rarity symbols appear around the card. You must drag cards from your library of any color matching each rarity onto those symbols. Once all of the cards from your library have been placed, the card is created and added to your library.

World Map

Each town has an exit that leads to the World Map, where you can see dungeons that have become available due to quests that you have received. A dungeon with a completed quest still shows up in the World Map, but it will have a green indicator below it. A dungeon that has a quest that is not completed has a red indicator. To move to a dungeon, simply select it on screen.

Dungeons

Quests that you gain in town generally have a dungeon associated with them. Exit the town and use the world map to travel to a dungeon and explore. You will find enemies to duel and eventually a boss to defeat, along with treasure to collect. At that point, return to town to turn in the quest and collect your reward. Buttons along the bottom of the screen allow you to access the deck editor, a town portal and a status screen.

Town Portal

When you are in a dungeon, one of the buttons along the bottom of the screen will activate a Town Portal. This allows you to quickly go back to town to take care of any business, such as

spending ability points or shopping at the Card Shop. Pressing the button again while in town will return you to the exact spot in the dungeon that you left. If you travel between towns, the Town Portal will not work until you go back to the original town. If you travel through the World Map (say to another dungeon), the Town Portal resets so it can be used again.

Status

A status button along the bottom of the screen pops up a card that shows information about your character. The card includes the character's level, in a gold circle, along with an experience bar showing progress toward the next level. The bottom of the card shows the four ability scores: Health, Agility, Wisdom and Intellect. To the left of the ability scores you may see a green dot with a number, representing the number of unspent ability points your character has. Your gold is shown at the very bottom of the card, along with your record in the bottom right corner. Above the experience bar you will see any abilities that have unlocked from raising your ability scores. You can press on any of these abilities to find out more information about them.

Ancient Portal

After the main campaign is completed, an Ancient Portal can be discovered that allows travel to new locations. To activate the Ancient Portal, you must drag cards onto the rarity symbols in much the same way as using the Forge. Once the last card is placed, the portal will open, consuming the cards. Once opened, a button will appear that allows you to close the portal without going through it. Pressing exit to leave the portal will also close it. In both cases, you are not refunded the cards spent to open the portal. The portal also closes after you step through it and eventually return.

Deck Editor

You can access the Deck Editor while in town or in any dungeon using a button on the bottom of the screen. Use the Deck Editor to modify an existing deck or create new ones with cards in your library.

Card Details

You can tap on any card to display a large version of that card. Close the card by pressing any corner or by pressing outside of the card. Press on any ability displayed for a creature to get more information about that ability.

Modify Your Deck

You can add or remove cards from your deck by dragging them between your deck and the library.

Deck Maximum

You are limited to a certain number of cards in your deck based on your player's Intellect. Once you have reached that maximum, all of the cards in your library will fade slightly to indicate that you can not add them to your deck. You are also limited to 3 of each card, unless your Intellect is 15 or greater, in which case that increases to 4. This limit does not apply to Aeon cards.

Deck Minimum

When you exit the Deck Editor, whatever deck you have selected will be used in your next duel. The Deck Editor will warn you if you try to exit with an empty deck or with one that is less than your deck minimum. If you exit anyway with a deck of less than your deck minimum, your deck will be filled up to the minimum with random common cards when you duel. Your minimum is 40 (as of 1.0.1) and drops as your intellect goes up. Any campaign prior to 1.0.1 has a deck minimum of 30. When your deck is below the minimum, the count at the bottom turns red.

Filters

You can use the filters in the middle of the screen to filter both your library and your deck based on color, rarity and card type. A single tap enables or disables a filter. A double press selects that filter and disables all others of that type, or if that is already the only one selected, a double press enables all filters of that type. A long press of a filter will cause a description of that filter to pop up.

Statistics

Information about the deck can be displayed by pressing a button along the bottom of the screen. Statistics about the deck are shown regarding color, type, rarity and cost.

Multiple Decks

You can maintain up to four decks and toggle between them by pressing the deck name at the bottom of the screen.

View All Cards

You can press on the Library label to toggle a view of all cards, even ones you don't own. Cards you do not own will show up as faded out, but you can still tap on them to get a large view of the card.

Sort By Cost or Card ID

By default, the cards displayed in the Deck Editor are sorted by card ID. Now there is a button provided on the bottom right that allows you to sort the cards by cost and color. Pressing the button toggles the display between displaying by cost/color or by card ID.

Deck Manager

The Deck Editor provides a button labeled "Decks" that, when pressed, takes you to the Deck Manager screen. This screen allows you to see each deck that has been created and select the active deck, which is indicated by a white border around the deck. The selected deck can be modified in two ways. Pressing the displayed card back will change it to another card back, allowing you to cycle through and find one you like. Pressing the deck name will allow you to change that deck's name. Some statistics about the decks are also displayed, including the total number of cards and counts for card type and color. The Deck Manager screen also allows you to copy and delete an existing deck. To copy a deck you must have an empty slot available.

Duels

The combat in Lost Portal involves playing cards from your deck in an attempt to bring your enemy to zero life before your life reaches zero. Each player draws from their own deck and takes turns playing Aeon, Creature, Magic Item and Spell cards from their hand.

START OF DUEL

Each player joins the duel and activates any abilities they have to start the duel. For example, a player with high enough health may activate Gatekeeper, which gives the player a creature in play to start the duel.

ROLL TO GO FIRST

Each player's Agility is used to generate a random number to determine which player goes first. These values can be seen in the duel log, which can be opened by pressing on the log button to the right of the player's portrait.

ACTIVE PLAYER

A curved color bar below or above the player's portrait lights up when it is their turn. When the player is active, an arrow button appears below the portrait to use when ending your turn.

START OF TURN

At the start of each turn the player draws a card. Any time the player attempts to draw a card with an empty deck, that player will lose 3 life. If the player's hand is full of cards already, then the first card on the left will be discarded before drawing the card. The player's aeon field is also refreshed at the start of their turn. This means that any aeons that have been added to the aeon field but were used to cast spells are restored so they can be used again. Any creatures with regenerate or other abilities that trigger at start of turn activate.

AEON FIELD

Each player has an aeon field that contains the aeon energy used for casting spells. There are four colored bubbles below the player's portrait that represent the player's aeon field. The number on each bubble indicate the aeons of that color that are in the aeon field. Each player's aeon field refreshes to start each turn. When a spell is cast values are deducted appropriately based on the casting cost of that spell. When an aeon card is discarded, it adds energy to the aeon field.

4:1 AEON EXCHANGE

When casting a card, the game will automatically convert 4 of one aeon color to another color if needed. This can be done twice per card. For example, a card that cost 2 green aeons can be cast with 1 green aeon and four of another color. A card that costs 4 red could be cast with 2 red aeons, 4 black and 4 blue aeons.

CARD DETAILS

The player may tap on any card in their hand or in play to see the full version of the card. The large card can be closed by pressing any corner. Abilities on creature cards can be pressed to pop up more information about the ability. Creatures in play with magic items equipped display the magic item on a corner of the card. Pressing on the magic item causes a large version of that card to be displayed. While viewing the large version of a card, the player may swipe left or right to view the next/previous card in their hand or in play.

CARD TARGETS

When you drag a card from your hand, all of the locations on the screen where that card can be played are highlighted. For example, a Lava Blast can damage any creature or player, so all creatures in play and each player will be highlighted. When you drag a creature card, any open creature slots are highlighted as well. If you do not have the aeon energy to cast a card, no locations will be highlighted. Disruption spells have no targets - they are auto-cast from your hand on the opponent's turn if their conditions are met and you have aeon energy in your field.

PLAY AN AEON CARD

The player can play one Aeon card that has no casting cost per turn. Aeon cards that have a casting cost may be played in addition on the same turn. Aeon cards can be placed in the discard pile to add the aeon(s) to your aeon field. Alternatively, you can play an Aeon card directly onto a creature with an aeon ability to activate that ability.

PLAY A CREATURE CARD

The player can cast a creature card in their hand into an open slot on the battlefield. As with casting any card, they need to have the aeons in their aeon field that match the casting cost of the card.

PLAY A MAGIC ITEM CARD

The player may cast a Magic Item card onto a creature that they have in play or onto an open creature slot, where a creature may be cast later. When a creature dies, if it is equipped with a magic item, that magic item will stay in play, unless it is also destroyed. The player can then cast another creature onto the magic item and the creature will equip it. A creature can only be equipped with one magic item at a time.

PLAY A SPELL CARD

The player may cast a spell card which may or may not have a target, as described on the card. For spells that have no target, the spell is cast by dragging the card to the discard pile. For spells that have a target, the spell is cast by dragging the card to the target. Possible targets include the enemy player, creatures or even a card in the enemy player's hand.

END OF TURN / CREATURE ATTACKS

When the player has finished their turn, they press the arrow button below their portrait to indicate they have no more actions to take. At that point, all creatures that are able to attack do so. Once the creatures have completed their attacks, the other player starts their next turn.

END OF DUEL

A duel ends when one or both players have a life total reach zero. If both players happen to reach zero it is a draw and no one loses any gold or cards.

Victory

When the player wins the duel, they win gold and/or cards from the opponent and gain experience points. Enough experience points and the player will level up and gain 2 ability points. Ability points can be spent at the Ability Trainer in town to raise their abilities.

Defeat

When the player loses the duel, what happens depends on difficulty level. On easy and normal difficulty, the player will lose gold. On hard or extreme difficulty, the player will lose gold and/or cards from their deck.

Concede

There is a white flag button above the enemy player that can be pressed to concede the game. You will lose gold and/or cards the same as if you lost normally.

PLAYER DECK

Each player's deck can be seen face down on the left side of the player's portrait. The number of cards left in the deck is displayed to the right.

DISCARD PILE

The player's discard pile is to the right of the player's portrait. The number of cards in the discard pile is displayed to the left of the discard pile. You can select either player's discard pile to open them up and look through the cards. You can also swipe left and right while viewing in addition to pressing left and right buttons.

END GAME CONTENT

Once the main campaign has been completed, a new quest unlocks in Coradym that leads to the discovery of an Ancient Portal. This portal allows travel to new locations that have random dungeons to explore.

ANCIENT PORTAL

The Ancient Portal is located in Coradym after completing a quest. This red portal must be activated each time it is used. To activate the Ancient Portal, you must drag cards onto the rarity symbols in much the same way as using the Forge. Once the last card is placed, the portal will open, consuming the cards. Once opened, a button will appear that allows you to close the portal without going through it. Pressing exit to leave the portal will also close it. In both cases, you are not refunded the cards spent to open the portal. The portal also closes after you step through it and eventually return.

RANDOM DUNGEONS

The Ancient Portal leads to either the forest of Soltaria or the Ruins of Aryn. Each has random dungeons nearby that contain upgraded versions of enemies you've previously faced. This gives you additional chances of acquiring the enemy Avatar cards as well as other rare and ultra rare cards. Note that once you return through the Ancient Portal, you will not be able to return to the current dungeons. Each time you return to Soltaria or the Ruins of Aryn, new dungeons are created for you to explore.

AERAHYM

Aerahym is unlocked through an in-app purchase using real money. This expansion adds over 30 additional cards to the game. Some of the cards are uncommon, rare and ultra-rare and can be found throughout the game. Other cards that have been added are Avatar cards and must be won off of enemies located near the town of Aerahym.

KEYWORDS

A new keyword is introduced with this expansion: Pitch. This mechanic allows you to discard a card and pay one half of its casting cost, rounded down. Doing so results in the effect as indicated on the card.

Another card in this set adds the keyword, Human's Bane, which works the same as Dragon's Bane. This means that when the creature attacks and damages a human, it loses attack and life as well.

PORTAL TO AERAHYM

When this expansion is unlocked, a portal immediately becomes available in Coradym. This portal leads to the town of Aerahym, its new quests and associated dungeons.