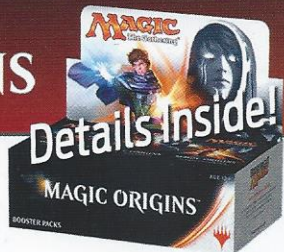


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Issue code: 2015-92 • Fall 2015
Display until 11/24/2015



PRINTED IN THE U.S.A.

CRUSADERS OF LORNIA

REMNANTS OF WORLDS PAST

By Elliot Ross | Editor

Have you ever gotten in early, or even at the very start of a new card game? It is truly a wonderful feeling. I still very fondly remember breaking open my first packs of black border Star Trek and Star Wars CCG just a month or so after the games were released. I was a little late to the party for Magic (4th edition) yet I am proud to be one of the first players in Texas to crack open packs of the Lord of the Rings TCG on release day. It was glorious! Shortly after that I even remember all the gossip surrounding a strange (at the time) import game that was hard to find...I think it was called Yu-Gi-Oh! or something...I wonder whatever happened to that game..?!?



All nostalgia aside, it is great to get in to a game when it is in its first set. The cards and rules are new to everyone so all players are on equal footing. You get to pioneer strategies and decks that have never been tried. You get all the bragging rights that come with being there from the start. And then there is the collecting aspect. Can you imagine what it was like to get in to Magic: The Gathering during Alpha release? Of course a few of you may have been there, but for the rest of us it is hard to imagine casually cracking open packs and finding a Black Lotus or Chaos Orb! Now imagine if you held on to all those cards for all of this time. How valuable would your collection be now?

A NEW BEGINNING

Now a new opportunity to get in at the very start of a card game arises with the imminent release of the Crusaders of Lornia trading card game. Created and produced over the past two years by newcomer Eternal Relic Games, Crusaders of Lornia is a blending of adventurous high fantasy with a futuristic world caught in an intergalactic war. The team at Eternal Relic are longtime card gamers and sought to create a game that takes the elements of gaming that are great and remove the elements that hinder the fun of the game. This is truly a game made by players for players, and the product speaks for

itself. The saying has become cliché, but Crusaders of Lornia really is simple to learn but difficult to master. If you are a veteran of other games then you should quickly pick up the gameplay. If not, that's okay too, there will be plenty of help in the form of videos and tutorials to get you started in no time.

THE GAME

With Crusaders of Lornia, you'll build a deck to pit Lifeforms against each other in a futuristic, fantasy galaxy. You'll use military tactics to aid yourself or destroy your opponent with tactical cards that are implemented in the game. While

many games have 3 types of basic cards: monsters, spells, and mana, Crusaders of Lornia has an additional Resource card. Resource cards are powerful new cards, which can be used similarly to other cards in the game, but act as your "life points" so no counters, calculators, dice, coins, or other items are required to play the game, and keeping score is easy.

You'll begin with 10 resource cards. These act as your life. When your opponent assaults you directly, you lose a resource card. When you run out of resources—game over. Resource cards also have certain abilities associated with them. So just like in real life, you can burn your own

IN THE DISTANT FUTURE, IN A FARAWAY GALAXY CALLED LORNIA, WORLDS FIGHT TO GAIN CONTROL OF A DEVICE OF IMMENSE POWER. THEY CALL IT "THE ETERNAL RELIC".

CRUSADERS OF LORNIA: REMNANTS OF WORLDS PAST



resources to utilize those abilities to try and take advantage of the battle. Use them wisely though, because if you run out, you'll lose the game.

You also need Fuel in order to deploy lifeforms, initiate tactical cards, and pay for other costs in the game. Fuel cards (mana) can be played face up or down with additional effects. Any card in the game can also be used as a Fuel Card. Your basic fuel is renewable and renewed at the beginning of every turn, but some fuel is non-renewable, giving you special abilities which go away after you use them. Fuel cards are unique in two different ways. First, you can play fuel cards face up or face down with their abilities. Second, any card in the game, just like in true military style, can be used for fuel.

THE WORLD

In the distant future, in a faraway galaxy called Lornia, worlds fight to

gain control of a device of immense power. They call it "The Eternal Relic". On the planet of Pondura, the population has contracted a virus that mutated them into zombie-like lifeforms. Now known as "Infeckterz" the Pondurans have focused on finding a cure for the awful disease which ransacked their planet. Having nothing to lose, they invade the Planet Tabishi in order to obtain their advanced technology and resources to save their race. This "Zombie Invasion" has started the chain of events that has led to an all-out war across the entire galaxy. Join us and the "Defenders of the City" for a galaxy wide adventure in "Crusaders of Lornia: Remnants of Worlds Past".

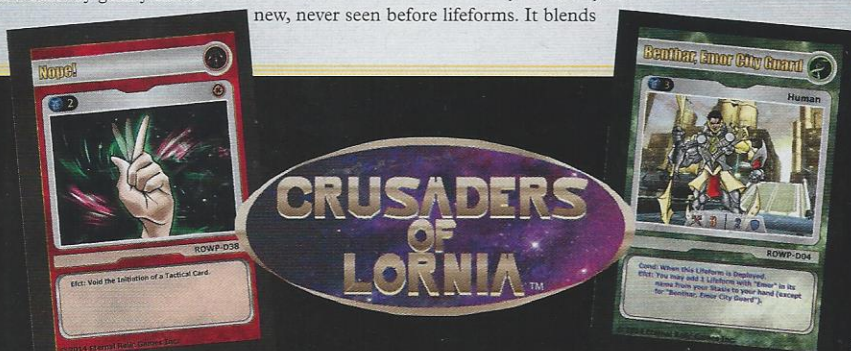
THE CARDS

The first set is Remnants Of Worlds Past, which brings 1000 years of history to the present in this futuristic world of humans, monsters, and new, never seen before lifeforms. It blends

the future and space with the mythical and the medieval. It has 2 Recruitment decks, Defenders of the City and Zombie Invasion, and a booster set. Both decks are powerful, unlike your typical wimpy starter decks. Create even more powerful decks by combining cards from the decks together. Make a super deck by adding your favorite booster cards.

WHERE TO BEGIN

Crusaders of Lornia Recruitment decks and the Remnants of Worlds Past booster set are expected to be available in stores in October or November 2015. Until then, be sure to keep an eye on the Crusaders of Lornia website at <http://crusadersoflornia.com> for more details, card previews, learn the rules, and to learn more about the world of Lornia! Here's to new beginnings!



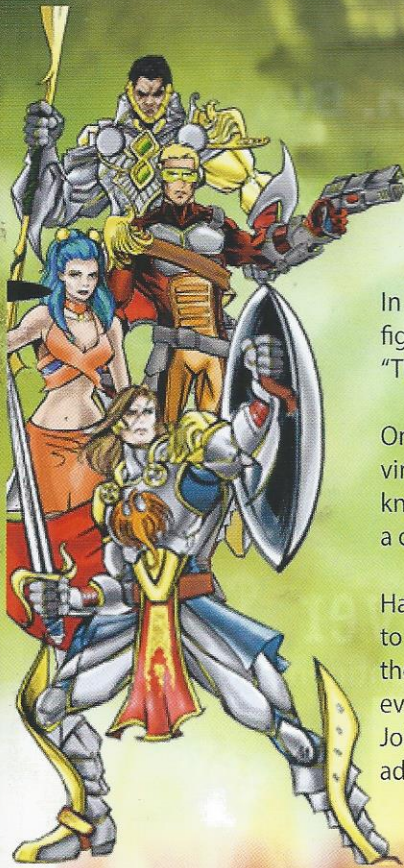
CRUSADERS OF LORNIA RECRUITMENT DECKS

- Each Recruitment Deck contains 60 cards and 2 play mats/instruction sheets, all you need for play.
- Each deck contains 1 unique foil chase card.
- Decks are easy to learn and are powerful and well balanced against each other.
- Designed to be economical for the player/collector.

REMNANTS OF WORLDS PAST BOOSTER SET

- 10 cards per booster pack.
- 1 foil card in every pack.
- 80 card set.
- Each booster box has 20 randomized packs with 10 random cards per pack
- Collect all 4 different types of foil cards with the Relic Rare (one per every 10 boxes)

CRUSADERS OF LORNIA™



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REMNANTS OF WORLDS PAST

COLLECTIBLE TRADING CARD GAME

Set contains 80 booster cards and 2-60 card decks. A Foil in every booster pack!

**ZOMBIE
INVASION**

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**DEFENDERS
OF THE CITY**