

PLAYING STYLES

1. Champion Mode: Players shuffle their deck and select 5, 10, or 15 cards to play with. These cards are placed face down. Both players draw their top card and reveal them at the same time.
2. Parlor Mode: Players choose 5, 10, or 15 cards, either randomly shuffled or strategically ordered, and place them face down. A hand of 5 cards is drawn. A roll of the die determines who goes first. The winner plays a card from their hand and the opponent must attempt to defeat it with a card of their choice. The winner of each match takes the first turn in the next match and a new card is drawn at the beginning of each match.

GAMEPLAY

At the start of each match, both players must announce the abilities of their card. If the card has two abilities, the player must choose which one to use. Both players must then carry out the chosen abilities.

Next, the cards attack each other simultaneously. If both cards have a defense above zero, the game enters MELEE MODE (click on the Melee Mode Circle to the left to learn more) and the ability and attack are no longer relevant. The dice roll becomes the attack, and is subtracted from the opponent's remaining defense. The card with the lower defense loses.

In the case of a tie (below zero, also known as Sudden Death), a ROLL-OFF takes place with both players rolling a die, and the player with the higher roll wins. At the end of each match, the winning card goes into the revive pod, while the losing card goes to the Graveyard/the Void.

When all cards have been played, the cards in the revive pod are shuffled and play continues. The player without any cards in their revive pod at the end of the game loses.

ARCADE MODE

is decently simple.

You begin with choosing 5 of your champions to be your team. Then shuffle the rest and place them in a pile in front of you. You can either do the same to your deck or hold them strategically in your hand like poker.

You then flip over the opponent's card and then the card in your hand or the top card of your deck to begin the battle. The opponent goes first with the dice roll (if there are two choices, roll a dice for 1-3 for the first ability or 4-6 for the second ability to be used)

Example:

Phantom Boogie has two abilities,

1. Blood Sucker
2. Shadow Decay.

So you roll for him and get a 5, you will use Shadow Decay. Then roll for his ability. Then you will use your card that you flipped or chose, depending on style you chose to play, and roll for yourself. Attack and defend. If you end up in Melee mode, continue to use the dice for attacks until a champion remains victorious.

Use the same Champion if until they die. If your card goes to the Void, use your next champion in your pile. Just like playing a friend. Repeat and continue to see if your 5 champions survive the onslaught of the deck you're going up against. If you aren't able to finish the Arcade mode with any surviving Champions, welp, you lost and try again or a different combination of Champions.

If you win, simple, the remaining Champions you now know the story of their success. (when your hand is depleted but, you have champions in the revive pod, you would just pick them back up and shuffle or poker style play them again until none are left from your team to play.

You can battle 5 or 10 "Opponent" champions. If you really want a challenge, you can pick one champion to battle 5 "computer" champions. We call this, "the gauntlet"

PARTY MODE

1. Determine Order: Roll a dice to determine the first player.
2. Match Challenge: The winner of each match selects the next player they want to challenge.
3. Teaming Up: Players can form teams, but remember that only one player can ultimately win. (You will eventually have to turn on each other)
4. Last player with any champions remaining!

Here are the simplified phases of a battle:
Champion Placement Phase:

Each player lays down one champion from their deck onto the battlefield.

Ability Activation Phase:

Players read and carry out the abilities of their champions, following the instructions provided on the cards. Attack Phase: The champions from both players engage in an attack. Each champion's attack strength is calculated, considering any relevant modifiers or abilities. Both champions simultaneously attack each other.

Defense Comparison Phase:

At the end of the attack, the defense values of both champions are compared. The champion with the lower defense value is considered defeated.

Note: These phases represent a simplified version of the battle process and may not include all possible game-play elements or variations. The specific mechanics and additional rules can be customized based on the game's design and the preferences of the players.