

## **#1: INTRODUCTION**

■ = cards; ● = coins; 🔥 = power; ❤️ = health

This is a 2-player turn-based card fighting game, like Plants vs Zombies Heroes. Players have their own deck of cards, and they use them to attack the other player and their troops.

During setup, all players get 1 copy of each card and shuffle them into their own deck. Players start the game with 4 ■ and 20 ❤️.

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## **#2: ROUNDS (pt 1) - START**

At the start of each round, each player draws 1 ■ from their deck, and they get +1 ● equal to the round number. For example, on round 1 players get +1 ●; on round 2 players get +2 ●. Leftover ● does not carry over between rounds. If any effects change the amount of ● you get each round (like Miner), they'll happen now.

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## **#3: ROUNDS (pt 2) - PLAYING CARDS**

Players alternate turns each round. For example, on round 1, player 1 gets to play cards, and then player 2 plays gets to play cards. On round 2, player 2 gets to play cards, and then player 1 gets to play cards.

Players play their cards onto the battlefield. The battlefield consists of 5 rows. Each row can have a maximum of 1 troop per player, and one aura. A player can never have more than 1 troop in a row, and there can never be more than 1 aura in a row. Players can play any number of cards on their turn, as long as they have the ●.

Cards display their ● cost in the upper right. To play a card, you reveal the card from your hand, and then you pay that card's ● cost. If you don't have enough ● for a card, you will fail to play the card.

When you play a troop card (they're gray), you choose a row you don't have any troops in, and put the troop there.

When you play an aura card (they're blue), you choose any row and put the aura there. If that row already has an aura, first destroy it (put it in its owner's discard pile).

Some cards will do something when you play it, and some cards will do something when another card gets played. First resolve the effects of the played card, then resolve everything else. For example, if you play Commander while the other player has a Hunter, first you resolve Commander and choose one of your troops to attack; then you resolve Hunter and it moves to the row with the Commander (assuming it's still alive).

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#### **#4: ROUNDS (pt 3) - COMBAT**

After both players have played all their cards for the round, resolve any cards that trigger at the start of combat.

Troops have 2 stats, power (🔴) and health (🟢). 🔴 is the amount of damage they do when they attack; 🟢 is how much damage they can take before they get destroyed. A Troop's 🟢 carries over between rounds. If at any point a troop has 0 or less 🟢, they are removed from the battlefield and put into its owners discard pile. Troops can have negative 🔴; if they have 0 🔴 or less they will not do any damage when they attack.

Resolve all combat one row at a time. If both players have a troop in a row, they will attack each other at the same time. If only one player has a troop in a row, that troop will attack the other player. When a troop attacks, resolve any abilities that trigger when that happens.

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#### **#5: ROUNDS (pt 4) - END**

After all troops have attacked, resolve any "end of each round" effects that happen. Then check if any players have 0 🟢 or less; if any player does, the game is over. Whichever player has more 🟢 (even if it's negative) wins. If both players have the same amount of 🟢, the game is a tie. Only check for player 🟢 at the end of a round; if a player reaches 0 🟢 in the middle of the round, keep playing. If both players are still alive, continue with the next round.