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# CARDGAME — SPRINT X

## INTRO

The continent known as 'Cilios' houses a great forest called 'Ayer Woods' which in turn houses the World Tree. This great forest is now under attack by expanding war forces from the evil warlord Gorganon. The trees are cut down for lumber and war machines. Housing a multitude of wildlife and flora, clans living peacefully in the forest are brought together by Archdruid Valaryn to fight the destruction of the great forest.

## CONCEPT

Each player chooses a class to play with. Each deck contains 15 normal cards (which every class can use) and 15 class cards. The normal cards are always monsters and are played on the left side of the battlefield. The class cards are also called "effects" these are played on the right side of the battlefield and usually buff the player's monsters or hero power.

At the start of each turn the players draws a card and adds it to their hand (players can have a maximum hand size of 10, if the extra card drawn exceeds this, it is automatically discarded and moves to the fallen pile).

## CLASSES

The classes for the defending forest's side consist of: The Druid, The Warden and The Hunter.

The classes from the attacker's side consist of: The Goblin, The Warlock and The Rogue.

Each of these classes have a reason for attacking and each has their own unique playstyle and strategies.

**The Druid**

The Druids have lived in these forests the longest and can command plant life and trees to abide to their commands.

Druids like to use healing and are considered a midgame class.

*Class flavor: Healing, Taunt, Double Attacks.*

**The Warden**

Wardens have long lived underground and house themselves in the roots of trees and are exceptional at combat.

Wardens use frost magic and tanking, they are considered a late game class.

*Class flavor: Frost Magic, Taunt.*

**The Hunter**

Hunters are wanderers of the forest and create strong relationships with the beasts that roam the forests.

Hunters use quick combat tactics and are considered an early game class.

*Class flavor: Beasts.*

**The Goblin**

Goblin's only think about one thing, money. These vile creatures like profiting from the destruction of the forest.

Goblins tactics consist of cheating out minions just a bit earlier. They are considered an early game class.

*Class Flavor: Money, Cheating.*

**The Warlock**

Warlocks are imperators of destruction and want nothing more then a barren wasteland to raise the dead from the crypts.

Warlocks use fire magic and are considered a late game class.

*Class flavor: Fire Magic, Discarding, Raising the dead.*

**The Rogue**

Rogues are assassins of the dark and are trained from a young age to just do one thing: kill.

Rogues use invisibility and are considered a midgame class.

*Class flavor: Invisibility, Stealth, Assassination.*

# EFFECTS / AURAS

These special class cards are used to buff the player's minions or have other effects.

# MONSTERS

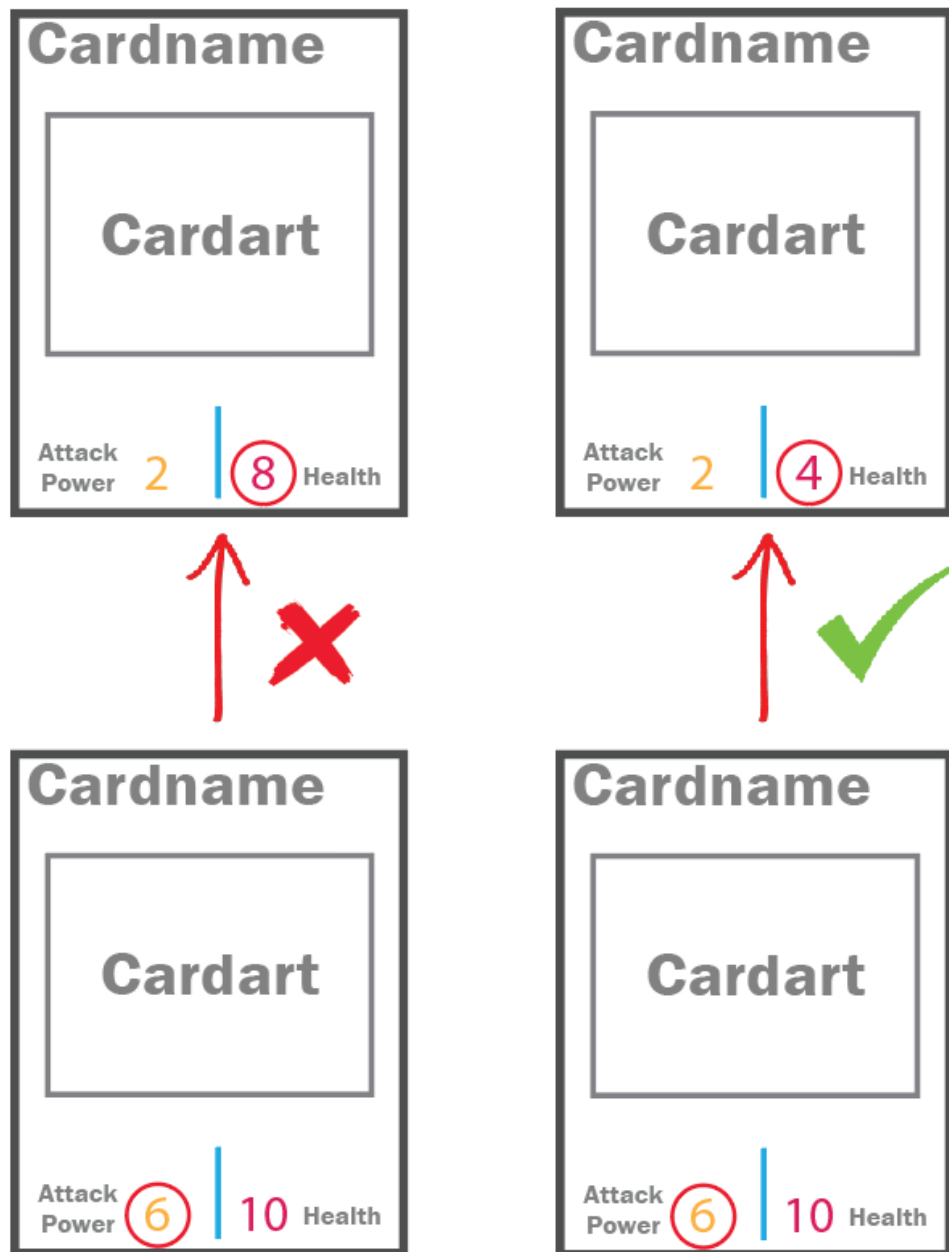Monsters can be used by any class and are the key component in victory.

# HERO POWERS

Each class has a hero power that can be used once every turn, they have very powerful effects.

## COMBAT

When a monster or effect dies it is moved to the fallen pile.

Monsters can attack other monsters or hero's **only** when it has more attack power then the opponent's health.



If the player has enough resources for another minion or effect card, they can remove a card and place it in the graveyard pile. The removed card also loses the effect it has on the board.

# STRATEGY

# STORYTELLING