

Rules of Deck of Chaos

Game Start

- Each player starts with 20 life.
- 30 life is the maximum amount of life a player can have unless the maximum life total is somehow altered.
- Each deck can only have 30 cards in it.
- There can only be up to 2 cards that have the same name in each deck.
- If a player has 0 or less life, that player loses the game.
- Taking damage causes you to lose life, so when an opponent deals damage to you or when you lose life or take damage you lose life.
- When you draw a card, what that means is that you put the top card of your deck into your hand.
- Each player shuffles their deck and draws 3 cards when the game starts.
- Each player rolls a die and whoever has the highest number decides who goes first. (Any other method can also be used, as long as there is a player who decides who goes first.
- You can choose up to 2 cards from your hand to put on the bottom of your deck to draw 2 new cards if you don't want to keep those cards in your hand at the start of the game. These cards must be put back at the same time and you may only do this once and only immediately after you draw your starting hand. The player who goes first does this before the player who goes second does the same. After that, the player who goes second draws an additional card.
- Players can only play cards on their turns and can only be played one at a time.

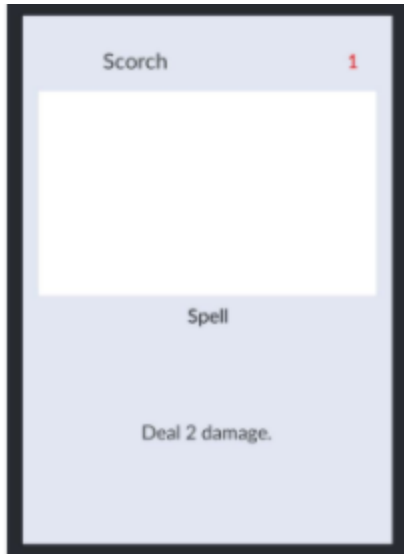
Turn Steps

- Turn Start (Refill all of your mana orbs)
- Unbinding Step (Unbind all of your creatures that can currently unbind)

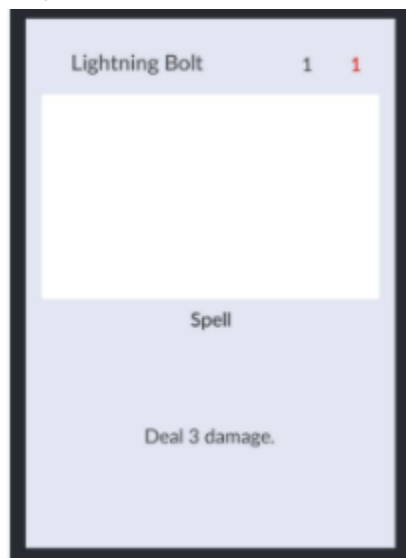
- Draw step (Draw a card, then gain a mana orb of your choice)
- Precombat playing phase (You may play cards)
- Attack Phase (You may attack with your creatures)
- Block Phase (Opponent may block with their creatures)
- Combat Resolution Phase (Creatures deal damage equal to their attack to the creature/player it is in combat with)
- Postcombat Playing Phase (You may play cards)
- Turn End
- Make sure to keep track of what turn it is (Ex turn 1, turn 2, turn 3, etc.) This is because starting on turns 1 and 2, you can only play 1 card. Then on turns 3 and 4, the maximum amount of cards you are allowed to play per turn doubles. In summary, after you take 2 turns, the amount of cards you can play doubles.

Turn Number	Maximum Amount of Cards Played Per Turn
1 and 2	1
3 and 4	2
5 and 6	4
7 and 8	8
9 and 10	16

How to Read a Card

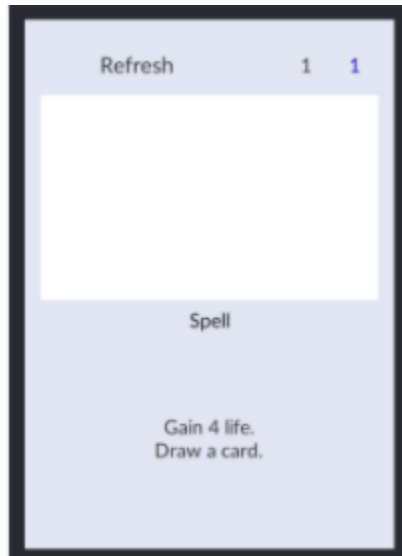


- On the top of the card on the upper left side is the card's name.
- On the top right corner is the mana cost.
- The white square is where the artwork would have been.
- The text on the bottom of the card is what the card actually does.
- Notice that the cost is red. This red 1 means that you have to pay 1 offensive mana to cast the spell.

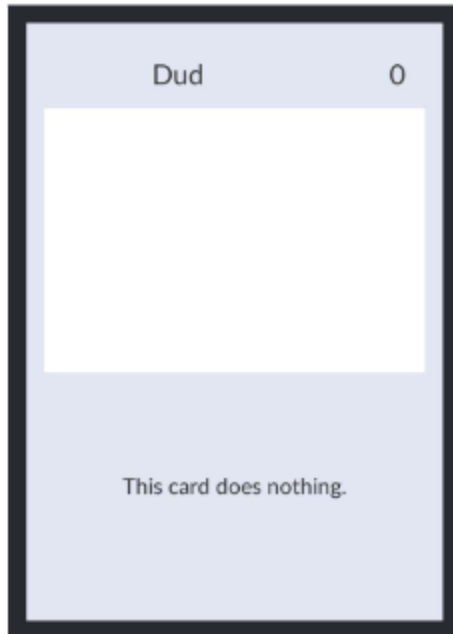


- Notice here that there are two numbers and they are different colors. This cost of 1 1 doesn't mean you have to pay 11 mana, it just means that there are 2 different types of mana required to cast this spell.

- The black number represents any type of mana, so that cost can be paid with either offensive or defensive mana.
- The red number represents offensive mana, so that cost has to be paid with the amount of offensive mana equal to the red number.
- So the way you cast lightning bolt is by paying 1 mana of any type and 1 offensive mana.

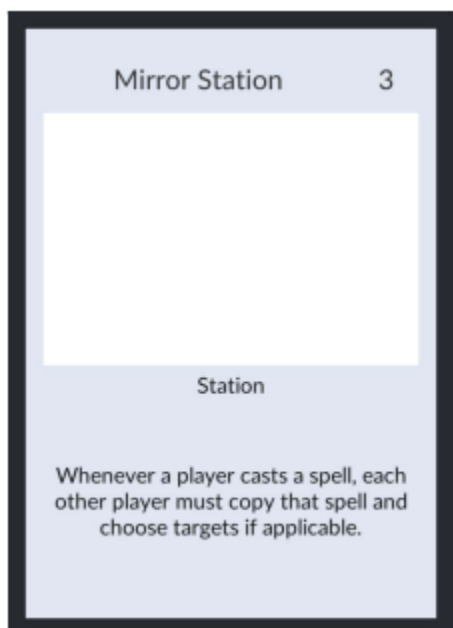


- The blue number represents defensive mana, so that cost has to be paid with the amount of defensive mana equal to the blue number.



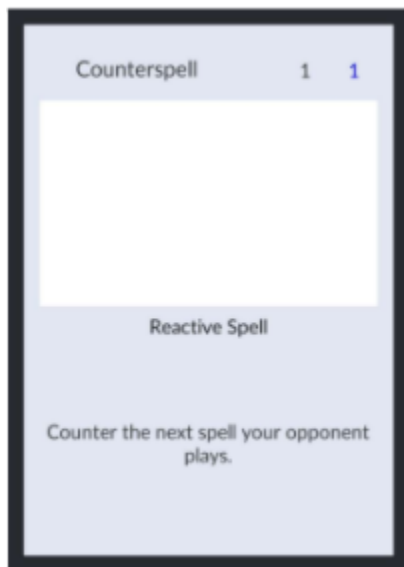
(Note this card is still in the first test set, when there were only spells in the game, so this and any cards that don't have a type are spells)

- This spell can be played by not paying any mana because it costs 0 mana to cast.

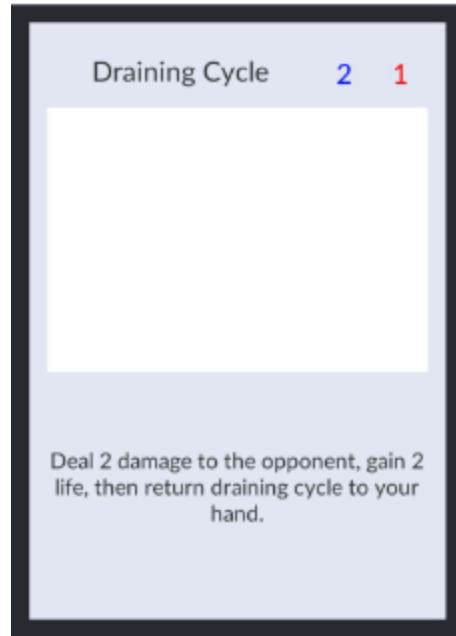


- The text directly below the “art” indicates the type of card it is.

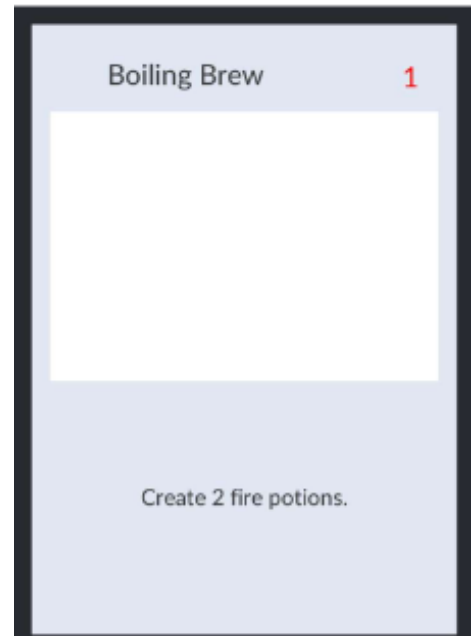
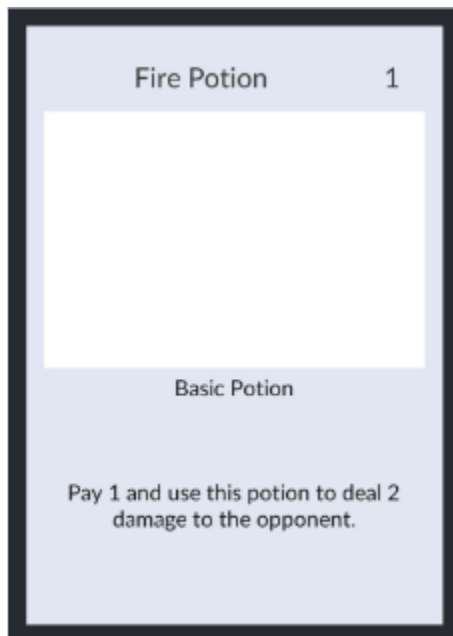
- Cards like lightning bolt and scorch are spells.
- Spells have a one time effect, and after they do their action, they go to the discard pile.
- Stations will stick around and have an effect that lasts for the entire game. Note that stations are not spells.
- For example, Mirror Station is a station has an effect that happens every time a player casts a spell, the opponent of the caster copies that spell and casts it for themselves.



- Reactive cards are played face down so that the opponent doesn't know what it is, then when a certain action is done, the reactive card is turned face up and it happens before the action that caused it to turn face up. The player who cast the reactive spell may look at it at any time to remind themselves when it happens.
- Reactive cards count as spells.
- For example, you play a Counterspell face down in the reactive zone, then your opponent plays a spell. Counterspell will activate and then Counterspell happens before the opponent's spell. Counterspell will then counter the opponent's spell and then go to the discard pile.
- When a card is countered, it goes to the discard (unless there is another designated card zone) without doing anything.



- When a spell is returned to its caster's hand, it goes to their hand without doing anything, however anything that the spell that was returned would do **before** returning to its caster's hand still happens.
- Draining Cycle for example would deal 2 damage to the opponent and gain 2 life before it returns itself to your hand. Note that it would never enter the discard pile.

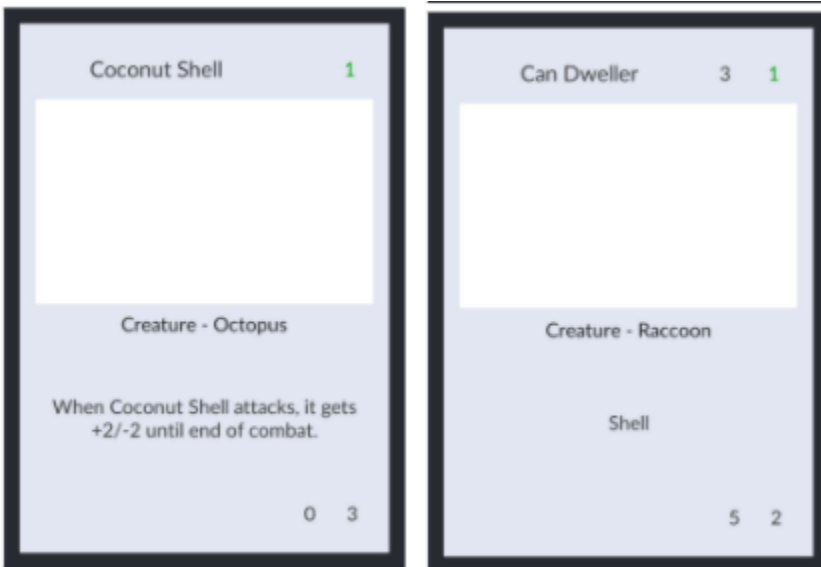


- The another type of card is consumables. However if you have noticed, Fire Potion is a token basic potion and not just a potion. Even though token basic potions have mana costs, you can't put them in you deck, instead you get them when they are created. You do not have to pay their mana costs when you create them.
- Pay 1 means that you pay one mana of any type.
- When you use a consumable it goes to the discard pile unless otherwise specified after it does its ability.
- When tokens leave the battlefield or after a token spell is cast, it leaves the game entirely no matter what zone it would enter.
- Consumables are not spells, but spells might apply to them.
- Consumables can be played from your hand by paying their mana costs.
- You can only activate consumables during your turn and only if you are not currently playing a spell or station or using another consumable.
- Note that if it says pay 1 and use this consumable it means that you have to pay 1 mana of any type, but if an ability or spell causes you to use a consumable, then you ignore the cost on the potion to use it.



- Swapping two certain cards means that they switch locations no matter what card zone they are in.
- Pilfer works differently than other swap cards because rather than you just swapping your Pilfer for a card and casting the

other card without paying any mana, it puts the card that it swaps with into your hand. Any card/ability that swaps with a card while it is being cast/triggered will put the card it swaps with into your hand rather than swapping the cards and using the card for free.



- The last card type are creatures, and these are very important to the game
- On the bottom of every creature card is two numbers. The one on the left represents the creature's attack and the one on the right represents the creature's health. For example, coconut shell has 0 attack and 3 health.
- When a creature attacks, it binds itself. Binded creatures cannot block.
- **Creatures and other cards can have keywords, and those keywords are listed below with what they do:**
 - Venomous: Whenever this damages a creature, destroy that creature
 - Timid (X): Whenever this creature attacks, blocks, or is damaged, that creature has an X% chance of being bounced to your hand. If the creature was blocking, the attacking creature deals damage as though it wasn't blocked.

- Aggressive: Can attack the turn this is played and has to attack each turn if able.
- Flying: Can't be blocked except by other flying creatures.
- Enrage: While this creature is damaged, it is enraged. Enraged is a state.
- Bond: Choose an applicable target and bond it with the card that bonds, when either leaves play, they both go to the zone the card that leaves play would go. If they both leave at the same time, they are both removed from the game.
- Hatching (X): Put X hatching counters on a creature. At the beginning of the unbinding step, remove a hatching counter from the creature. As long as there is at least 1 hatching counter on the creature, treat it as an egg that isn't a creature.
- Sluggish: During combat, this creature deals damage after all creatures without sluggish.
- Bounce: Return the bounced target to its controller's hand.
- Shell: While a creature has shell, if it would take damage, it takes 0 instead, then the shell is removed. Shell is a state.
- Exhaust (X): When you start your next turn after playing an exhaust card, you refill X less mana orbs on that turn and the exhaust trigger goes away.
- Mutate: Roll a die to decide which buff the mutated creature gets (see below).
- Infectious: Roll a die to decide which debuff effects the infected creature. Creatures with infectious infect creatures that deal damage to it.
- Blend: The creature can't be targeted by anything while it is blended. It also can't be blocked. Whenever a creature deals damage, it isn't blended anymore. Blended is a state.
- Brisk: This creature deals damage before creatures that don't have brisk
- Take: A card that is taken gets put into your hand, doesn't necessarily mean they are revealed to the player taking them.
- Give: You give a card or the target to the opponent in the zone that it was in when you gave it, if a card is given while resolving, it goes into

the opponent's hand.

- Siphon: When a damage source with siphon deals damage, the controller of the source gains that much life at the same time the damage is dealt.
- Challenger: A creature with challenger can choose to bind itself to fight an opponent's creature, a creature in the fight can't block this turn.
- Roaming (X): If a creature with roaming is the only creature you control, it gets +X/+X.
- Flocking: A creature with flocking gets +1/+1 for each other creature you control.
- Fight: When creatures fight, they do combat damage to each other.
- Counter: The countered card immediately goes to the discard pile unless otherwise specified.
- Eat: Whenever something eats something else, it goes to that thing's stomach zone. If the thing isn't specifically destroyed, it will digest the cards in the stomach zone in a time period specified on the card that does the eating. When cards are digested they leave the stomach zone and go to the gone pile.
- Reanimate: You can only reanimate a creature if it is in a discard pile, then you put the reanimated creature on the battlefield under your control. When the reanimated creature would be put into a discard pile, remove it from the game instead, however it loses this effect if it enters another non-battlefield card zone or is removed from the game.
- Destroy: Anything that is destroyed is removed from the battlefield and put into its controller's discard pile. If a mana orb is destroyed it doesn't go to the discard pile, but it is removed from the game.
- **List of mutations:(Roll D-6)**
 - 1- +1/+1
 - 2- Venomous
 - 3- Siphon
 - 4- +1/+0 and Aggressive
 - 5- +0/+2
 - 6- Shell

- **List of Infections:(Roll D-6)**
- 1- Binds and doesn't unbind next turn.
- 2- -1/-1
- 3- Sluggish
- 4- -1/-0 and Aggressive
- 5- Hatching 3 (Put 3 hatching counters on it)
- 6- Timid 50

Card Zones

- Your deck is a face down pile of cards unless specified by a spell or ability. All the cards in your deck start in the deck zone before the game begins. You draw cards from your deck zone, which then are transferred to your hand. Searching a deck reveals all of the cards in the deck zone to the player that is searching the deck. Note that cards that originate from either deck or cards or from neither deck could possibly end up in your deck zone. Make sure at the end of the game to return all cards to their rightful owners and places.
- Your hand is a pile of cards that is only revealed to you. You can play all cards that could possibly be played from your hand.
- The discard pile is a pile of face up cards revealed to both players where used and discarded cards go. Basic potions and Empty Draw do not enter the discard pile. Cards that you played that weren't originally in your deck can still end up in your discard pile.
- The gone pile is a pile of face up cards revealed to both players and is shared with both players. Cards have to specifically go to the gone pile to enter the gone pile.
- The stomach zone is a pile cards that are either face up or face down depending on what way they were facing in the previous card zone they were in. Cards that leave the stomach zone without being digested go to their previous card zones, otherwise they go to the gone pile.

- The recast zone is like your hand, but it is face up and everything costs 1 more mana to cast.
- The reactive zone is where face-down reactive spells are played so that the presence of the card is known to all players, but only the caster of the reactive spell can look at it.
- The battlefield is where all of your creatures, consumables, and stations are located after they are played. Any creature, station, or consumable that was played, summoned, reanimated, or created goes to the battlefield.

Special Notes

- Whenever a player would draw from an empty deck, that player shuffles their discard pile and their hand into their deck and draws 3 cards, then if that player doesn't have at least 3 cards in their hand, they lose the game.
- When a player copies a spell on their opponents turn, the effect of the copy happens after the original spell does its thing. However the copy will still be cast even though it is on an opponent's turn.
- When a card is forcibly played or summoned, it still does everything, such as an enter the battlefield effect this includes the opponent's turn.