



Rules:

Number of player: 2

Setup:

Each player start with 10 Health, 8 Mana, 0 Victory Point. Represent by Resources.

Place the Joker card on the top of all skill cards.

Both of the player pick a Character Card start with phase Jack, So can only pick:

Sparde-Jack, Club-Jack, Hearts-Jack, Diamond-Jack. Queen and King will be used in the future game.

Big turn:

Start of Big Turn, each player draw 5 cards from the Skill Card deck. Put the Joker Card aside, Both player roll a dice, the sum of the result of dice will be the place will the Joker Card will be placed and the Victory Point of the Joker Card will have when it is drew by one of the plaer. The player who draw the Joker Card will gain VP, after one of the player gain VP the Big turn end, and start another Big turn, 2 players will roll dice again. The Mana cost will back to 8 after the start of Big turn.

Small turn:

The turns between Big turns all called small turn. Begin of small turn, roll dice to determine who is going first, (if even: one go first, odd: the other go first). Player will draw one single card at the beginning of each Small turn. And place at most 2 cards on hid/her board area (The max number of cards can be place of the board for each side is 5). Card should be placed face down unless the card skill have active skill that need to use in that turn.

All skill cards have mana cost, and can only be used if the player have enough remaining Mana cost.

Joker turn:

When the Joker Card appear on the top of the Skill Cards deck. Both player have to roll a dice again, and to determine who is the attacker and who is the defender (even means attacker, odd means defender). The attack can only attack in the turn and the defender can only defend. The feature symbol on the cards will show up the attack damage and the defend damage of the skill card. Both player need flip back the cards on the boards which are not flipped yet and begin battle one by one from the left hand side of the attacker player and the right hand side of the defender player. Attacker will attack the defender' s shield ability, for example, if attacker has a card with 2 attack damage, 1 ability, 1 shield power, and defender' s cards is 1 attack damage, 1 ability, 1 shield, there are 1 damage exceed the shield power, so it cout +1 for attacker, but if the shield power is over attack the attacker will gain the attack damge of the defender' s attack in this case is -1. So after all the cards have battled and used abilities. The result with + x(x is number), reduce x health of defender, -x reduce x health of attacker.

Win condition:

1. One of the player' s health is 0, the other one win.
2. The player who get 25 victory points win.
3. The player who is on the phase King and used the change phase skill card win.