

# MECHANICS

## TURN ORDER

Starting the game, the first thing to happen is that 5 cards are revealed to be select, where the ones you choose stay with you and the others are taken directly from the remaining deck.

The player receives a fixed amount of Khronos, which can be adjusted as the rounds progress or by special effects of the cards.



The template of enemies that will appear this turn is shown, allowing the player to plan their strategy.

The player chooses cards from their hand that they want to play, considering the Khronos cost of each.

\*If the player decides to use a Paradox Card, they can activate it at this time to affect the battlefield or alter game conditions.

The player manipulates the Quantum-Tunnel to position units and spells on the Time-Lines. Here, the initial strategic layout is decided before the confrontations.

The player places their units on one of the three available Time-Lines, respecting the limit of 3 units per Time-Line.



**Each unit on the battlefield faces its corresponding enemy on the timeline. Combats are resolved based on the units' stats and abilities.**

**The outcomes of each encounter are calculated, and surviving units remain or are removed from the field based on the results and player decisions.**

**The player can choose to relocate their surviving units to adjacent positions within the Time-Lines to prepare for the next attack wave.**

**The CPU adds new units to the field as reinforcements for the next wave, increasing the difficulty of the challenge.**

**Units remaining in the field can activate upgrades or passive abilities that provide strategic advantages or improve stats for future turns.**

**The performance of the turn is evaluated based on defeated units, control of the Time-Lines, and other game objectives.**

**The game updates resources and prepares the stage for the next turn.**

## PRE-GAME

Upon launching the game, players are greeted by the main menu. This is the central hub from where all game functions can be accessed.

The main menu includes options such as Start Game, Deck Collection, High Scores, Settings. Each option is designed to navigate easily to its respective section.

## ACCESSING DECK COLLECTION

From the main menu, players can select the Deck Collection option. This brings them to the deck collection view where they can see all available cards.



In the deck collection view, players are provided with a user-friendly interface displaying all available cards that can be used in the game. Cards can be filtered and sorted by various criteria such as type, cost, power, and special abilities to help players find the cards they need.

Players can create their deck by selecting cards and adding them to their deck. Each deck must adhere to certain rules, such as a maximum number of cards or specific requirements for card types.

Players are ready to play!, once satisfied with their deck, players can hit the Play button.