



SMILEY FACE



## HOW TO START:

THERE ARE TWO SIDES TO THE GAME (BOSS AND CHARACTERS). EACH PLAYER CHOOSES A CHARACTER/BOSS(3 CHARACTERS AND 1 BOSS IN ONE GAME). EACH CHARACTER/BOSS HAS ITS OWN SKILLS AND HEALS BAR(HEART). PLAYERS HAVE TO UTILIZE THE COMBINATION OF CHARACTER/BOSS SKILLS AND BASIC CARDS TO DEFEAT THE OPPOSITE SIDE CHARACTER/BOSS. ALL PLAYERS HAVE 4 BASIC CARDS INITIALLY, DRAW 2 BASIC CARDS EACH ROUND.

## RULES:

EACH PLAYER CAN ONLY USE 1 WHITE LABEL CARD EACH ROUND.

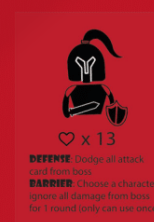
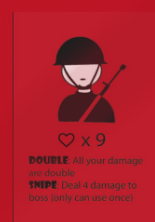
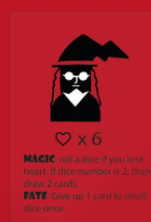
EACH PLAYER CAN ONLY HOLD 5 CARDS AFTER EACH ROUND.

## BOSS SKILLS(ONLY CAN CHOOSE ONE SKILL TO USE FOR EACH GAME):

- 1) CHOOSE A CHARACTER, ROLL A DICE WHEN YOU LOSE HEART/HEARTS. IF DICE NUMBER 4, THEN HEART + 2 AND THAT CHARACTER HEART -1.
- 2) DOUBLE YOUR ATTACK CARD DAMAGE.
- 3) ABLE TO ROLL A DICE TWICE IF NEEDED.



## CHARACTERS AND SKILLS:



## BOSS BASIC CARD:



**ATTACK:** CHOOSE A CHARACTER TO DEAL 2 DAMAGE OR DEAL 1 DAMAGE TO ALL CHARACTERS(HEART-1).**WHITE**

**HEAL:** HEAL HEART BASED ON DICE (ROLL DICE, HEART + DICE NUMBER).

**REBORN:** IF YOUR HEAL IS LESS THAN ANY CHARACTER IN THIS GAME, THEN DOUBLE YOUR CURRENT LIFE (CURRENT HEART X2).

**STUN:** STOP ANY SKILLS/CARD AND STUN THAT CHARACTER (CAN'T ATTACK/USE SKILLS NEXT TWO ROUNDS).

**ACCUMULATE:** DRAW 3 CARDS OR CHOOSE A CHARACTER TO ABANDON 3 CARDS.

**HALFLIFE:** HIGHEST HEART CHARACTER LOSE 1/2 OF ITS LIFE.**WHITE**

**DIE:** DEAL 5 DAMAGE TO LOWEST HEART CHARACTER.**WHITE**

**PETRAY:** ALL CHARACTERS ROLL A DICE, SMALLEST DICE NUMBER CHARACTER HEART -3.**WHITE**

**DIE OR ALIVE:** CHOOSE A CHARACTER TO ASK A NUMBER FROM 1-6. ROLL A DICE, IF THE NUMBER IS THE SAME AS THE DICE NUMBER, THEN THE BOSS'S HEART -3. OTHERWISE, THAT CHARACTER HEART -3 AND THE REST OF THE CHARACTER'S HEART -1.

**TUTUTU:** USE INFINITY ATTACK CARD THIS ROUND.

## WHITE LABEL CARD:





# CHARACTER BASIC CARD:



**ATTACK:** DEAL 1 DAMAGE TO THE BOSS. **WHITE**

**DEFENSE:** DODGE ATTACK CARD FROM THE BOSS.

**ACCUMULATE:** DRAW 3 CARDS THIS ROUND.

**HEAL:** HEAL 1 HEART.

**FATE:** EVERY PLAYER CHOOSES A NUMBER AND ROLLS A DICE. IF THE PLAYER'S NUMBER = DICE NUMBER, HEART -3.

**INFINITE:** ALLOW ALL CHARACTERS TO USE INFINITE **WHITE** CARDS THIS ROUND.

**STUN:** BOSS CAN'T HEAL OR ATTACK IN THE NEXT ROUND. **WHITE**

**STOP:** STOP ANY CARDS FROM THE BOSS.

**SWITCH:** SWITCH HEART WITH ANOTHER CHARACTER.

**BATTLE:** BOTH YOUR CHARACTER AND BOSS DRAW 3 EXTRA CARDS. IF THE CHARACTER HAS MORE AND EQUAL CARDS THAN THE BOSS, THEN THE BOSS'S HEART -2. **WHITE**

**RISK:** DRAW A CARD. ATTACK CARD: BOSS'S HEART -2, HEAL: BOSS'S HEART +2, OTHER CARDS: ROLL A DICE, IF 1,3,5 CHARACTER'S HEART -2, OTHERWISE BOSS'S HEART -3. **WHITE**

**WHITE LABEL CARD:**

