



**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.

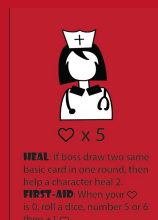
EACH PLAYER CAN ONLY HOLD 5 CARDS AFTER EACH ROUND.

# 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:



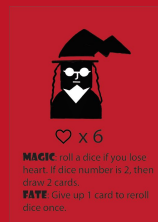
♥ x 5

**HEAL** If boss draw two same basic card in one round, then help a character heal 2.  
**FIFTY-AID** When your ♥ is 0, roll a dice, number 5 or 6, then +1 hp.



♥ x 6

**ARCHERY** If dice number = 1 anytime, boss heart -1.  
**EXECUTION** In your round, if the boss has less heart than you, then roll a dice. Boss heart = 0 if dice number is 1,3,5.



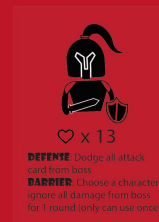
♥ x 6

**MAGIC** roll a dice if you lost heart. If dice number is 2, then draw 2 cards.  
**FATE** Give up 1 card to reroll dice once.



♥ x 9

**DOUBLE** All your damage are double.  
**THIPE** Deal 4 damage to boss (only can use once).



♥ x 13

**DEFENSE** Dodge all attack card from boss.  
**BARRIER** Choose a character ignore all damage from boss for 1 round (only can use once).

## 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**

**BETRAY:** 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.

**TOTOTOTV:** 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:**

