



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 cards each round.

Each player can only hold 5 cards after each round.

Boss skills(only can choose one skill to use for each game):

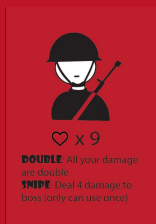
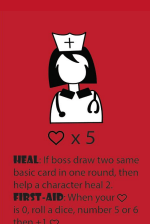
1) Choose a character, roll a dice when you lose heart/hearts. If dice number 4, then heart + 2 and that character heart -1.

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**

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.

TUTUTU: Use infinity attack card this round.

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**