

Full Game Story

In the fourth century of the world, a great calamity befell the world that would become known as the Forge of Astera, the device of a foreign god. The Forge altered the fabric of spacetime and the shape of war. Humanity, an unlikely favor of the Astera, looked once again to their ingenuity which had carried them thus far to exploit this condition for their own domination. A combined feat of arcana and engineering brought about the application of Mechs, monstrous mechanical creatures called into existence at the behest of their human sorcerers. Armed with the currency of this power by Astera, humanity ever rooted in greed and violence sought to battle amongst each-other for supreme control of their world, all to the amusement and delight of the foreign god Astera. Now you must either fight for supremacy or fall to the enslavement of another's clan. Let the game of war begin and may Astera favor you.

Game Objective

The objective of the game is to gain as many victory points from other player by attacking them with your mechs while defending your own victory points with the use of your mechs. All the while managing your mana resources.

A maximum players of four have to strategize their moves, build up a powerful mecha field to attack the other players' base. You take victory points from a player if your attack points outnumbered his/her total shield points. One victory point is granted to you for each extra attack damage.

The game ends the next round after the pile of six event cards ran out. The player with the highest victory points at the end wins the game.

Game Rules and Mechanics

The game starts with Pledge phase, Player Turn, and Event phase.

→ Pledge phase

- ◆ The youngest player gets to choose the role for the first round.
- ◆ Player chooses one role and passes the remaining role cards to the person on his/her right. This action continues until everyone has a role card.

→ Turn Overview

- ◆ During a round, each player takes his/her turn according to the top-right number indicated on the role cards in ascending order.
 - For example, a player with 'the Foreseer' will always start the round first.
- ◆ Resource phase - Every Players collect mana resources and cards based on the roles.
- ◆ Before the activation phase starts, the current player can choose to use his/her role ability.

- ◆ Activation phase - The current player pays the mana tokens required for activations based on the cards he/she wants to activate. The activation costs are the number on the middle left of the cards.
- ◆ Combat phase - Current player attack the cards (his/her own cards or his/her foes' cards) based on his/her attack cards on the field.
 - [Note] For every damage taken by a mecha, rotates its card by 90° counterclockwise, revealing its new stats.

→ Draw Event Card and resolve it.

→ After Event Card, repeat the pledge phase. (If no player picked 'the Kaizer' role, the player who started first in the previous round gets to choose the role card first.)

Setting Up the Game

- Randomly take 6 event cards and put them into 1 pile. The remaining event cards are not used in this game.
- First find all 4 of the Bulwark cards out and put them aside.
- Separate and shuffle the Attack Cards, Defense Cards, Unique Cards, and Event cards into 4 piles and put them at the center where everyone can easily reach them. Place the extra victory tokens and mana tokens at the center.
- Each player starts with 1 Bulwark card, 7 victory tokens and 2 mana tokens.
- The bulwark cards are instantly activated and put on the player's field.
- Players can only have a maximum of 7 hand cards and 6 cards on the field.
- Once there is 7 cards on the relative player's field, he/she needs to remove one of the card and replace the new card(s) he/she wants to activate.

Full Descriptions of features and Functions

- Mana Token
 - Activate the mech cards
- Victory Token(Point)
 - Winning condition of the game
- Pledge Card
 - Known as Role Card
 - There are 5 of them:
 - The Foreseer
 - The Guardian
 - The Kaizer
 - The Alchemist
 - The Warlock
 - The Foreseer
 - Whoever gets this card will start the turn 1st

- Clairvoyant (Role Privilege): Player may draw an event card from the top of the deck and choose whether to put it back on the top or at the bottom of the pile
 - Collectable Resources: 1 Unique Mech Card, 1 Defense Mech Card, 2 Mana Tokens
 - Has 0 Damage Reduction (Shield point) when receiving direct attack
 - The Guardian
 - Whoever gets this card will start the turn 2nd
 - Restore (Role Privilege): During Activation Phase, player may restore 1 HP to a damaged mech
 - Collectable Resources: 2 Defense Mech Card, 3 Mana Tokens
 - Has 3 Damage Reduction (Shield point) when receiving direct attack
 - The Kaizer
 - Whoever gets this card will start the turn 3rd
 - Supremacy (Role Privilege): Player with this card gets to choose the role first on the next Pledge Phase
 - Collectable Resources: 1 Attack Mech Card, 1 Unique Mech Card, 2 Mana Tokens
 - Has 2 Damage Reduction (Shield point) when receiving direct attack
 - The Alchemist
 - Whoever gets this card will start the turn 4th
 - Transmute (Role Privilege): Player may discard and in-hand card for 2 Mana Tokens each
 - Collectable Resources: 1 Attack Mech Card, 1 Unique Mech Card, 3 Mana Tokens
 - Has 1 Damage Reduction (Shield point) when receiving direct attack
 - The Warlock
 - Whoever gets this card will start the turn 5th
 - Mania (Role Privilege): Player may choose one of his Attack Mech to gain 1 extra attack time
 - Collectable Resources: 2 Attack Mech Card, 3 Mana Tokens
 - Has 0 Damage Reduction (Shield point) when receiving direct attack
- Attack Mech Cards
 - Contains 9 types
 - The Ronin
 - When HP is 2, gain 1 mana when taking damage
 - The Reaper
 - When HP is 2, performing an attack action cost 1 mana
 - The Tappered
 - When activated, deal 1 damage to any card on the field
 - The LummoX
 - When activated, deal 1 damage to any card on the field
 - The Sting
 - Gain +1 damage for every defense card on your field
 - The Headhunter
 - When HP is 3 and there is at least 1 unique card on your field, gain +2 damage
 - The Griffon

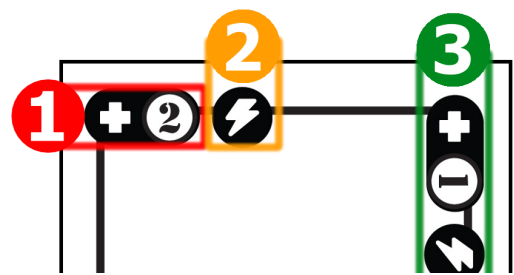
- When HP is 3, gain +1 damage if there is at least 1 attack card on your field
 - The Blunderbuss
 - When HP is 3, gain +1 damage for every defense card on your field
 - The Shaman
 - When HP is 3, gain 1 damage if there is a card in horizontal position on your field
- Defense Mech Cards
 - Contains 8 types
 - Bulwark (starting defense mech)
 - Reduce all incoming damage dealt to this card to 1
 - The Aegis
 - When HP is 2, gain 1 attack card if this card takes damage
 - The Fowl
 - When HP is 3, gain 3 mana if this card takes damage
 - The Monk
 - When HP is 2, gain 1 defense card if this card takes damage
 - The Facade
 - When HP is 2, gain 1 defense card if this card take damage
 - Shield-Drone
 - When activated, heal 1 HP to any card on the field, no effect if all mech cards are full HP
 - The Manifold
 - When HP is 3, the attacker receive 1 damage when this card takes damage
 - The Emblem
 - When HP is 2, gain 2 mana if this card takes damage
- Unique Mech Cards
 - Contains 7 types
 - Reflector
 - Instance: (during an opponent's combat phase) If one of your mech gets attacked returns the damage to the attacking mech
 - Mana Capital
 - (during resource phase) Gain +2 mana
 - Damage AMP
 - (while combat phase) Gain 2 damage on 1 attack
 - False Promise
 - Instance:(during opponent's activation phase) Return the activating mech to the opponent's hand and discard the mana spent
 - Piercing Assault
 - Destroy 2 defense type cards when this card is destroyed
 - Radial EMP
 - All attack type cards on the opponents' field receive 1 damage when this card is destroyed
 - Arcane Mine

- Instance: (during an opponent's activation phase) Discard an opponent's activated mech and refund the spent mana
- Event Cards
 - Total of 15
 - Underdog's Benediction
 - The player with the least victory points chooses to destroy 3 mech cards on the field.
 - If more than 1 player have the same number, all players destroy 1 mech card on their field
 - Astera's Fortune
 - Every player draw 1 card from the pile of their choice
 - The Unforged Grace x2
 - Player who has the most mana gain 1 victory point from all other players
 - No effect if more than 1 player have the same amount of mana
 - Blessings of Astera
 - All players double the mana gain next round
 - Magic Circuit Malfunction
 - Destroy 1 mech for each player
 - Wrath of Astera
 - All cards on the field reduce health to 1
 - Spacetime Paradox
 - Repeat all past events
 - Resolve all discarded event cards from the top of the discard pile to the bottom (one after another)
 - Poor Man's Grace
 - The player who has the least number of cards on the field, get on victory point from all players
 - If more than 1 player have the mentioned condition, nothing happens
 - Unfavoured Champion
 - The player who has the most victory points destroy 1 mech of his/her field
 - Defeated Mercy
 - Every player offers 1 victory point to the player with the least victory points
 - No effect if 2 players have the same number of the least victory points
 - Turn of Tides
 - All players exchange all their cards in hand with the player to the right
 - Arcane Sonic EMP
 - All the mechs on field receive 1 damage

Card Function Description

Mecha

All mecha cards shared some common information, as shown in the illustration below:-



*The image on the right shows a prototype of unique card.

1. The mecha's current health points.
2. Card's type (bulwark, defense, attack or unique)
3. The damaged mecha's updated stats.
4. Mana costs to summon(play) this mecha.
5. The unique ability this mecha can utilise.
6. Death. Discard this card.

Players have to rotate this mecha card by 90° counterclockwise for each damage taken by the mecha so that the **top-left corner** will always be the **current stats**.

There are **four types of mecha cards** in the game.

Bulwark

- ☐ The first and only card that every player receives before the game is started.
- ☐ There are only four bulwark in this game, each with two health points, three mana costs and same unique skill.
- ☐ They are defensive and good in enduring damages.

Defense Cards

A defensive mecha is passive, it cannot attack but it form a physical damage resist shield that prevents the player's base from getting attacked. The players will need to destroy other players' defend mechs before attack their base. The number beside the mana on the role cards is the base defend which act as an extra hp for the base. The base defend reset when next player's turn.

Attack Cards

An offensive mecha can attack other player's mecha or owned mecha (probably to activate passive abilities).



*The indicator on the left is shown specifically on attack-type mecha cards.

1. The sword icons indicate the number of attacks can be made by this mecha.

2. The number indicate the damage can be deal for each attack.

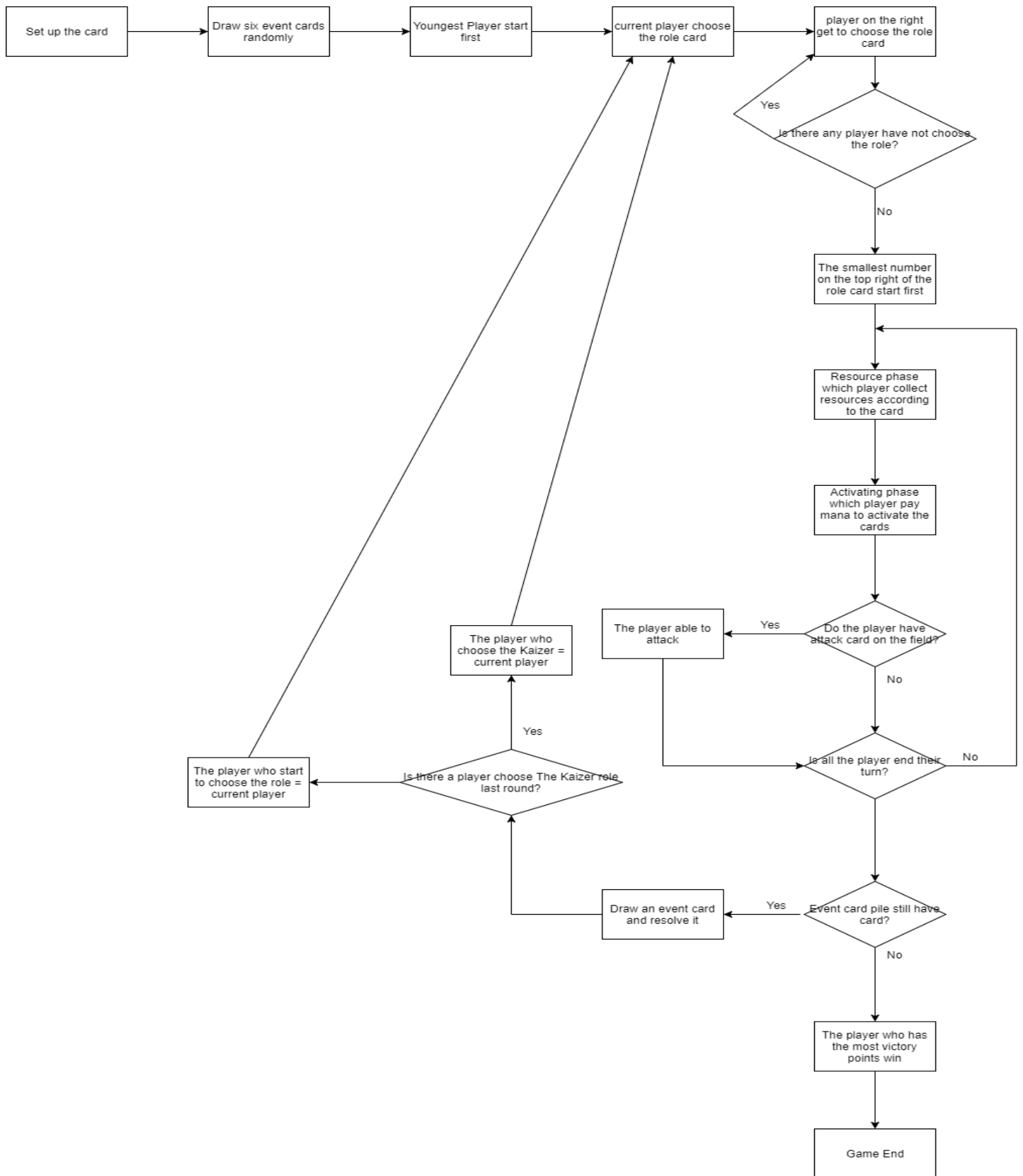
Unique Cards

An unique mecha does not block nor attack. However, each of them propose a particular special ability such as repair(healing), shield penetration, area damage or provide buffs. They are relatively low in cost compared to other types of mecha.

Event

- ☐ An event card must be drawn before a round ends (after every player has taken their moves).
- ☐ The drawn event card contains a bunch of magical words and must be resolved immediately.

Game Flow Diagram



Core Game Loops

Choose Pledge Card > Collect Resources > Activate Mecha > Attack Players > Back to Choose Pledge Card

Content

Mana Tokens x 140

Victory Points x 28

Attack Mech Cards x 36

Defense Mech Cards x 32

Unique Cards x 28

Event Cards x 13