

# Anime attax rulebook

## Inflicting

These type of cards have an attack stat apart from the normal resilience, power, armour and buff stat. On drawn these cards inflict damage to the power and armour stat of the opponent equal to their inflicting stat. All the cards are divided in 4 tiers which are common, rare, epic and legendary from weakest to strongest. The resilience stat can be used to boost up the armour stat which in other words is shield which is zero at start of the game. Similarly, buff stat is used to boost up the power of our cards. When a card reaches zero power and armour it is removed from the board.

## Intelligent

These type of cards have an inflicting state of zero and they act as a spy in the opponent team. On placing an common intelligent card next draw is a guaranteed rare pull and similarly playing a rare intelligent card it guarantees a epic card in the next pull (u can guess what an intelligent epic would do). The trade-off for an intelligent card is that instead of ours they add power and armour to the opponent total. The game has approximately total of 200 cards out of which around 15-20% are intelligent cards while the rest being inflicting cards.



# HOW TO PLAY???

## Game Setup

1. **Card Database Initialization:**  
Create a database of all available cards, each with specific stats (e.g., resilience, buff, intelligence, etc.).
2. **Initial Card Allotment:**
  - Each player is randomly allotted 2 cards from the card database.
  - These cards form the player's hand.

## Phase 1: Action Phase

- The player whose turn it is chooses one of the following:
  - a. **Play a Card:**  
Select a card from your hand and place it on the board.  
Then, choose one move (Resilience, Buff, or Inflicting/Intelligence) to apply the card's effect. Apply this move to any target card already present on the board (yours or the opponent's).
  - b. **Pass the Turn:**  
If no card or move is desired, the player can skip their turn.

## Phase 2: Opponent's Turn

- The opponent repeats the same Action Phase, choosing to play a card or pass.

## Phase 3: Card Drawing

- After both players have taken their turns:
  - The current player draws a new card from the database, adding it to their hand.
  - This process continues until each player has drawn 5 cards (including their initial two).

## Game End

- Once each player has 5 cards in their hand and played their final turn:
  - Calculate each player's **Final Total Power**:
    - Sum up the stats of all their cards (on the board and in hand).
  - The player with the highest total power wins the game!

**Enjoy !!!**