**Overview:**

* Welcome to the EV Nova Card Game quick How to Play guide!

**Game Modes:**

Battle (Combat):

* Engage in full race-based combat. Choose a race for each player and battle! Every card of selected race is included in your battle deck. This is how the EV Nova Card Game was meant to be played!

Skirmish (Combat):

* A relatively balanced fight where each player receives 100 points worth of randomly assigned ships (100 is the most expensive ship. Alien entire race has only around 70 points)

Custom (Combat):

* Select any ships for each player and create your own battle scenario.

Browse (Viewer):

* View all game cards without engaging in combat.

**Combat Labels:**

Reserves:

* Holds remaining ships for each player.

Ships:

* The active combat area where battles take place.

Draw:

* Determines attack, defense, pursuit, and escape scores.

**Combat Basics:**

Attack:

* Each player draws one card.
* Attacker adds the card number to their attack shield or armor number.
* Defender adds the card number to their defense shield or armor number.
* Higher number determines enemy ship shield or armor down.
* Attacker wins in case of a tie.

Fighters:

* No card draws required.

Missiles:

* Both players draw two cards.
* Proceed the same as ‘Attack’ above EXCEPT check ‘pursuit’ and ‘escape’ values first to determine if the missile hits, before proceeding to attack and shield/armor damage check.

Shield Bypass:

* Draw cards like in a standard attack.
* Ignores shields, directly affecting armor.
* Very rare attack only used by Krypt Pod and Thunderforge.

**Controls:**

Escape:

* Opens the menu or exits the current card being viewed while viewing card in Browse Mode.

Left Click:

* Selects options in menus.
* Rotates images 180 degrees while viewing card in Browse Mode.

Right Click, Enter, Space:

* Mostly functions like Left Click.
* Can be held for rapid actions while not in Browse mode.

Mouse Movement:

* Moves the map when map movement is enabled in settings.

Thank You for Playing!