

Pocket Crystal League

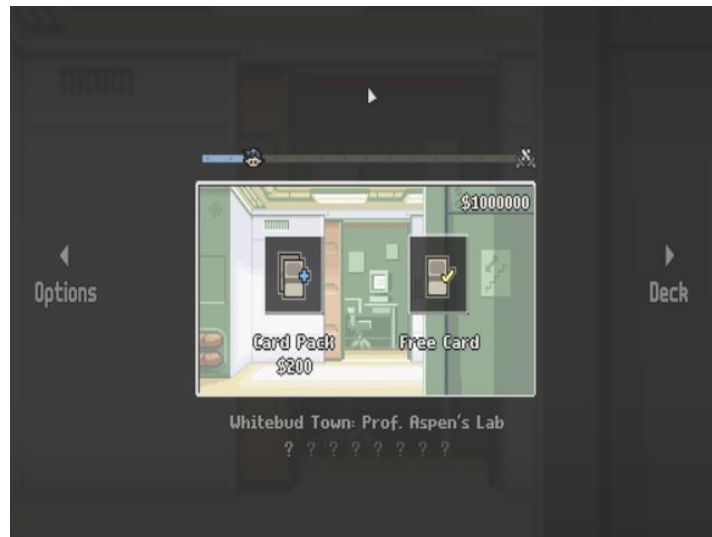
How to Play

Introduction

Pocket Crystal League is a card game designed by indie developer moodytail, based on the 2021 horror card game Inscryption. Naturally, there are no horror elements in PCL—well, beyond the difficulty level. This short manual will help you learn to play and strategically make the right moves early on.

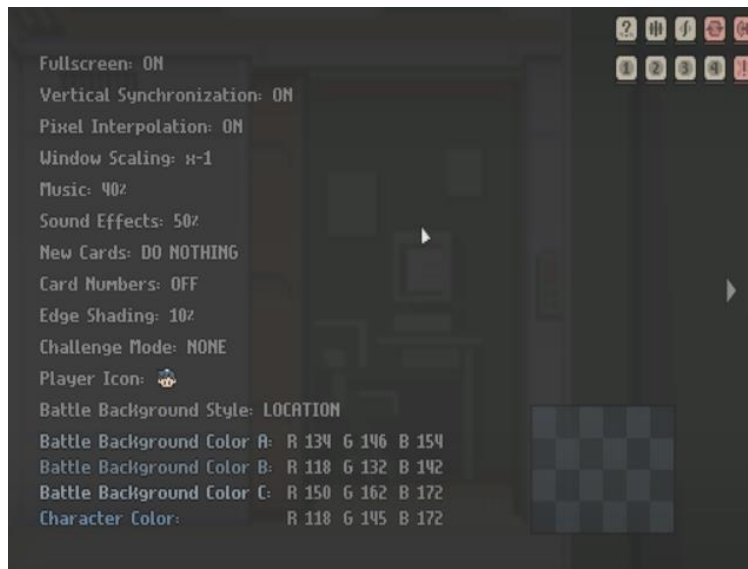
Menu Navigation

When you start the game, you'll be greeted by the main menu. Here, you will begin your PCL journey by selecting a starter deck (Grass, Fire, or Water). Mason will then give you the option to play a tutorial stage to learn the basics of the card game itself.



You can use the left joystick to move the mouse cursor. Pressing A simulates a left click, and pressing B simulates a right click.

The options menu allows you to change settings like vsync, pixel interpolation, music and sound effect volume, and more.



You can only select a challenge mode before choosing a starter deck:

- NONE – Normal playthrough
- RESOLUTION – Money rewards are doubled, all routes extended, but cannot retreat from a gym battle or return to previous locations
- DOMINANCE – Type-advantage attacks from opponent always result in OHKO
- BARRENNESS – Can only acquire a total of 30 berries
- ROGUELIKE RESOLUTION – Same as Resolution, but playthrough ends if you lose or stalemate a battle

The other menu option is the Deck menu. Here' you can build and save up to 5 preset decks. The top row of cards is your inventory, and the bottom row is your deck. You can add berries, but you must either have none of a berry type or all of a berry type. For example, if you have 10 oran berries, you must either have 0 or 10 oran berries in your deck. There is no in-between.



Once you customize your deck to your liking, you are ready to begin! Your goal is to defeat the eight gym leaders, and there are several stops you will make along the way. At the start of a route, you will be given a random set of the following options, some of which cost money. Choose one of these options and complete it to advance the route:

BATTLE – Battle a trainer! The tooltip will tell you their deck size, the HP, and the amount of money you can win.

FREE CARD – Reveal three cards and choose one to keep.

PAYOUT (\$\$\$) – Gain the amount of money shown.

BERRY PACK (\$100) – Gain a pack of berries. Each pack yields 4 cards.

CARD PACK (\$200) – Get a pack of cards. Each pack yields 4 cards.

LEVEL UP (\$100 x) – Level up a card. The amount of levels you can gain vary depending on the number of gyms defeated.

EVOLUTION (\$500) – Evolve a card.

GLYPH (\$300) – Add a special power to a card of your choosing. The tooltip tells you what the glyph does.

TRIBUTE – Add some of one card's power to another.

Battles

Ah, the glory of card games. A coin is flipped to decide who goes first. Then, you either draw Pokemon or draw Berries to get cards onto the field. You do not begin a battle with a hand.



On the left side is your berry deck. Berries cost **1 Draw Point** each. Also on the left is a discard pile, if you wish to discard any cards. The **?** button is a type chart, which displays the different Pokemon types and their advantages and disadvantages. On the right, you will find the **HP Meter**, and below that, the available **Draw Points** next to the **End Turn** button. Below that is the main deck. Pokemon cards cost **2 Draw Points** each. Below the main deck is a small banner showing how many cards are left in your deck. Finally, the two sword icons: the first is a toggle for **auto-attacking**, the second is an **attack with all cards** button.



Here we have drawn a few cards, two Pokémon and one berry. Hovering over our Hitmonchan reveals that it's the perfect counter to Omanyte: fighting types are effective against rock!

There are six qualities to a Pokémon card to pay attention to:

TYPE – This is in the top left corner of the card. Some Pokémon have dual-typing.

BERRY – The colored dot at the bottom left of the Pokémon's picture tells you what kind of berry it requires and how many.

LEVEL – This is in the center of the card below the Pokémon's name.

HP – This is the number below the LEVEL. It will be colored **green** if the HP is at max, otherwise will be **orange**.

ATTACK – The number at the bottom left of the Pokémon card.

DEFENSE – The number at the bottom right of the Pokémon card.

Ok, so how do we win? We didn't draw an **oran berry** for our Hitmonchan, so we have to skip this turn. Pressing **Y** will end the turn, alternatively we can hover the mouse cursor over the **End Turn** button and press **A**. On the next turn, we get a bit luckier and use our **2 Draw Points** to gain two more berries.



We've played our Hitmonchan to defeat Omanyte! Remember, Omanyte had **4 HP**. Hitmonchan has **4 Attack**, but since Omanyte had **1 Defense**, we would only deal **3 damage** if not for Hitmonchan's type advantage, which gave us a **+1** for attack and allowed us to move in for the knockout.

Zangoose, despite doing no damage to Qwilfish, was played for a stalling defense. If we hadn't played a counter, Qwilfish would be able to attack our **HP** directly for a quicker loss.

That's how we win! PCL is a game of tug o' war for **HP**. Notice each player started with **35 HP**, and because we missed the first turn, both Qwilfish and Omanyte were able to attack us directly for **8 HP (3+5)**, bringing us down to **27** and getting our opponent to **43**.

Notice our opponent's **HP** didn't go down. That's because **Player HP** is only affected by direct attacks. Remember, the game is strategy. You don't want to leave yourself unguarded, so it's usually best to put a Pokémon out to counter even if it will only stall for time.