Winterend: like Duelyst... but not bad

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A mix between Hearthstone, Magic the Gathering and Nobunaga's Ambition

https://www.wikiwand.com/en/Hearthstone:\_Heroes\_of\_Warcraft

https://www.wikiwand.com/en/Magic:\_The\_Gathering

https://www.wikiwand.com/en/Nobunaga%27s\_Ambition

Skip to section 2, for the basic rules

**Section 1: Inspiration and Idea process**

The original idea for the project was to take the game Duelsyt and balanced.

The major flaws in Duelyst:

Up to 3 copies of each card in your deck

1. Up to 3 legendaries in every deck and they extremely unbalanced

(Hearthstone had some balance by allowing one copy of a powerful card)

Every other card game has some sort of restriction, Magic has legendary creatures that are restricted to one, the Yugioh ban list, and Pokémon has specific banned cards and rotations.

2. Some classes were extremely over powered, namely Songhai.

Kaido Assassin, Common, 2 mana, 2 Attack, 3 Health, backstab 1

(Which gains +1 attack if it is behind another minion, which is very easy to do essentially making it a 2 mana 3/3)

Tusk Boar, Legendary (with no restriction) 2 mana, 2 Attack, 3 Health, Charge (has no summoning sickness), goes back into your hand at the end of the turn

(Trades with any early minion and goes back to your hand, and is guaranteed 2 face damage every turn)

Storm Kage, Legendary, 7 mana, 5 attack, 10 Health, whenever your spells deal damage, add a copy of this card to your hand

(Cards with lots of health are hard to remove, limited removal spells and it takes lots of minions to trade up)

Juxtaposition, Epic Spell, 0 mana, Switch the position of any two minions on the board

0 mana spells are broken, and minions being exchanged for backstab damage, moving away ranged minions and saving low health minions. The amount of tempo that is gained from this card is insane

3. Ranged Minions

These minions attack in a straight line, and deal damage in a line equal to their attack.

They had low health to be "balanced" but they can entirely destroy the early game, in combination with key cards such as juxtaposition and low cost token cards

4. Gaining 2 mana each turn instead of 1, and starting at 1

Designed to make the games go faster, actually made aggro impossible to play and control decks were extremely strong.

5. It was extremely expensive

To have competitive decks, you require many copies of the same legendary card. Which means putting around $100 into the game to open the cards that you need.

6. It got boring very, quickly.

Things Duelsyt did well, enough to warrant the creation of Winterend.

1. The combination of these games

All of these games are great on their own, and together they are even more interesting.

2. The moving and combat mechanics

Although they originate in Nobunaga's Ambition, the idea of having the general to manage your life points, and minion based combat. It combines them in a way, that is simple enough to know how to play by the end of the first game and takes time and practice to become good at.

Section 2: Basic rules:

The match begins with a coin toss to determine who goes first, then both players draw their starting hands. The player going first draws 3 cards, and the player going second draws 4 cards. The First player starts with 1 mana crystal which the players use to play cards, the second player also starts with 1 mana, but they also have a coin card which temporarily increases their mana by 1. Both players have the option to completely mulligan their hand once, where they can draw the same amount of cards. They had before

At the start of a turn, you draw a card and some cards allow you to draw additional cards during your turn.

You can play cards, if you have enough mana to cast them. For example, if a minion costs 1 mana to play and you have 1 mana to play it you can! But if it costs 5 and you have 3 alas, you cannot play it. All minions that are played have they have Summoning Sickness, they have to wait a turn until they can attack or move.

All minions can attack and move once per turn, you can play as many cards from your hand as long as you have enough mana to play them.

Some minions have effects that trigger at certain times, at the start of the turn, the end of the turn, once they are played, once they leave the field, and while they are on the field

For instance some minions can deal damage, heal, and attack on the turn they are played

Spells can cast on any minion, more will be discussed in the advanced rules section

Once you have used all of your mana, all your minions have attacked, and you cannot do anything else during your turn. Your opponent takes their turn, they do the same and when it is your turn again you have your mana back and +1 mana crystal. Your mana crystals go up until they reach 8 and the game is over when one player’s commander reaches 0 health.

**tl;dr**

Each player takes a turn, plays minions and spells until they have 0 mana, moves minions accordingly. Mana crystals go up to 8 and the game ends when either player’s commander dies.