The field consist of 10 slots, with a max deck size of 14 cards, max hand size of 5 cards and no drawing. Each player has 60 health.

Shape, rectangle

Description automatically generatedAt the start of every game, players will place any cards they wish into their respective field slots face downface down. Field slots are as follows:

Energy

Spell

Trap

Energy

Spell

Trap

Energy

Spell

Trap

Energy

Spell

Trap

Monster

Spell

Trap

Monster

Spell

Trap

Monster

Spell

Trap

Monster

Spell

Trap

Monster

Spell

Trap

Energy

Spell

Trap

Each turn players can:

* Flip one card face up.
* Play one card from their hand (face up or down)

Types of cards:

* Monsters: can be used to attack if face up and there is available energy once per turn
* Energy: This games mana system. Each card gives you +3 energy if face up (2 cards x 3 energy = 6 energy a turn)
* Spell: Can use freely on your turn as long as they are face up. Discard after use.
* Trap: Can use freely from face down on opponents turn only.

Rules:

* Monsters’s attack stat challenges a monsters defense stat.
* Higher number = kill for attacking and defending monster
* Match kills both
* Discard can only be done from the field
* Damage pierces through monsters
* There can only be one copy of a given spell or monster card

Notes:

* Can rejected negate cards like pierce?
* First turn wolf combo to strong?
* Return to energy stronger then nuclear meltdown
* We got one draw today
* Da fence beaten by Shrug

Ideas:

* Cards that can do things to face down cards
* Drain -2 or -1 to enemy + 1 to you
* Backbone can rn flip opponents card face down
* Tradsies: card either moves into same state as card discarded or goes to hand or face down
* Continuous spell/field cards
* Monsters flip down when defeated instead of destroyed (no piercing damage?)