

# 1. Overview

This ruleset defines the Alpha Playtest Game used by the platform to validate engine behavior, AI decision-making, deterministic replay, and UI flow.

The ruleset is intentionally constrained and serves as a baseline reference implementation for future customizable games.

## 2. Players & Match Setup

### Players

- Two players per match:
  - One Human
  - One AI opponent

### Deck Construction

- Deck size is fixed at 30 cards
- Each deck must contain at least 10 Creature cards
- Duplicate cards are allowed without restriction

### Initial Hand

- Each player draws 5 cards at match start

### Turn Order

- Starting player is determined randomly using a seeded value

## 3. Win Condition

### Creature Exhaustion

- A player loses when they have no Creature cards remaining in:
  - Deck
  - Hand

- Battlefield

### Evaluation Timing

- Win conditions are evaluated:
  - After the Combat Phase
  - At the End Phase

### Draw Condition

- If both players satisfy the loss condition simultaneously, the match ends in a draw

## 4. Zones

The Alpha Ruleset supports the following zones:

Deck – ordered list, shuffled once at match start

Hand – cards available to play

Battlefield – summoned Creature cards

Discard – destroyed or resolved cards

No other zones are supported in Alpha.

## 5. Board Layout

### Board Style

- Split board (player side vs opponent side)

### Slots

- Each player has 5 fixed slots
- Only one Creature may occupy a slot

### Slot Behavior

- Slots have no attributes or modifiers
- Creatures cannot move between slots once summoned

## 6. Card Types

Only the following card types exist in Alpha:

### Creature Cards

Creature cards have:

- Health (1–10)
- Attack (1–5)
- Cost (0–10)

Rules:

- Creatures are summoned to an empty slot
- Creatures persist on the battlefield until destroyed
- Each creature may attack once per turn

### Object Cards

Object cards:

- Have a cost
- Resolve immediately when played
- Are sent to Discard after resolution
- Do not persist on the battlefield

## 7. Resources

### Resource Type

- Single generic resource (e.g. Energy)

### Resource Gain

- Players gain +1 max resource at the start of each turn
- Resources refresh to max each turn

### Spending

- Resources are deducted immediately when a card is played

## 8. Turn Structure

Each turn follows this fixed sequence:

1. Draw Phase
  - a. Active player draws 1 card
2. Action Phase
  - a. Active player may:
    - i. Play Creature cards
    - ii. Play Object cards
  - b. No interrupts or reactions exist
3. Combat Phase
  - a. Active player may declare attacks with any number of Creatures
  - b. Attacks may target:
    - i. Opposing Creatures
    - ii. Empty opposing slots (direct pressure)
4. End Phase
  - a. Turn passes to opponent

### **Combat Resolution**

- Creature vs Creature:
  - Damage is dealt simultaneously
- Destroyed creatures are moved to Discard
- 4. End Phase
  - a. Turn passes to opponent

## 9. Actions & Effects (Alpha Scope)

### **Supported Actions**

- Deal damage
- Destroy target creature

### **Unsupported Actions**

- Status effects
- Elemental interactions

- Conditional logic
- Triggered abilities
- Movement effects
- Card draw manipulation

## 10. AI Constraints

### AI Capabilities

- Play affordable cards
- Attack when advantageous
- Prioritize removing enemy creatures

### Determinism

- Given the same game state and seed, AI decisions are deterministic

## 11. Validation Rules

### Deck Validation

- Must contain exactly 30 cards
- Must include at least 10 Creature cards

### Card Validation

- All required fields must be present
- Stats must fall within defined ranges

Invalid decks or cards cannot be used in Alpha Playtest Mode.

## 12. Explicit Non-Goals (Alpha)

The following are intentionally excluded:

- PvP matches
- Multiple win conditions
- Elemental systems
- Status effects
- Board movement
- Custom board sizes
- Variable turn structures
- Advanced AI behaviors

## 13. Versioning

- This ruleset is identified as Alpha Fixed Ruleset v0.1
- Any changes require a new version identifier to preserve replay integrity