

# RUNES



# RACCOONS

# USER GUIDE



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# MATCH LAYOUT



## HOARD

This is the amount of trash you currently have stockpiled. You must keep track of this number. The game starts with both players at 0 trash in their hoard. There are cards and abilities that can increase this number, as well as earning during attacks. As you summon units, play runes, and equip equipment, this number will fluctuate.

## HEALTH

The amount of health your army has, similar to the hoard you must keep track of this number. Both players start with a health of 20.

## CEMETERY

Where your discarded, destroyed, or spent cards go. They can be revived/reclaimed through the use of certain cards.

## LANES

There are three lanes during a match. They have little meaning other than when certain abilities are used. Adjacent cards are those directly to the top, left, and right.

## DECK

This is where your yet-to-be-drawn cards go. When it is depleted, you automatically lose the game on your next turn, unless your opponent loses before then.

## **HAND**

The cards that you can immediately use. The game starts with both players having 7 cards in their hand. This can change over the course of the game.

## **TAKING A TURN**

### **DRAW**

The first thing to do at the beginning of every turn is to draw a card from the top of your deck. If this is the last card in your deck, unless you win this turn, or on your opponent's next, you lose the game.

### **SUMMON / CAST**

#### **SUMMONING UNITS AND USING EQUIPMENT**

After drawing your card, you are able to summon units, play runes, and gather trash. You may summon as many units, so long as you do not exceed 3 in play at any one time. You may also play as many equipment cards as you like, granted you have the garbage to afford them, however, one unit may only have 2 equipment cards at one time, unless the card states otherwise. Some equipment cards require that they be your only equipment card.

### **CASTING RUNES**

To cast a rune, you must meet two requirements, first, you must have a magic user on the field. This is denoted on units that are by default magic users, such as most units within the sorcerer guild. There are also a couple of equipment cards that can make your units magic users either temporarily or permanently.

## **ATTACK**

### **SUMMARY**

You may no longer play any cards, at this stage you can only attack or pass. If you just summoned a unit in the previous stage, it cannot attack this turn and must wait till the next turn.

### **DOING DAMAGE**

Subtract the amount attack from the opposing unit's garbage. If this reduces them to zero or below, they are sent to the opposing player's cemetery. If not, continue to the next step. If your guild is strong against the target card's, then add 1 damage to the total. Add the total amount of damage done to your hoard, unless it is more than the target unit had remaining, in which case you gain as much as the unit had left.

### **COUNTER DAMAGE**

Unless you have applied an ability or rune that negates counter damage, it is calculated as follows: If the level of the card you are attacking is higher than your unit, your unit loses 1

health, and you gain 1 less garbage from this attack. Counter damage cannot kill a unit, instead you only gain 1 less garbage, meaning it is possible to gain 0 garbage from an attack.

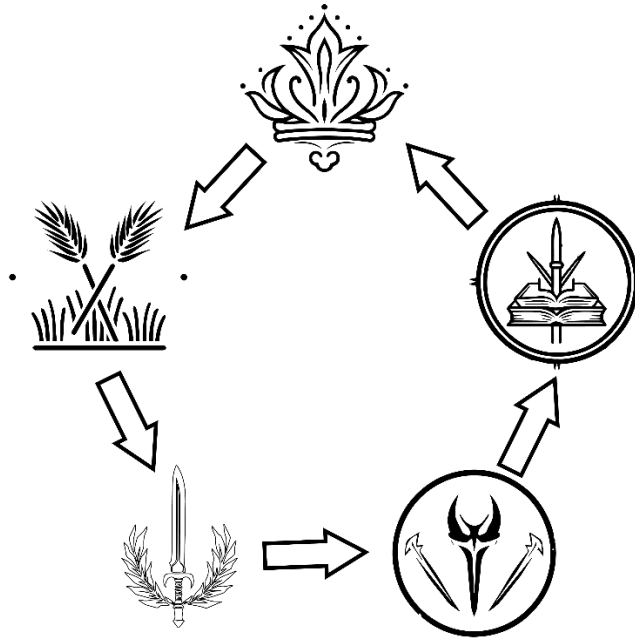
# BUILDING A DECK

## GENERAL GUIDELINES

Your deck must be at least 40 cards, with no maximum, however, you can only have a maximum of 3 copies of any card in your deck, except for trash collecting cards, of which you may have as many as you want, up to half of your deck. If your deck has an odd amount of cards, trash cards cannot comprise more than half.

## GUILDS

Guilds carry strengths (+1 damage on a weak guild) against other guilds. These are illustrated below. It is recommended to have a good mix within your deck so that you can combat and situation you might find yourself up against.



# UNIT CARD LAYOUT



## LEVEL

The summoning cost of the unit. As well as the possible damage dealt on counter attack (see attacking).

## GUILD

The guild that the unit belongs to. Determines the outcomes of certain effects and battle encounters (see guilds).

## MAGIC USER

You are only able to play rune cards, no matter the cost, if you have summoned a magic user to your side.

## ABILITY

By default, abilities are used once on the summoning of the unit. Some unit's abilities are passive, which is denoted on the card.

## ATTACK

The base amount of damage that the card does on attack.

## GARBAGE

The base amount of health that the card has.

# EQUIPMENT / RUNE CARD LAYOUT



## LEVEL

The cost to play the rune / give the equipment to a unit.

## EFFECT

The ability that the card has.