Phaktionz TCG
Development Plan

Casual Card Cafe — Phaktionz Rules Commitee
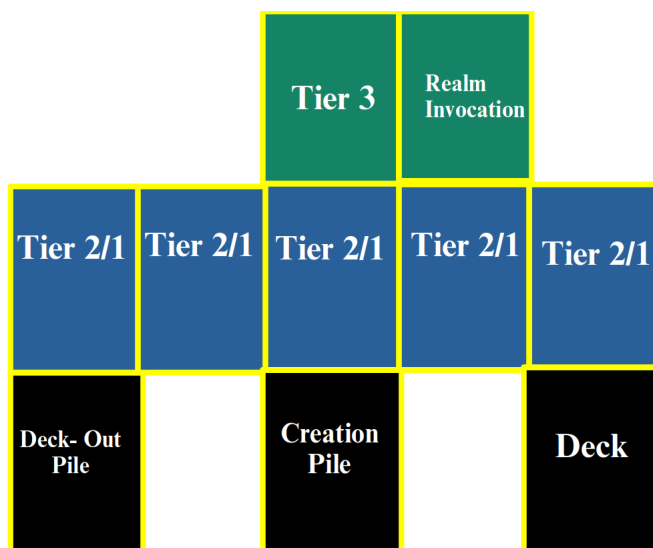
Version 2.4

Contents

Figure 1: Battlefiled Layout Version 1

1 Rules

How to Win

To win you must deck out your opponent, or in other words bring their deck to 0 cards, where no more cards can be drawn.

1.1 Formats

In any format:

- A player can only have 4 copies of a single card unless specified any exception

- A player must start with 5 cards in their hand

- A player's turn has the following phases:

  - Draw Phase (Player draws a card from their deck)
  - Main Phase (Can place summons or cast invocations)
  - Combat Phase (Battle using your summons)
  - Final Cast (Can only cast invocations)
  - End Phase (Ends turn)

Standard (Version 1.*.*):

- This format is the most common format that is played, and considered the default playing style.

- A Deck must contain 50 cards

- A Deck must contain Summons belonging to only one Faction.

Synthesis (Version 2.*.*):

- This format is the mix and match sort of playstyle that will bring an interesting battle upon yourself.

- A Deck must contain at least 50 cards, and a max of 75.

- A Deck may contain Summons belonging to one or more Factions.

  - Must contain Summons from each Faction in each Tier being played

- Origins may be used in a combination of Unknowns and Modernas Factions.

- Unknowns and Modernas Factions may not be combined together.

1.2 Types of Cards

Summons:

These are your soldiers that battle on the battlefield against your opponent. A Summon has the following information:

- Tier: A Summon can have a Tier from 0 - 4

- Type: There are two types of Summons

  - Strikers: can battle any opponent's Summons but not directly
  - Tech: can only battle opposing summons in the same column, but if there are no opposing summons in their column they can battle directly.

- DMG: The amount of Damage a Summon can deal to an Opponent

- Faction: The Faction in which the Summon belongs to (ex. Mythicals or Probers)

Invocations:

These are a type of magic or sorcery that may be cast on the battlefield An invocation has the following information:

- Type:

  - Regular: This type of invocation may only be cast on your turn
  - Counter: This type of invocation may be cast on any turn
  - Realm: This type of invocation remains on the battlefield
  - Weapon: This type of invocation attaches itself to a Summon on the battlefield

Figure 2: Summon Card Template

1.3 Terms

Keywords:

- Summons: Units that battle in the battlefield

- Invocations: Sorcery that may be cast to gain benefit.

- Abled: The position in which a unit may battle

- Disabled: The position in which a unit is unable to battle (This is done with your Summon being sideways)

- Demote: To have a summon leave the battlefield

- Exile: To remove from play a summon

- Tiers: Represents the rank of a summon, Tier 1 being the lowest and 3 the highest

- DMG: The amount of cards a summon can deal an opponent to lose, this is indicated on the card, and when battles an opposing summon, is dealt the difference.

- Fizzle: To stop an opponent's play

Conditions:

- L/x: Limit x per turn

- Lx: Limit x per match

1.4   Game Mechanics

Game Mechanics:

- When a Summon battles it becomes disabled (turned sideways)

- To place a Tier 2 or higher summon, you must demote Tiers total to the Summon's Tier. For example, a Tier 2 may be placed by demoting a Tier 2 or 2 Tier 1s.

- At the start of the game, after the turn order is chosen, both players may mulligan any cards in their hand once.

- If a card's ability were to break one of these rules, the card's ability takes precedence.

- When battling, a Player takes DMG equal to the difference between the Summons.

  - If a Summon that battles has less DMG than the opposing, no DMG is dealt.
  - If a Summon that battles has more DMG than the opposing, the Opponent takes the difference, and the Summon is demoted, except if it's Tier 3+.

1.5 Creation Pile

Creation Pile is a pile located in the middle between your Deck and Deck Out Pile. It's basic function is that cards in it may be added to your hand if they satisfy the Card's Create condition.

- Limit: 10 (In Format V1 & V2)

- Abilities that include 'CP' refer to Creation Pile

- The goal of Creation Pile is to have a last resort to yourself

- CP Cards are identified with CP in the top left along where Tier or Invocation type is located.

Figure 3: Creation Pile Summon Template

1.6   Promote

Promote brings forth two new Tiers, 0 and 4. A Tier 0/4 Summon has a **limit of 1.**

Tier 0:
   Tier 0's are Summons that are placed and have a realm invocation ability, as well as having these attributes:

- Tier : 0
- DMG: 0
- Type: T/S
- Promote: Yes
- All Tier 0's may not be battled, and treated as a Realm Invocation

Promote: To Promote a Tier 0, is to flip it to it's other side where it resides as Tier 4, and is placed at the Tier 3 location. To Promote, the player must satisfy a Promote condition that is decribed on the Card. If you control a Summons on the Battlefield and choose to Promote, the Summons will be demoted.

Tier 4:
   Tier 4's are usually a win condition card and are built to not stay on the field for long. While you control a Tier 4 you cannot have any other Summons on the Battlefield. As well as that, they have the following attributes:

- Tier: 4
- DMG: 7/8
- Type: T/S
- All Tier 4's cannot be demoted in Battle nor be demoted by any Abilities.
- At the end of each End Phase the player takes Damage equal to it's DMG.
    - Refusal to pay will result in it being exiled.

1.7   Level Up!

Level Up! is a new type of Summon with the Tier +, these Summons begin at Tier 1 and goes up to 3, having a condition for it to Level Up. To signify this, a die or counter may be used.

When a Summon levels up, it is able to only use the ability it's level is at, meaning if it at Tier 3, then it may not use it's Tier 2 ability.

When a Tier + Summon is demoted, it is actually only brought down to it's previous level, and if it is at Tier 1, then it is demoted. This also means, you are able to place Summons equal to it's level on the Battlefield, then it's level would be decreased to it's previous one.

There is a **limit of 4** Tier + that can be in a deck for all Formats, and only one can be controlled on the Battlefield.

Level Up Card Template Coming Soon...

1.8   Disaster

Disasters are a new invocation that remains on the Battlefield. They are built to create great interference, or slow down your Opponent from having an explosive turn.

- Only one can be placed, and is placed facedown.

- Can be casted during any players' turn and on any phase, by turning it phase up.

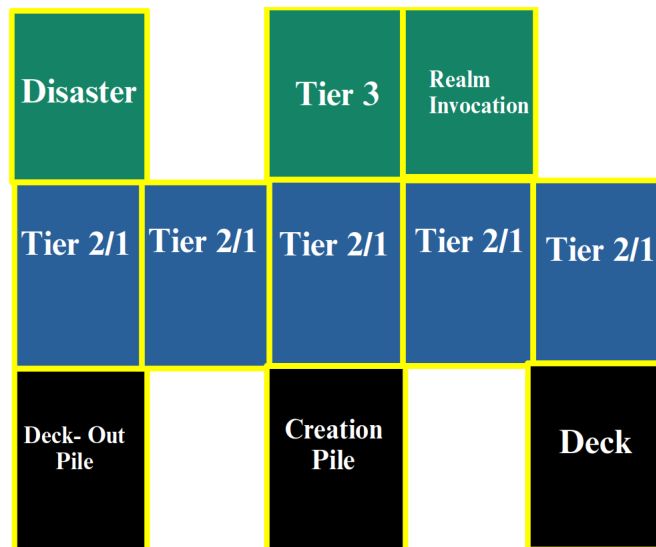   - Once face up, cannot be used anymore

Disaster		Tier 3	Realm Invocation	
Tier 2/1	Tier 2/1	Tier 2/1	Tier 2/1	Tier 2/1
Deck- Out Pile		Creation Pile		Deck

Figure 4: Battlefiled Layout Version 2

2 Factions

In Phaktionz, all Summons belong to their own realm within it's own Faction. Each of these Factions are categorized by their historical timeline. In Phaktionz, a Faction belongs to one of the following timeline.

- Origins

- Delphics

- Modernas

2.1 Origins

Origins are the Factions that belong to the three Origins who had created the Realms that make up Phaktionz. We have Prestige, the Grand Leader of the Sorcerers, Helios, the Grand Leader of the Mythicals and King, the Grand Leader of the Wild Kingdom.

This makes up the three following Factions:

- Sorcerers

- Mythicals

- Kingdom

2.1.1 Sorcerers

2.1.2 Mythicals

2.1.3 Kindgom

2.2 Delphics

Delphics are the ambigious icognito Factions that reside in Phaktionz's History. These Factions were created around the time of Origins, and only Summons like Hulio From Mythicals may remember these Missing Chapters. These Factions have interesting abilities, and interesting Summons as well.

These are the following Delphic Factions:

- Frosters

- Crytpics

- Cyborgs

- Probers

- The Unknowns

2.2.1 Frosters

2.2.2 Cryptics

2.2.3 Cyborgs

2.2.4 Probers

2.2.5 The Unknowns

2.3   Modernas

Modernas are the modern age Factions that live in the current age. They are some that are currently involved in the war, with some making alliances between Mythicals and Kingdoms. This is the category that most Factions are placed in, as well as these Factions have no knowledge of the existence of Delphic Factions.

These are the following Moderna Factions:

- Oceanics

- Alchemists

- Descendents

- Warriors

- Dragons

- Phasmas

- Titans

2.3.1   Oceanics

2.3.2   Alchemists

2.3.3   Descendents

2.3.4   Warriors

2.3.5   Dragons

2.3.6   Phasmas

2.3.7   Titans

3   Versions

Version System is setted up as the following:
Version F.B.C

- F: New (Change) Format

- B: New (Change) Board

- C: New (Change) Card or Summon/Invocation

Most times simplified to V B.C
Note: All New Formats will have V F.*.*

3.1   Version 1.0.0

- Tier 1 - 3

- Alpha Board

- Only Standard (F V1)

- Follows all following (V *.*)

3.2   Version 1.1

- New Creation Pile on Board (B V1)

- New Creation Pile Cards (C V1)

3.3   Version 1.2

- New Promote Summons, Tier 0/4 (C V2)

3.4   Version 2.*.*

- Introduction to Synthesis Format

- Follows all following (V *.*)

3.5 Version 1.3

- New Tier + Summon (C V3)

3.6 Version 2.4

- New Disaster Placement on Board (B V2)

- New Disaster Invocation (C V4)