

Phaktionz Rules

Casual Card Cafe

September-December 2020

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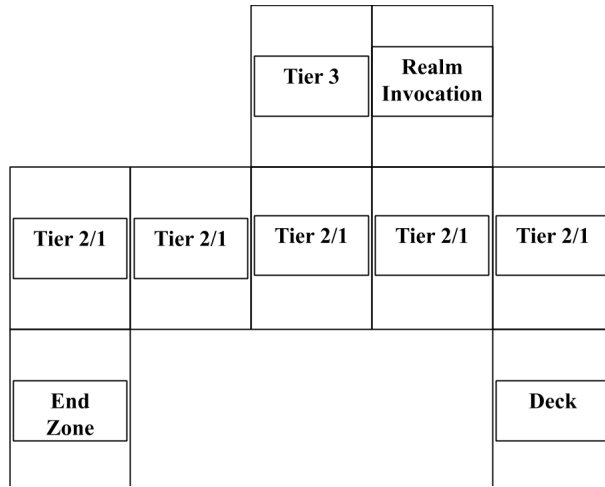


Figure 1: Battlefield format

1 Rules

- 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.
- Your deck must contain 50 cards
- You must start with 5 cards in your hand
- You are only able to play 4 copies of a card unless limits are placed upon it
- The Phases of a turn is as follows:
 1. Draw Phase (Player draws a card from their deck)
 2. Main Phase (Can place summons or cast invocations)
 3. Combat Phase (Battle using your summons)
 4. Final Cast (Can cast invocations)
 5. End Phase (Ends turn)

2 Battlefield and Game Mechanics

Game Mechanics:

- When a summon battle 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 cards ability takes precedence.

Terms:

- Summons: Units that battle in the battlefield
- Invocations: Sorcery that may be casted to gain benefit by contering, helping summons, etc.
- 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.

Conditions:

- L/x: Limit x per turn
- Lx: Limit x per match
- Cx: Choose x summons
- Dx: Demote x summons

3 Types

There are two type of summons:

1. **Striker:** can battle any opposing summons but not directly
2. **Tech:** can only battle opposing summons in the same column, but if there are no opposing summons in their column they can battle directly.

There are 4 type of invocations:

1. **Regular:** These can only be used on your turn, and are used for your benefit
2. **Counter:** These can be used at anytime with the right condition, these are used to stop an opponent's action
3. **Weapon:** These can be attached underneath a summon, and is used to enhance the summon
4. **Realm:** These stay on the battlefield, and affect only your side of the battlefield