

PHAKTIONZ OFFICIAL RULES

WE ARISE THE BATTLEFIELD OF REALMS

Phaktionz Rules Committee

Casual Card Cafe

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BASIC IDEA

Goal: The goal of Phaktionz is to deck out your opponent. The way this is done is the idea of taking damage by sending the top card of your deck to the deck out pile.

Whoever reaches 0 loses. This game has two different types of cards, Summons and Invocations, Summons are the units you play with and Invocations may be mystical powers or tactical advantage cards that are used to advance in the game.

LAYOUT

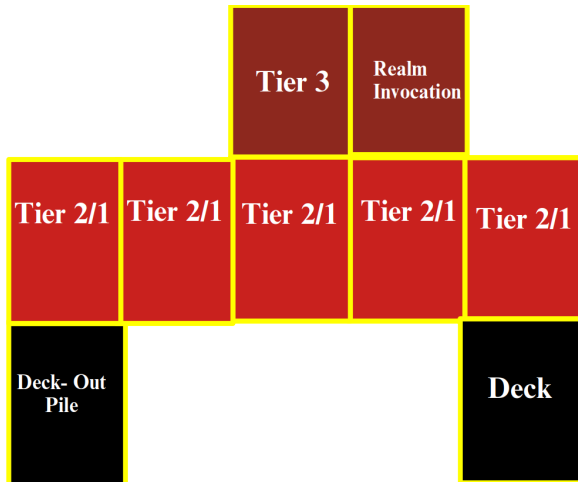


FIGURE: The Layout of the Battlefield

EXPLAINING LAYOUT

- Deck: The deck must be 50 cards and will be placed in the designated spot
- Deck-Out Pile: This is where summons that are demoted are put, or when taken damage.
- Tier 2/1: The spots that have Tier 2/1 is where Tier 2/1 are able to be placed unless an exception a Tier 3 cannot be placed in these spots.
- Tier 3: This spot can only have Tier 3s be placed on it.
- Realm Invocation: A Realm Invocation is used to bring battlefield advantage, and can be placed on its designated spot.

PHASES

While playing Phaktionz there are 5 phases during a turn, the phases go as follows:

DRAW PHASE

The Player begins their turn by a drawing a card from their deck

MAIN PHASE

The Player can now place their summons or activate their invocations

COMBAT PHASE

The Player can now battle different summons on the opposing battlefield

PHASES PT 2

FINAL CAST

The Player can only play any last invocations they would like to play in their turn

END PHASE

The Player now ends their turn so the opponent can start theirs

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