**PULUHTU**

**GAME SUMMARY**

Puluhtu is a 2-player dungeon crawler/dungeon building card game. One player plays the decks of the Hero and the other player plays the decks of the Deity. Both players build their defenses and deploy their creatures through the other player’s defenses each turn. The player whose creatures manage to surpass their opponent’s defenses and damages the player 5 times wins the game.  
  
**GAME RULES**  
  
A picture containing graphical user interface

Description automatically generated

Each player chooses a side of the board: the left is the side of the Hero decks, and the right is the side of the Deity decks. They each receive 2 decks of 10 cards.

A picture containing graphical user interface

Description automatically generated

The red arrows point to the decks of creatures, and the yellow arrows point to the decks of defenses.  
  
  
  
A picture containing graphical user interface

Description automatically generated

The orange arrow points to each player’s *Mes* count. *Mes* is the currency used to deploy defenses or creatures. Players begin with 1 *Mes* at the beginning of the game, and the Mes count increases each round until it reaches a maximum of 8 *Mes*.

Graphical user interface

Description automatically generated

Each player begins by increasing their *Mes* to 1, then drawing 2 cards: one form their creature deck, and one from their defense deck.  
  
  
  
  
Graphical user interface, application

Description automatically generated

After increasing their *Mes* by 1, each player plays 1 defense card and 1 creature card per round, faced down on the board. When both players are ready, the cards are revealed.  
When a creature is successful enough to go through the opponent’s defenses and survive, the creature turns into 1 damage point and remains face down underneath the opponent’s defenses. The player that manages to damage their opponent 5 times in this manner wins the game.

**ICONOGRAPHY**

Text

Description automatically generated  
  
Significant changes have been made to the card over time. The final version presents more iconography than the first version. The cost of *Mes* always appears in brown, at the top of all cards. The card type is represented by either a sun, castle, or star symbol (sun = deity type creature, star = hero type creature, castle = defense type card). Flavor text on the creature cards are English translations from cuneiform tablets. The level (health) of each card appears on the bottom right with their level number and immunity color.  
  
  
**IMMUNITY COLORS**

Application

Description automatically generated

After plenty of playtesting, the best solution to balance the cards (to avoid defense/attack advantage) was to add immunity colors to the health of the creatures and defenses. This required additional balancing but was well-worth the effort.  
Creatures that pass through the defenses and possess the same color as the defense are immune to that certain defense. If not, the creature takes damage equal to the level (health) of the defense.