
How to win: A player wins when they destroy all five of the opponents lives.

Player Tokens: Every turn both players have five tokens they can spend to play cards from their hand onto the playfield.

Attack Cards: These cards attack either the opponents health or defense cards doing one damage. They last for two turns after they are played and do not attack on the turn they are played.

Defense Cards: These cards will defend against attack cards and lightning cards if possible. They have two health and must always be destroyed before the opponent can hit the player's health.

Conditional Cards: These cards have various effects on the game and all take effect on the turn they are played. See the rules for an explanation of each card.

Lightning Cards: These cards can be put into a player's hand after they lose a life, however a player may only use up to two per game and they may choose when they receive them. See the rules for an explanation of the card.

Playing A Turn: At the start of each turn a player will draw two cards of their choice and then play cards until either they choose to end their turn or have no more player tokens to use.

The Playfield: There are a total of six spots on the playfield for players to use their cards. Every card in the game takes one spot on the field even if that card is burned on the turn it is played (conditional cards for instance).

The Player's Hand: A player is only allowed to hold up to six cards at one time and if they are full they do not get to draw cards until the next turn.

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