



Verdélune: Tide of Ferrex – PvP Core Rules (Finalized Revision)

Match Setup

- Mode: **1v1 Lane-Based Battle**
 - Lanes: **5**
 - Tiles per Lane: **9 visible** (Tile 10 = hidden Ferrix spawn tile)
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Deck Building

- **Total Cards: 12**
 -  **8 Essence Cards** – your static, core strategy
 -  **4 Spark Cards** – 2 shown at a time, refresh every 20s or when played

Design Purpose

- *Essence* = identity, scaling, win-cons
 - *Spark* = adaptability, reaction, tempo control
 - **Why 12 cards?** Balanced depth and accessibility — *easy to learn, hard to master.*
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Dual Economy System

Essence Bar

- Used for: Essence Cards

- Starts at: 0
- Income Rate:
 - Wave 1: +25 every 3s
 - Wave 2: +25 every 2.5s
 - Wave 3: +25 every 2s
- Cap: None
- Purpose: Fuels long-term plans and power plays

Spark Bar

- Used for: Active Spark Cards
- Starts at: 0
- Income Rate:
 - Wave 1: +15 every 3s
 - Wave 2: +15 every 2.5s
 - Wave 3: +15 every 2s
- Cap: 125
- Overflow: Pauses at 125 → drains at 10/sec after 6s until below 100
- Purpose: Enables bursts, flexible answers, tempo swings



Unit Behavior



Verdélune (Defense)

- Stationary units: shooters, walls, traps, supports

- Can be placed anywhere (Tiles 1–9)
- Focus: Stall, synergy, spatial control, anti-breach

Ferrix (Offense)

- Units auto-advance forward per lane
- Spawn at invisible Tile 10
- Must unlock tiles by walking into them
- Focus: Pressure, breach paths, wave conversion

Tile Zones & Unlock Rules

Tile #	Owner	Notes
1–4	Verdelune	Safe to plant. No Ferrix threat here
5–6	Shared	Must be unlocked by Ferrix advance
7–9	Ferrix	Ferrix spawn zone (dangerous)
10	Ferrix	Offscreen spawn, not plantable

Unlocking Rules

- Any Ferrix unit unlocks the tile it enters
 - Duration: 7s (Wave 1) → 8s (Wave 2) → 9s (Wave 3)
 - Titans: Unlock 3×3 radius while moving
 - Air Units: Fly over tiles, ignore traps, don't unlock
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Win Conditions



Verdélune

1. Destroy Ferrix base (3500 HP)
2. Survive all waves without suffering 2 breaches



Ferrix

- Breach **2 separate lanes** (Rootwall “lawnmower” triggers)
- No base damage required — breach = win

Rootwall (Global Trap)

- First unit to reach Tile 0 is destroyed (Colossals: lose 25% HP)
- Other Ferrix units in lane take AoE damage
- Triggers once, then permanently deactivates



Game Flow & Wave Structure

- **Wave 1 – Scout Phase (0:00–1:15)**
Light probing, +100 Essence on first breach
 - **Wave 2 – Tempo Shift (1:15–2:30)**
+50 Essence at start, Ferrix base heals after idle, suppresses Tiles 7–9 periodically
 - **Wave 3 – All-In (2:30–3:30)**
+100 Essence at start, Ferrix base gains invincibility thresholds
 - **Sudden Death (3:30–4:00)**
All income stops; only remaining resources usable
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Heroes (Support Role)

- Each player selects 1 Hero per match
- Heroes amplify strategies but cannot win alone

Ability Layout (5 Slots)

1. **Passive** – Always active / cooldown-triggered
 2. **Summon** – Hero's signature unit
 3. **Active** – Castable buff/damage/utility
 4. **Super** – Condition-based ultimate (flashy, limited use)
 5. **Class Duality** – Each Hero belongs to 2 classes, offering hybrid play
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Card Slot System

- **Deck** = 8 Essence (static) + 4 Spark (rotating)
- **Bonus Draw Queue (3 slots)**
 - Generated by on-board effects
 - Max 3 cards → new draws overwrite oldest
 - Discards refund 25% of cost

Purpose: Encourages tempo play and synergy, avoids hoarding abuse.



Minions & Classes

- Each minion belongs to 1 class (synergy, deck style)

- Some minions are **Universal** (flexible, non-scaling, plug-and-play)

Verdelune Classes

- **Warden** – Walls, stall, taunts
- **Bloomweaver** – Healing, aura buffs
- **Mycoseer** – Traps, spores, delays
- **Thornbrand** – Shooters, thorn barrages
- **Rootsage** – Tile control, denial
- **Riftbound (Shared)** – Unstable, wildcard tools

Ferrix Classes

- **Witherborn** – Undeath, revive swarms
- **Ironhowl** – Bruisers, armor, midgame pressure
- **Fleshweaver** – Fast swarms, fragile tempo
- **Echochurn** – Time tricks, delayed triggers
- **Nightpiercer** – Stealth, assassination plays
- **Riftbound (Shared)** – Glitched hybrids, unpredictable

Classic Mode (Tutorial)

- **Setup:** 1v1, 5 lanes, 9 tiles per lane
- **Rules:** No base, no waves; 8-card Essence deck only
- **Economy:** +25 cost every 3s (steady income)

- **Win Conditions:**
 - Verdélune: Survive full 4 minutes
 - Ferrix: Breach 2 lanes
- **Purpose:** Intro mode — teaches core mechanics in simple PvZ-style defense/offense