**The Basics**

This basic guide is supposed to help players understand how the game works, what they should expect from it, and how to use it.

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# Introduction

# Install & Setup

No virtual environment or IDE is required for you to play this game – it runs in a separate window using the PySimpleGUI module, unlike the v1 version of the game.

After the installer has been downloaded through the MediaFire link in README.md, run it (ignore the windows warnings, as if you downloaded the installer using link provided by me, it is not a virus, and all source code can bee seen on the GitHub page), and it will make a new *card\_game\_v2* folder.

Go to the folder, and in its root should be an .exe, which is the game itself. When you open it, it will create a new window with a selection of characters, 3 for each team. As mentioned in README.md, the game is supposed to be played on one device by two players.

# How to play

After selecting characters for each team (each character can be in the game only once), the actual game will start. It consists of several steps:

1. Selecting a character which has not played yet and proceeding to the next section.
2. Selecting an action, you want to do with that character, you can choose from 3 options:
   1. Normal Attack – has no cooldown, can be used anytime.
   2. Special Attack – usually cooldown of 2 rounds, does more damage.
   3. Special Action – an action specific to the character: for some it is a very powerful attack, for others healing or recovery of some attribute.

(Attacks and actions are further explained in the [**Characters**](Characters.docx) document)

1. If the selected action is offensive, a window will be summoned, asking you to select an opponent, which you want to aim your strike at.
2. Repeating this process until all characters have played, then click the *NEXT ROUND!* button, and if all of the characters really played, a new round shall start.

# Conclusion