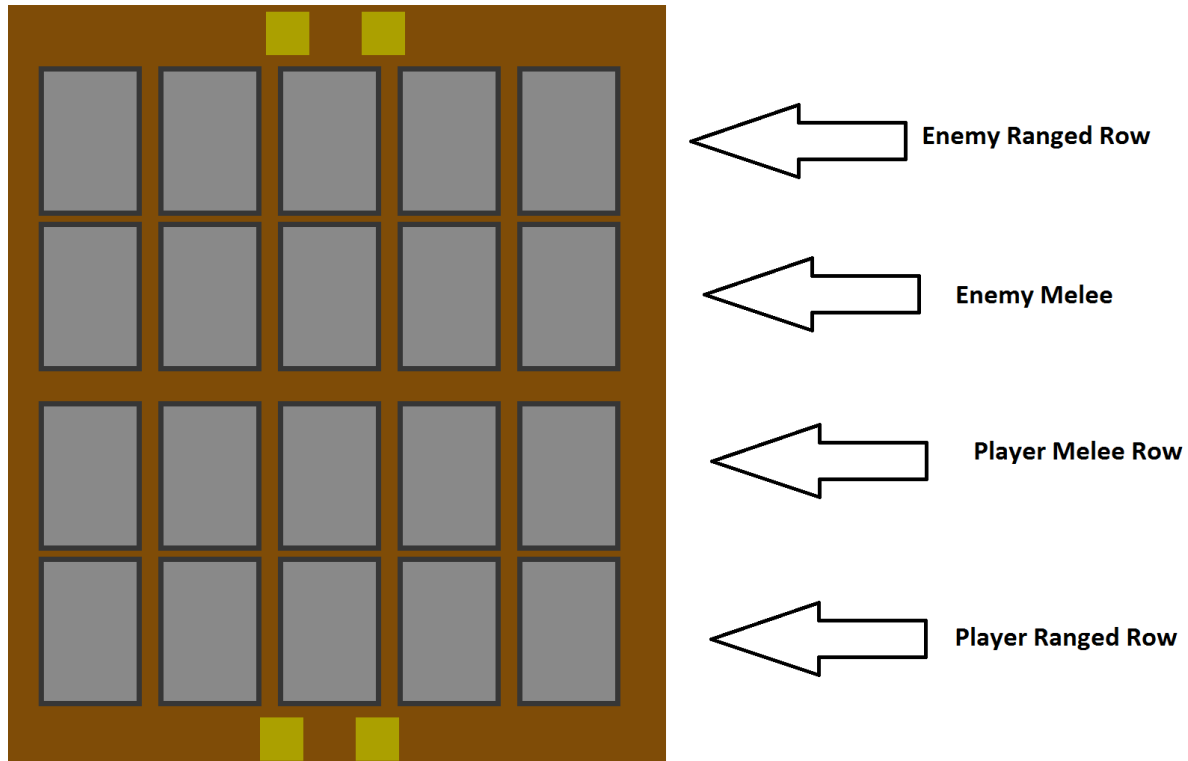
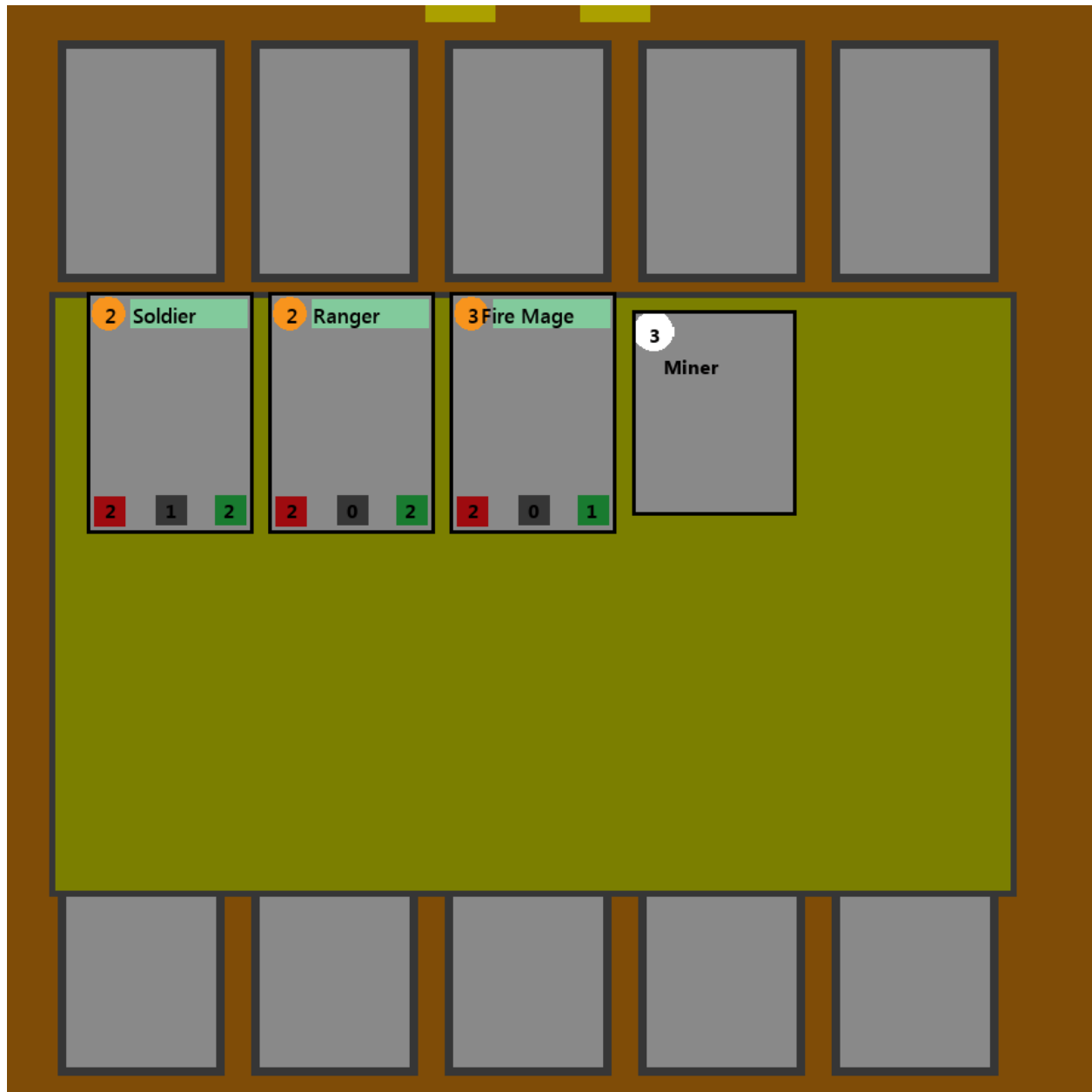


The objective of the game is to kill all enemy heroes before your opponent kills all of your heroes. Players will go back and forth playing cards, using unit abilities, and attacking their opponent's units. Every time a player does any the previously stated actions, the turn is passed to the other player, who then does an action which passes the turn back so on and so forth. Units can only do one action per turn, after which they are exhausted. Once both players pass their turns without doing an action, the game proceeds to the next lane.



This is the main layout of each lane. Any unit can be played in any lane but melee units can only attack the closest occupied Row. The number of lanes will be adjustable in the game creation settings, but the recommended amount is 3.



Once the final lanes has been passed, players will go into the shopping phase and use gold to purchase units, items, and spell cards. Gold is mainly earned through 2 events: passive income and mining.