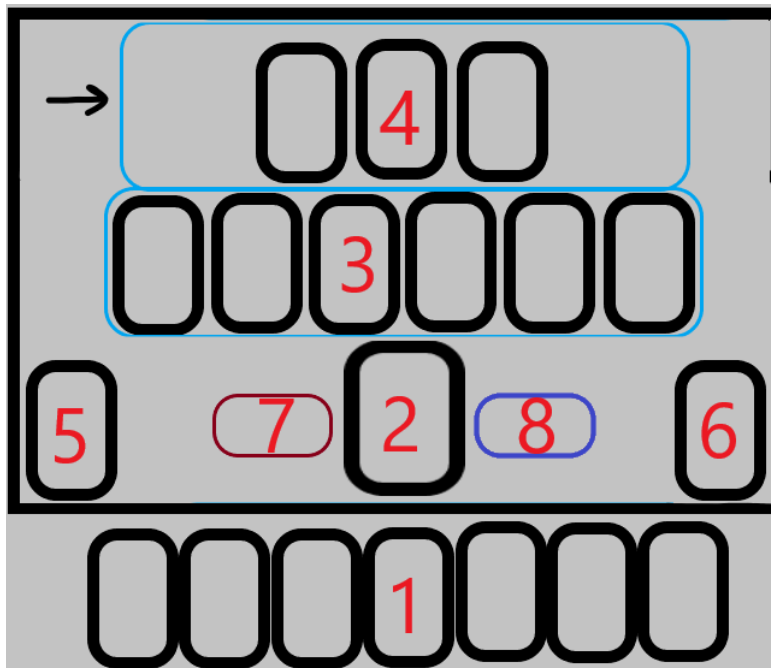


# Arcane Combat TCG

A Competitive Card Game where many gather to do magic  
Not Magic the Gathering

## Playing the Game

### The Playfield



1. The Hand
2. The Character Card
3. The Concentration Circle (6 slots)
4. The Casting Couch (The cards that you've chosen to start casting, 3 slots)
5. The Deck
6. The Discard Pile
7. The Permanently Removed Pile
8. The Character's Current Health
9. The Character's Current Mana
10. The Priority Token <QQ>

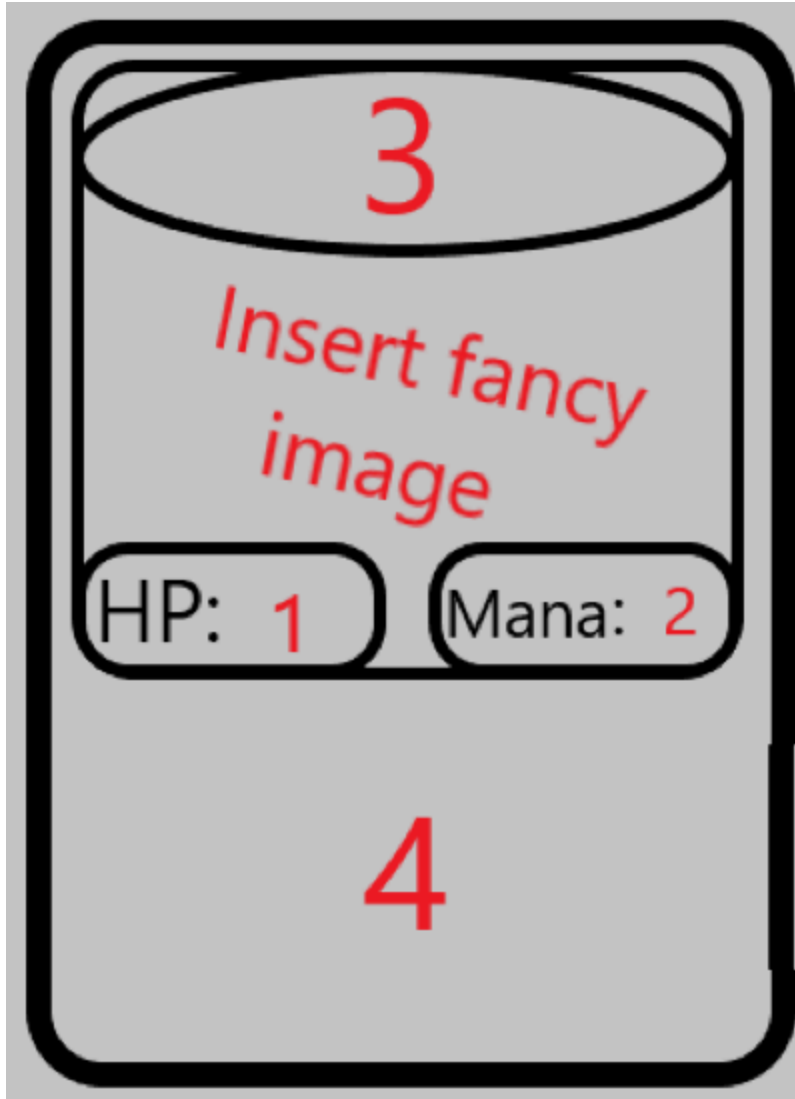
The game field is symmetrical and mirrored across the middle of the board, the bottom being the side the player is on, the top being the opponents. Elements on the player's side are also present on the opponent's side but with some of the opponent's elements hidden from the player.

## Rules as Written

//N00oooo0000ooo000 AaaahHHH heeeelp

## You, The Spellcaster

<TODO> Put an image of the UPDATED mockup character card layout here. Add numbers in for each element listed below.



1. Max Health
2. Max Mana
3. Character Name
4. Quest/Passive Description
5. Character Image
6. Character Origin/Character Quote<QQ>

In Arcane Combat, you choose a character card to be the lynchpin of your entire deck and strategy. These spellcaster cards have multiple forms, their base form and their evolved form.

The base form of a character has their base health and starting mana pool in which they start the game with. However, they also have a quest listed in their description. These quests can range from an easy to fulfill quota to an intricate set of instructions. Either way, when these quests are fulfilled mid-game, the character will evolve into a new form.

The evolved form of a character has higher max health and mana, adding onto their current health and mana as well, when they complete their quest. Along with that, in their description they gain a passive ability that supplements their spellcasting, similar to enchantment spells, permanently until the game is over.

Some characters may have more evolutions than others, and these character quests will grant them extra power based on how hard it is to complete their quest. Easier quests grant a smaller benefit than harder quests, as they would be obtained near the beginning of the game, and multiple evolutions will have their power spaced out between the different forms (with different quests for each form).

## The Anatomy of Spell Cards

<TODO> Put an image of the UPDATED mockup card layout(s) for the game here. Make it in Figma, add numbers for each element listed below.

1. An overlay affecting the background of the card, denoting the card's colour(s).
2. The type
3. The subfield
4. The tier
5. The name
6. The image
7. The description/keywords, which also list the card's colour(s) for color blind folks
8. The Activation Cost, listed in the format 11/22/33 based on tier
9. The Upkeep Cost (for concentration cards only)
10. The Dismiss Cost (for concentration cards only)

All the elements listed above are card attributes (except the image) the game will recognise and use within description effects and are sometimes deterministic of how cards interact with each other in the game.

It is important for the player to know and understand where all the card attributes are at a glance and that this information is clearly laid out.

## 🔴 The Colours & Fields of Magic 🔴

Spell cards in Arcane Combat are split up between 6 different colours, aside from Grey magic. These colours represent the field of magic being used, from dangerous Fireballs (🔴 Red) to mind-numbing Illusions (🔵 Blue). These fields have subfields to add specificity to magic, differentiating the 🟪 Purple (Spirit) from the 🟪 Purple (Dark) spells even though they are both in the 🟪 Purple field of spellcasting. This distinction allows decks of the same colour to have different playstyles focusing on a different subtype, but also tells the caster what to expect when reading any given spell.

Table 1 - Denominations of Magic

🔴 Red	🟠 Orange	🟡 Yellow	🟢 Green	🔵 Blue	🟪 Purple	🟤 Grey
Energy	Alchemy	Force	Life	Mind	Soul	???
Heat Freeze Lightning Radiation	Chemical Poison Transmute Disease	Blast Vibration Pressure Gravity<QQ>	Nature Storage Draining Release	Telepathy Sanity Dominion Illusion	Spirit Light Dark Oblivion	N/A
Despite the variety between the colours, they all have gimmicks and play styles that they specialize in. This does not mean the gimmicks are exclusive to that colour of magic; instead, that colour has more cards supporting that playstyle.						
Burst & Sustained Damage	DOTs and Debuffs	??? & Damage	Bufs & Resource Managing	Vision & Addling	Control & ???	Misc.

Spell cards can be of one or multiple of these colours and fields, depending on what they do. Either way, these colours are important to know and understand when considering effects that target a specific colour of spell, as multicoloured spells would be affected by a wider array of effects than normal.

## Spell Types

Aside from the colour of the spell, there is another distinction that separates spells: its type. These types dictate how the spell functions in the game and how it interacts with card effects. As opposed to colours, where cards can be multicoloured, cards will only be of one type.

### *Arcanum [Instant]*



When an Arcanum card is activated, it is invoked immediately and the card is discarded after its invocation is adjudicated and finalized.

### *Discord [Reaction]*



Discord cards are reactively activated and invoked immediately without needing to be cast based on a condition listed within its description if the caster wishes to use it at that moment. It is typically done within the adjudication process for other card's effects and is typically discarded after the adjudication process is finalized.

### *Preservation [Wards]*



Preservation cards are defensive effects that take up one Concentration slot when activated and are discarded when the caster chooses to dismiss the effect (through not paying the upkeep cost) on themselves or when the opponent activates a spell that would break preservative concentration after adjudication. These cards solely affect the caster concentrating on it and the caster is granted its effect continuously while it is in play, invoking its effect whenever applicable based on the card's description.

### *Enchantment [Standing]*



Enchantment cards are influential effects affecting a target of the caster's choice that take up one Concentration slot when activated and are discarded when the caster chooses to dismiss the effect (through not paying the upkeep cost) or when the opponent activates a spell that would break enchanting concentration after adjudication.

These cards may affect any one target while the caster is concentrating on it and the target of this card is afflicted by the card's effect whenever applicable based on the card's description.

### *Cynicism [Curses] <QQ>*



Cynicism cards are negative effects affecting the opponent that take up one Concentration slot when activated and are discarded when the caster chooses to dismiss the effect (through not paying the upkeep cost) or when the opponent activates a spell that would break cynical concentration after adjudication. These cards solely affect the opponent while the caster is concentrating on it and the opponent is afflicted by the card's effect whenever applicable based on the card's description.

### *Thaumaturgy [Field]*



Thaumaturgy cards are field effects that affect both sides of the board indiscriminately while in play based on its description, not requiring concentration from either side of the board nor having an Upkeep Cost required to keep it in play. Removing a Thaumaturgy card from play requires using a Thaumaturgy card of a higher tier or a character spending a high Dismissal Cost, discarded onto the caster's side of the board.

### *Conjuration <QQ>*



Conjuration cards create objects that do not require concentration to keep onto the field, granting someone its description effect so long as the object is attached to them. Removing a Conjuration card from play requires using a card that destroys the object, however disarming effects can temporarily nullify their benefits.

### *Propagation <QQ>*



Propagation cards create creatures on your side of the field that have HP. They can grant their caster a benefit, take attacks from opponents, or send follow-up attacks alongside their caster based on

their description's effect. Removing a Propagation card from play requires dropping their HP to 0 through damaging cards.

## The 3 Tiers of Spells

*Table 2 - # of Taps To Wait Based on Tier*

I	At the end of casting phase
II	At the end of casting phase after 1 round
III	At the end of casting phase after 2 rounds

Every spell in Arcane Combat has a tier, up to Tier 3. This tier tells the player two things: how powerful the spell is and how long it will take to activate it.

This tier has some mechanical use outside of these things, like Thaumaturgy cards being replaced by another if it is a higher tier. However, tier mainly tells you how many rounds it will take before a card can activate. Inactive spell cards in your casting couch are tapped to indicate how many rounds it has been waiting to activate at the end of the round.

## Mana Costs

Every spell card in the game uses mana in some form, making mana a very important resource to manage throughout the game, especially early before your character evolution.

### *Activation Costs*

Casting a spell is easy but every spell needs to be activated before it is invoked. The cost to activate a spell is the activation cost, which is a "one time" cost of your mana to put the spell in play.

Tier 1 cards will only have 1 activation cost, which is the amount of mana you will spend on that round to activate. While Tier 2 and 3 cards will have more than one activation cost listed, where Tier 2 will have 2 costs (in the format xx/yy) and Tier 3 will have 3 (in the format xx/yy/zz). These costs will be deducted from



your mana pool starting with the leftmost number (and then the next one to the right every round) until the last cost is paid and the spell is activated.

For example, a Tier 2 card with the activation cost 10/6 will take 10 mana on the round I place it down, doing nothing on that round, and then 6 mana on the next round when it is activated and put into play.

Similarly, with a Tier 3 card with the activation cost 10/6/4 will take 10 mana on the round I place it down, doing nothing the first round. Then it will take 6 mana on the next round, still doing nothing on the second round. Lastly, it will take 4 mana on the third round, finally being activated and put into play.

### *Upkeep & Dismissal Cost*

Cards that are in play for many rounds require an Upkeep to keep them in play, because you don't get things for free infinitely. These costs are reserved for specifically Preservation, Enchantment, and Cynicism spells as they take up Concentration slots.

Aside from the Activation Cost needed to put them in play, you must pay the Upkeep Cost to keep the card in play during adjudication on subsequent rounds, or it will be discarded before adjudication starts.

If you are concentrating on a spell affecting your opponent, they may spend mana equal to the dismissal cost listed on the card to get rid of that effect placed upon them. Some spells may not be dismissed in this way and can only be dismissed by the caster failing to pay the Upkeep Cost or by a card effect allowing the opponent to dismiss the card. In either case, the card is discarded into the caster's discard pile.

### *Descriptions & Keywords*

The description is where the rest of the card's information goes and the main meat of what the card actually does. This can include what it does when invoked: an effect tied to the caster or the opponent that happens at the start of the round, a spell that will make a card activate faster, or the ability to draw more cards, the description is basically limitless. Also, description effects supersede general rules, specific over general.

Included with the description for cards are keywords so we don't have to rewrite effects repeatedly, it's instead an easy to understand and remember keyword you can look up anytime you want to remember what that keyword effect does. ([Table 3\)](#)

## Glossary

List of all the cards

[Card Spreadsheet for Arcane Combat TCG](#)

## List of Words

*Table 3 - Keywords and Meanings*

Static Keywords - Typically Modifiers and One-Time Effects	
【Everyone】	This card will affect every viable target of the spell's effect on the playfield.
【Hidden】	This card cannot be seen by the opponent unless something would 【Reveal】 it.
【Self】	This card's effect will only affect the caster.
【Temporary】	If this card is still in your hand by the end of the round, or is discarded, it will be permanently removed from the game.
【Return】	The target card, if it was on the board or in the discard pile, is put back into the caster's hand.
【Reveal】	This card is revealed to the opponent. Purely so we don't force players to take time memorizing where cards are, hiding a 【Revealed】 card won't do anything.
Variable Number Keywords - Based on the number "N"	
【Discard "N"】	Discard "N" card(s) of your choice.
【Draw "N"】	Draw "N" card(s) from your deck to your hand.

Variable Mana Keywords - Based on the mana cost "M"	
Variable Attribute Keywords - Based on the card attribute "X"	
【Audit "X"】	<p>Take a card of attribute(s) "X" from your deck and add it to your hand if an applicable card exists in your deck.</p> <p>Cards drawn by name are automatically 【Revealed】 to the opponent while it is not in the deck.</p>
<QQ> - Keywords Suggested and in Question	
【Charge "X"】 【Charge "M"】 【Charge】  <QQ2> Separate 【Charge "X"】 【Kindle "M"】	<p>While this card is in play, you may spend mana "M" at the end of casting phase or if you activate spells of attribute(s) "X" to add a charge token to this card. Sometimes listed without the "X" when charging criteria is listed before this keyword.</p> <p>Based on the number of charge tokens on this card, the effect listed after this keyword will change.</p>
【Consequence】	As this card is discarded after it has been in play, invoke the consequence effect listed immediately after this keyword.
【Detonate】	<p>Any damaging card affecting the target that would invoke their damage at the end of every round is invoked immediately.</p> <p>Those spells will still be invoked at the end of the round regardless of 【Detonate】 .</p>
【Delay "N"】	<p>The casting card takes "N" extra round(s) to activate at no extra activation cost.</p> <p>Cards that are delayed during activation stay 【Revealed】 when they return to casting.</p>
【Empower "M"】	As this card is invoked, if you pay "M" extra mana, this card will invoke an empowered effect listed immediately after this keyword.
【Exert】	While casting this spell, you can choose to discard a spell in your Concentration Circle to pay the activation cost for

	the round instead of using mana.
<b>【Expedite "X"】</b>	Instantly activate a card of attribute(s) "X" directly from your hand if you have an applicable card without using an action and paying its total activation cost.
<b>【Flip】</b>	Flip a coin and invoke the effect tied to heads or tails based on the result of the coin flip.
<b>【Material "X"】</b>	As this card is invoked, if you discard the material card of attribute(s) "X" from the field or from your hand you may invoke the material effect listed immediately after this keyword.
<b>【Quicken "N"】</b>	The card takes "N" less round(s) to activate, ignoring the last "N" activation costs listed on the card. If a card has no remaining activation costs due to this, it will activate immediately.
<b>【Resonance】</b>	While this card is in play, once per round, activating a card of the same colour will invoke this card's resonance effect listed immediately after this keyword.
<b>【Ritual】</b>	<p>You may take this card from your discard pile and start casting it again as an action during casting phase (unless it is a Discord spell, then activate it immediately when it is applicable without using an action).</p> <p>If it would be discarded after taking it out of your discard pile in this way, the card is permanently removed from the game.</p>
<b>【Suppress】</b>	This card's effect cannot be invoked. Automatically removed when its upkeep cost is paid.
<b>【Upcast】</b>	After paying a card's full activation cost, you may <b>【Reveal】</b> the card (if it is not already) and continue casting it for 1 more round at no extra activation cost before it is activated, additionally invoking the card's upcast effect listed after this keyword whenever it is invoked.

Table 4 - Common Phrases and Meanings

<b>Phrases Denoting Locations</b>
-----------------------------------

Existing	Somewhere on the playfield or in someone's hand, deck, or discard pile.
In a deck	The cards within the pile of cards you draw from throughout the game, constructed and shuffled before the game begins and is hidden from both players as the game is played.
In a hand	The held cards that have not been put onto the field and drawn from one of the decks throughout the game, typically hidden to the opposing player.
On the field	Somewhere on the playfield, not in someone's hand, deck, or discard piles, regardless of if the card is in play.
On a side of the field	Somewhere alongside one character's portion of the field including their casting cards, concentrating cards, their hand, their deck, and their discard pile.
In play	The cards that have been activated, can be invoked, and can affect other cards and casters.
In a discard pile	The cards within the pile of cards that are not in play or on the field, where discarded and dismissed cards typically go throughout the game and are visible to all players the whole game.

#### **Phrases Denoting Card State**

Cast	The card is not in play, but is on the field casting in someone's casting couch.
Activated	After paying a card's activation cost, it is activated and put into play.
Invoked	The card is using its description effect while in play. Typically done after the card is activated, but concentration cards can have their description effect invoked multiple times based on what triggers it or be constantly invoked.
Discarded	A card is removed from someone's hand, deck, or from the field and put into the discard pile.
Permanently Removed	A card is permanently removed from the game, no longer existing anywhere on the playfield.

#### **Phrases Denoting People Within The Game**

Player	The person in reality that is playing the game, with their character card and deck that makes the decisions.
Character	The character card that is the main agent of the Player with Hit Points on one's side of the field that can be targeted by damage cards.
Everyone	Every character/being in the game that has Hit Points.
Caster	The character that is casting the spell on the field, activates the card into play, or discards the card into their discard pile.
You Yourself	The combined player and the character that is initiating the effect in the game, typically a blanket word used when specificity does not matter.
Opponent(s)	The combined player(s) and character(s) on the opposite side(s) of the board of yourself, typically trying to defeat you in the game. Typically a blanket word used when specificity does not matter.
Someone One	One of the combined player(s) and character(s) that are playing the game, either yourself or one of your opponents.
Phrases Denoting Something LMAO	