Overview

This is a board game where 4 people can play. The setting is a modern medieval style.

Setup: At the beginning of the game, everyone gets 5 cards and 1 Nexus of their pick.

Card Description

In the top left corner is the heath power. The top middle is the title. The top right corner is the type of class. The bottom left corner is the attack power. The bottom middle is a description of the character abilities. Right side bottom add attack power with tool.

Game Instruction

How to play: At the start of the game, each person gets to choose their Nexus card (The base). After the Nexus cards have been chosen and put in the slots, each person draws 5 cards from the draw pile. In the first round, each person will put down their cards in the specific spots. During each person's turn, they can put down as many cards but are only allowed to use one(1) attack, one(1) potion and one(1) discard. Though during each turn, the person doesn't have to do an attack or use a potion card or discard a card but they must draw as many cards to have 5 cards in there head.

Characters

Characters are the ones who can fight other characters and ballistas or catapults (if in front of the wall).

Every character can heal itself if there is a healing card in your hand. Each character can have a weapon (right of character) or armor (left of character) except the character Nothing.

Nothing cannot hold any weapons, armor or be healed. It also takes the fifth slot and can be placed in the discard pile (if it is not dead) to search the discard and only take one card.

There are 4 Nexuses. Each Nexus has a special ability for the characters or itself. You can also heal it.

The towers can only shoot arrows if it has any kind of bucket of arrows (diagonally tower card). They can be on both sides of the wall.

A ballista can be protected by a wall but it can only shoot only shoot characters. If it is in front of a wall, it can shoot over the enemy's wall (if they have one) and hit the Nexus.

Tactical Nukes can only shoot the Nexus, wall, ballista, catapult or towers.

How to win

You can only win by destroying the opponent's Nexus.

Age Range

6-100 years