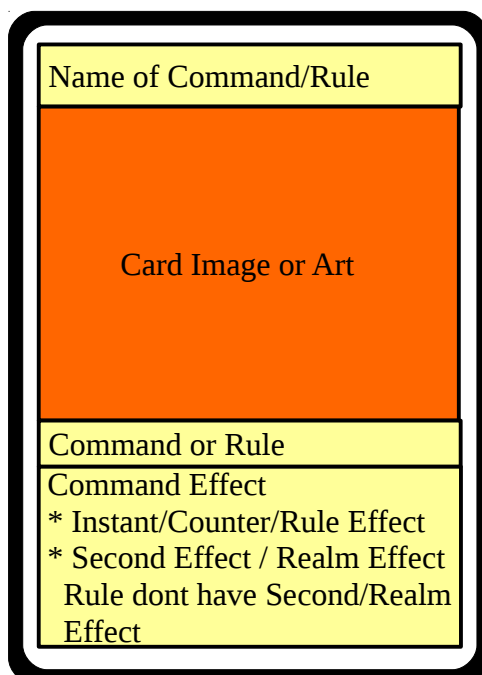


Power of Spirit

Color Cards = Spirit: Blue,
Command: Purple,
Rule: Yellow.
Whatever as along 3
colors



Author : Mochamad Norcholis (QoolDB)

Game Name : Conjurer

Board:

1. **Hand** (Hidden) = 5 cards, max 6 cards
2. **Deck** = Minimum 40 cards, 4 copies of particular card
3. **Shield Zone** = Is your life Point, 7 cards . When your opponent destroy your shield, shield card goes to your hand. **If empty you lose.**
4. **Spirit Zone** = Is where your Spirit card place on the field. Striker Spirit Place it Vertical and Blocker Place it Horizontal. Each player can only have up to 3 Spirit on the field at one time.
5. **Command Zone** = Is where your Command card place on the field. Always play from hand and place it on Command zone to resolve the effect. And also place to check Spirit or Card Second Effect.
6. **Rule Zone** = Is where your Rule card place on the field.
7. **Spirit Realm / Zone** = Is your card greaveyard. After your card effect resolve or destroy by battle, your card goes to Spirit Realm. Place your card in vertical if your is exhausted (use all of the effect) place it horizontal.

Card Type:

1. **Spirit** = Place in spirit zone
 - a. Striker = Can attack but cannot block
 - b. Blocker = Can block but cannot attack
2. **Command** = is spell or trap card, always play from hand and place it on Command zone to resolve the effect.
3. **Rule** = Is like Spell card but stay on the field as long it is not destroy by card effect. Like Field Spell and Continous Spell in Yu-Gi-Oh.

Spirit Card Spec:

1. **Spirit has rank** = Soldier, Captain, General (or Ritual Spirit).
2. **Spirit has Type** = Dragon, Sea Dragon, ETC.
3. **All Spirit attribute is DARK.**
4. **Spirit Has Power**, max is 20.
5. **Spirit Has Role** = Striker or Blocker. Striker can attack but cannot block and Blocker can block attack (1 Blocker can block many attack as long not destroy). Striker place it vertical on Spirit zone, Blocker place it horizontal on Spirit zone.
6. **Spirit has effect** = Main effect and Second effect(not always). Main Effect must be activated in the field By Self-Tributing. Second Effect must be activated from Spirit Zone/Realm, Place it on the Command Zone first to Check the Spirit Second Effect.

Command Card Spec:

1. **Command Normal** = Play it in your main phase.
2. **Command Counter** = Play it in your opponent turn in any opponent phase depend on Command card effect.
3. **Command sometime has 2 effect** = Main effect and Second effect(not always). Main Effect must be activated from your hand to Command zone to resolve the effect. Second effect must be activated from Spirit Zone/Realm, Place it on the Command Zone first to Check the Command Second Effect.

Rule Card Spec:

1. **Rule Normal** = Play it in your main phase.
2. **Command has effect** = Main effect. Main Effect must be activated from your hand to Command zone to resolve the effect and stay on the rule zone, unless it destroy by card effect. If you play another Rule card, the existing Rule card if still on the field will be send to Spirit Zone/Realm.

To begin the game:

1. Suffle your Deck.
2. Draw 5 cards. At this point, you may return any number of cards in your hand to your deck, shuffle your deck, and draw the same amount. You may only do this once.
3. Put the top 7 cards of your deck into your Shield Zone, face down. Do not Look the face down Shield!
4. Decide who goes first.

Phases Rule:

1. **Draw Phase** = The turn player draws 2 cards. On the first turn of the player going first, that player draws 1 card instead.
2. **Standby Phase** = Happens immediately after the Draw Phase. Nothing is required of either player during this Phase unless a card mentions it.
3. **Main Phase** = In Main Phase, the turn player may:
 - a. Normal Summon a Spirit (the player can perform Normal Summon Spirit Rank Soldier as many as they have, and the player can only have Tribute Summon Rank Captain Once per turn).
 - b. Contact Summon(Special Summon In Yu-Gi-Oh) a Spirit(s).
 - c. Activate Command/Rule Cards or activate Spirit/Command Second Effect from Spirit Zone/Realm.
 - d. Your opponent can activate card effect to response your card activation.
4. **Battle Phase** =
If it is the first turn of the entire game, the turn player skips this phase.

The turn player may attack with their Spirit to attack Spirit or Shield.

When 2 Spirit battle, the lower power will destroy send to Spirit Zone, and if the power equal destroy both Spirit.

The Opponent can block attack with their Blocker.

If your opponent have no Blocker, you can attack Shield directly.
Destroyed Shield card goes to Your opponent hand.

You can activate Command/Rule card or Spirit effect if card mentions it.

Your opponent can activate Command Counter Card to response your attack or card activation.

End Battle Phase.

5. End Phase =

If the turn player has 7 or more cards in their hand, they discard until they only have 6.

All Contact Summon(Special Summon In Yu-Gi-Oh) a Spirit(s) destroy in this Phase.

And Many card effects apply during the End Phase if card mentions it.

Change Player Turn.

Card Design Rule:

1. Card must =

- a. Destroyable
- b. Counterable
- c. Effectable (Something like "Uneffect" is Forbidden)
- d. Targetable (Something like "Cannot be Target" or "Untargetable" is Forbidden)
- e. Negatable (Something like "Cannot be Negate" or "Unnegatable" is Forbidden)
- f. Moveable
- g. Resondable
- h. Everything, cards must unprotected
- i. If its Spirit, Spirit card must be tribute or self-tribute to activate the effect.

Game Rule [DO NOT VIOLATE THIS RULE!]:

1. You can Normal Summon Spirit Rank Soldier as many as you have in Your hand.

2. Spirit Rank Captain must be tribute summon by tributing 1 spirit on the field.

3. You can only perform tribute summon once per turn.

4. To activate Spirit Effect, Spirit must tributing themselves or self-tribute.

5. Spirit Rank General must be Ritual Summon by Stacking 2 Spirit: 1 Rank Captain + 1 Spirit as Ritual material.

6. Spirit Rank General or Ritual Spirit can activated their effect by detaching 1 Ritual material. Spirit Rank General can be re-stack in next turn by summon other Spirit then stacking it under Spirit Rank General / Ritual Spirit. Maximum Stack is 2.

7. If Spirit Rank General or Ritual Spirit dont have ritual material left, The Spirit Rank General or Ritual Spirit Destroy. .

8. All Contact Summon(Special Summon In Yu-Gi-Oh) Spirit(s) effect are NEGATE and DESTROY in the END PHASE.

9. Card that goes to Spirit Realm/Zone, Place in Vertical if a card still haven't activating the Second Effect, If card already use all of the effect, it's mean your card is exhausted place it horizontal.

10. All Spirit Attribute is Dark.

* Still not Fix.