

How to Play:

- 2 player game (player vs player).
- Both players have 30 HP and you win by reducing your opponent's HP to 0.
- Players have unique decks and Hero Powers.
 - Hero Powers are unique abilities that cost 2 Mana Crystals and can be used once per turn
- Each turn players are granted one additional mana crystal
 - On the first turn, each player has one mana crystal, up to turn ten where a player will have the maximum amount of Mana, 10
 - Mana Crystals are replenished with Mana each turn.
- During a turn, a player can choose to play any of the cards in their hand as long as they have enough Mana Crystals for the required card they desire to use
- **Monsters** are played into the center board area between both player Heroes
 - Monsters can be used to attack Heroes or other monsters, but they cannot attack on the turn they are played and they can only attack once per turn.
 - When attacking, monsters lose health equal to the opposing monsters attack.
- **Spells** are played directly from a player's hand and have an immediate effect unique to each Spell Card.
- **Weapons**, like spells, are also played directly from a player's hand, however they add a Weapon to a player's arsenal allowing him to attack directly with his Hero, rather than their monsters and spells.
 - Unlike monsters, Heroes can attack with their weapon the same turn it is played.
 - Heroes can only attack once per turn.

Additional Rules:

- Players draw a card at the start of their turn.
- The maximum amount of cards a player can have in their hand is ten.
- Each player can have only one Weapon equipped at any given time.
- Each player can have a maximum of seven monsters on the board at once.
- If a player has no cards left in their deck, every time they try to draw a card, they will start to take damage starting with one and increasing by one on every card draw.