Rules:
- 2 player (1v1) or 1 player (vs AI)
- 30 HP (win by reducing opponent HP to 0)
- Players are required to choose one of nine Heroes (each with their own unique cards and hero power)
    - Hero Powers cost two mana and each is unique to the chosen hero
    - Hero Powers can be used once per turn
- The game starts with a coin flip to determine which player will go first
    - The player who goes first draws three cards and the player who goes second draws four cards and is given a special card called "The Coin".
    - The players a both then given one chance to swap out any of their starting cards for another card from the top of their deck, the cards they swap out are then shuffled back into the deck.
- 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.
- **Minions** are played into the center board area between both player Heroes
    - Minions can be used to attack Heroes or other minions and come in a wide variety all with their own unique statistics and effects.
- **Spells** are played directly from a players hand and have an immediate effect unique to each Spell Card.
- **Weapons**, like spells, are also played directly from a players hand, however they add a Weapon to a players arsenal allowing him to attack directly with his Hero, rather than their minions and spells.

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