Tales of Trinities 0.6 (21/06/2020)

1. INTRO AND BASICS

Tales of trinities is a card game where you play against an opponent in a 1v1 game.

You will have 3 characters and a deck full of enhacements, actions and equipments that your characters will use in order to beat your opponent units in a 3v3 format.

While you only have one deck, each Unit will have its own turn and leading the game most likely means a lot of planning for the future turns... kind of like chess.

To win the game you just need to be the last one standing, which means survive till everyone else loses. Losing is way easier, if all your Units get neutralized (ie. Dead or Petrified) then you lose. You will also lose the game at the beginning of any round if your deck contains 14 cards or fewer. You do not lose the game while trying to draw a card when having 0 cards left in deck. The game cycles your deck cards constantly so you wont normally ran out of cards ever.

You will start the game with your 3 Units on the field, there are currently 15 different classes, you can mix your team between them and find out the strategy you like the most.

2. CARD TYPES

2.1 Characters Cards:

-These are your main characters, if they all get neutralized you lose the game.

-The turns are bound to these Units, so having a neutralized unit means playing less turns.

-These Units have different classes, they have offensive stats such as Power and Magic, they have the life amount called HP as usual and some of them uses mana to play some of their skills.

-The Characters that uses mana will start the game with their mana filled. As long as they play skills they might ran empty of mana to play certain actions so be careful with them!

2.2 Utility Cards:

These cards enhance your characters, however, to play a utility card on any of your characters you must have at least 1 character on your team capable of keep fighting that shares the same class type as that utility card. Also the utility cards will be discarded from play if you no longer control an unit capable of keep fighting that shares the same class with it. (ie. if you had only one Squire on your team and it dies, every Squire Utility you control has to be discarded from play.)

You can attach up to one card for each character, if you want to play another one you might as well just replace the older one and discard it from play.

2.3 Equipment Cards:

These cards also enhaces your characters, but they work in a different way. To play an equipment the character must be compatible with it. Each character has their compatible equipments written in their cards. there are some equipment cards that has no type, anyone Character can equip those. (ie. a Knight can equip Swords, Crossbows, Shields and Hammers.)

You can attach up to one card for each character, if you want to play another one you might as well just replace the older one and discard it from play. However, there are some abilities that allow certain classes to trick these rules and attach more than just one equipment to a certain Character.

2.4 Action Cards:

These will be your main resources for dealing with your enemies. The action cards are divided in 4 types: Melee, Ranged, Magical and Support.

Action cards also share classes with the Characters, you can only play an Action that shares classes with the current Character's turn. There some exceptions to this rule as some cards have "Any" instead of a Character class meaning that any class may play it.

Some Action cards require mana to be played, that will be indicated on the upper right corner of the card as usual.

Some Action cards have Suspend, this means they need time to charge before resolving. Those cards are suspended outside of the game with Shift counters. Once per Shift step remove a Shift counter from each action suspended you control. When they has no Shift counters they will resolve instantly.

2.5 Counterplay Cards:

These cards will work as "trap cards" that will trigger when some specific condition is met.

You may set any card face down as a Counterplay card, even when they are not. You can trick your opponet to think you have an useful resource when you are actually setting an useless equipment there. Like the other enhacement cards you can attach just one counterplay card face down. You can replace the counterplay card with another one just discarding it during the last step of your turn.

3. Deck Construction

The decks will contain an specific number of 50 cards. Aside you will have your 3 Character cards and a set of 21 cards called Defensive Stance outside of the game.

To build the deck first you have to pick your 3 Characters, you may pick 3 of the same (ie. 3 monks) or mix between 3 different characters (ie. a Chronomage, a Warlock and a Shaman) or 2 and 1, the mixture you like.

However as you pick different classes your deck will be harder to balance, you will end up with many cards that wont suit every class the same way. If you're going with mages you certainly want some Rods... but that doesnt means that a Priest may play Warlock spells and drawing the right cards for each class on every turn might get tricky...

But then again if you choose to play with a single class then you might find out that every class have some strong weakness (ie. Monks and Blindness) so building a balanced deck may require some mixture some times.

Keep the number of actions at maximum possible, mix between utilities and equipments around your strategy and the weak spots of your play plan. Counterplay cards might turn the table in your favor if they spot your enemy on a wild spot!
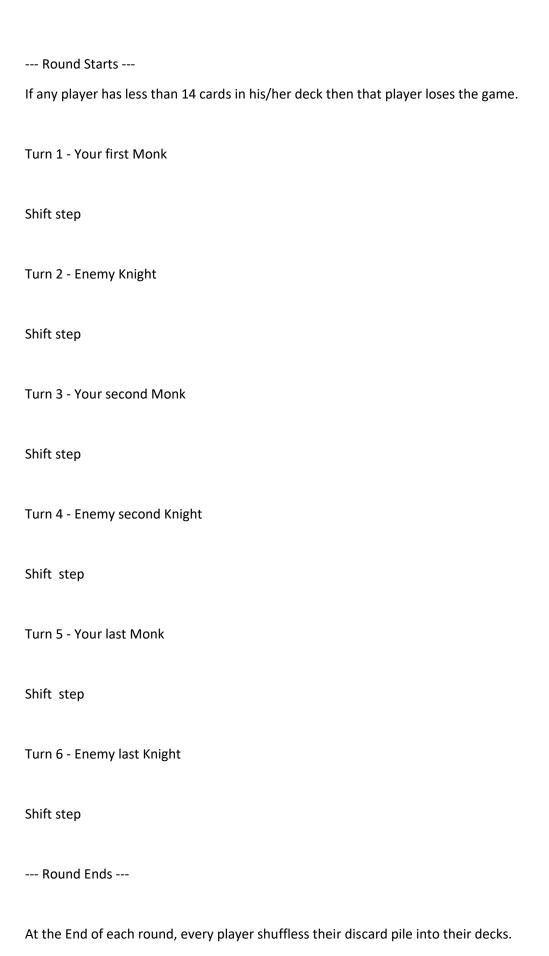
4. Turn Structures

Each game has a total of 6 turns and 6 "Shifts", all these make a Round.

The Shifts are steps in between turns that work as maintenance step for suspended spells and abilities. No one owns them. The abilities resolves first and then the suspended spells all resolve at the same time.

Each Character will have its own turn, after your turn will come a shift step, then an enemy unit turn, another shift step and so untill the round ends.

Example: Lets say you have 3 monks against 3 knights.

--- Round Starts ---

If any player has less than 14 cards in his/her deck then that player loses the game.

Turn 1 - Your first Monk

Shift step

Turn 2 - Enemy Knight

Shift step

Turn 3 - Your second Monk

Shift step

Turn 4 - Enemy second Knight

Shift step

Turn 5 - Your last Monk

Shift step

Turn 6 - Enemy last Knight

Shift step

--- Round Ends ---

At the End of each round, every player shuffless their discard pile into their decks.

4.1 Turn Steps:

1: Beginning of turn:

The active player will draw 5 cards, then the abilites will trigger.

2: Equipment Step:

Utility and Equipment cards are played in this step.

3: Action Step:

Action cards are played in this step.

4: Counterplay Step:

The active player may set Counterplay cards face down in this step.

5: End of turn:

The active player discards the rest of his/her hand.

NOTE: Players can't play Melee, Ranged or Magical Actions during the first turn of the game. Only Support Actions can be played during that turn.

5. ABNORMAL STATUS LIST:

DEAD: The character is neutralized and has died. It has no HP and cant be healed. His/her turns are skipped. Equipment, Utility and Counterplay cards attached to it must be discarded from play.

BLIND: Melee actions and Ranged actions are cancelled after being played.

SILENCE: Class actions can't be played. If the character dies, remove Sleep from it.

SLEEP: As long as the character has Sleep, its turns are skipped. Counterplay cards on it cant be activated. Sleep can be removed with any damage. If the character dies, remove Sleep from it.

FROG: As long as the character has FROG, it loses all of its classes and you can't attach Equipments to it. Any Equipment attached to it has to be discarded from play. (It will no longer share class with Actions and utilities, this may cause an utility card on play to be discarded if there are no characters matching its class requeriments.)

PETRIFIED: The Character is neutralized and can't receive damage. As long as the character has Petrified, its turns are skipped. Equipment, Utility and Counterplay cards attached to it must be discarded from play.

BARRIER: The character can't receive damage from Magical Actions. If the character dies, remove Barrier from it.

REFLEX: Whenever the character would be target of a Magical or Support Action, redirect it at any character at random (This includes the original target). It can't be redirected again. If the character dies, remove Reflex from it.

POISON: The character is dealt 2 damage at the end of each of its turns. If the character dies, remove Poison from it.

CHARMED: As long as the character has CHARMED, it can't target enemy characters.

RERAISE: If the character dies while having RERAISE, it revives and is healed an amount equal to its Magic.