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| Gameplay (1) | The game consists 7 Rounds (2). Though the game after each Round, players build up their Deck. After 7 Rounds, there will be a final battle to decide who is the winner. (//Final Battle TBD)  After the 1, 3, 5, 7th round, players will get a free card from shop as reward.  After the 2, 4, 6th round, players will get a free card from neutral card pile.  After the 2, 5th round, players will get a talent. |
| Rounds (2) | There are 3 steps in each Round.  Step 1: Every player put their figure on the Board. Set their Health and Stamina to maximum, and draw 5 cards. Start from the winner of the last round they start to murdering each other until one left.  The last player standing gets 5 Gold,  the second last player gets 4 Gold,  the rest gets 3 Gold.  Objectives: at the start of each round, you will get an objective. If you finished your objective, you gain some extra gold.  Step 2: Draw 4 cards from the neutral card pile. Each player chooses 1 card and add it to their deck. The order is decided by elimination, which the last one standing gets to choose first.  Step 3: Players can pay 5 Gold to draw 3 cards from their class deck and choose 1 to add it to their deck.  Additionally, Players can pay 10 Gold to Promote them. After Round 4, the price for Promotion (3) is halved.  Players can choose Talents at Round 2 and Round 5. |
| Promotion (3) | Every Class has common cards and rare cards. Rare cards are more specialized and more powerful, but are locked unless the player is Promoted. After Promotion, the player gain:   1. Starting Health +1. 2. Add rare cards to their class deck.   After Round 4, the price for Promotion is halved. |
| Start of the game (4) | 1. Each player adds 5 “Attack” cards, and 5 “Move” cards to their deck. 2. Each player chooses a Class and add their starting Class cards to the deck. For what exact cards are added, see Class (5). |
| Class (5) | There are currently 5 Classes in the game: Gladiator, Seer, Squire, Alchemist, and Apprentice. At the Start of the game (4), after you have chosen your Class, you can add Class cards to the deck.  If you are Apprentice, Alchemist, or Squire; replace 3 cards in your deck with “Invoke”x3, “Living Weapon”x3, or “Flanking”x3. Then add the rest 3 cards to your deck.  If you are Gladiator, add 3 cards to your deck.  If you are Seer, replace 1 card in your deck with “Arcane Enchant”. Then add the rest 3 cards to your deck. |
| Play a card (6) | There are 3 types of cards in the game: Attack card, Spell card, and Movement card. Represented in Red, Green, and Blue color, respectively.  At your Turn, you can play 1 Movement card at the side phase, and 1 Non-Movement card at the main phase.  After the card is played, it goes to the player’s front. The newest played card goes to the right of the last card played. If your deck is empty, do a reshuffle: Immediately return all cards in your front to the deck and shuffle it, after that, you draw 1 card.  There are three card attributes.   1. Instant: this card can be played whenever you want, in or out of your turn. If a card is played but an Instant card is played, resolve that Instant card first. If a card with a range limit targeted a character, but an Instant card is played, and that character is no longer in the range, that card targeted nothing. 2. Casting: this card has a continuous effect. When played, rotate this card by 90°. If a player moves, play Attack cards, or take Damage, all rotated Casting card in the player’s front are rotated back, and the casting is disabled. 3. Removed: After that card is played, it is removed from the game until the next Round. |
| Turn (7) | Each Turn consist 4 phases.   1. Draw phase: You draw 1 card from deck. 2. Side phase: You can do one of the following. 3. Play a Movement card. 4. Discard 3 cards and draw 1 card from deck. 5. Restore 2 Wounds, Take 1 Damage. 6. Main phase: You can play 1 card.   You can also use Stamina to do one of the followings:   1. Restore 1 Wound. 2. Play 1 card.   Instant cards do not count Side phase and Main phase, as they can be played at any time.   1. End phase: if you passed your Side phase and Main phase, you can restore 1 Stamina. If you have more than 5 cards in your hand, discard until you have 5. |
| Health (8) | At the Start of the game, each player has 5 Health, represented as Health card. If you toke 1 Damage, flip 1 non-rotated Health card. If you toke 1 Wound, rotate 1 non-flipped Health card. Wounded Health and Damaged Health do not count as Health. If you have 0 Health, you are eliminated for the Round. |
| Stamina (9) | At the Start of the game, each player has 2 Stamina, represented as Stamina token.  In your Main phase, you can use 1 Stamina to play 1 card, or Restore 1 Wound. At any time, you can spend 1 Stamina to draw 1 card.  If you passed your Side phase and Main phase in your turn, you can restore 1 Stamina. |
| Tokens (10) | Some cards may require a token to be added to the board.  Fire Token: At your turn, if your figure stayed/passed range 1 of this token, you are wounded.  Ice Token: If you passed this token, you cannot move until your next turn, and you are wounded.  Wood Token: Not passable. If this card is in range 1 of a Fire token, change this token to a fire token. If this card took 1 Damage, it is removed. |
| Range (11) | Some cards have Range limit, it says “…within…Range…”   1. Linear Range: similar to Rock in chess. 2. Diagonal Range: similar to Bishop in chess. 3. Range #: Tiles away from you. i.e. Range 1 means four tiles around you plus the tile you are standing on. 4. 9-tile Range: the square 9 tiles around you. Similar to King in chess. 5. 25-tile Range: the square 25 tiles around you. Similar to 9-tile Range but larger.   Cards within Range limit will be disabled if target is no longer in Range. |