

How To Play

Controls:

- Arrow Keys - Move the cursor around.
- Space Bar - Select button / card.
- Enter – Ends your turn.
- Holding Tab – Display your draw pile during combat / Display your deck on Rewards Screen.
- Escape – Deselect Card / Go back to menu from Leaderboard, Create Account, and Log In screens.
- Home – Return to main menu from Combat and Rewards screens

Objective:

The goal of this game is to fight your way through 15 enemies, as well as 3 bosses, a victory is achieved by defeating the 3rd and final boss.

You start out with a deck containing 11 cards, 4 Blasters, 4 Guards, 2 Power Cells, and 1 Rewire. However, after each fight, you will be offered three different cards as rewards. You may select up to two of them to add to your deck before continuing to the next fight. These cards are randomly generated for each run meaning that you will likely never have two runs with exactly the same deck or the same set of enemies to face. Also, you may sometimes be offered special cards that provide you with some other benefit, such as restoring health, instead of being added to your deck.

A boss will show up after each set of 5 enemies, defeating it will restore some of your health as well as increase your maximum HP. Outside of this, your health is not restored automatically between battles, so you will have to be careful to keep it from running out. If your health reaches 0, it's game over.

Order of a Turn:

At the start of each turn, the following things will happen: First, you will draw 6 cards from their draw pile. If the draw pile is ever empty as you draw a card, your discard pile will be shuffled back into the draw pile to refill it. Next, the enemy's next action will be displayed so you have an opportunity to strategize your turn around it. After that you will receive the opportunity to play your cards. Once your hand is empty, or once you press the Enter key, your turn will end. Your current hand will be sent to the discard pile and then the enemy will take their actions.

Playing Cards:

In order to play a card, you first select the card you wish to play. Then, after selecting a number of cards from your hand equal to the number in the top right to pitch, you may play the card by pressing Space.

The played card will be sent to the discard pile, but the cards you pitched are instead sent to the bottom of your draw pile.

Keywords:

Some cards may have special keywords indicating that they have additional special effects, these keywords are:

Fragile: Whenever you Play a card with fragile, it will be destroyed for the remainder of combat rather than being sent to the discard pile

Empower: Whenever you Pitch a card with Empower, it will increase the amount of Damage dealt and/or Block gained by that card by the Empower value.

Example Card:



The top right displays the cost of the card.

Underneath the card's image is the card's name.

Below that is the card's description, which lists its effects.

Enemies

During your turn, you will see an indicator for what actions the enemy will take on their turn.



Damage: The number on this icon will indicate how much damage the enemy will deal.



Block: The number on this icon will indicate how much block the enemy will gain



If the enemy intends to inflict a status effect, the associated status icon will also be displayed along with the strength of that icon, a list of every status icon and what effects they apply can be found below.

Status Effects:

Permanent: doesn't go away

Temporary: goes away entirely at start of each turn

Decaying: if this value is greater than 0, subtract 1 at start of each turn

- Accuracy, *Permanent*: attacks deal X more damage per hit where X is the Accuracy value. Applies before damage multipliers.



- TempAccuracy, *Temporary*: gain X Accuracy where X is the TempAccuracy value



- Vulnerable, *Decaying*: take 50% more damage from attacks, applies after Accuracy bonus.



- Corroded, *Decaying*: gain 25% less block



- Disoriented, *Decaying*: deal 25% less damage, applies after Accuracy bonus.



- QuickReflexes, *Permanent*: Whenever you play a card, gain X block, where X is the QuickReflexes value.



- Overcharge, *Permanent*: Cell cards Empower value is increased by X, where X is the Overcharge value



- CapacityUp, *Permanent*: draw X more cards at the start of each turn



- DrawNextTurn, *Temporary*: draw X more cards at the start of next turn (some effects make this negative)



- BlockNextTurn: *Temporary*: gain X block at the start of next turn (Enemy Exclusive)



- Burrow, *Temporary*: you take 0 damage (Enemy Exclusive)



- Enrage: *Permanent*: gain X Accuracy each time the player gains block (Enemy Exclusive)



- Spikey, *Permanent*: deal X damage to player each time this enemy gets hit (Enemy Exclusive) (Will apply the damage multiple times based on the damage multiplier, this damage is affected by block)



- Ritual, *Permanent*: gain 1 Accuracy at the start of each turn (Enemy Exclusive)

