Rounds of the game

In the beginning of the game all the normal character cards are shuffled and divided between the 2 players. Then the players decide who gets to go first. In the first round you only can play a character of your liking. That is everything you can do for the first round.

In the second round of the game.

You get mana at the beginning of each turn by rolling a dice.

1. Gives you 1 mana
2. Gives you 2 mana
3. Gives you 3 mana
4. Takes 1 mana from you
5. Takes 2 mana form you
6. Nothing happens

After rolling the dice you can play a card of your liking. For example a character, spells/power ups or special cards.

But you can only get a special card when you have at least 5 mana. Then the card has a mana cost and if you have enough mana you can play the card. Otherwise you will have to put the card in your hands and wait until you have enough mana.

You can only attack with characters that you have played in a previous turn. Unless the card says something different.

At the end of your turn you can choose to sacrifice a character and get mana. Or revive a character at the cost of mana.

The next rounds will be the same as round 2. There is not a maximum of rounds, you just play until 1 of the players is defeated.