

Basic Rules

- Each player has a deck of 30 cards.
- At the start of each game you draw 10 random cards from your deck.
- You have the option to redraw up to 3 cards before the game starts.
- Each game consists of up to 3 rounds.
- The first player to win 2 rounds wins the game (best of 3 format).
- The round ends when both players have either passed or run out of cards available.
- The player who wins the round is the player with the highest battle power at the end of the round (indicated above your champion display during the game).
- You may pass any time during your turn, just press the end turn button.
- At the beginning of each new round you draw 1 card.
- You may only hold 10 cards in your hand. Any additional cards overdrawn will be placed in your discard pile.
- Each player can only play one card each turn or may choose to use their champion ability.

Choosing Your Champion

- Each champion has a different champion ability that you may use whenever you like, during the game.
- You cannot use your champion ability last as your turn will be ended.
- Hover over the champion picture to read the ability.
- Select a champion by ticking the associated check box next to its picture.
- To use your champion ability double click your champion display in game, you may also hover over it to re-read its description

Building Your Deck

- Your deck must contain exactly 30 cards.
- Your deck may not have any more than 2 copies of each card.
- Your deck may only contain 1 copy of each special or golden card.
- All golden character cards are champion specific, meaning only a specific champion can include each golden character card in their deck.
- Good decks use a good balance of spell and character cards.
- You may choose to use a pre-set deck, which is a deck designed by the developer for each champion, to help you start off.
- To build your deck, click the card buttons to add to your deck, to remove click the buttons inside the deck container.

- You may hover over the card buttons to view the card

Types of Cards

- Character Card – each character card has a battle power value. When a character card is played it is played to your battlefield and its battle power value is added to your overall battle power. Each character card also has two other variables. Its species and its type. A character card's species can range from: Human, Dragon, Spirit or Fairy. And its type can range from: Dark, Balance, Law and Nature. Various spells interact with character card's species and types so be aware when designing your deck.
- Golden Card – each champion has various golden character cards associated with it. Only this champion can include these golden cards in its deck. Only one copy of a golden card can be used in a deck. Golden cards are a type of character card. However, once played they cannot be killed or revived from the discard pile in a later round.
- Spell – A card that is not played onto your battlefield and thus does not have a battle power value. A spell does something indicated in the card description and often interacts with character cards that have been played.
- Instant – A type of spell that does something in one instant indicated in the description, such as: add 50 battle power.
- Buff – A type of spell that is played into the buff slot on the right of your battlefield, it increases your battle power based on the cards in your battlefield. Buff can only be replaced by you and are removed at the end of each turn.
- Aura – A type of spell similar to that of a buff, yet usually weaker and played into the aura slot of the battlefield. There may only be one aura at any one time and thus an aura can be replaced by your opponent's aura card at any time. However, an aura does not get removed at the end of every turn and thus will remain active the whole game if not replaced.

Miscellaneous Information

- You can surrender or quit at any time during a game via the options menu in the top left corner.
- You can mute the music in the top left corner during the game or in the launcher.
- Spells can be placed in the discard pile if overdrawn. However, revive will only revive the top non-golden character card.
- Replenish is the only special spell card. Even though it does not appear golden it can only be used once in each deck. However, it can be used by every champion.
- If you are confused on what a card does hover over it for 2 seconds and a larger display of it will appear in game.
- Spells your opponent plays will be displayed briefly in the centre of your screen make sure you're paying attention.
- To play a card from your hand double click it a single click will do nothing.

Basic Tactics

- If you have a higher battle power and your opponent has passed, it is ideal to pass under most circumstances otherwise you are just wasting cards.
- If your opponent is winning by a large margin and you have 2 lives left, it is usually smart to pass.
- Dead Spells (spells that won't do anything under the circumstances) can be smartly played first to disguise to your opponent what you plan on doing by effectively skipping your turn.
- If you have no spells that draw cards at the start of the game, it is a smart to play less aggressively and hope you get some in the later rounds.
- When discarding your cards at the beginning of the game it is smart to discard any duplicate spells (not including spells that draw cards) and any weak character cards (with less than 100 battle power).

