Enter the Sphere Handbook

Welcome to Enter The Sphere. This handbook will introduce you to the core concepts as well as some advanced tips to how to fully exploit your cards.

What is Different?

Enter the Sphere is different to normal collectible card games in three ways that are only possible due to its uniqueness as a computer/blockchain only card game.

Firstly, **every turn there is a declining timer**, instead of players taking turns individually, they select an action (such as playing a card), and both players simultaneously reveal their chosen action or card in the reveal phase.

Secondly, your avatar have character slots that equip items and carry on or gets replaced during the course of a game. In certain competitive modes (such as Tower Mode), player avatars can enter a match pre-equipped.

Thirdly, you do not draw a card every turn. When **you fail to react before the timer declines, you automatically defend without drawing a card or gaining willpower.**

Gameplay

- Every player starts with 35 HP (Health) and 15 Willpower.

- Some cards cost willpower, some cards don't, this is indicated by the number on the orb in the card.

- A player's avatars default hit chance is 80%, however **if the player has 0 willpower it declines to 10%.**

- You cannot see your opponent's willpower and health other than how hurt their avatar looks.

Heavily Damaged Frog Character (under 20% of HP)

- Attacking with weapons cost willpower, usually the harder hitting the weapon, is the more willpower it will take to use. Watch out!

- When a player's avatar reaches 0 HP, he or she reaches **critical** (indicated by her avatar picture going red), during the **critical state** the losing player has 1 turn to save themselves by playing a healing card (such as Immutability or Medkit) or take the other player down as well, where the game enters **Rush Mode**.

- If both player avatar enters 0 HP at the same time, they enter **Rush Mode** and are both returned to 5HP. This gives good opportunity for the losing player to make an unexpected comeback.

Actions

Every turn you can perform a few different actions depending on what you think is best in the given situation. These are all located on the bottom of the screen. **Double click icons or drag cards to select an action.**

Defend: Draw a card and gain 1 point of willpower, also gives a chance of blocking an opponent's move reducing damage by 50%.

Attack with Fists: Attack with your bare fists which deals 1-6 damage. This does not cost willpower at all!

Attack with Ranged Weapon (If Equipped): Attack with a ranged weapon if you have one, often ranged weapons have limited ammo.

Attack with Melee Weapon (If Equipped): Attack with a melee weapon if you have one.

Play a Card: Play one of the four card types. This forfeits defending, but if you play a Combat Action card, you will attack as well as play the card.

Card Types

Enter the Sphere card descriptions are designed to be just that, descriptive but do not detail exactly what the card does.

The game is designed to be casual and intuitive and players can check on details of each card by going to the website should they wish to find out exactly the stats of the cards, more often than not cards have complex modifiers only doable on a computer game.

Equipment Card:

The first type of card is an equipment card, these cards slot into equipment slots on your avatar before or in-game.

There are 6 equipment slots, they are: **Head, Torso, Legs, Melee Weapon, Ranged Weapon and Implant.**

You can only have one equipment card per slot in play at all times, that means, if you play Spice Cannon whilst having a Revolver equipped, you will be forced to discard the Revolver, but this may make sense if you need to bring that firepower in urgently!

Combat Action Card:

Combat Action are played in conjunction with an attack. (Currently just defaults to the most powerful weapon available).

They augment attacks or have independent abilities.

Hard Fork is a rare Liberteriani card that allows a player to target any summon or player and deal direct damage. Such cards are not frequent in Enter the Sphere.

Combat Buff Card:

Combat Buff create duration effects that last at least a few turns, they often augment stats or have special functions whilst active.

Playing them leaves you open to attack, you cannot defend nor use your weapon whilst playing a Combat Buff Card.

Instant Roids is a rare Athenian card that temporarily increases your avatar's HP, allowing you to take more damage than normal. It is useful if you think you will be facing heavy damage next few turns.

Summon Card:

Via blockchain technology, players can call in allies.

Summons attack or carry out special actions or sometimes just act as human shields. There are two types of summons: offensive and defensive. **Defensive** summons prevent the opponent from targeting the player's avatar directly, and **Offensive** summons are often more powerful, but do not shield the player's avatar from damage.

Advanced Tips

- Certain cards have sacrifice ability. ZEAL Special Forces suit can completely negate an attack (double click the card to activate), this will discard the card from play (it has to be in play for it to be used).

- Certain cards are synergistic with each other when played together. Leap makes melee attacks hurt a lot more.

- Action cards like Evade that are defensive often, draws a card or gains willpower