

Mechanics

Encounter and setup

- Player encounters another character -> 1v1 card match starts.
- Players choose 2 character cards from their inventory.

Character cards

- Each character card has 10 health points.
- Elements: Reason, Terror, Spirit, Ennui, Dream.
- Reason beats Terror and Spirit
- Terror beats Ennui and Dream
- Ennui beats Spirit and Reason
- Spirit beats Dream and Terror
- Dream beats Reason and Ennui

Starting the Match:

- Coin toss decides which player starts.

Choosing Active Character:

- Players choose their active character at any time for an energy cost on each turn.

Action Cards:

- Types: Attack, Heal and Defense.

Turn Mechanics

- Players draw 3 random cards from the deck each turn.
- Energy is reset, and dice are rolled at the beginning of each turn so energy is random
- Players can end turn if they lack energy or choose not to use it.

Winning condition

First player to defeat all 2 character cards of the opponent wins.

