CLASH of DECKS

Do you want to discover the Clash of Decks card game? You are in the right place ! This introductory guide has been specially designed to help you quickly launch your first game! To play, you need an opponent and an initiation pack which you can obtain for free in the official online store:

www.clashofdecks.com

15"   2   10+

INTRODUCTION

You are a surviving Lord-Sorcerer of the Erret Archipelago where enormous bridges connect hundreds of islands together. To survive among those hostile lands, you must cross the bridges and fight the other Lord-Sorcerers to claim their lands!

OBJECT OF THE GAME

Build a deck of 8 Creature cards and fight other Lord-Sorcerers in order to destroy their Forts!

SETUP

Then, follow the 5 setup steps:

1. Place the 2 Bridge cards in the play area.
2. Each player receives 1 Stronghold card.
3. Each player shuffles the cards in their Deck and takes them all in hand.
4. Each player places their Stronghold card at the leftmost position in their hand, Bastion side up.
5. Toss a coin to determine the 1st player.

The play area consists of 2 lines, each line expanding both sides of a Bridge card. There is no limit to the number of cards that can be placed on a line.

Player A's Kingdom is located on the left of the Bridge cards. Player B's Kingdom is located on the right of the Bridge cards. It is therefore recommended for the players to sit side by side.
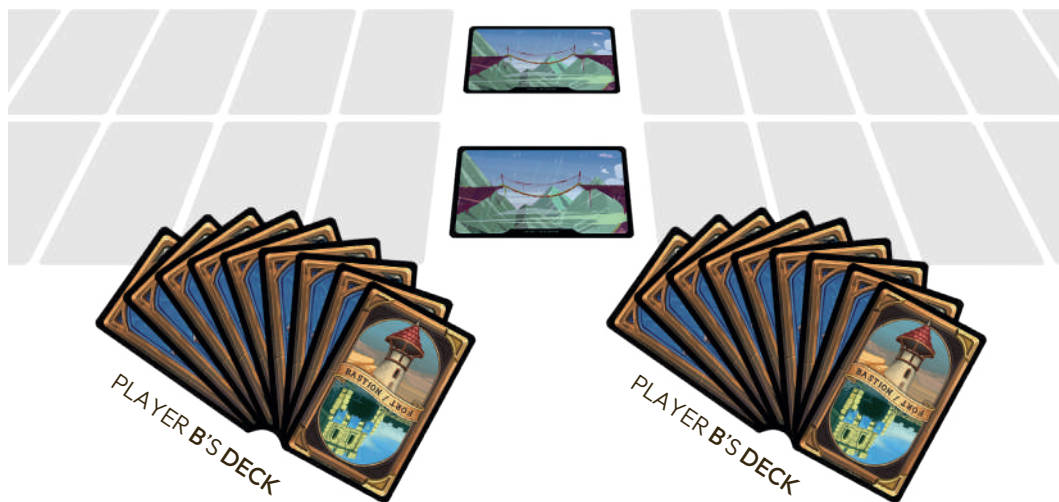
PLAYER **A**'S **KINGDOM**   PLAYER **B**'S **KINGDOM**

PLAYER **B**'S **DECK**   PLAYER **B**'S **DECK**

CHOOSE YOUR DECK

CARDS

Each Creature card has a Mana cost indicated in their upper left corner.

Creature Cards

Creatures have a Health Points (HP) value in the «shield» icon and an Attack value (AV) in the «axe» icon. Creatures enter play and stay in play until destroyed.

Mana Cost

Special Abilities

Attack Value

Name

Type

Health Points

Stronghold Card

Each Stronghold card has a Bastion side and a Fort side. When «Stronghold» is mentioned, it refers to the card, regardless of the side that is up in their owner's hand. The Stronghold card represents their owner's HP, according to its position in the hand.

HOW TO PLAY

A game is played over a succession of turns, starting with the 1st player's turn. The player whose turn it is is called the Active Player.
A turn is broken down in 3 Phases:

Phase 1 – Mana Regeneration

The Active Player gains as much Mana as they have cards in their hand (Stronghold card included).

> **Exception :**The first player only gains 6 Mana at the start of their first turn (instead of 9).

During their turn, the Active Player can use their Mana in Phase 2 to play cards from their hand. Unspent Mana is lost at the end of a turn.

Phase 2 – Summoning

The Active Player can spend their Mana to play Creatures cards from their hand. They can choose not to play any card. They can only play the 4 leftmost cards in their hand at this time (not accounting for the Stronghold card), if they can pay the Mana cost.

> **Note :** When a player plays a card from their hand, a new card in their hand becomes immediately available and can be played during the current turn if the player has enough Mana.

A player cannot spend more Mana than they have. When a player plays a Creature, they place it face up in the play area, on the line of their choosing, always on their Kingdom's side and behind any Creature already in play on that line. A Creature remains in play until destroyed.

Phase 3 – Assault

Each Creature controlled by the Active Player attacks, with the exception of Creatures played during the current turn. Creatures activate in the following order: first, Creatures from the upper line, from furthest away from the Bridge to closest to the Bridge; then Creatures from the lower line, from furthest away from the Bridge to closest to the Bridge. A Creature deals its AV to the enemy Creature which is the closest from the Bridge on its line. If no enemy Creature can be attacked, the attacking Creature deals damage directly to the enemy Stronghold.

Attacking a Creature

When a Creature suffers at least as much Damage combined as its HP value, it is destroyed: excess Damage is lost and the card returns to the rightmost position in their owner's hand. If necessary, the owner immediately moves all their Creatures on that line toward the Bridge, filling the space that was thus freed. A Creature that was not destroyed replenishes all its HP at the end of a turn. An attacked Creature does not strike back.

Attacking the Stronghold

When a Stronghold card takes Damage, shift that card that many positions to the right in the player's hand.

If the Bastion reaches the rightmost position in a player's hand, it is destroyed: rotate the Stronghold card so that the Fort is side up (and the Bastion side down) and put the Stronghold card back to the leftmost position in their owner's hand. Excess Damage dealt to the Bastion does not carry over to the Fort. If the Fort reaches the rightmost position in a player's hand, that player immediately loses the game. Once the Active Player has resolved their Phase 3, their turn ends and their opponent becomes the Active Player.

Game end

The game ends as soon as a player's Fort reaches the rightmost position in their hand. Their opponent wins the game.

WHAT'S NEXT?

After your first game, we invite you to consult the complete Clash of Decks rules available on the official website. You will discover new types of cards like Incantations or Champions, new formats like Draft or Constructed, new game modes to play solo, in a team or in co-op. You can also use our online card generator to create your own cards and visit our online store with all previously published Clash of Decks content!

www.clashofdecks.com

Upper line

Lower line

PLAYER **A**'S KINGDOM

PLAYER **B**'S KINGDOM

ABILITIES

The icons below represent Special Abilities that trigger automatically during the resolution of each Phase 3 - Assault. If these can apply, these should apply. "Owner" designates the card that possesses the Special Ability.

Perforation : The owner deals its Damage to the target Creature AND to the Creature located behind it on the same line. This effect only applies to Creatures, never to the enemy Stronghold.

Splash : The owner deals its Damage to the target Creature AND to the Creature in the same position on the neighbouring line. This effect only applies to Creatures, never to the enemy Stronghold.

Rage : The owner can attack enemy Creatures during the turn it enters play. This effect does not allow the owner to attack the enemy Stronghold the turn it enters play. If no enemy Creature can be attacked the turn the owner enters play, the Rage Special Ability has no effect.

Protection : During each turn, Protection reduces the first source of Damage targeting the owner to 0. Sources of Damage include any Creature or Incantation dealing at least 1 Damage. Effects from these sources of Damage are still triggered (Splash, Perforation, etc.) and dealt to other Creatures as normal.

Berserk : Each time the owner attacks and destroys at least one enemy Creature, it attacks again. After destroying the last enemy Creature on its line, because it must attack again, it attacks the enemy Stronghold (unless it attacks during the turn it entered play thanks to the Rage Special Ability).