

Core Game Loop

Deckbuilder where you have a board and use cards to move around players to merchants and attack other players. To start a game you set aside the cards that will start with which will be your starter deck character card and cards that may be added to the deck or started with because of your character card, the others will be your shop deck that you will purchase from. Each starting deck normally begins with 5 of the character's factions' resource cards, 5 movement cards, 5 defense and 5 attack cards. Your character card may state that you begin with extra cards or replace certain cards with your health and what faction(s) it's from. The faction(s) determines what type of cards can go into your decks. Cards will have a faction(s) or be factionless your deck can only have cards that are factionless or be in the same faction as your character Your minimum number of cards you need to bring is 60 so if you start with 20 cards in your starting deck you need a minimum of 40 cards in your shop deck. Every card can have up to 5 copies throughout your decks.

Character Card: States its special effect Also your starting health and faction(s) it's associated with.

Game loop: There are 4x4 boards that can make up the board depending on how many players are in the game. For each player there will be a 4x4 board added and each player starts in one of the corners of the board. Also to set up merchants on the board if there are only two players there is one merchant 3-4 has 2 merchants. Determine merchant(s) position by rolling two d6 to determine their positions the merchants must be 3 spaces from both directions away from each other. Every player sets up their zones for their starter deck, shop deck. There are two other zones: the discard pile and removed from the play pile.. To start the game everyone draws 5 cards if your hand doesn't contain a resource card you may reveal it and then reshuffle your deck and draw 5 cards again you may repeat this as long as your hand doesn't have a resource card. Turn order is decided by rolling 2 d6 and whoever wins goes first and then turn order goes clockwise. On every turn you may play one resource card from your hand. You may play cards as long as you meet the requirements to play them. Resource: gain a resource for every resource you have then sacrifice this resource. Movement cost 0 to play move 3 spaces each movement after this cost 1 more to play this turn. Attack: deal 3 damage to a player that's no more than 2 spaces away from you. Each attack after this cost 1 more to play this turn. Defence: gains 3 block each defence after this costs 1 more to play this turn. After you run out of cards to play or want to end the turn , you discard your hand and draw 5 cards. If your deck has no more cards, shuffle your discard pile back into your deck. If you are one or more spaces from a merchant you can use them afterwards to reroll the position of the merchant with the same rules of their position.

Block: Will last until your next turn and for each block it will absorb a point of damage until it starts to hit your actual health.

Merchant: Encountering a Merchant give you three options: reveal the top 5 cards of your shop deck you may choose one to add to your deck, Remove a card from play that's in your deck, Heal 6 damage

Discard Zone: After cards are played, resources are used or card effects make cards go into a discard pile they are sent there. Cards may mention the discard pile for effects to bring cards back. As well the discard pile gets reshuffled into your starter deck after the starter deck runs out of cards.

Removed from play: Cards may say instead of putting into discard pile after play instead remove it from play or when you remove a card from play or other effects may remove cards from play. These cards are effectively permanently not usable for the rest of the game.

Factions

As previously noted Factions are a big part of the game there are currently 4 of them each providing different playstyles and a unique card type.

Glaciation : Live and adapt to the cold and high altitudes in the mountains. Their special card type hindrances will deny resources, cards and movement from other players. Their resource cards are oil since that's how they power all of their operations and its good for trade

The Abyss : Deep sea dwellers that are sneaky and fast. Their special card type schemes let them move undetected and do massive damage to unsuspecting opponents. Their resource is gold since they are thieves and assassins.

Aultritechs: High tech engineers that create inventions that help them out. Their special card type machines allow them to exchange cards, resources for each other or other benefits. Scraps are their resource since they have to be very resourceful with their machines

Nemolites : Nature dwellers that have obtained pure connection to the land allowing them to gain strength from it. Their special card buffs can give permanent or temporary status effects to boost their damage and defence. Their resource is Quintessence since they are fueled and moved by the power and essence of Nature.