OLDEN

CARD GAME



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STUDIO

Introduction

In the Olden card game there is no deck building and no card collecting which means that both players share the same deck. To enter the match, all you have to do is choose your avatar.

for now, there are:

1. Entity of light
2. Entity of death
3. Entity of chaos
4. Entity of life



They are passive non playable characters that will give you a unique bonus during the whole length of the game.

Your entity will only buff your cards and your opponent's entity will buff their own.

Light cards have a white frame. Death cards have a black frame. Chaos cards have a red frame and life cards have a green frame.



In short, your avatar only buffs your cards and your opponents avatar will only buff their own cards.

RULES

Goal of the game is to harvest 300 value points! The player who reaches 300 value points at any point of the game will be victorious. Game will begin with both players receiving five random cards from the main deck. Player who plays second will also receive 50 favor coins as recovery.

So, your turn has started. What are your options?

Main rule of the game is that during your turn, you can only do one thing. At the beginning of your turn, you will receive one free Action token and one Draw token. Player can use his/her Action token to:



- Play a card and increase your board presence,

or

- Preform an attack by engaging in combat with opponent cards,

or

- Sacrifice card where you will harvest the value points from a friendly card.

Draw token is consumed whenever player clicks on the main deck to draw a card. Drawing a card will not consume your Action token but it will consume your Draw token.

CARD DESIGN



Favor coins,

Whenever you play a card - you will gain or lose this amount of favor coins.

Card name.

Description box

Value points.

Value number represents card damage, health and sacrificial worth.

CARD ABILITIES

At the moment there are 3 types of card abilities:
Effect, Passive and Combat.



Effect is something that will happen only one time in the moment card is played by the player.
For example this *Exorcist* card has the effect: destroy one chaos card.
Once player plays this card, it will trigger its effect.
Card effect does not trigger in case where you summon or resurrect him with other cards, effects take place only and only if they are played from hand.

Passive ability will be present so long as chosen card is on the board. For example, card *Druid* has passive ability that reads: All other friendly Life cards have +20 value.
As long as *Druid* is on the board all other cards will receive +20. Once *Druid* is removed from the board, his passive ability will go away along with him.





Combat ability is something that will trigger only once that card engage in combat with the enemy card.

COMBAT

As mentioned, you can use your turn to preform an attack action.
To preform an attack, simply place your card on the top of the opponent card. After one turn, your card value number will sink it's value into opponent card. If your card has enough value to destroy your opponent card, it will do so and then it will return back to your side of the board.







If your card does not have enough value to destroy opponent card, it will do its damage after one turn and then be destroyed.





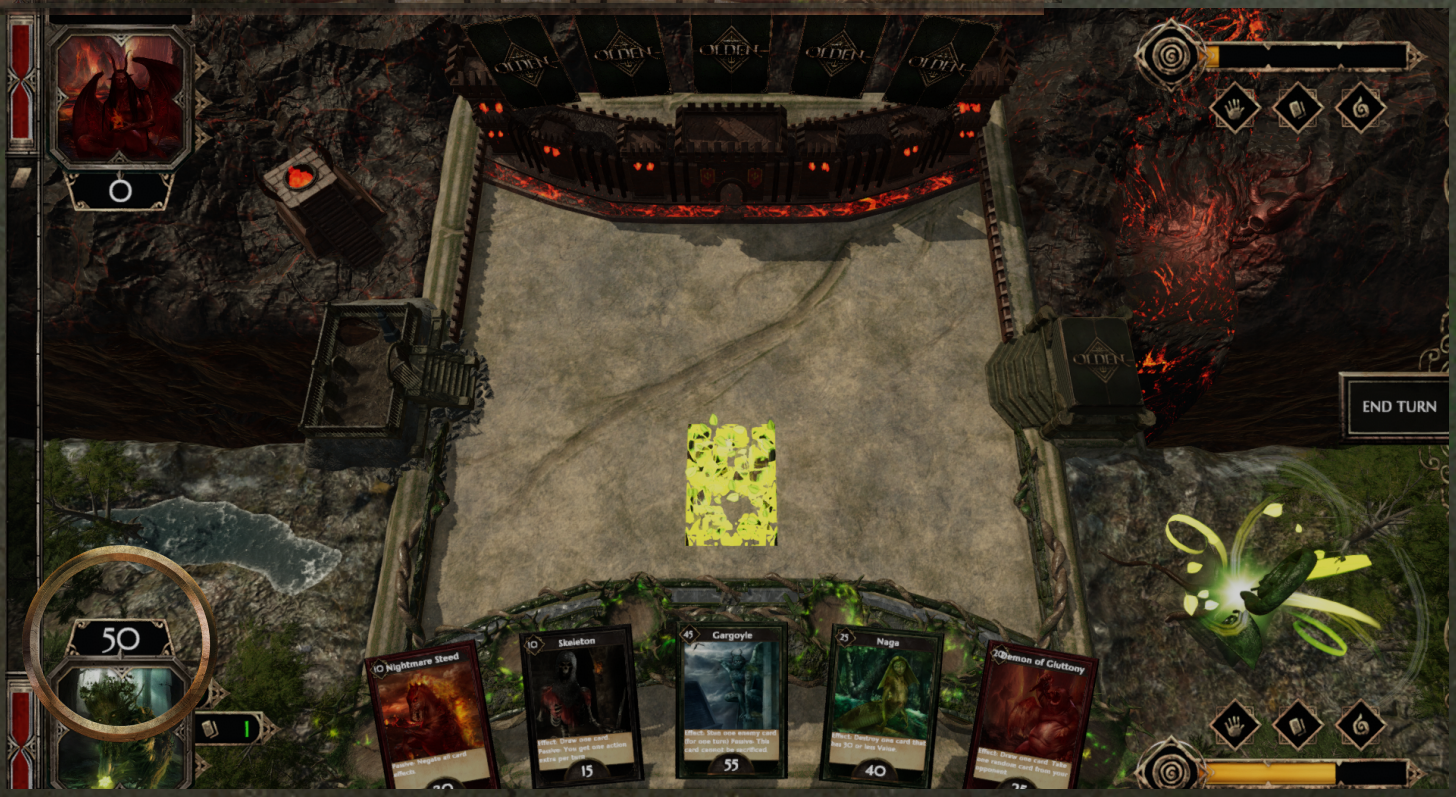


One card can be attacked by multiple cards at the same time.

CARD SACRIFICE

To win the game, player needs to harvest 300 value points. Player can harvest value points by sacrificing his/her own cards that are not in combat. To preform a card sacrifice, select your card and then click on your altar. Performing a card sacrifice will consume your action token.





FAVOR COINS

Favor coins are the currency that you receive or lose once you play a card.
When you collect enough favor coins, you can spend them at any time during your turn.
For now, you can purchase:

1. Additional action token.
2. Additional card draw token.
3. Burn your opponent's favor coins.

