# Seblen: Battle! Instructions

**About:**

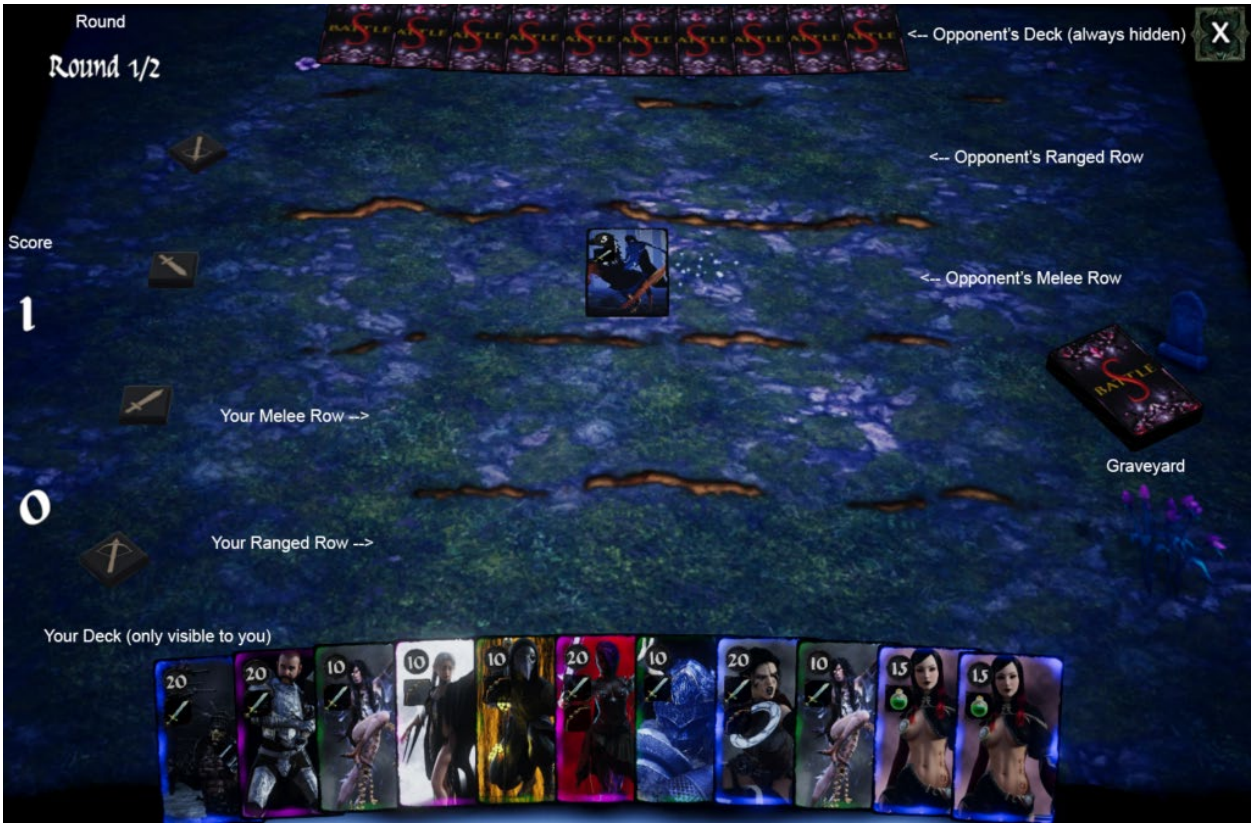
Seblen: Battle is a quick and easy to learn, but difficult to master card game for single players and online 1v1 Versus mode. Version 1 is releasing with:

- 40 Seblen Character Cards
- 10 Specialty Skill Cards
- 6 Rarity Tiers (Base, Green, Blue, Violet, Gold, White)

**Game Basics:**

- Each player (Player vs AI pr Player vs Player) is dealt 11 cards per round.
- There are 2 rounds.
- Players can not view Opponent's dealt cards
- Card draw is random with drop rate influenced by tier rarity
- Player start order is random

**Gameboard Layout:**



- Round: Indicates what round you are in
- Score: Top number is always your Opponent's score. Bottom number is Your score.
- Top Deck (face down): Always your Opponent's deck)
- Opponent's Ranged Row: Opponent can place Ranged attack cards on this row
- Opponent's Melee Row: Opponent can place Melee attack cards on this row
- Your Melee Row: You can place Melee attack cards on this row
- Your Ranged Row: You can place Ranged attack cards on this row
- Graveyard: Where discard cards go after being defeated on the battle field

**Card Layout:**




- Name of Character or Skill – Characters are from current or upcoming releases from The Seblen Chronicles!

- Type of Card:
    - Organic or Skill (Character or Skill card)
    - Attacker or Healer
    - Melee or Ranged (or Both)
- Characterization Blurb – Short insight into the character or skill if you are unfamiliar with it
- Attack Stats:
    - Range (One row or two)? How many slots does it impact (1-11 or up to 22 if both rows)
    - Damage Type and Amount
- Defensive Stats: Amount of resistance versus each damage type
- Points on Death: Additional bonus points if you defeat the card
- Card Health: Hit points of card
- Card Icons: Quick icons to view if Ranged, Melee or a Healer
- Card Rarity Color

**Gameplay:**

- Randomly chosen player starts
- Randomly chosen player selects an available card from their randomly selected deck and places it in an appropriate row
- Player selects slot /card to impact with skill if available
- Damage Done = Damage of Attack – Resistances for all impacted slots
- Points given for Damage Done. Bonus points given once a card is defeated
- Once a card is played, it does not get another action. So try not to let its health be extinguished!
- After all card are played, round 2 begins and repeats as Round 1 was played
- Game ends when all cards in Round 2 have been played.
- Player with the highest score, Wins!

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