

Story

You control an **Orb** that has the ability to become a powerful **Reaper**. To transfrom it, you must pay a specific amount of **Resources**. The goal is to do it while building a **Settlement** and gathering an **Army** to outpace your opponent. Later in the game, you can worship your Reaper into a God, or beat down your ennemy in a clash of titans. Shatter the opponent's Orb with your Reaper or beat up the opponent's Reaper. If you vanquish the enemy, you **win the game**.

Seasons

A **Season** in Reapers is the time from when a new card set comes out, until the time when the next card set is released. You can buy packs of the current season and try new cards for your decks. At this time, since some cards may still be revised, all the new cards are being shared for all players. In order to keep it fair, the current season cannot be traded between players. Players accumulate rewards and once a season ends, the printing of packs is discontinued in favor of the new season. The players can then start exploring the new season cards.

Collections

The infrastructure of the game has been entirely designed and coded around secured collections and fair games played on our servers. You start by generating a private key to your **Collection** to hold cards and packs, and then enter the battlefield armed with your custom card deck. In order to get you started, all the cards for the current season have been **Shared** and pre-made decks are available. If you beat your opponent in a **Standard** format game, the server will send **Rewards** to the winner, which will show up in your collection. At the end of a season, the shared cards are removed, leaving you with the items you collected to build your **Decks**.

Great care has been taken to make your collection secure, requiring only your private key. This mechanic allows to collect cards and packs without the fear of loosing them. You can then trade, sell or buy items with in-game **Tokens** using the **Marketplace** to complete your collection.

Tokens

Tokens are the Reapers in-game currency. Tokens can be purchased and used to buy packs of the current season, or exchanged to buy older items from the marketplace. Tokens are also intended to pay royalties to card artists in the long run.

The only way to get tokens at this time, is to communicate directly with us at ReapersTCG.com.

Resources

There are five types of colored resources which can be accumulated, harvested or spent:

- **Demonic (Black)**
- **Mechanic (Blue)**
- **Biologic (Red)**
- **Energy (Yellow)**
- **Space (Purple)**



A wildcard (*****) can be any of the possible colored resources. Wildcards cannot be paid with Gold resources.

There are also other type of resources that you can spend to pay for cards or abilities:

- **Gold** (**Colorless**)
- **Power (Card)**
- **Exhaustion (Card)**
- **HP (Card)**



Gold pays for generic colorless costs, but cannot pay for a colored resource.
Alternatively, you can waste a colored resource to pay for a gold.

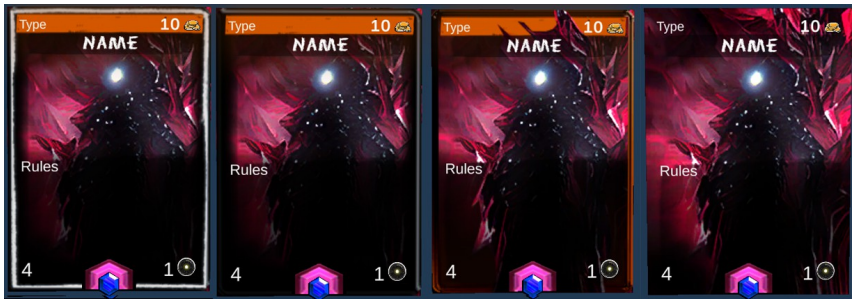
A Multiplier is an **X** in front of a resource can be the any nonzero number.
Here are some costs you might encounter:

- x 🤚 means any number of Gold resource.
- x 🩸 means any number of Biologic resource.
- 1 X can be any single colored resource.
- 3 X can be 3 of any single colored resource.
- x X means x multiplier of any one single colored resource.
- 1 X 1 X means any 2 colored resources.
- x 🤚 1 X means x number of Gold and 1 of any colored resource.

Throughout the game, when it comes to comparing Colorless and Colored resources, there is a ratio of about two for one. So a card with a cost of 2 Gold should be similar in power to a card with a cost of one Colored resource.

XP

There is also a resource available outside the game, called **Experience Points**. **XP** are given to contributing players when winning Standard games. XP can be used to visually upgrade cards, or to increase the chance of rare cards in packs.





XP can also be received when burning cards or packs in the **Firepit**. For instance, if you have too many copies of a certain card, you may burn them to gain XP and upgrade other items in your collection.

There is a possibility to unlock certain card abilities based on the card's level. So for instance, if a card is Level 4 - Full Art, the card might be modified according to a special ability.

Cards

There are seven types of cards:

- **Orbs/Reapers**
- **Allies**
- **Contructs**
- **Equipment**
- **Modifiers**
- **Actions**
- **Items**



Ally

Allies are hired to be part of your Army. Allies can usually attack or defend in battle, but they can also Harvest when able.

Constructs

Constructs are build in the Settlement zone of your battlefield and are usually quite stronger than Allies. If a construct has no harvest, then it usually has some sort of powerful ability to boost your game. Some constructs are Protectors, which means they are able to block attackers.

Equipments

Equipments are cards with a sub-type such as weapons, tools, shields, helmets, armors, rings, pendants, etc. A card can only equip a single copy of each equipment type unless specified otherwise.

You may equip or unequip an equipment card only during the Build phase. An equipped card that would become exhausted falls onto the battlefield. Unequiped cards on the battlefield are unable to harvest and could be stolen.

Modifiers

Modifier cards changes the properties of another card as long as it remains attached to it. Modifiers may have positive (upgrade) or negative (downgrade) effect. A Modifier cannot survive unattached on the battlefield. It is thus recommended to modify equipment cards that can be reused rather than directly on allies or constructs.

Battlefield modifiers

Battlefield modifiers are a special type of modifier that are attached to then entire battlefield. They can only be remove by specific cards. Paying for another battlefield modifier will replace the previous one unless specified otherwise.

Actions

Actions are cards that can be played whenever you gain priority throughout a turn. They usually change the properties of other cards until the end of turn. Actions might also modify the state of the playfield in any way. Actions may have positive or negative effect and can be used in various scenarios that may or may not benefit your game strategy.

Items

Items are consumable cards that are removed from the game once used. They often have no cost and give a advantage to the player or a disadvantage to the opponent. Items, being super rare, are difficult to find in packs to be added to any deck. However, they can be created by other cards on the battlefield at a cost.

Card Stats

Cards have a **Cost**, **Power** and **Harvest** stats that you have to consider while playing. **Abilities** can also be activated when conditions are met to gain an advantage over your opponent.



What really matters is how strong your permanents are when fighting or defending, and which resources they can harvest per turn to achieve your goal. You will decide weather to equip various Equipment or enchant using Modifiers so your army can become evermore powerful. You can also play Action card to mess with your opponent's strategy.

The **Harvest** stat is in the lower right corner of a card. When entering the Harvest phase, all enabled cards on the battlefield gather the resources indicated. Harvested resources are then added to the reserves.

The **Power** stat is in the lower left corner of a card. The power is both the attack and defend power, and shows the damage a card can withstand without being destroyed. It can also be used to pay for an ability's cost. If the power is zero or less, the card is exhausted (turned onto its side), and usually destroyed. If a card's power becomes zero or less and is not destroyed, it drops all its attached equipment.
Any non permanent damage is reset at the end of turn.

A card becomes **Exhausted** (turned onto its side), if its power is zero or less. A card may also become exhausted to pay for an ability, effectively limiting the ability's activation to once per turn. A card is automatically exhausted when attacking or after the harvest.

A **Cumulative Cost** refers to the cost of a card including its amount of paid wildcards, added to the cost of all its attached cards. When playing a card that was not paid for, X must be zero.

Abilities are text that modify the rules of a card. They can describe an action to take or how to use it. Abilities may be activated, executed, keyword, triggered or inherited. **Activated abilities** are played as an action of a player with priority. Activated abilities usually have a cost that must be paid for each activation. **Executed abilities** modify how rules affect a card and is enabled all the time. **Keyword abilities** are inherent to a card and described with a short word to reduce the text on a card. **Triggered abilities** are added to the stack when conditions are met. **Inherited abilities** are abilities using the (⊞) symbol and are added to a parent card when attached.
Abilities may also be removed or disabled by negative abilities.
Some abilities have counters, which will change the power of the ability.

Packs

The game is played using limited edition cards generally received from season pack or received as rewards by playing Standard games. Cards and packs are kept into your private collection. You can upgrade, exchange, sell, buy, or burn them.

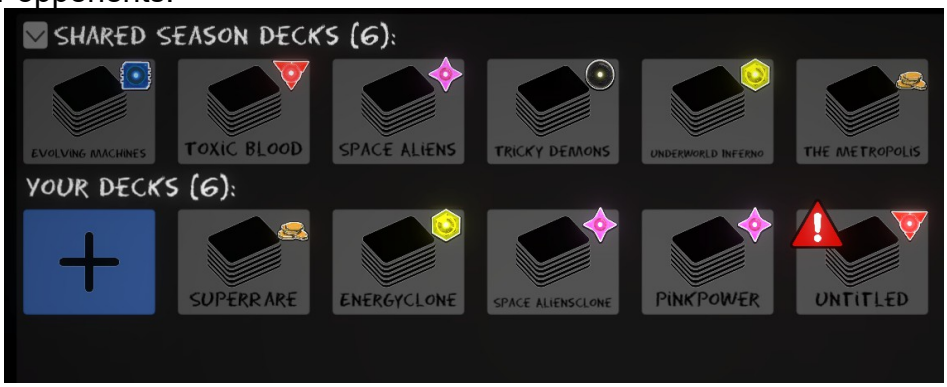


Decks

When building a deck, you must first choose an **Orb/Reaper** card. Take a moment to check its **Harvest**, **Transform** ability and **Summoned** form. You will want to build the rest of your deck with compatible resources. Assemble a 50 cards deck from cards in your collection or that are currently shared. You may have a maximum of 3 copies of identical cards to ensure varying gaming experience for each seating. Cards with the **Unique** keyword can only have 1 copy in your deck. Put in your deck your most powerful cards and create synergies to win as fast as possible. Also, you should add some tools to slow down your opponent. Make sure to think of ways to get you out of difficult positions when your opponent is outpacing you!



The current season always have some pre-made shared decks that you can try out for yourself. Feel free to improve them to your liking, or find new and exciting combos to destroy your oppenents.



Rarity

Cards can be of four rarities depicted as a colored gem at the bottom of each card:

- **Common (black)**
- **Uncommon (grey)**
- **Rare (light blue)**
- **Special (royal blue)**



Alpha Season Gems

The gems are shaped differently for each seasons. A higher rarity usually means a higher power/cost ratio, and how likely you are to find them when opening packs. A harder to find card may be more powerful, but might also be more difficult to play.

Playfield

The playfield is divided in two between you and your opponent. Your side consist of three zones: **Battlefield**, **Settlement** and **Reserve**. The battlefield is where you place your allies. The settlement is where you build and keep constructs and items. The reserve is where you keep your unplayed cards and the resources you gather throughout the game.

There is also one special area for **Battlefield Modifiers**, located in the center left of the battlefield. Such modifiers can affect the entire battlefield for both players.



Discard / Library / Junkyard **Hand** **Reserve**

In the bottom left corner are the **Discard**, the **Library** and the **Junkyard** piles. Every turn, you will pick cards from your **Library**, place them in your **Hand**. Unplayed cards are placed into the **Discard** pile end of turn. The **Junkyard** pile is slightly different, the cards in that pile have been played and thus might be affected by some outstanding effects or brought back by some abilities.

Setup

Your **Orb** is automatically placed in your settlement. Your deck is shuffled and placed on the Library zone. The opponent is setup in the same way in front of you. Take a moment to learn which **Transform** ability and **Reaper** your opponent will be trying to achieve so you know what to expect during the game.

Start the game

A random player is chosen to go first and becomes the active player for that turn.

Start a turn.

Turns

A turn starts with each players drawing 6 cards and resetting the card on the battlefield. The active player has priority to play cards first. When done, the player will pass priority to the other player to play cards. Exchange priority until both players pass without playing any cards, then move on to the next phase. Repeat until the end of a turn. The cards in hand are discarded and the damage is reset. The active player becomes the passive player. Start a new turn.

A full turn consist of eight phases alternating between both players:

- **Start of turn**
- **Build**
- **Pre-battle Action**
- **Attacking**
- **Defending**
- **Post-battle Action**
- **Harvest**
- **End of turn**



Phases

The timeline will help you keeping track of what is to come.

Build:

The active player starts with the priority and can play first. You can play cards or activate abilities if you can pay the cost. Every card types or abilities can be played while in the build phase. Take a moment to plan your strategy for the upcoming phases and turns, since spending all your resources is not ideal for winning the game.

Pre-battle Actions:

Before the attack, you can play Action cards and activate abilities. Since you or your opponent cannot modify the battlefield after the Build phase, this is the ideal spot for an ambush. This might change the outcome of a battle, so be prepared for anything.

Battle:

The battle phase can be split into three sub-steps for each player. It starts with an attack by the active player for which the passive player must defend. When done, the passive player can counter-attack, with the active player defending.

Attack step:

The active player declares which cards are to attack which opposing cards on the battlefield.

Defend step:

The opponent decides how to defend using the remaining available cards. A card that is a target of an attack is considered busy and cannot defend.

Damage step:

Each card assigns damage based on its power. A card does not assign more damage than required to destroy the opposing card. If a card's power become zero, it is destroyed. Damaged cards will stay damaged until end of turn. When a destroyed card has attachments, its equipment falls onto the battlefield exhausted and modifiers are destroyed. Cards that attacked are exhausted unless stated otherwise. Cards that received damages but left with positive power remain active for further abilities.

Cards with HP counters, such as Reapers, are expected to be assigned maximum damage to bring the HP counters down.

Keep in mind that the order in which declare attackers may have an impact on the outcome of a fight. If an attacker is left without a target, it is not considered as having attacked, thus might not be exhausted.

Post-battle Actions:

At this point, the attack is over but you can still play action cards and activate abilities before the harvest. The goal is to boost the amount of resources you can harvest, so be prepared or you may pass on precious resources.

Harvest:

The harvest phase happens simultaneously for all cards on the battlefield. The harvested resources are added their respective owner's reserve. Note that cards are able to harvest only if not exhausted (equipments cannot harvest if they are not equipped).

End of turn

At the end of a turn, all remaining cards reset to their cumulated stats unless specified otherwise.

Discard your hand and start a new turn. The passive player becomes the active player.

Win Conditions

A player able to pay to Transform an Orb into a Reaper gains a huge advantage towards winning the game, but it is not over yet. Once the transformation is achieved, that player no longer has a guaranteed resource harvest provided by the Orb. The game can still go both ways!

The game can end in the following ways:

Shattered Orb:

If you have summoned your Reaper before your opponent, go into battle and hit the opposing Orb for an immediate win.

Power Outrage:

Each point of negative damage on a Reaper makes it loose 1 HP (). If the opposing Reaper's HP goes to zero, you win the game.

Worships:

Alternatively to winning the game in an epic battle, you may decide to pay resources to Worship your Reaper. Worship cost and effects are shown on the card as a paid ability. The first player to reach 5 Worship wins the game. If you cannot worship throughout a turn, the Reaper will loose 2HP, which can lead to catastrophic disadvantage.

Depletion:

If a player is unable to pay for a Worship throughout a turn, that Reaper will loose 2 HP. A Reaper might also loose HP if there are no more cards in that player's library. This may lead to a game loss.

Draw:

A game may end in a draw if both Reapers reach zero HP at the same time.

Rewards

The game revolves around collectible trading cards and packs. When playing a Standard format game against random opponents, the winner can win a game reward and have a chance at winning a block reward every ~10 minutes. There is no reward when a game ends in a draw, or if the game is against a friend or a bot.



Game Rewards:

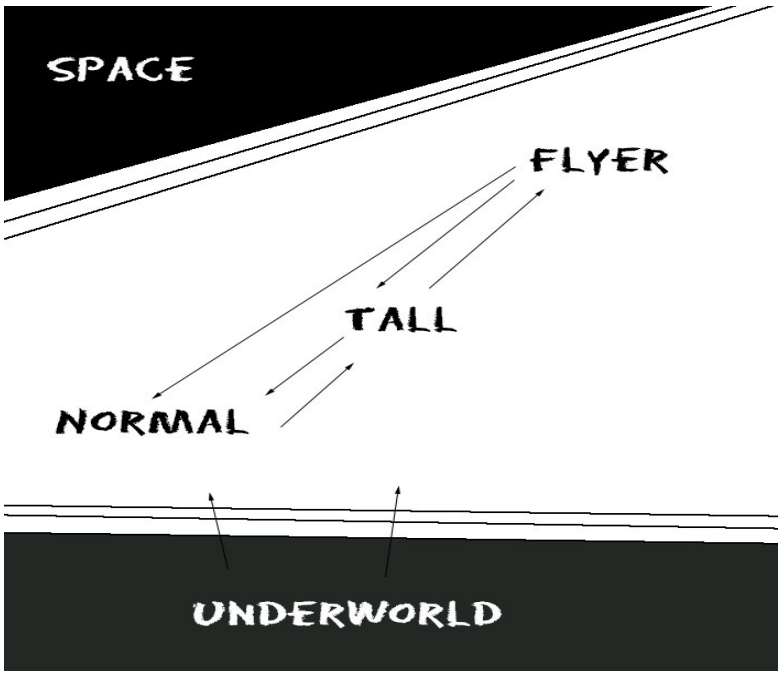
When winning a game reward, you have 25% chance to win XP points and 75% chance to receive a random card of the current season to add to your collection. XP points can be used to upgrade your cards visually or boost a pack's content to find rare cards.

Block Rewards:

When you win a Standard format game, your game is added to the block for a chance to receive a block reward. A block reward is a pack of the current season to add to your collection. The server consolidates all Standard games played within the last ~10 minutes, and then sends a block reward to one of the winning players.

Battle Keywords

When it comes to battles, not all cards can attack all other cards. This is often described using keywords. Each battle keyword has a specific effect, but the following shows the basic idea (read each keyword's description for more info):



Flyer

Cards with the **Flyer** keyword can only be the target of cards with the **Flyer** or **Tall** keywords. However, defending cards can still protect the targeted card since the flyer has to “come down to attack”.

Space

Cards with the **Space** attribute cannot be attacked by cards without the Space keyword. However, cards with Space will Harvest and keep the harvest until loosing the Space keyword intended to be like if the card would “come down for delivery”. This can be an advantage as a backup plan to accumulate resources in a safe location.

Tall

Cards with the **Tall** keyword are allowed to target cards with the **Flyer** keyword.

Underworld

Cards with **Underworld** cannot be attacked by cards without the Underworld keyword. This is intended to be like a separate dimension coming from below and can only target cards “touching the ground”.

Keywords

The following is an extensive list of all the various keywords that you might find on cards.

Armory X
This keyword usually found on Constructs, allows you to place X number of equipment cards under it. Their cost, power and harvest accumulate.

Attacker
This keyword usually found on Allies, specify that a card can only attack. It cannot block or harvest.

Crew X
This keyword usually found on Constructs, allows you to exhaust Allies with power X or more in order to trigger an ability.

Cursed
Any cards with the **Cursed** attribute will be destroyed at the end of a turn.

Defender
This keyword usually found on Allies, specify that a card can only block an attacker. It cannot attack or harvest.

Heavy
This keyword, often found on Equipment or Modifiers, forces the parent card to loose the Flyer keyword.

HP X
A card with an **HP X**, such as a Reaper, has power equal to their HP counter. When damage exceeds the card's power, it then decreases the HP counter. This means that if you can hit a card with double its power, you reduce the HP counter to zero and destroy the card.

Indestructible
A card with the **Indestructible** attribute will not be destroyed when it power becomes zero or negative. An indestructible card with zero or less power will become exhausted.

Infect X
Infect is like a time bomb for a card. The Infect counter decreases at the end of each turn. When X reaches 0, the card is destroyed. When this card is involved in combat, it infects the opposing card with the same Infect X value.

Intangible
Intangible cannot be the target of any cards or abilities. This keyword is usually found on Orbs. However, Orbs can still be shattered when hit by a Reaper.

Loot X
The **Loot** keyword allows an attacking card, when it destroys another card in combat, to gain control of X equipment cards from under the destroyed card.

Melee
A card with the **Melee** keyword will not get exhausted after an attack.

Mirage
A card with **Mirage** cannot be targeted by opposing cards.

Poison
Poison counters inflict damage at the start of a turn. Poison counters are kept at the end of turn and in the junkyard unless an Antidote is used.

Protect
Cards with the **Protect** keyword can intervein between an attacking and defending card. This keyword can block cards with Swift since it protects the permanent.

Shelter X
This keyword usually found on Constructs, allows you to place X number of Allies under it. Their cost, power and harvest accumulate.

Storage X
This keyword usually found on Constructs, allows you to place X number of Items under it. Their cost, power and harvest accumulate.

Swift
Cards with the **Swift** keyword deals damage before being blocked by defending cards. This means that it can reach its target first, but can still be damaged afterwards before the end of combat.

Thief
If this card attacks an Equipment or Item on the battlefield and survives combat, it takes control of that card instead of destroying it.

Toxic
A card with the **Toxic** keyword gives a **Poison** counter to the opposing card when it is touched. Poison counters are kept at the end of turn unless an Antidote is used.

Transform
The **Transform** ability allows to flip a card into its transformed card. When the Transform ability has a cost, such as the one found on Orbs, it will dictate the resources that you will want to harvest during the game.

Unblockable
Cards with this keyword cannot be blocked in combat.

Unique
Any card with the **Unique** keyword must be unique in your deck and can only be used once in a game.

Worker
This keyword usually found on Allies, specify that a card can only harvest. It cannot attack or block.

You can find most of this info by selecting a card in the game application and then clicking the Info button, as shown here:

