Introduction:

Greetings Card Battler. You have been chosen to Card Battle on Planet Ceres! Build your spellbook, summon powerful units, and do battle alongside your Link. There will be a lot of changes in this Early Access Version with frequent updates. Your input will be instrumental in shaping Planet Ceres. I hope you enjoy the exciting world of Card Battle Spirit Link.

The Story of Planet Ceres:

On planet Ceres, peace had not been known for centuries.The many Nations of sentient beings had been at war for almost as long as anyone could remember. The countless conflicts and clashes of weapons and spells of mass destruction threatened to tear the very planet apart. Therefore, the planetary council of magic intervened.The representatives from every nation joined forces to cast a powerful and terrible spell on the entire world. From then forth, all wars, and the fate of the planet itself, became connected to Card Battles carried out on another world. This other world, is Earth. In order to resolve conflicts on Ceres, Leaders must seek out their other self on Earth and join forces with them in Card Battles. Go Now! Find your other self, form a bond, and claim victory! This is Card Battle Spirit Link!

Spell Book Construction:

Instead of using traditional decks, Card Battle Spirit Link uses a revolutionary Spell Book System. Cards are placed in order to form the “pages” of the book. While in the book, cards are referred to as pages. While pages, cards still retain all information such as stats, card type, and Nation. The book's pages are never shuffled and will always be in order. This makes it easy to build a cohesive and consistent strategy. If a page is removed from the book, the next page down will take its place. For example, if page 3 is removed from the book due to a card skill, page 4 will become page 3, page 5 will become page 4, and so on. At the start of the game, your Leader card, page 1, will automatically be played. Then, the cards that represent pages 2 and 3 will be available. At the start of your next turn, you must turn the page making pages 4 and 5 visible and available. However, this renders pages 3 and 2 no longer visible and thus inaccessible. In Card Battle Spirit Link you either use your pages, or lose your pages.

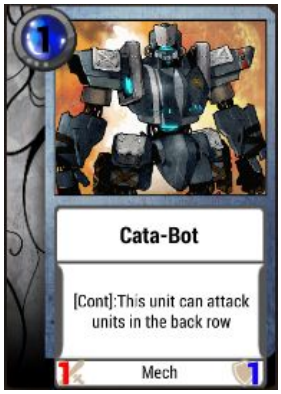
When building your spell book, please follow these rules.

1. A book must consist of exactly 32 cards
2. Only cards of the same Nation may be used in one book. For example, if you start by adding cards from <<The Citadel>>, you cannot on the next page(or any future pages) include a card from <<Rain Belt>>
3. You may only include 4 copies of the same card name in your book
4. The first page of your book must be a Leader card.
5. You may only have 1 Leader card in your book.

Card Types:

Units:

Units represent the comrades under your command. They are the main card you will use to damage your opponent, defeat enemy Units, and win the game. Units are played to either the Front or Back Row on the Field



Unit information from top to bottom/left to right: Cost/Nation, Name, Skill Text, Attack, Attribute, Defense

Cost: The required Energy to summon the Unit

Nation: All units belong to one of 7 Nations. You may only include cards of one nation in a book. Nation is indicated using the Color of the cost orb. Blue for The Citadel, Red for Elder Territories, Purple for U.B.R., Pink for Deep Blue, Yellow for Holy Kingdom, Grey for Drahon, and Green for Rain Belt.

Name: Unit card name. Unit card names are referred to as “Card Name” with in all Skill Text. If only part of a card is being referenced within Skill Text, it will be denoted as “”Card Name””

Skill Text: The Special Abilities of the Unit. Many Keywords will be featured here, please familiarize yourself with the list of Keywords

Attack: The amount of Damage dealt to enemy Units when Attacking or Attacked

Attribute: Attributes are used to help create cohesive books and play styles. Attributes are referred to as <Attribute> in all Skill Text

Defense: The amount of Damage this unit can receive before it is Destroyed. When a Unit is Destroyed, it is sent to the Drop

Units have 1 more Hidden piece of Information:

Crit: Crit is how much Damage this Unit deals when attacking a Leader. All Units have 2 Crit unless otherwise stated.

Spells:

Spells are the main support card in your book. They will be the primary cards used to increase your Energy, Life, and other resources. Spells are played to the Front Row. All Spells are sent to the Drop after use.



Spell information from top to bottom: Cost/Nation, Name, Skill Text, Attribute

Cost: The amount of Energy required to cast the Spell

Nation: All cards belong to one of 7 Nations. You may only include cards of one nation in a book. Nation is indicated using the Color of the cost orb. Blue for The Citadel, Red for Elder Territories, Purple for U.B.R., Pink for Deep Blue, Yellow for Holy Kingdom, Grey for Drahon, and Green for Rain Belt.

Name: The name of the Spell. Spell card names are referred to as “Card Name” with in all Skill Text

Skill Text: The Special Abilities of the Spell. Many Keywords will be featured here, please familiarize yourself with the list of Keywords.

Attribute: Attributes are used to help create cohesive books and play styles. Attributes are referred to as <Attribute> in all Skill Text.

Leaders:

Your Leader is the representation of yourself on the Planet Ceres, your “Other Self”. Leaders command the units and cast the spells that are contained with in your book. You may only have one Leader Card per book, it must be the first page of your book, and all other cards in the book must match your Leader’s Nation. Leaders are Automatically put into play in the Leader Zone at the start of the game.



Card Information from top to bottom/left to right: Cost/Nation, Name, Text, Attack, Attribute, Defense

Cost: All Leaders currently have a cost of 0.

Nation: All cards belong to one of 7 Nations. You may only include cards of one nation in a book. Nation is indicated using the Color of the cost orb. Blue for The Citadel, Red for Elder Territories, Purple for U.B.R., Pink for Deep Blue, Yellow for Holy Kingdom, Grey for Drahon, and Green for Rain Belt.

Name: Card name. Card names are referred to as “Card Name” with in all Skill Text

Skill Text: The Special Abilities of the card. Many Keywords will be featured here, please familiarize yourself with the list of Keywords. Leader Powers cannot be activated during your first turn.

Attack: The amount of damage dealt to Units while attacking. Leaders cannot attack during your first turn.

Attribute: Attributes are used to help create cohesive books and play styles. Attributes are referred to as <Attribute> in all Skill Text.

Defense: Currently all leaders have 0 defense.

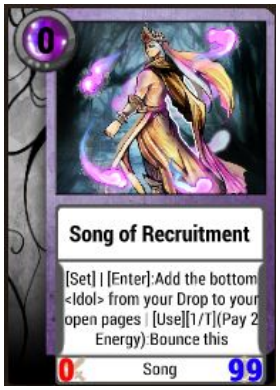
Hidden Information:

Crit: Crit is the stat used to deal damage to enemy Leaders. All Leaders have a base Crit of 0.

Life: Life is how much damage you can take from enemy attacks before you lose the game. All Leaders start with 20 Life, and the person who goes second will gain an extra 3 Life.

Set Spells:

Set Spells are unique cards that combine the properties of both Units and Spells. Set Spells have 0 Attack, 99 Defense, and the [Set] Keyword. Set Spells are considered to be spells, not Units. Set Spells cannot be played to the Front Row. Set Spells may only be played to the Back Row. Unlike normal Spells, Set Spells stay in play after casting.



card information from top to bottom/left to right: Cost/Nation, Name, Skill Text, Attack, Attribute, Defense

Cost: The required Energy to cast the Set Spell

Nation: All cards belong to one of 7 Nations. You may only include cards of one nation in a book. Nation is indicated using the Color of the cost orb. Blue for The Citadel, Red for Elder Territories, Purple for U.B.R., Pink for Deep Blue, Yellow for Holy Kingdom, Grey for Drahon, and Green for Rain Belt.

Name: Card name. Card names are referred to as “Card Name” with in all Skill Text

Skill Text: The Special Abilities of the card. Many Keywords will be featured here, please familiarize yourself with the list of Keywords

Attack: Set Spells have 0 Attack and cannot Attack

Attribute: Attributes are used to help create cohesive books and play styles. Attributes are referred to as <Attribute> in all Skill Text.

Defense: Set Spells have 99 Defense, however Set Spells cannot be attacked.

Shifted Units

Shifted Units are very special Units that are currently exclusive to the Nation of Drahon. Shifted Units cannot be played to the Back Row. Shifted Units are identifiable by (Shifted) being present in their card name. In order to play a shifted Unit, you must first play it's non-shifted version and prepare the Shift. When a Shift is prepared by the un-shifted unit, the next available (Shifted) version of the non-shifted Unit is taken from the book and added to the open pages, the Shifted card is then considered to be Prepared. Shift preparation is usually done by fulfilling a condition printed in the Skill Text of the non-shifted card. If you do not prepare the Shift, the Shifted Unit will be Destroyed immediately after summoning. To put it simply, first you play the card that doesn't not have (Shifted) in the card name. Then when the conditions on that card are met, you get to take the (Shifted) card from your book and play it on top of the un-shifted card.



Unit information from top to bottom/left to right: Cost/Nation, Name, Skill Text, Attack, Attribute, Defense

Cost: The required Energy to summon the Unit

Nation: All units belong to one of 7 Nations. You may only include cards of one nation in a book. Nation is indicated using the Color of the cost orb. Blue for The Citadel, Red for Elder Territories, Purple for U.B.R., Pink for Deep Blue, Yellow for Holy Kingdom, Grey for Drahon, and Green for Rain Belt.

Name: Unit card name. Unit card names are referred to as "Card Name" with in all Skill Text

Skill Text: The Special Abilities of the Unit. Many Keywords will be featured here, please familiarize yourself with the list of Keywords

Attack: The amount of Damage dealt to enemy Units when Attacking or Attacked

Attribute: Attributes are used to help create cohesive books and play styles. Attributes are referred to as <Attribute> in all Skill Text.

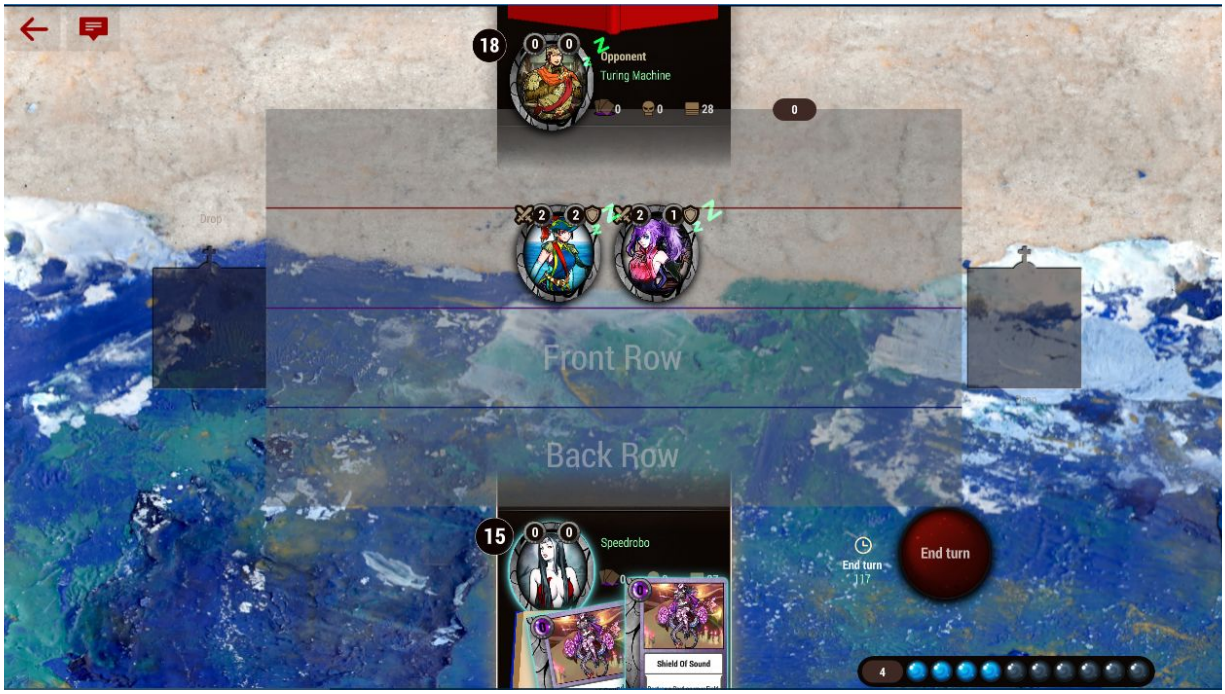
Defense: The amount of Damage this unit can receive before it is Destroyed. When a Unit is Destroyed, it is sent to the Drop.

Units have 2 more Hidden pieces of Information:

Crit: Crit is how much Damage this Unit deals when attacking a Leader. All Units have 2 Crit unless otherwise stated.

The Game Field

This is what the game looks like while in a Card Battle



From top to bottom, left to right: Exit Arrow, Chat, Enemy Book, Enemy Leader(With Life Displayed), Enemy Back Row, Enemy Front Row, Enemy Drop, Player Front Row, Player Drop, Player Back Row, Player Leader (With Life Displayed), End Turn Button, Open Pages, and Energy Bar

Exit Arrow: Allows you to leave the current game, forfeiting the Card Battle

Chat: Text Chat to talk to your opponent

Enemy Book: Shows the enemy book.

Enemy Leader: Displays the enemy Leader and their current Life

Enemy Back Row: Shows the enemy Back Row and all Units and Spells in it

Enemy Front Row: Shows the enemy Front Row and all Units in it

Enemy Drop: Shows the enemy Drop and the most recent Dropped card

Player Front Row: Shows the player Front Row and all Units in it. You cannot play a 7th Unit in your Front Row. Spells are played to the Front Row and casting of spells is not affected by, and does not affect, your Front Row Unit count.

Player Drop: Shows the player Drop and the most recent Dropped card

Player Back Row: Shows the Player Back Row and all Units and Spells in it. Units in the Back Row cannot attack or be attacked. However the Skill of back row units are still active and can be used and triggered. You cannot play a 9th card to your back row.

Player Leader: Shows your Leader and Current Life

End Turn Button: Press this to end your turn

Open Pages: Shows the cards in your open pages. These are the cards available for you to play for this turn. There is no limit to how many cards can be in your Open Pages.

Energy Bar: Displays your current Energy

NOTE: For gameplay purposes, a card is considered to be “on the Field”, “In Play”, or “Summoned” if it is in the Front or Back Row, or in the Leader Zone.

Turn Sequence:

Each Player's turn consists of proceeding through all three phases of gameplay. Players alternate turns until the Card Battle is over.

Start Phase:

1. Turn a page
2. Gain 2 Energy
3. Stand all Units and Spells on your Field
4. Resolve any [Start] effects
5. Turn an Additional Pages (Optional)

Main Phase:

1. Summon Units from your open pages to the Front or Back Row by paying the Cost
2. Activate [Use] effects of cards on your Field by paying their (Cost). You cannot activate a Leader’s [Use] during your first turn.
3. Cast Spells from your open pages by placing them in the Front Row and paying the Cost
4. Attack enemy Units in the Front Row with Standing Units in your Front Row or your Leader. Leaders cannot attack during your first turn.
5. Attack the enemy Leader with Standing Units in your Front Row or your Leader

End Phase:

1. Resolve any [End] effects
2. Turn is passed over to the other player

Winning the Game:

Once a player has 0 Life or less, that player loses the Card Battle and their opponent is declared the winner!

Golden Rules of Card Battle Spirit Link:

These following rules are the most important rules of the game. These rules are always in effect.

1. Card text supersedes all game rules other than the Golden Rules. If a card’s text or effect would contradict the rules in this document, the card text takes precedence.
2. Card effects will resolve as fully as possible as long as the Cost is fully paid. See more on Costs in the ‘Skill Activation and Keywords’ section

GamePlay:

We will now cover the phase of play in greater depth

1. Start Phase

A. The turn player turns a page
B. The turn player gains 2 Energy and add it to the Energy Pool
C. The turn player Stands all Units and Spells on their Field
D. If the turn player has any Units or Spells on the Field with the [Start] Keyword, those Skills now resolve
E. The turn player can turn another page of their spell book. Once the player enters the main phase by performing a main phase action, the turn player can no longer choose to turn an additional page of their spell book for the duration of the turn.

2.Main Phase

The turn player may choose to do any number of these actions in any order they wish. The main phase ends when the “End Turn Button” is pressed

A. Summon Units from your open pages to the Front or Back Row by paying the Cost
B. Activate [Use] effects of cards on your Field by paying their (Cost)
C. Cast Spells from your open pages by placing them in the Front Row and paying the Cost
D. Attack enemy Units in the Front Row with Standing Units in your Front Row
E. Attack the enemy Leader with Standing Units in your Front Row
F. Attack enemy Units or the enemy Leader with your Leader, except on your first turn.
G. Activate the [Use] skill of your Leader, except on your first turn.

3. End Phase

Once the End Turn Button is pressed by the turn player, the turn proceeds to the End Phase. In this phase, first any [End] Skills are resolved, then the turn is considered to be over.

Attack Resolution:

During the Main Phase, the turn player may use any of their Standing Units to Attack enemy Units in the front row or the enemy Leader. To declare an attack, hold down the left mouse button on a Standing(Glowing) Unit in your Front Row and drag the cursor to the desired Attack target. If the attack is legal and the target is the enemy Leader, the enemy’s life will be reduced by the attacking Unit’s Crit stat. If the attack is legal and the target is an enemy Unit, the defending unit’s defense will be reduced equal to the attackers Attack stat. Then the attacking Unit’s defense will be reduced equal to the defending Unit’s Attack stat. If either Unit’s Defense reaches 0 or lower, that Unit is destroyed at the end of the battle. If your Leader has an Attack value, you may use it to attack the same way you would use a Unit to attack. If the attack target of your Leader attack is the enemy Leader, the enemy Leader’s life is reduced by your Leader’s Crit. If the attack target is an enemy Unit, your Leader deals damage to the enemy Unit equal to your Leader’s attack stat. Then, your Leader receives damage equal to the defending Unit’s Crit stat.

Skill Activation and Keywords:

Skill Text is written in a shortened form to compress card text, however Skill Text could be difficult to read for new players. In this section we will be covering how to read skill text and the comprehensive list of Keywords.

Example Skill Text: [Enter:Front](Pay 1 Energy):Gain 1 Life
Components of Skill Text: [Trigger:Zone](Cost):Effect

Trigger: This is the condition to activate the Skill. Most triggers are Keywords. Most spell Skills do not have Triggers as the Trigger would be casting the spell in the Front Row.
Zone: The Zone the ability can trigger in. If the card is not in the Zone listed in the Skill, the Skill cannot activate. If there is no Zone listed, then the card must simply be played to the field for the skill to be activated.
Cost: The cost of the skill. This must be paid in order for the skill to resolve. If there is no cost listed, then the skill does not require a cost to be paid in order for the skill to resolve.
Effect: What the skill does upon resolution

List of Keywords:

[Use] Are Skills that can only be used during the main phase. This is a Trigger. Use Skills are activated by Shift Clicking, or Right and Left clicking on the card with the [Use] skill at the same time.
[End]: "[Auto]: At the end of the turn, this skill Triggers" [End] is a Trigger.
[Start]: "[Auto]: At the start of the turn, this skill Triggers". Is a Trigger.
[Enter]: When this Unit is summoned, this Skill Triggers. This is a Trigger.
[Auto]:A Trigger that signifies the ability will automatically Trigger when a condition is met. The condition will be described in the Skill.
[Cont]: are Skills that are always active. This is a Trigger.
[Set]: Used on spells that stay on the field. Set Spells are covered in the Card Types section.
[Block]: Units with this must be Attacked before any other targets on the field including Leaders.
[Rush]: Units with [Rush] come into play as Stand (ready to attack), instead of Rest (Unable to attack).
[Freeze] The frozen card cannot stand at the start of turn. Is removed after the Start Phase.
[Harmony (X)]: Gain X Energy when you Play a Set Spell. If X is not listed, it is considered to be 1.
[Drain (X)]: When this card attacks, heal X Life. If x is not listed, it is considered to be 1
[1/T]: Signifies that the Skill can only be used once per turn
[Death]: Triggers on destroy. This is a Trigger
[Sneak]: Units with [Sneak] cannot deal damage or receive damage from attacks. [Sneak] is removed after the Unit declares an Attack.
[Shift]: See Card Types for details.
[Reaper]: When this card attacks an enemy unit, destroy the enemy unit at the end of the battle

[Plunder]: "[Auto]: When your opponent should lose energy due to one of your effects, this skill is Triggered" Plunder is a Trigger.
[Seal]: Units with [Seal] cannot attack. They may still be rested and stood. It is possible to remove [Seal] with a card effect.
‘Bounce’:’Bounce’ is a term used in card text. Bounce means ‘put the specified target from the field to the open pages.’
[Delay(X)]: This skill will be able to be triggered after X turns have passed. For example: ‘[End][Delay(1)]:Effect.’ On your next end phase after summoning this card, this skill will trigger.
‘Draw’:’Draw’ is a term used in card text. ‘Draw’ is shorthand for ‘Remove the specified card from the specified location in your book, and put it into your open pages.’ For example, ‘[Enter]Draw the next Unit’ means ‘[Enter]:Remove the next Unit in your book, and put that Unit into your open pages’
[Cut]: [Cut] is a skill trigger condition. [Cut] skills are skills that will trigger when the specified condition is met, similar to [Auto]. The key difference, is that [Cut] skill can interrupt player actions. Each player may only have one [Cut] skill active at one time, and if a new [Cut] is played, it will overwrite the previous [Cut] and will be considered the active [Cut].
‘Fizzle’: ‘Fizzle’ means to prevent the specified action from resolving. If an attack is ‘Fizzled’ the attack is immediately canceled before damage calculation is finished. Any on attack skills will still trigger. If a summon or cast is ‘Fizzled’, the ‘Fizzled’ card is considered to have not entered the field, it’s skills do not trigger, and it is immediately sent to the Drop. The controller of the ‘Fizzled’ card is still required to pay the cost of the ‘Fizzled’ card.
“” and “””””: “Name” as seen in card text is referring to an exact card name. Where as “”Name”” is referring to a part of a card name. For example, “Shieldbearer” can only target “Shieldbearer” and not “Elite Shieldbearer”. “”Student Council”” can target “Student Council President, Rinchenia” and/or “Student Council Disciplinary Chair, Hylo”
[Frenzy]: “[Auto]:When an enemy Front Row Unit would be destroyed by one of your card skills, this skill is triggered” [Frenzy] is a trigger. [Frenzy] will only trigger if a card skill explicitly Destroys an enemy unit, not if it deals damage. For example, if a player had a [Frenzy] skill on the field and they activated Maid Leader Sabine's Leader Power, this would not trigger [Frenzy] even if an enemy front row unit is destroyed due to the damage dealt by Maid Leader Sabine.