

… Book of Truths …

Version 1.1

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... The Story ...

Wisdom is better than foolishness, just as light is better than darkness. As shadow, the master of deception masquerades as a light, humankind remains enslaved and wrestles against principalities, powers and rulers of darkness, against spiritual hosts of wickedness in the heavenly places. They have begun to love darkness more than the light, for their actions are evil and they refuse to acknowledge its ways or stay in its paths. Although mankind thinks he follows truth he instead follows deception, a path that leads only to the dark.

There is an ancient prophecy that some continue to believe in – and so, a glimpse of hope remains. "The people who walked in darkness have seen a great light; those who dwelt in the land of the shadow of death, upon them a light has shined." Following the trail of the prophecy has led you to the Mayan temple of Herros, there on the altar of skulls called Golgotha you discover the fire orb. The orb is filled with a powerful light known as Noohra, you must become the light bearer a hero commissioned to bring light and truth back into the world. Without a hero the souls of humanity move toward the coldness of certain death.

You start as a member of a secret priestly order called Goshan, an ancient sect of holy warriors who have sworn an oath to protect mankind from the shadows of evil. A youthful adventurer at heart you decide to seize the opportunity to becoming the light bearer and save mankind. You have been wondering across earth for many years in pursuit of an ancient myth that tells of a wonderful mystical fire orb of light that gave great knowledge and power to ancient priests who managed to wield it. The myth says the orb was forged by a god to bring fire, knowledge and science to mankind and progress their primitive existence, but could this be another dark deception?

Your adventure begins in the year 803 BC, deep inside a thick jungle where you discover a lost Mayan temple dating back to 2200 BC. Reaching the inner most chamber you find the room filled with a strange cloud of darkness, a weak light pulsates from a glowing orb of fire on top of the altar. Could this strange object finally be the orb from the prophecy, the way, truth and life could soon be in your very grasp. You feel an indescribable bond with the orb, incredible warmth that overwhelms and irresistibly draws you nearer. The light within the fire orb, called Noohra pulsates brighter almost in tune with your now heavy beating heart and becomes almost blinding. The presence of darkness that hangs like a mist in the chamber begins to flee from its brilliance towards every exposed crack in the ancient floor. You hear the scuttles of surrounding creatures sent from the cover of shadow to hinder your path.

You notice what you can only perceive to be a flaming portal, your connection with the orb seems to grow stronger with each passing second and you instinctively sense the orb and the portal are one. Almost as though this fire orb wants to guide you somewhere, in fact it will take you on a mystical journey to destroy the lies of darkness and uncover a path of truth that could save not only your soul but that of humanity.

… The Fire Orb …



The Fire Orb shines with a powerful and spiritual light called the Noohra. Keeping the fire orb filled with Noohra is crucial to the righteousness of your soul and successful progress during the game. The fire orb and fire portal are one and reaching the portal will be your primary goal on each stage.

Learning to wield the fire orb:
The player can position the orb horizontally and adjust its weight at the beginning of each stage. Once the orb is released gravity becomes your friend and you can no longer control the movement or adjust the weight of the orb. You do however have 3 orb abilities, Force Push, Shield and Shockwave to aid you during gameplay. Experimenting with different placements, weight and abilities will earn you victory over the darkness. Each defeat has multiple consequences and sends you down the Path of Deeper Truths.

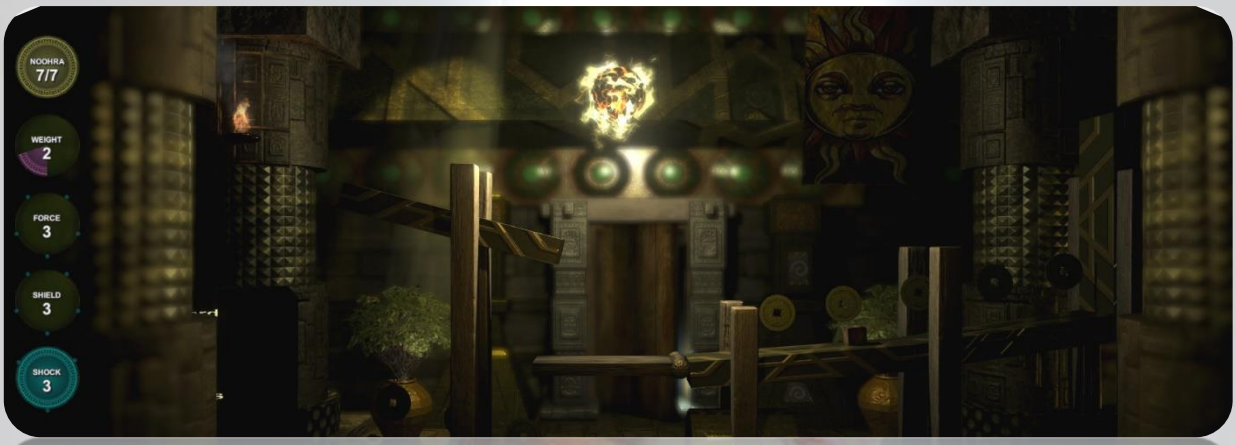


With each defeat you are consumed by darkness and your world will become darker, the line between truth and deception grows blurry.

Path of Deeper Truths (your soul status)

7 - Righteous: Acting in an honest and morally exemplary way. (full light)
6 - Egotistic: Opinionated, vain and boastful.
5 - Self-centred: Concerned solely about one's own interests and welfare.
4 - Pessimistic: Tendency to expect only bad outcomes, gloomy, joyless and unhopeful.
3 - Odious: Deserving or causing hatred, hateful and detestable.
2 - Belligerent: Warlike and given to waging war.
1 - Destructive: Tending to destroy and causing destruction or much damage.
0 - Immoral: Bad, wicked and depraved. (no light)

... Fire Orb Abilities ...



Noohra: The Noohra meter indicates the level of light the fire orb contains. The more corrupt your soul becomes the darker your world becomes. Restore your Noohra under the token management screen by collecting the allotted holy fire tokens.

Orb Weight: You can change the weight of the orb only before you release it, the lighter the Orb and the more momentum you have the greater your Force Push effect. You need to experiment with different weights to see what effect it has on items.

Force Push: Please note this is not a typical jump action. Performing a Force Push will allow the orb to push off objects it bounces against multiplied by its weight and momentum. You therefore cannot perform a Force Push while the orb is rolling but only by bouncing or hitting against an object. Collecting green force disks will fill your force meter. The higher the upgrade the more powerful the Force Push and you additionally receive more force per disk collected. You can upgrade this ability to level 3. Every push earns you an additional 500 points.

Shield: Collecting shield orbs will fill your shield meter, activating the shield will use up your shield energy very quickly so use only when you are about to strike an enemy or trap. The higher the shield upgrade the more shield energy you collect, you can upgrade this ability to level 5.

Shockwave: Allows the orb to push objects away from itself using a powerful shockwave. The shockwave meter fills up automatically over time and depletes with every shockwave used. The higher the shockwave upgrade the more powerful the shockwave becomes. You can upgrade this ability to level 5, this ability can be useful to push wooden blocks to collect coins and keys that are out of the reach of the orb.

... Consumed by Shadow ...



Darkness remains infinitely deceitful and stops at nothing on its quest to destroy all that is good. The fire orb must remain filled with Noohra for the player to remain righteous and make any progress. Throughout the game, the player is intimidated and manipulated by darkness and it is discouraging when it seems that darkness may yet again have an unfair advantage, as each defeat will have multiple consequences.

- Path of Deeper Truths - A 7 level indicator that highlights the condition of the player's soul. Level 7 the soul being righteous and full of light down to zero having no light and the soul being classed as immoral.
- Dark Traits - The darker the soul becomes the more chance the player will have of gaining a random dark trait, which will empower the bosses they challenge.
- Health Points - The player will lose 10 HP.
- Light - The fire orb will lose light, which makes it challenging for the player to identify vital symbols scattered around the world(s). These symbols are needed for a time lock at the end of each world.
- Experience Points - The player gains XP leak and will lose XP every 10 seconds equal to the amount of Noorah lost.
- Wealth - Lastly, a player will lose 100 coins from their purse.

... Dark Traits ...



Each time you are defeated you stand the chance of gaining one of four dark traits that will enhance (buff) the battle effectiveness of bosses, similar how spirit scrolls bolster the player. Each dark trait empowers the darkness in different ways by increasing their health, attack, defense and manna during card battles, the more you have of a trait the greater the effect. You can cure the trait by purchasing the corresponding cure at the shop via the hero profile screen. These tokens are expensive and only remove 1 point (debuff) on a trait per purchase. The more Noohra you lose the greater chance you have of gaining a trait so keep your Noohra meter full.

Odds to gain a dark trait: 1 - (9 minus lost Noohra)
If your corruption status reaches immoral then the odds would equate to a 50% chance of gaining a dark trait when you are defeated.

… Magic Card Battles …



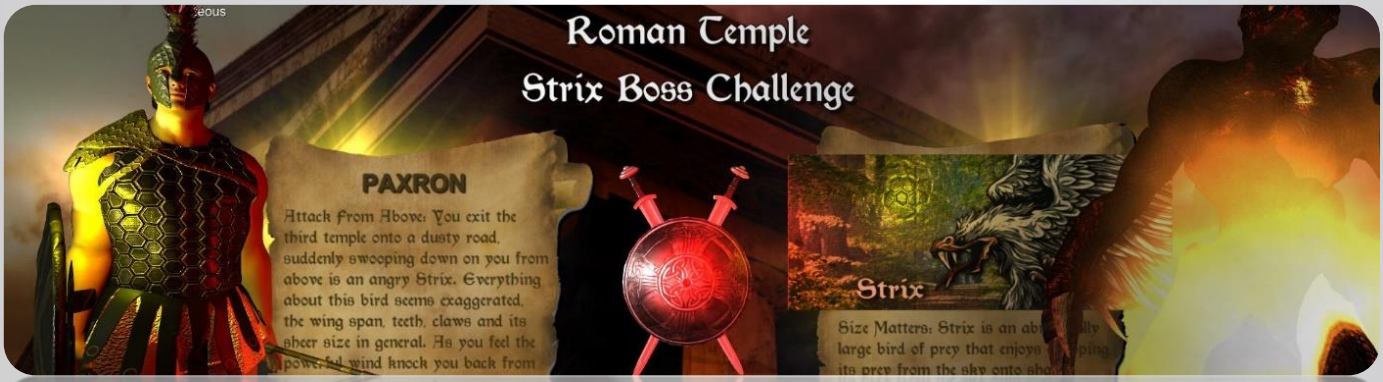
Boss battles are played out through a fast-paced magic card system with the focus on both speed and simplicity over other typical card games that can have drawn out turns and complicated management of card decks. The player starts out with a base deck and can then strengthen the deck by collecting a card during each of the platform stages or by unlocking cards using tokens. Once the player engages with darkness during a battle, there is no turning back – the player cannot disengage and leave the battle without first having to pay a penalty. Do not turn your back on the dark.

A set of counters are used for each attack lane to help inflate attack and defence figures – a defensive strategy from the opponent and spells will however decrease or nullify this. A player could cast down a firestorm or tornado to obliterate the enemy's cards from the playing field and on the other hand, the enemy could play a full health card, which could secure him a solid victory.

Manna strategy is important. If a manna card is not dealt, the player can opt to sacrifice a battle card in the Pool of Bethesda to gain one manna. This position could force the player to strategize and direct a trade-off between either having enough manna or adequate battle cards to play.

Players can additionally earn spirit scrolls and strategically string up to 4 scrolls together to enhance their fighting abilities during battles. This works similarly to the dark traits for the enemy, where attack, defence, manna and health are increased by applying various classes of scrolls.

At the start of a battle an indication will be given of how many rounds you need to win against each opponent. To be competitive you will need to collect a single card on each of the platform stages which in turn is added to your deck. Under token management you can unlock additional rare cards.



- Manna - To play a card you need to collect the same or higher amount of manna indicated on the top left-hand corner of the card.
- You can gain only one manna per turn by moving a manna card over one of your attack or defense slots or by sacrificing a playing card in the Pool of Bethesda. Magic cards can also be sacrificed if your manna is lower than the manna on the magic card, otherwise the magic card will be played.
- Lanes - There are 2 playing lanes per player. Each lane has 1 green attack and 1 red defense slot, 4 slots therefore in total.
- Each lane has an attack and defense counter, the attack value is taken from the attack value of the card placed on the attack slot. The defense value is taken from the defense value of a card placed on the defense slot.
- Attack and defense counters can be inflated or deflated by spells or card special abilities. Certain cards can use spells to nullify or decrease any inflated counters.
- Your attack counter plays against your opponent's defense counter in the same lane. Your defense counter defends against your opponent's attack counter for that lane. A higher value will destroy your opponent's card and equal values will destroy both cards.
- The large green total attack counter in the center shows the damage the opponent will receive when your turn ends. The value is the total attack value from both your lanes minus the total defense values of your opponent.
- Magic cards – These cards played in the Pool of Bethesda on the bottom right of the screen. If you play a magic card but your manna is lower than the manna value on the magic card, the card will be sacrificed for 1 manna so long as you have not obtained manna that turn already.
- Poison - Playing a poison card will poison your opponent and health is deducted each turn. The poison indicator flashes when poisoned and indicates the value of the current poisoning. You need to play a kill all spells card to rid yourself of the poisoning.
- XP - You gain XP after each battle round calculated by the value of attacks during each turn and additionally the manna value of cards you destroy. You gain additional XP for defeating a boss and increased XP for defeating a Place of Shadow boss.
- Points - You gain points after each battle round calculated by the value of attacks during each turn and additionally the manna value of cards you destroy. You gain additional points for defeating a boss and more points for defeating a Place of Shadow boss.
- Coins - You will earn coins for each round victory and additional coins for a boss defeat and more for a Place of Shadow boss defeat. This is multiplied by the number of bosses you have already defeated.
- Tokens - You earn 10 mythic card tokens and open an orange chest when defeating a boss, 20 tokens are earned, and a red chest is opened for defeating a Place of Shadow boss.

- Heath - Each round starts with the health you had when the battle was initially started, unless you managed to gain more health during the previous battle round. When defeated you will lose any health higher than your characters current base health.
- Classifications - There are 3 card classifications, namely common (grey cross), un-common (light blue cross) and rare (gold cross).
- Card Values - The orange indicator in the top left of the card indicates the manna value, the green shield bottom left is the attack value and red shield is the defense value.
- Spirit Scrolls - Allocating spirit scrolls to your 4 spirit scroll slots under your hero profile screen will give you battle advantage. These scrolls can increase your health, attack, defense or manna before a battle and can also guarantee that you start with manna of miss a turn cards in your starting hand. These scrolls are however lost when you lose a round or additionally for leaving a battle.
- **Dark Traits – Any dark traits gained will empower bosses by also increasing their health, attack, defense and manna before each round. You can buy expensive cures for each dark trait before the battle at the shop under the hero profile screen.**
- **Boss Leaderboard - Each boss has a leaderboard, press 'L' or Xbox D-pad left/right to view. Once the boss is defeated your final round score is added to the leaderboard.**



A Rare Card (Gold Bands)

… Spirit Scrolls …









You can strategically add spirit scrolls to 4 slots located on the player profile screen. These scrolls enhance (buff) your fighting ability during card boss battles. To earn scrolls you need to collect enough tokens to play the Scroll Chance game located under the token management screen. If you manage to win a scroll it is added to you scroll inventory, once the scroll is allocated to a slot it is permanently removed from the inventory.

Chances per scroll type:
1 in 3 chance to win a copper class scroll
1 in 4 chance to win a silver class scroll
1 in 6 chance to win a gold class scroll
1 in 12 chance to win an amethyst class scroll

If you die during a card battle you are consumed by darkness and lose all spirit scrolls allocated to any of the 4 slots. There are 4 types of spirit scrolls each increasing in power, namely copper, silver, gold and amethyst. Some scrolls can increase your health, defense, attack and manna. First Card scrolls will deal specific cards first to your hand in each round.



… Earning Points …

You must clear a stage to be credited with items you collect, with exception to magic cards and the purple jewel. There can be more than one route to clear a stage, some routes may be easy while others are riskier, but will offer more rewards. As you level-up each of the orb's abilities, replay stages to collect additional items and log higher leaderboard scores.

- Every bounce of the Fire Orb earns 100 points.
- Every bounce of a wooden cube earns 10 points.
- Force disk earns 1000 points.
- Ancient coin earns 2000 points.
- Shield orb earns 500 pts.
- Green jewel earns 1000 points, 500 coins & 1 jewel token.
- Squishing a small dark minion earns 100 points.
- Purple jewel earns 1000 points & 1000 coins, immediate. (random spawn 6% chance)
- Collecting mushrooms for food earns 500 points. (random spawn 10% chance)
- Breaking a clay pot earns 50 points per piece. A breaking pot can break another.



... XP and Health ...

XP is earned on both the platform stages and in boss card battles. For every 1000 XP earned you will progress one level and earn bigger rewards throughout the game. The orange circular XP meter indicates your current XP earned. Your current level is the larger number inside the XP meter.

Your **health** is used during boss battles and is indicated by the red dial meter. Health starts at a base of 60 for the initial hero character and increases by 20 for each of the other hero characters you unlock.

Each time you die you lose both health and Noohra, a darkened soul also leaks XP every 10 seconds by the amount of lost Noohra. You will need to gain enough holy fire tokens as quickly as possible to replenish your Noohra. Restoring Noohra replenishes some health, mushroom tokens also replenish your health and can additionally be collected in stages.

During platform stages you gain XP for the length of time, coins and force disks collected. A maximum of 400 XP can be earned on a stage.

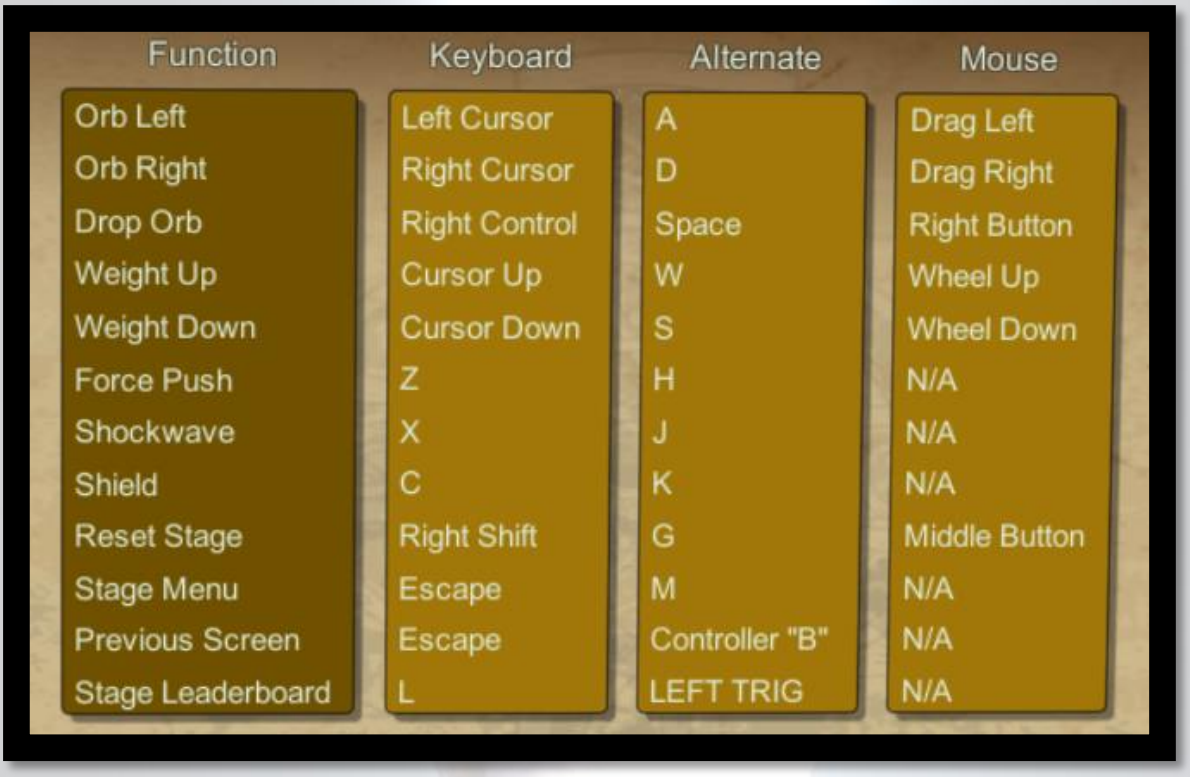
During card battle rounds you gain XP by the total value of your attack on each turn, additionally the manna value of cards you destroy. A maximum of 400 XP can be earned in a round, additional XP is awarded for defeating the boss. You however receive no XP if you lose the round, XP leak still applies during card battles so replenish your Noohra and health before you start a battle.



… Controls …


Weight Down
Weight Up
Stage Leaderboard
A Force Push
B Release Orb
X Shockwave
Y Shield
LS Place Orb
Restart Stage
Menu


End Turn
Magic/Sacrifice
Boss Leaderboard
CARD SYSTEM
A Attack Slot 1
B Defense Slot 1
X Attack Slot 2
Y Defense Slot 2
LS Select Card
N/A
Menu (Only on your turn)



Function	Keyboard	Alternate	Mouse
Orb Left	Left Cursor	A	Drag Left
Orb Right	Right Cursor	D	Drag Right
Drop Orb	Right Control	Space	Right Button
Weight Up	Cursor Up	W	Wheel Up
Weight Down	Cursor Down	S	Wheel Down
Force Push	Z	H	N/A
Shockwave	X	J	N/A
Shield	C	K	N/A
Reset Stage	Right Shift	G	Middle Button
Stage Menu	Escape	M	N/A
Previous Screen	Escape	Controller "B"	N/A
Stage Leaderboard	L	LEFT TRIG	N/A

… Token Management …

The token management screen is the most important tool available for the player to progress and become more powerful, it allows a player to use their collected tokens to unlock items such as orb upgrades, treasure chests, rare cards, shadow bosses, etc. Under certain scenarios when all items in a category are unlocked the tokens will be traded for others. Regularly check your tokens to see what items you can unlock or upgrade.



Spirit Scroll - Level 3 required. Collect 5 tokens for a chance to win a random mystery scroll. Spirit scrolls will buff your fighting ability during card battles.



Fire Orb - Collect 100 orb bounce tokens to trade for 1 chest of secrets token. Each bounce of the orb will give you 1 token. This is your best way to gain green chest keys.



Force Push - Level 2 required. Collect 50 tokens to upgrade the orb's force push ability up to level 3. Once the maximum upgrade is reached the tokens will be traded for 10 shockwave tokens. Thereafter shield tokens and finally holy fire tokens. This is a good way to upgrade orb abilities faster.



Shockwave - Level 3 required. Collect 20 tokens to upgrade the orb's shockwave ability up to level 5. Once the maximum upgrade is reached the tokens will be traded for 10 food tokens. A more powerful shockwave can reach further and gain you more points.



Shield - Level 3 required. Collect 10 tokens to upgrade the orb's shield ability up to level 5. Once the maximum upgrade is reached the tokens will be traded for 5 heart tokens. To clear higher stages, you would need a fully upgraded shield.



Holy Fire - Collect 10 tokens to restore the Noohra and light within the fire orb, it also decreases XP leak and adds 5 points health. Keeping the orb full of light is crucial to spot required tokens scattered throughout worlds and speedup leveling.



Food - Purchase mushroom food tokens from the shop or collect mushrooms on stages to restore your health before card battles. One token restores 10 points health. Do not go into a card battle without topping up your health.



Mythic Card - Level 4 required. Collect 50 tokens to unlock new rare magic cards to add to your deck. Once all the cards are unlocked the tokens will be traded for 30 place of shadow tokens. You will need these rare cards to stay competitive against the tougher place of shadow bosses.



Shadow Boss - Level 7 required. Collect 30 tokens to unlock shadow boss battles, visit the Place of Shadow on the map. Once all bosses are unlocked tokens will be traded for 10 food tokens.



Battle Health - Level 10 required. Collect 10 tokens to add 25 health points, this is applied above the hero's base maximum health. You will need increased health to beat the tougher place of shadow bosses.



Golden Key – Level 7 required. Collect 30 tokens to open this chest. A gold chest contains random 20-100 mystery spirit scroll tokens, random 10-20 shadow boss and treasure map tokens. A good way to unlock place of shadow bosses and gain a coin boost through treasure stages.



Red Key – Level 5 required. Collect 25 tokens to open this chest. A red chest contains mythic card, gold key and hero tokens. The quantity of each item is random between 5-10 tokens. Faster way to unlock new rare cards.



Orange Key – Level 3 required. Collect 20 tokens to open this chest. An orange chest contains wheels of fortune, food and red key tokens. The quantity of each item is random between 3-10 tokens. Faster way to acquire spirit scroll tokens.



Green Key – Level 2 required. Collect 10 tokens to open this chest. A green chest contains 3 random token items. The quantity of each item is random between 1-5 tokens.



Chest of secrets - Level 3 required. Collect 10 tokens to open this chest. Randomly provides 10-50 green chest tokens, 100-1000 gold coins and 1-5 holy fire tokens. Ideal way to open a few green chests and gain valuable tokens.



Hero - Level 6 required. Collect 30 tokens to unlock more powerful heroes. Once the 2 additional hero sets are unlocked tokens will be traded for 30 shadow boss tokens. Each new hero set will have more base health. You can still select previous heroes, your new increased base health will remain.



Wheels of Fortune - Collect 10 tokens to play Wheels of Fortune and win coins. Winnings calculated as 100 multiplied by your level, then multiplied by the chest number you reach. A great way to earn coins when in a pinch, timing the drop is important.



Treasure Map - Level 10 required. Collect 50 tokens to earn big on 3 randomly selected treasure stages. Collect as much coins as possible to boost your purse.



Jewel - Level 3 required. Collect 10 tokens to trade for 1000 coins. A small booster to your purse.



Holy Cross - Level 15 required. Collect 100 tokens to gain 25000 coins. A sizeable but rare booster to your purse.



... Treasure Chests ...



GREEN CHEST REWARD

DESIRE FOR WORLDLY THINGS



ORANGE CHEST REWARD

I WANT MORE



RED CHEST REWARD

I DO NOT HAVE ENOUGH



GOLD CHEST REWARD

LOVE FOR RICHES

There are 4 main chests to unlock by collecting their relevant tokens, a green chest is also unlocked when completing a platform stage and an orange chest when defeating a world boss. A red chest is unlocked for defeating a Place of Shadow boss.

Green Chest: Collect 10 tokens and level 2 is required to open this chest. A green chest contains 3 random inventory items. The quantity of each item is random between 1-5 tokens.

Orange Chest: Collect 20 tokens and level 3 is required to open this chest. A orange chest contains wheels of fortune, mystery spirit scroll and red key tokens. The quantity of each item is random between 3-10 tokens.

Red Chest: Collect 25 tokens and level 5 is required to open this chest. A red chest contains magic card, gold key and profile tokens. The quantity of each item is random between 5-10 tokens.

Gold Chest: Collect 30 tokens and level 7 is required to open this chest. A gold chest contains random 20-100 mystery spirit scroll tokens, random 10-20 shadow boss and treasure map tokens.

… Mythic Deck …

Types:

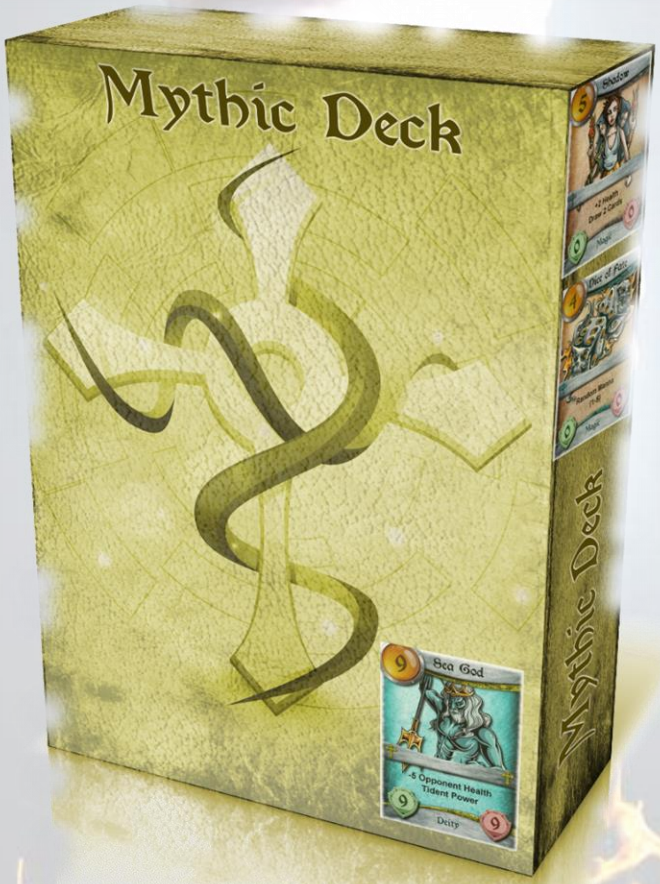
- Human
- Creature
- Deity
- Magic
- Resource

Categories:

- Common
- Uncommon
- Rare

Deck Properties:

- 104 cards inside the complete Mythic deck.
- 5 cards dealt maximum per hand.
- 60 random cards in a card pack.
- The players 60 card playing pack contains the following random chance of cards.
  - Manna: 32%
  - Common: 47%
  - Uncommon: 15%
  - Rare: 6%



... Common Cards ...




Bull
2
-2 Attack Spells
All Lanes
2
2
Creature
Bone Spider
2
-1 Opponent Health
1
3
Creature
Oculas
2
-2 Attack Spells
All Lanes
2
2
Creature
Zeela
3
+1
Health
3
1
Creature
Spirit
3
Destroy All Spells
0
0
Magic
Slyeen
3
Draw 1
Card
3
3
Creature
Rox
3
1
4
Creature
Protector
3
+2 Defense
All Lanes
0
0
Magic
Knight
3
+1
Defense Lane
3
4
Human


3
Gladiator
Destroy
All Spells
4
3
Human


3
Alexis
Destroy Spells
3
2
Human


3
Bird Of Prey
+1 Attack To All Lanes
Sky Commander
3
2
Creature


3
Lion
-2 Lane Defense Spell
4
3
Creature


4
Warewolf
-1 Opponent
Health
5
3
Creature


4
Triaxian
-1 Manna
4
3
Creature


4
Sabre
Draw 1 Card
5
2
Creature


4
Chronos
Miss A Turn
Time Stop
4
4
Deity


4
Centurion
+1 Attack To All Lanes
Commander Support
4
4
Human


4
Cinod
Destroy Lane
Spell
4
2
Creature


4
Snyth
Poison Opponent
-1 Health Each Turn
4
3
Creature


5
Spell Book
+3 Health
Healing Spell
0
0
Magic


5
Shigger
-1 Opponent
Health
6
5
Creature


5
Shadow
+2 Health
Draw 2 Cards
0
0
Magic


5
Rixen
Draw 1 Card
5
4
Creature


5
Navy
Draw 2 Cards
Cannon Support
5
4
Human


5
Unicorn
Destroy Random
Attack Card
0
0
Magic


6
Leonardis
+1 Health
Draw 1 Card
4
6
Creature


6
3 Sisters
Draw Random
Cards (1-3)
2
2
Human


7
Sky Terror
-2 Defense Spells
All Lanes
8
8
Creature


7
Castle
+2 Defense
All Lanes
1
10
Human


6
Samurai
-3 Attack Spells
All Lanes
7
4
Human

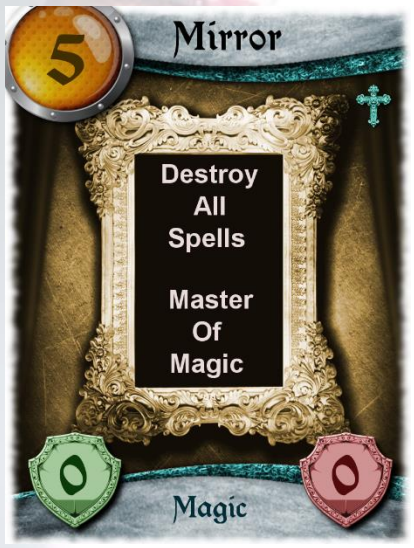
... Uncommon Cards ...















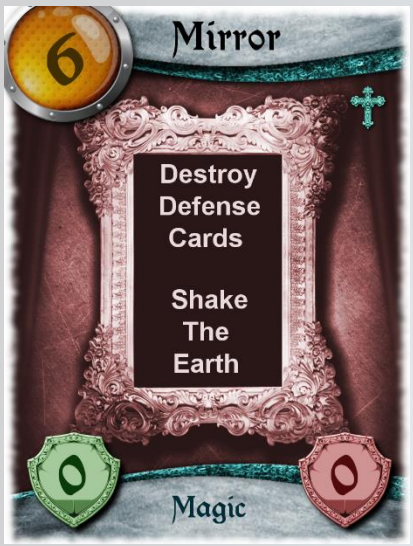





6
Dice of Fate
Random
Lane Attack
(1-5)
0
0
Magic


6
Dice of Fate
Random
Lane Defense
(1-5)
0
0
Magic


6
Medusa
Miss A Turn
Cast To Stone
5
5
Creature

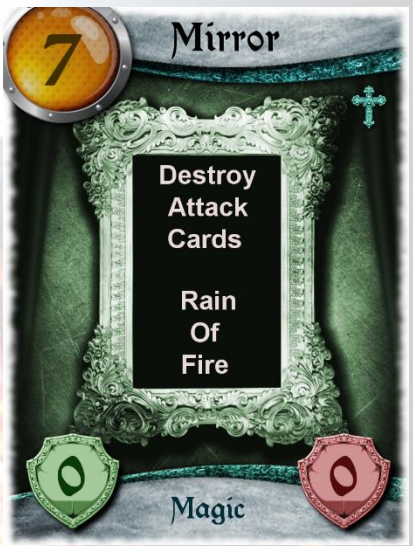

6
Mirror
Destroy
Defense
Cards
Shake
The
Earth
0
0
Magic


7
Dragon
-2
Opponent
Health
7
7
Creature


7
Garrison
Draw 3 Cards
2
9
Human

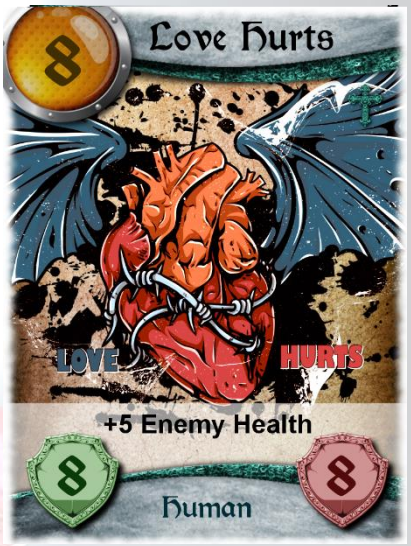

7
Godax
+2 Attack To All Lanes
+1 Manna
7
5
Creature


7
Iron Fist
-3 Lane Defense
Spell
8
5
Human


7
Mirror
Destroy
Attack
Cards
Rain
Of
Fire
0
0
Magic


7
Asger
Random
+8 Health Or
-5 Your Health
0
0
Magic


8
Hippocrates
+8 Health
0
0
Magic


8
Love Hurts
LOVE
HURTS
+5 Enemy Health
8
8
Human


8
Royal Love
+10 Health
0
0
Magic


9
Asger
Random
Lane Defense
(2 - 5)
6
5
Human


9
Bold Luck
Random
Defense
Slot
(3-7)
FORTUNE FAVORS
THE
BOLD
0
0
Magic


9
Chained Love
-5 Your Health
1
10
Human


9
Dragon Lady
+4 Lane Attack
6
6
Human


9
Government
-3 Manna
Political Favour
9
9
Human


9
Hope
Draw Random
Cards (3-5)
0
0
Magic


9
Invention
Mighty Weapons
9
2
Human


10
Witches Brew
Random
Health
(5 - 10)
0
0
Magic


11
Poison
Poisoned
-2 Health Each Turn
0
0
Magic


12
Gold Mirror
Random
+5 Attack
Or
+5 Defense
All Lanes
0
0
Magic


12
Grace
DESPAIR
HOPE
Kill All Spells
+ 10 Health
0
0
Magic


12
Sand Storm
Destroy
All Cards
0
0
Magic


12
Shield Wall
2
10
Human


13
Fear
-10 Enemy Health
0
0
Magic


14
Raptis
Kill All Spells
+10 Health
10
8
Creature


15
Fire Ball
Kill All Spells
-15 Enemy Health
0
0
Magic

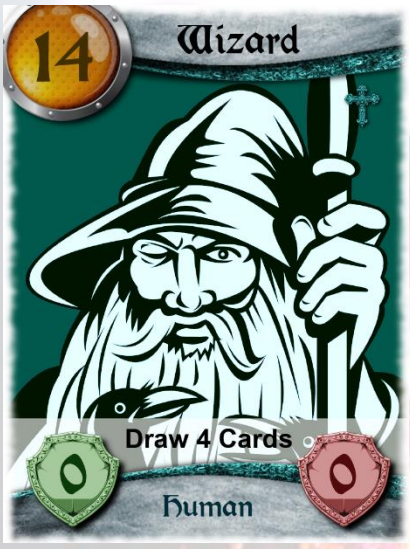

15
Overwhelming
JUGGERNAUT
12
12
Human


16
Narf King
+8 Lane Attack
+8 Lane Defense
5
5
Creature


16
Reece
+5 Poison
11
11
Creature


18
Deep Love
Restore
Full Health
0
0
Magic


8
Orcra
-5 Enemy Health
7
5
Creature

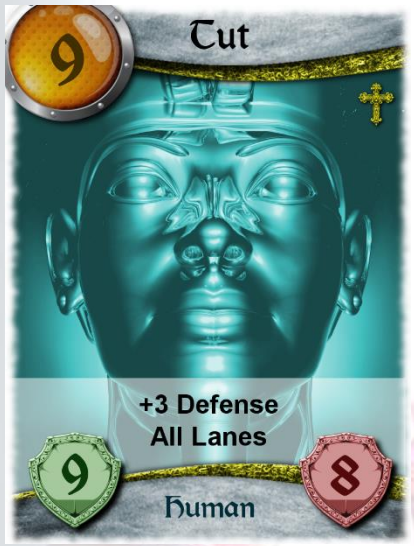

14
Wizard
Draw 4 Cards
0
0
Human


10
Pegasus
Draw 2 Cards
3
11
Creature

... Rare Cards ...


1
Ninja
5
3
Human
7
Galo
-2 Health
-2 Manna
7
6
Deity
7
Jessica
-2 Manna
+3 Health
7
7
Deity
7
Zeneal
-2 Opponent Health
-2 Manna
7
7
Deity
8
Arc Angel
+2 Health
+2 Manna
+2 Attack
8
7
Deity
8
Diana
-5 Opponent Health
+5 Health
9
8
Deity
8
Earthis
+3 Manna
2 x Poison
7
7
Deity
8
Tyr
+4 Lane Attack
8
7
Deity
9
Pharaoh
Destroy All Spells
+3 Lane Defense
8
6
Human


9
Sea God
-5 Opponent Health
9
9
Deity


9
Tut
+3 Defense
All Lanes
9
8
Human


10
Assassin
Poison Opponent
-1 Health Each Turn
10
3
Deity


10
Uriel
+4 Defense
All Lanes
9
11
Deity


10
Fire Queen
Destroy All Cards
Fire Rain
0
0
Magic


11
Shilox
+2 Lane Attack
+2 Health
10
8
Deity


11
Insane
+3 Defense
+3 Attack
All Lanes
8
8
Deity


12
Zeus
-5 Opponent Health
+8 Health
10
10
Deity


13
Love Saves
2
12
Human


14
Dragon Call
12
10
Animal


15
Gog Egg
Random (2:1)
+15 Health or
-8 Your Health
0
0
Magic


17
Redeemer
+7 Lane Attack
+7 Lane Defense
+7 Health
7
7
Deity


11
Poison
Poisoned
-2 Health Each Turn
0
0
Magic


9
Big Boo
Frightened
-5 Your Health
-20 Opponent Health
8
7
Creature

… Resource Cards …



... Ancient Map ...

From the map screen you can travel to various locations, if a world is unlocked the X icon on the map will flash. After winning the last boss fight of each world you will be required to enter a time travel token code into the portal to progress to the next world. You will need to spot these tokens throughout the stages, the darker your fire orb the less chance you have of spotting them.

Herros Temple (Mayan world), the world you will start in, contains smaller physics levels.
Temple Romulus (Roman world), the second world to unlock has much larger physics levels.
Mines of Kuman (African caves), is the third world to venture into.
Place of Shadow (unlockable boss fights), increasingly more difficult card challenges.

