



HOW TO PLAY

CHOOSE A HERO



THE ZUNSON

Simple people, merry, and crazy strong physically. Great in numbers they are an unstoppable force when united. Unfortunately, they are cripplingly superstitious.



THE XYBORG

Obsessed with innovation, these humans modify their own bodies, adding gadgets as soon as they come out in the market. One could say they have issues with self-control. Grave issues.



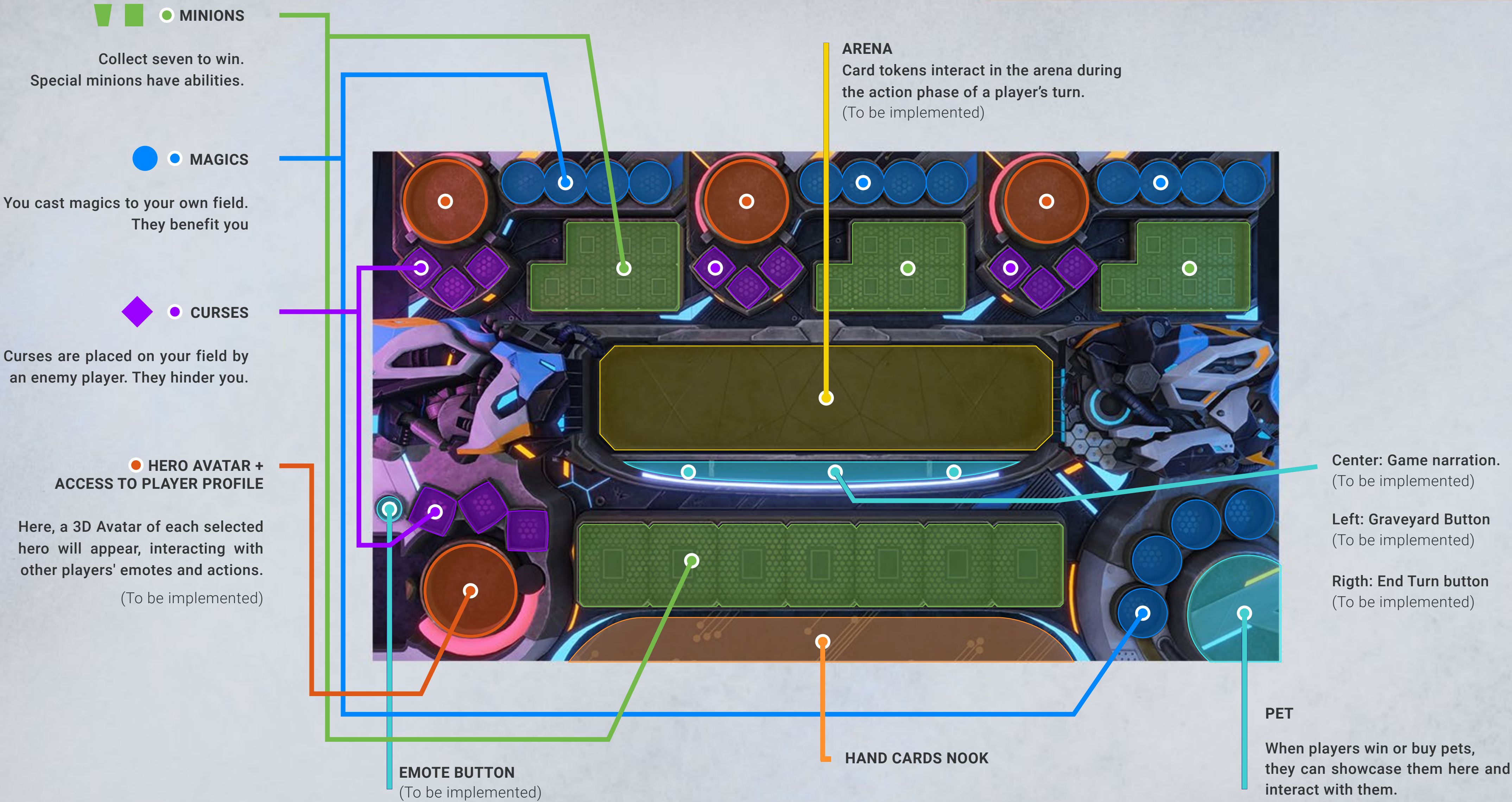
THE SALADRIAN

Wise, ancient and vegan, they love peace and knowledge above all. They are, however, kind of intense about protecting their status quo.

KNOW THE BOARD



KNOW THE BOARD



KNOW THE CARDS



MINION ▮ □

Collect seven to win. "Normal minions" count for victory, but "Special minions" additionally have abilities that activate when you cast them.



MAGIC ○

Cast them to improve your game. They become active the next turn after being summoned. Their effect is permanent until it's killed or blocked by other cards



CURSE ◇

Enemies throw them on your arena. Their effect activates on the turn after being summoned.



SPELL ⬡

You cast them on the arena. Their effect activates during the turn it's summoned in, and the card destroys itself after.

HOW TO PLAY



Hover your mouse over the cards to review them.

When your turn begins, the game will give you **four** cards from **your deck** to pick. You can take **one each turn**, but you can take two the very first time you draw.

The game then will give you a random card from the general deck.

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HOW TO PLAY

Click and hold a card to pick it.

Drag it to the arena to summon it onto the field.

Curses are **target-specific**. Drag curse cards to the field of the enemy you want to target.



HOW TO PLAY



The cards will tell you their abilities when you hover over them.

Develop a strategy that turn by turn hinders your enemies and helps you be the first to collect seven minions.

Good Luck!