



SOLEFORGE

HOW TO PLAY

GAME OVERVIEW
GOAL OF THE GAME
PLAYING CARDS
LEVELING UP
THE FIELD
TURN STRUCTURE
TO BATTLE!

GAME OVERVIEW

SolForge is a free-to-play digital collectable strategy game that combines all the depth of a traditional trading card game experience with the convenience of online and mobile gaming. In SolForge, you take on the role of a Forgeborn, one of the select few who can wield the magic of the SolForge itself. You collect cards and use them to construct decks with ferocious creatures, imposing structures, and powerful spells to battle AI opponents in the single-player campaign mode or test your skills against other players in the arena.



GOAL OF THE GAME

The goal of a game of SolForge is to reduce your opponent's health from one hundred to zero.



How you do this – whether by attacking with a swarm of creatures to win as quickly as possible or playing defense with powerful spells and structures until you can take over the game with a single unstoppable monster – is really up to you.

PLAYING CARDS

I

Each turn, you will draw a hand of five cards from your deck and play two of them.

II

The exception to this is the player who takes the first turn of the game only plays one card.

III

There are no costs associated with playing a card unless indicated on the card itself.

IV

To play a card, simply select it in your hand and make any necessary choices.

V

At the end of your turn, all of the cards in your hand go to your discard pile whether you played them or not, and you'll draw a new hand of five cards for the following turn.

LEVELING UP

Cards in SolForge transform as the game goes on. At the beginning of a game, all of the cards in your deck are level one. Whenever you play a card, that card levels up, which means that copy of the card is removed from your deck and replaced with its higher level version. Every four turns your avatar levels up, and you reshuffle your discard pile back into your deck, allowing you to draw your higher level cards.



Most cards in SolForge have three levels. The higher levels of a card are usually more powerful versions of the low levels, but some cards transform in different ways. You can tell what level a card is by looking at the icon in the upper right hand corner. You can always look at the different levels of any card by selecting it in game.

THE FIELD

Most of the action in SolForge takes place on a board known as the Field. The Field has five columns, known as lanes, split into two rows. These lanes are where you deploy your creatures to battle against your opponent.

Creatures always fight opposing creatures in the same lane, or attack the opponent directly when there is no creature opposing them.

Each player can have no more than one creature and one structure in each lane.



TURN STRUCTURE

Each player's turn consists of three phases – the **Beginning of Turn**, **Main Phase**, and **End of Turn**. This chart indicates what happens during each of these phases.

I Beginning Of Turn

- 1 Creatures Go On The Offensive
- 2 Effects That Trigger At Start Of Turn Occur

II Main Phase (in any order)

- Play a card
- Play a second card
- Battle

III End of Turn

- 1 Effects that last until end of turn expire
- 2 Discard cards in hand
- 3 Level up, if applicable
- 4 Draw a new hand of five cards

Players alternate taking turns until one player's health is reduced to zero, at which point the surviving player wins. If both players drop below zero health at the same time, the game is a draw.

TO BATTLE!

Once during each of your turns, you have to hit the **Battle Button**. You can press it at any time during your turn – before you have played any cards, after you have played all of your cards, or after you’ve played one card but before you’ve played your second.



The Battle Button causes every creature that is on the offensive to battle. Creatures go on the offensive at the start of your turn, so they won't attack the turn you play them. Creatures will always fight back if they are attacked, however.

Creatures on the defensive are indicated by the forge icon over their art.

Whenever a creature battles, if there is an opposing creature in the same lane, they each deal damage equal to their attack values to one another. If there is no opposing creature in the lane, the creature deals damage equal to its attack value directly to the opponent.



Keep in mind that pressing the Battle button causes all creatures on the offensive to battle, including those controlled by your opponent!