



**Info of Rule
(EN)**

Honami Software

Data:2023/10/30



You are **The supporter** of adventurers

You were the energetic supporter of adventurers... until one day, they met an untimely demise.

These brave souls tirelessly challenged dungeons to defeat monsters and obtain magic stones.

You stood behind them, casting buffs to boost their attack power.

Now, in order to escape the dungeon, you must join forces with other supporters to vanquish the monsters!

...But hey, **it's okay to sneak in and snatch the magic stones with a well-timed last hit, right?**



Game Flow

Enter the Dungeon.



You found Monster.



Use Buff and Add
Attack-Power.



Defeat the monster in
one blow!



Got the magic stone.



buff



Attack!



Winner Dance

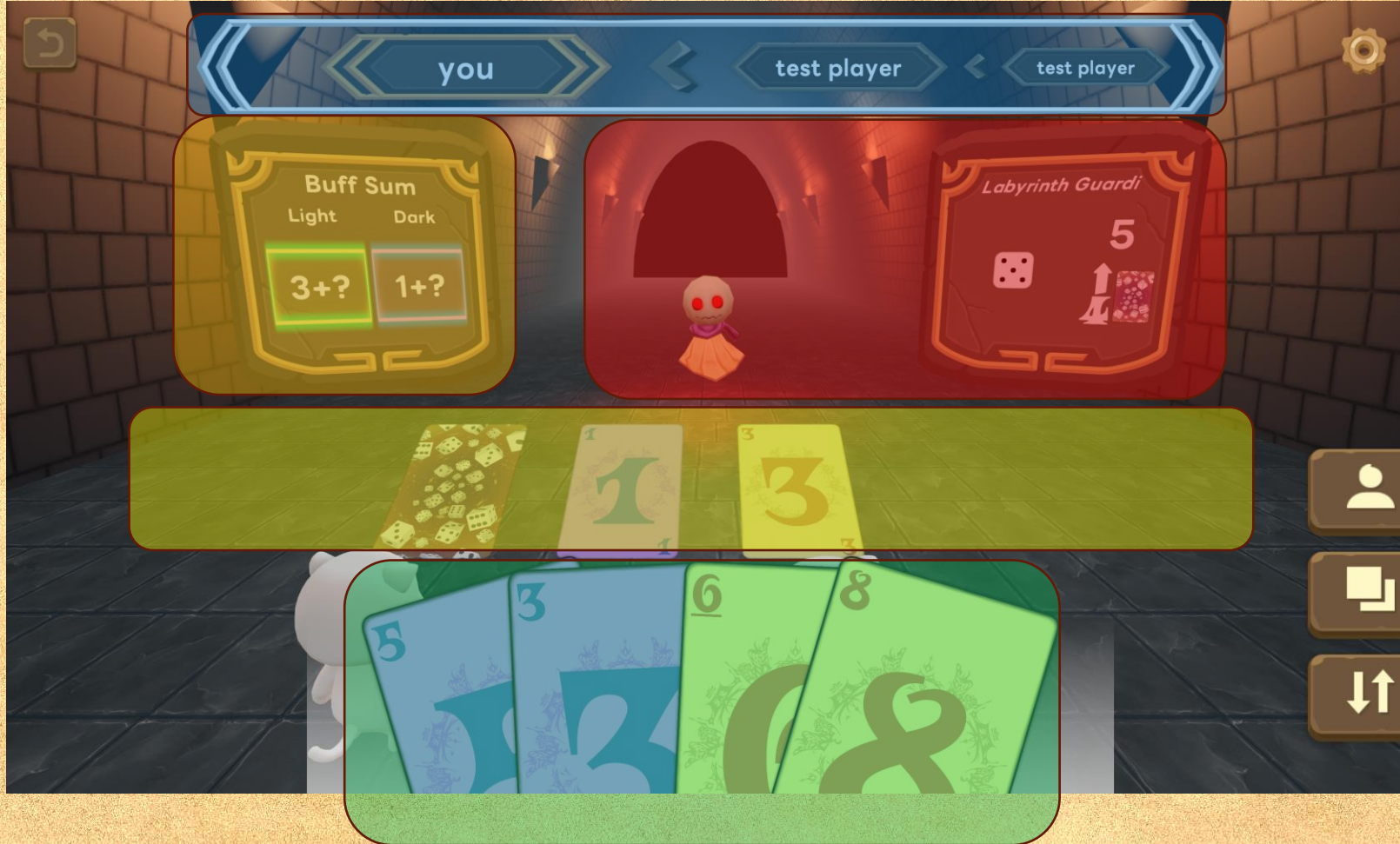


Screen Description - Main

the turn order for the players.

Field-Card sum

Field-Card



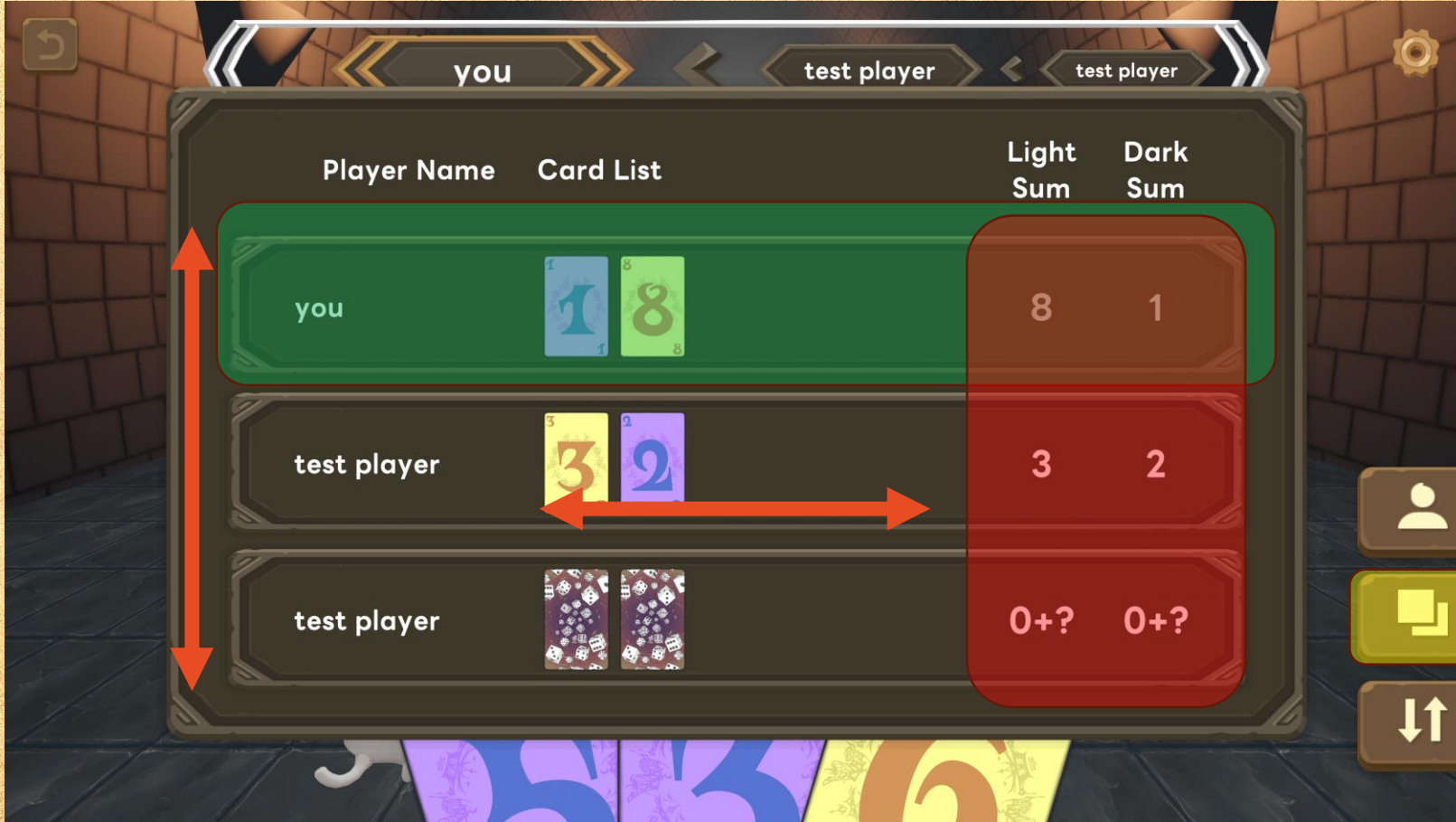
Monster
Monster HP

My Hand

Screen Description – Card List

My Card
can look
Face-up
status

Scrollable
Range



Player Name	Card List	Light Sum	Dark Sum
you	 	8	1
test player	 	3	2
test player	 	0+?	0+?

Field-Card
sum

Card List

Screen Description – Attack

The screenshot shows a game interface during an attack phase. At the top center, a red box labeled "you" contains the number 3. Below it, a green box contains the numbers 2+? and 6+?. To the right, a card titled "Descendant Drago" shows a dragon icon and the number 1. At the bottom, a scrollable range of numbers 1 through 5 is shown, with 3 highlighted in green. To the right of the numbers are buttons for "Bit" and "Fold". A blue progress bar is at the bottom right. The background is a stone wall with torches.

Declared Value

Scrollable Range

Select Declared Value

Attack Declared

Non Declared

**-Left-
My Declared Value**

**-Right-
Now Highest Declared Value**

Screen Description – Result



Win Points

Go to Lobby
(Disconnection)

One more game



Rules of The Game – 1

Buff phase

- Play cards to build up your attack power.
- You can play one card per turn!



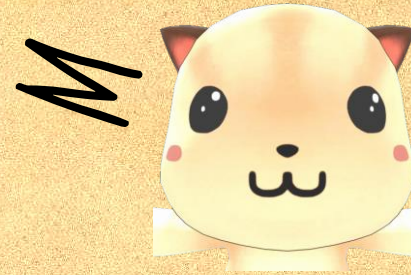
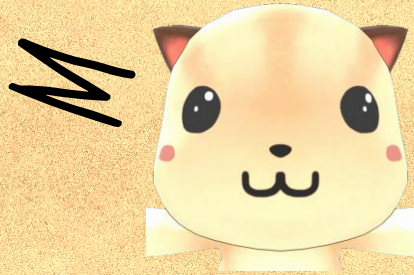
I play the 2 of Light!

Since I played a card face-up,
I'll draw one card!

Rules of The Game – 2

Buff phase

If you play a card face down, your opponent won't know which card you played!



Since I meet the conditions,
I'll play a card face down,
meow.

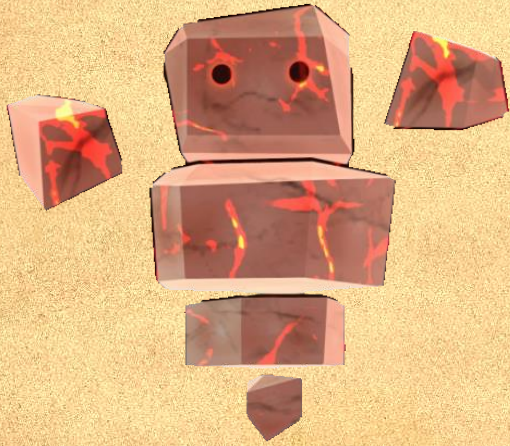


Hehehe.
I played the 6 of Light,
so the total value shot up!

Rules of The Game – 3

Attack phase

Try to guess the highest value by predicting the total of the Field Cards!



My HP is 5..55..5



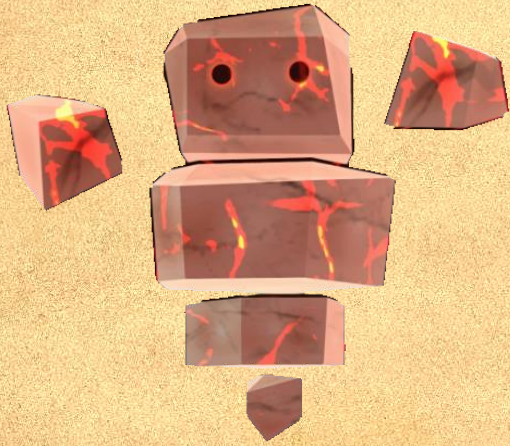
The cards on the field are two 2s and the 6 I played. So the total is 10 of Light, meow!"



Rules of The Game – 4

Attack phase

Let's declare a number greater than the previous supporter.



My HP is 5..55..5



5?

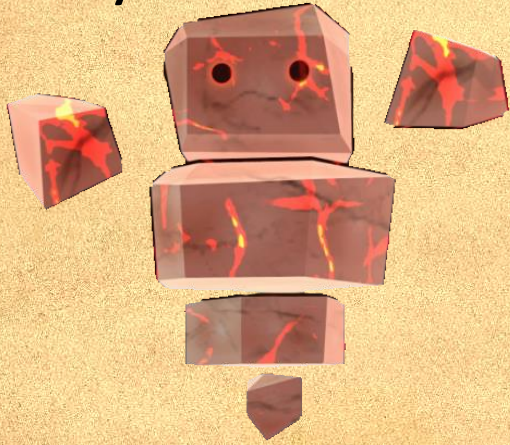
7?

It's 10, meow!

Rules of The Game – 5

Result phase

When you defeat a monster, you get a magic stone! Try to collect more than everyone else.



I'm done for...



I defeated the monster!
The magic stone is mine,
meow!"

Rules of The Game – buff Phase

- Each turn, a supporter can play one buff card.
- Buff cards have attributes of 'Light' and 'Dark'.
- Buff cards are played in either face-up or face-down position.
- When played face-down, cards other than the player cannot see their numerical values.
- The conditions for determining the face-up or face-down position of the card may vary according to the rule.
- When a card is played face-up, the player draws one card.
- Using 'Magic' allows you to reduce the monster's HP by one dice.



Rules of The Game – Base Rule

"Conditions for determining the face-up or face-down position of played buff cards:

The orientation of buff cards on the field is determined by their numerical value:

- When the numerical value of a buff card is 4 or higher (4, 5, 6, 8), it is placed face-down.
- When the buff card has a value of 0, the supporter can choose whether it is placed face-up or face-down.
- The card "Magic" always must be placed face-up."



Rules of The Game – Attack Phase 1

- Once any supporter declares an attack, everyone transitions to the attack phase.
- The goal of the attack phase is to declare a value higher than the monster's HP, but not exceeding the total value of buff cards on the field, in order to defeat the monster.
- Supporters can declare a value higher than the previous declarer.
- Only one supporter who declared the highest value will carry out the attack.
- During the attack phase, the supporter who declared the attack first can choose the attribute to use for the attack.
- Everyone except the supporter who declared the highest value must either fold or the auction ends due to timeout.



Rules of The Game – Attack Phase 2

Attacks use three values:

- **Monster's HP:** Determined by the total of the dice.
- **Total of Field Cards:** Sum of the attributes of cards played on the field.
- **Declaration Value:** The highest value declared by a supporter.

The conditions to defeat the monster are:

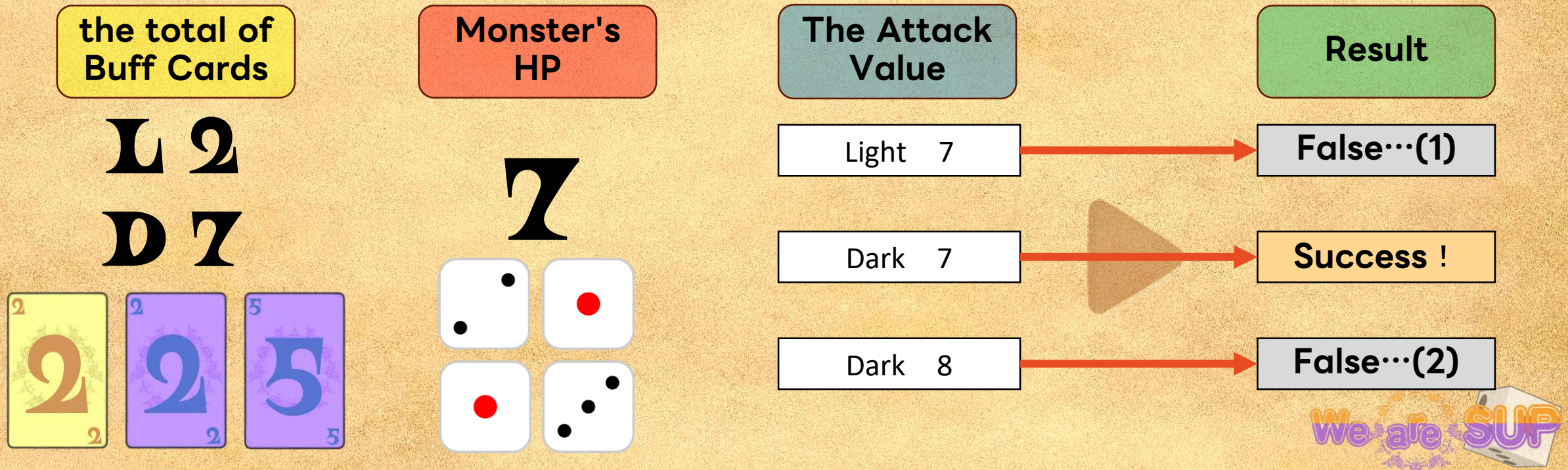
The Declaration Value must be **equal to or higher than the Monster's HP, and lower than or equal to the Total of Field Cards.**



Rules of The Game – Attack False 1

If the Attack Value (maximum declared value) is as follows, the attack will fail:

- ① The total of Buff Cards is less than the Monster's HP.
- ② The Attack Value is greater than the total of Buff Cards.



Rules of The Game – Attack False 2

If the attack fails,

the supporter who initiated the attack (the one who declared the maximum value) will suffer a disadvantage.

- Until the monster in combat is defeated, all buff cards played by the supporter who failed in the attack will be revealed face-up.



Even though it should have been face-down, Because I've lost once, now everyone can see, meow.



Rules of The Game – Quest Setting

➤ Append Rule Use:

- The conditions for determining the face-up or face-down position of cards are changed based on probability.
- All 'Light' ('Darkness') cards are revealed face-up.
- At this time, all 'Darkness' ('Light') cards are turned face-down.

➤ Attack False Penalty Use:

- Even if the attack fails, no penalty will be incurred.

➤ No Hint Mode:

- All cards are turned face-down.

