DESPAIRA

TRADING CARD GAME

RULEBOOK

1. Tabletopia Quick Start Rules

1 - Both you and your opponent draft cards to each other until you both have a deck of 40 - 80 cards. Then remove any remaining cards.

2 - Place your deck on the deck zone to the right of you.

3 - You start with 6 Spawn Points (they are imaginary and do not stack, they replenish on each of your turns. They are used to spawn your creatures, each point is equal to 1 Level).

4. You also start with 6 Magic crystals in your inventory and the remaining 9 are left in the used zone, making 15 Magic Crystals in total.

5 - Place your selected Leader on 1 of the tiles along the back row closest to you and place your deck on the deck zone and shuffle it.

6 - Flip a coin to decide who starts, then both players draw 6 cards.

2. How TO Play - Quick Rules

1: Draw 2 cards on each of your turns (Except Your First Turn) ADD 3 Magic Crystals to your inventory (Except on your first turn) (Max 15) also 6 spawn points (Max 6).

2: Each card you Spawn or place down on the field must be placed Adjacent to your Leader (meaning next to it but not diagonal to it).

3.Trick Cards must be placed face down before they can move, unless you are activating them as you place them.

4. Creatures must be Spawned using your spawn points, you start with 6 Spawn points to spawn your creature cards according to their level Magic crystals are used to pay the Level cost of your Trick cards once you choose activate them.

5: On Each of your turns you can Spawn up to 2 creatures, this can include up to 2 Sacrifice Spawns where you sacrifice any number of creatures with a combined level equal or greater to than the creature you wish to spawn, you may contribute a max of 3 of your spawn points towards the Sacrifice Spawn.

6: Every Card can Move by 1 tile (except activated tricks that remain face up on the field). Creatures that have declared an attack cannot move.

7: Surplus damage is creatures is passed on to the leader of that card, or Directly attack your opponent's leader to win.

8: creatures that are Defence mode do not pass on any Leader damage. (Defence mode is when the Card is placed sideways, it can be face up or facedown sideways). You can only normal spawn in facedown once the card is flipped face up you cannot flip it facedown without a card ability.

3. Important Terms

• **Adjacent -** This means being next to the designated tile or card by a distance of only 1 tile. Adjacent to only includes being horizontal or vertical but not diagonally next to something.

• **Control -** control refers to the cards controlled by a player on the field. E.g Cards your opponent controls.

• **Destroy -** This means that the card is destroyed as a result of battle or as a result of a card's ability. This does not include sacrificing, discarding, or activating cards.

• **Sacrifice/Send to -** These two terms do not mean Destroy but is considered a Sacrifice. You are just sending cards to either the graveyard or elsewhere Example send 1 card you control to the graveyard…This can also be as a result of an ability.

• **Inventory -** This only includes the Magic Crystals that you currently have

• **Hidden / Face Down -** This means a card is face-down and cannot be seen by the opponent.

• **Graveyard -** This is where your Destroyed Creature cards will be placed

• **Void -** Cards removed from play, cards abilities will use one of the following phrases that indicate sending cards to the Abyss: Exiled/cast out

• **Target / Select -** Means that you are specifically targeting 1 or more cards or tiles with an ability. Cards can be targeted on the field, from the decks, hand, graveyard, Archive or even the Abyss. If it says "target" or "select" then this is referred to as a "Targeting". Targeting can be directed towards your own cards, allies and your opponent's. Look out for the "target" or "select" wording or target class to see if the card targets.

• **Damage -** Refers to the amount of damage dealt to a creature's HP and/or to the Leader's HP if specified through battle or card abilities. (surplus damage that exceeds a creatures HP is dealt to the Leader's HP and is capped at 500 points per battle).

• **Spawn -** This is when you Spawn a creature normally from your hand using your spawn Points

• **Miracle Spawn -** This is when you are spawning a creature through a card ability.

3. Important Terms

- **Equip -** This means you attach the equip card to the card you are equipping it to. It stays attached to that card unless destroyed or if the card it is equipped to be destroyed (unless specified). As long as the equipped creature is on the field, the equipped card's ability will be permanent unless stated otherwise. Equip card abilities may still remain active even after the card has been destroyed if the card states this e.g. "this card's ability remains active after this card has been destroyed".
- **Attach -** is when you attach an adjacent creature to another card due to its ability. It cannot be detached until your next turn. You can attach as many cards to one card as you like and you can detach as many as you like from a card as long as attach and detach on the same card is not on the same turn. When a creature that carries attached cards is destroyed or removed from the field, the cards attached will be sent to the Graveyard.
- **Boost -** This means to temporary increase a creature's stats. E.g boost dark type creatures while they are on Abyss Tiles.
- **Increase -** This means to permanently increase a stats (unless it is mentioned that the stat increase is temporary.
- **Discard -** This means to send 1 card from your hand to the graveyard.

4. Game Objective

The aim of the game is to defeat the opponent's leader, this is done by reducing their Leader HP to 0. You can do this through one of the following Methods:

1. Direct Damage: Attacking the leader directly with creatures you control

2. Surplus Damage: Attacking with an excessive amount of damage beyond a creature's HP. The Surplus amount of damage is then dealt to the Leader's HP.

3. Ability Damage: Leaders are unaffected by abilities unless its stated on a ability, Some Creature and Trick abilities will allow you to deal damage to the opponents leader

4. Card Famine: If your opponent runs out of cards in their deck before you do.

5. Surrender: if your opponent Forfeits the Duel.

6. Instant Win Conditions: Some cards can have a win condition if met.

5. Game Phases

Each turn has a set of phases where you will be able to carry out your turn. Each Turn has a maximum of 4 minutes.

Start Phase: Start Phase includes both Mining and Drawing cards in one phase. Add 3 Magic Crystals to your inventory and Draw 2 cards.

Main Phase 1: In this phase you will decide what to do with your cards in your hand, what to spawn on the field, where to move your cards and may also Activate any creature or trick abilities.

Battle Phase: You enter the Battle phase the moment you are about to declare your first Attack you can simply let your opponent know when this is. During the Battle phase you cannot activate Normal Activation type trick cards and you cannot not normal Spawn or Sacrifice.
Calculate any creature and Leader Damage for each Battle or ability that has inflicted damage (you may use counters to mark this).

Main Phase 2: After the Battle Phase you may perfomr any actions that you may have missed out in Main Phase 1.

End phase: This is where you complete your turn to let your opponent know that it's now their turn, this will begin their Start Phase.

6. Full Rules

1.0: Shuffle Decks: Start by shuffling your opponent's Deck.

1.1: Deck & Card Limit: You are only allowed to have 50 - 80 cards in your deck and you can have up x3 copies of any card in the deck.

1.2: Leader Placement: Place your leader on a tile along the first row on your side of the field map (The row closest to you).

1.3: Spawn Crystals & Magical Crystals: Both You and your opponent at the beginning of the game start off with 6 Magical crystals and 6 Spawn Points. Spawn Points are used to spawn creatures based on their level. Each point is equal to 1 Level and Magic Crystals are used to Activate trick cards based on their level. Each Magic Crystal is equal to 1 Level. You can gather a total of 15 Magic crystals and you will add 3 Magic crystals at the start of each of your turns (Excluding the first turn). Spawn points are limited to just 6 and this refreshes at the start of each of your turns regardless if you use them all or not.

2.0: Spawning and placing Cards on the field: You can only Spawn creatures and Place Trick cards adjacent to your leader not diagonally, some card abilities will allow you to spawn creatures elsewhere, but it if it's not stated a spawn location then that means it must be spawned adjacent to your leader. You can Normal Spawn up to 2 creatures on each of your turns as long as you pay the Level cost, this also includes Sacrifice Spawned creatures.

2.1: Sacrifice Spawn: You can Sacrifice creatures you control to pay the Level cost towards spawning a creature card. Each creature sacrificed gives spawn points equal to its own level towards the cost of the new creature that you wish to Spawn. You can add up to 3 spawn points (from the 6 that you start with at the beginning of each of your turns) towards the sacrifice to help pay for the Spawning of the new creature.
You cannot sacrifice creatures on the same turn that they are Normal spawned, But you can Sacrifice creatures on the same turn that they are Miracle Spawned. Sacrificed creatures go to the Graveyard.

2.2: Miracle spawn: Miracle spawned creatures are spawned from abilities and do not require any level cost to be paid, but they may have some requirements written down on the card.

2.3: Placing and Activating Trick Cards: You can place any number of Tricks on the field but you must first place them face down adjacent to your Leader, you may also activate any number of Trick cards as long as you are able to pay the Magic Crystal cost equal to the Trick card's level.

2.4: Trick Activation: To activate a trick card, just flip it face up and let your opponent know you are activating a Trick. Once Tricks have been activated they are placed in the Graveyard, unless the Trick Class requires the card to remain on the field. Once Trick cards have been activated or have been flipped face up, then they can no longer move Except by a card ability or if it is attached/equipped to another card that can move.

2.5: Trick Activation types: Normal, Instant and Chain. The Activation type is is shown in the top right of the Trick card
Normal Activation Tricks can only be activated during the your own turn and not during the Battle Phase.
Instant Activation Tricks can be actviated during any player's turn and at any time.
Chain Activation Tricks can only be activated in response to a card ability activation.

2.6: Activation Speeds: Different card abilities have different activation speeds, what this means is that if you activate a fast activation card after a slower card then the faster-activated card is ordered before the slower card even though that card was activated first.
Activation Speed Order: The Order of Activation speed for cards from fastest to slowest is:
1 - Chainlink
2 - Instant
3 - Instant Creature Abilities
4 - Every other Trick Activation type
5 - Creature Abilities

2.7 Chain Reflex Activation also known as (Card Evasion): This is when you activate a card ability that can move or change cards or tiles on the field as a response to avoid or reduce or prevent Damage and Effects from another card's Activated Ability. If a Creature or Trick ability is activated that inflicts damage or a Status effect to a card or a specified tile then the opposing user has the chance to use Card Abilities to Evade and avoid that damage or status effect. Your Card's Activation speed will need to be quicker than the card that was activated first in order to Evade its ability and effects. Example: Your opponent activates a Creature ability called "Fireball" targeting your creature on Tile A3, you can then activate a card ability with a faster activation that will be activated first, this card can be "Flash Step" Allowing your selected card to quickly move to another tile, avoiding the impact of your opponent card's ability. Some Card abilities will be unavoidable which means you can only use a Counter Class trick or another specific ability to prevent the situation.

2.8: Chaining Card Abilities:
After the first Ability has been activated this creates the Activation Period where other cards can be CHAINED from the field from either you or your opponent in response to that card's activation. Only certain types of cards can be used to chain these are: Chainlink, Instant or a creature ability that states it can be chained. It's considered a chain as soon as the 2nd card ability from either player is activated in response to the 1st card's activation. Any number of cards can be activated and chained one after another. A specified time frame of 15 seconds is given meaning, you will need to use your ability as a chain within 15 seconds of the previous card's activation, this timer will reset per chained card activated. If there are no other Chained cards then the Activation period is over and any other cards activated afterwards will then start a new Activation Period.

3.0: Card Movement: On your turn, each card including the leader and face down tricks and face down defence creatures cards can only move by 1 tile adjacent to their location. Cards cannot move diagonally.

3:1 Overlapping and Lockdown: creature cards cannot overlap other creature cards, but they can overlap on top of your own trick cards Lockdown or Locked Down: If a face up creature you control moves on to a tile that has your opponent's trick card on it, then that Trick card becomes (locked down) and cannot be activated or moved for as long as you occupy the same tile with a creature card, unless the trick card's activation is triggered upon being overlapped. You may also view/Reveal the Locked-down card for as long as it remains Locked-down. Face up trick cards can also be locked down and their abilities will be stopped until they are free from lockdown.

4.0: Attack and Defence Mode: creatures that are in Attack Mode are face up and are facing fowards. Defence Mode creatures are turned sideways, while face up creatures are in defence mode, they cannot move and they will not pass on any surplus damage to your leader. Creatures that are Face down can only be in Face down Defence mode unless you flip them face up or if an ability deals damage to them or if an attack is declared on them. While creatures are in Face Down Defence mode they can also move by 1 tile on each of your turns. (You cannot move a creature and then place in defence mode, you can only switch to attack mode and then move). Cards cannot be flipped face down unless with the use of a card ability.

4.1: Battles & Declaring Attacks: Each creature can only Declare 1 attack one each of your turns. Creatures must be Adjacent to declare an attack
unless they have RATK (Ranged Attack) or an ability that allows them to attack from further away. You cannot declare attacks on your own creatures that you control (Unless you have lost control over them).

4.2: Battle Stats: Stats are at the bottom right of the creature card, Each creature will have different stats and different amounts.

When you attack, it will be your Creature's ATK (Attack) VS the opposing Creature's HP (Hit Points) unless that creature has DEF (Defence).

A creature is destroyed when its HP falls to 0 and it is then placed in the Graveyard.

4.3: Different Types Of Stats: Some creatures will have different types of stats all are used differently:

ATK - (Attack): Used when a creature Declares an Attack.

HP - (Hit points): This is the amount of Health a creature has and stands for the amount of points it can withstand before it is destroyed.

CATK - (Counter Attack): Is when a creature survives an attack it will then counter-attack back which means it will use the CATK stat VS the Attacking Creature's HP.

RATK - (Range Attack): Is when a creature can Attack from a specified Range e.g: from 2 tiles away. This means this creature is Safe from Counter attacks. Range ATK doesn't apply if the creature with RATK is adjacent to the creature it is declaring an attack on, normal ATK will be applied instead. You must count the tiles from it's location to the attack target to ensure it is within range.

DEF - (Defence): This is when a creature has a Shield which needs to be destroyed before its HP can be damaged by Attacks, The ATK must be higher
than the DEF stat in order to destroy the shield and start damaging the creature's HP. Once the shield is destroyed it will only have its HP remaining.

HL - (Heal): Is when a creature can Restore a portion of HP to an Adjacent selected creature.

4.4: Ability Damage: This is Damage dealt from abilities, abilities and ability damage do not affect Leaders unless specified, ability damage will also ignore a creature's DEF stat and go straight to its HP instead.

4.5: Ambush Attacks: This is when you are attacking from behind your opponent's creature card, this is called an 'Ambush' or an 'Ambush Attack'. This Doubles the damage dealt, creatures with CATK will not get a chance to Counter Attack back. Leaders are unaffected by Ambush Attacks and cannot perform Ambush attacks.

4.6: Clash Battles: This occurs when Both you and your opponent both move a creature to the same tile simultaneously by a card ability within the same chain of events/period. The total battle stats of both the creatures is added up and matched against each other, the creature with the highest total battle stats will win the space for the tile, the losing creature will go back by 1 tile from the path it came from. The difference between the total battle stats is dealt to the losing creature as damage. If the creature is destroyed as a result from a "Clash" then any remaining damage after this is then dealt to the Leader's HP capped at (1000 damage). If a creature cannot move back by 1 tile after a clash battle because
the tile space is occupied, then send that creature to the Void. If the Clash Battle is a tie then both creatures are sent back to their previous location. If you spawn a creature into a clash battle through the same chain of events and that spawned creature loses the clash then send that creature to
the Void.

5.0: Destroyed cards: All destroyed creature cards and trick cards go to their respective deck owner's Graveyards unless an ability says otherwise. Destroyed Token cards no longer exist on the field.

6.0: The Void: Some Card abilities can send creatures or Tricks to the Void where they are removed from the existence of the game and placed in another realm.

7.0: The Field Map & Field Tiles Zones: Each Field provides a different buff of 100 to all of the creature card's Stats (Except Normal types).

Abyss - Buffs: Dark

Realm Of Light - Buffs: Light

Forest - Buffs: Earth

Mountain - Buffs: Wind

Ocean - Buffs: Water

Burning Lands - Buffs: Fire

Thunder Cloud - Buffs: Thunder

Sub-Zero - Buffs: Ice

Toxic Wasteland - Buffs: Toxic

8.0: Abilities with Quotation names/titles: Card abilities with Quotation
" " means it is referring to a name within a card's title. for an ability
with a quoted name in it to work correctly it must only contain that part of
the name and not something else in between but it can contain
other words before or after the quotation and it cannot contain plural or
possessive form of Grammer (Knight's or knights).

9.0: Counters: In general all counters can be used and placed on top of
cards and tiles, this can be used for Damage or to mark something.
When
an ability asks you to place a counter with a name that means it's ability
is only compatible with counters of the same name. it's useful to use
damage counters or a calculator for leaders.

10.0: Tokens: Tokens can be used to represent another card or even a
type of field tile on the field. Tokens cannot be used in the hand. When a
token is destroyed its existence is removed from the game. Tokens
cannot be used to Sacrifice Spawn unless stated in an ability. Tokens are
treated like creatures and like all creatures, if you take surplus damage
from tokens then it will be dealt to your leader.

11.0: Abilities Overide the rules - Thats right some abilities will override
the rules, e.g: cards can only move once per turn but with a card ability
you can make it move again.

About The Game

Creating Your Own Unique Deck!

In Despaira you can use any cards from any sets or decks, customize your deck to have the best strategies and combos in order to take down your opponent. Be sure to learn as many cards as you can, as every player will have their own deck. With Thousands of cards to choose from creating combos and different strategies in Despaira can be incredibly exiting, especially since you like all players will have to come up with them!

Find and Use More Unique Cards To Strengthen Your Deck

Use a variety of different types of trick cards to out smart and overwhelm your opponent, from equip power ups to utility abilities, destruction cards and many more. There will Be different Booster Packs and Structure Decks to collect that will help you on your journey, use each and every card wisely. Also don't be wary of new sets to come and how they can combined with existing cards otherwise you will be Defeated!

What You NeedTo Play

All You Need:

- Leader Card - A Selected Leader to Start on the field.
- Main Deck - 50–80 cards
- inventory - 15 Magic Crystals (total Value of 15)
- 6 Spawn Points - These are Non-Physical (imaginary)
- A Complete Field Map

Additional

- Coin
- Counters
- Card Tokens
- Card Sleeves
- Dice
- Calculator

Getting Started

What You Need To Play

Main Deck

- The main deck must be between 50 to 80 cards (Excluding the Leader card)
- You can only have up to 3 copies of each card in this deck, this includes Creature cards, Trick cards

Inventory

- This is where your resource cards are kept, there is a spent zone where they will go to once used. You Start with 6 Magic Crystals and have a total on 15 (remaning 9 in used z0ne)

Special Deck - Coming Soon!

- Special Deck Limit is 20.
- The special deck consists of Gods, Devils, Ritual creatures and fusion creatures and more!
- You can only have up to 3 copies of each card in your special deck

Side Deck!

- You can have up to 20 cards in your side deck to swap in and out during rounds and between matches (this is applied in tournaments

Getting Started

What You Need To Play

Spawn Points & Magic Crystals

- **6 Spawn Points -** Both players get 6 spawn points on each of their turns and do not accumulate with each turn. These are non-physical (imaginary). Spawn Points are used as the currency to spawn creatures, e.g.: an LV5 creature card would require 5 Spawn Points to spawn it.

- **15 Magic Crystals -** Both players start with 6 Magic Crystals on their first turn and then Gain 3 Magic Crystals on each of their turns starting from their next turn, they can be accumlated, the max capacity of Magic crystals any player can have is 15. Magic crystals are used as the cost of activating a trick card E.G. a LV5 Trick card would require 5 magic crystals to activate.

Magic Crystal Value:
Remember you can only have a Value of 15.

Field Mat and Field Zones

Understanding the Field Mat

The field Mat consists of two parts; The field tiles and the card Zones. The Field tiles are 6x5 making 30 tiles on the field. The Card zones are located around the outside of the field tiles. Each zone is labeled so you know exactly where to place all your cards and crystals.

Here is the full field Mat that consists of both player's sides and all zones:

Main Deck Zone

Graveyard Zone

Special Deck Zone

Magic Crystals

Used Magic Crystals

Field Map And Field Tiles

Understanding the Field Mat

- The field is where you play all your cards
- The field is made up of 5x6 tiles.
- At the start of the duel, you will place your leader card on the very first row of the field Map Closest to you.
- During your turn, each card on the field can only move by 1 tile horizontally or vertically (But not Diagonally).
- There are 10 different types of default field tiles, this includes: **Plain Fields, Burning Lands, Forest, Ocean, Mountain, Realm Of Light, Abyss, Toxic Wasteland, Sub-Zero, and Thunder Cloud.**
- If a creature of a matching Element Occupies its same Element field tile then it will gain a boost to all of its stats by 100. (this excludes Normal types as they do not get a boost while on Plain Fields tiles).
- There are other types of tiles that provide different types of boosts and abilities that are for different types of creatures.
- The field tiles on the field can vary from map to map.
- The default Field map will consist of only plain fields.
- The field tiles can also be changed by using different card abilities. There are field tile cards used to represent the field tile once it has been changed.
- If a card gains a field boost and it took damage to the point where it had 100 HP left and it moves off of the field tile, then it will still retain the 100 HP it had left.

Additional Items

1 Counters	**2** Tokens	**3** Dice	**4** Card Sleeves
5 Calculator	**6** Coin		

1. Counters - Some card abilities stack up counters by placing them on a particular tile or card, so it's a good idea to carry a few

2. Tokens - Tokens represent creatures and field tiles that can be created from other card abilities, so it is good to collect tokens

3. Dice - Some card abilities may include rolling a die

4. Card Sleeves -Card sleeves can help to protect your cards from any scratches or damage, which helps them retain their value. If you use card sleeves, they have to all be the same so that there are no distinct marks on your cards.

5. Calculator - A calculator will be useful to calculate any damage dealt during a duel

6. Coin - Some card abilities may require you to toss a coin, so have one ready

Creature Cards

1. Card Name

3. Level / Cost

2. Element

4. Creature Type

Ignios, Of The Perfect Flame

TYPE   DRAGON

FIRE

5. Ability Name

Perfect Flame Attack

6. Card Ability/Lore

Once per turn, on your turn, you can Target 1 creature within 2 tiles of this card and inflict 500 damage to it, this card cannot attack the turn you activate this Ability. If this card has destroyed a creature by Battle then you can add 1 "Stream Of The Perfect Flame" from your Deck to your hand.

7. Card Set Number

A - EN - 077   1st Edition

8. Battle Stats

ATK 700   HP 600

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Creatures that Do not have an ability but have a Lore instead, will have a gold Lore icon next to the lore title, they may also have higher Battle Stats than creatures that have abilities

Game Cards

Creature Cards

1. Card Name

Card names can be referred to when they are quoted in card abilities.

2. Element

There are 10 Elements to choose from.

NORMAL FIRE WIND WATER EARTH

DARK LIGHT ICE TOXIC THUNDER
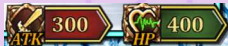
3. Level / Cost

The Level of a card is also its cost, the blue crystal is the cost to activate Trick cards and the red crystal is the Level cost to Spawn Creature cards.

Lv 1   Lv 2

4. Creature Type

There are currently 21 different creature types to choose from, each type is unique

6. Card Ability/Lore

This is the card's ability or lore description.

5. Ability Name

This is the name of the creature's Ability

8. Battle Stats

ATK 300   HP 400

Battle Stats include attack (ATK), Hit Points (HP), Counter Attack (CATK), Range Attack (RATK), Defence (DEF) and Heal (HL) we will go over these soon!

7. Card Set Number

e.g: BTA • EN – 350 this tells you the set name abbreviated and the card number of the set

Trick Cards

1. Card Name

3. Level / Cost

2. Activation Type

4. Card Type

The Arcane Ring

TYPE — TRICK

NORMAL

6. Trick Classes

7. Card Ability/Lore

5. Card Set Number

EQUIP   EFFECT

Equip to a Mage type creature that has an ability that can be activated On your turn; On each of your turns you can pay 1 Magic Crystal to activate its ability an additional time but it cannot attack the turn it activates its ability for the 2nd time.

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Trick Cards have 3 different Activation types and 21 Trick class types, Activation type determines the speed of activation and the Trick classes help to let you know the capabilities of the trick.

Trick Cards

2. Activation Type ➡️ NORMAL INSTANT CHAIN

There are 3 different Trick card activation types and they are distinguished by there activation icon on the top right of the trick card.

Normal - These can only be activated on your turn

Instant - These can be activated on Either Player's turn and in response to a card activation

Chain - These can be activated on Either Player's turn But Only in response to a card activation.

6. Trick Classes ➡️ PROTECT VOID MOVEMENT INFINITE

There are **21** different Trick Classes, each portray the nature of the card's ability and what it does. The trick classes are located above the trick ability and it will display all the relevant classes to that trick card. Some may have extra mechanics that you need to pay attention to:

Target - Abilities that specifically Target either 1 or more of your own cards, your opponent's cards, or field tiles. E.g: "Target" or " Select" 1 or more cards for a card ability.

Equip - Equip class abilities that allow Tricks to be equipped to a creature cards, there may be a requirement E.g: the creature type or Element. Equip cards must be activated either on top or adjacent to the creature you wish to equip it to, you can equip cards to your opponents creatures if you wish to.

Trick Cards

Evade - Abilities that allow cards to Evade other abilities and attacks.

Unavoidable - Abilities that cannot be avoided. (But they can be prevented through a counter ability or an ability).

Trap - Abilities that trigger under certain conditions or when coming within a certain proximity.

Counter - Abilities that are used to counter Movement, Spawning, Attacks/Battles, or abilities that counter stats/ ignore stats changes, or abilities that counter other abilities either by negating or by substituting the ability for something else.

Terrain - Abilities that change or influence the tiles on the field..

Area Radius - Abilities that affect multiple tiles in a specified radius or a number of tiles that are close together.

Damage - Abilities that Deal Damage or that Destroy cards. Damage class does not include Sending or Sacrificing your own cards

Ranged - Abilities that can reach beyond adjacent to it's tile location.

Spawn - Abilities that allow you to spawn creatures to the field.

Stats - Abilities that Buff or Nerf stats.

Game Cards

Trick Cards

Resource - Abilities that allow you to add Cards and Crystals to your hand and inventory

Movement - Abilities that allow cards to move additional tiles. This requires the player to choose the tile path that is being travelled. Cards that do not have movement but still place or shift cards from 1 location to another do not have a tile travel path an example of this is "portal".

Effect - Abilities that give an ability to another card or extends an effect of an existing ability.

Void - Any ability that has anything to do with the VOID.

Status Effect - Any ability that deals a status effect to another card.

Infinite - Trick cards that stay face up on the field indefinitely, unless destroyed.

Timer - Trick cards that stay face up on the field for a specified amount of time. Abilities wear off once the timer class trick card leaves the field.

Recharge - Abilities that allow you to flip a trick back down so it can be reused again.

Protect - card abilities that protect cards either by stopping attacks, reducing the damage, stopping damage and preventing Status Effects.