

Como Jogar Kandhar Cards

Rule 1 - Start

To start playing, your deck must have 50, 60 or 70 cards. This deck will be like a “drawing pile” during the game. It is placed face down and the cards remain in the order they were in at the beginning of the game. You can build your deck according to your preferences. Example:

- *Deck - 50 cards (your deck)*
- *15 Champions*
- *10 Magic cards, or extensions*
- *25 Skills*





Rule 2 - Buying the cards

As in all card games, you take seven cards, that is, you buy seven cards to start the game, as does your opponent.

Only you can look at the cards in your hand. And after it is decided who starts the game, through a quick draw.

Whoever wins the draw starts the battle by playing a skill shield. Because the skill shields are what define the champions to be played.

Imagine that you command a group of warriors and set them to fight according to your will, according to the rules of the game

Se as cartas de sua mão acabarem você poderá comprar mais **sete cartas** no próximo turno.

You must keep a maximum of seven cards in your hands, and you cannot exceed this limit when passing the turn to the next player. If you pass with more cards, your opponent will have the right to remove those that exceed seven. Keep the seven cards, eliminating the excess to the “card graveyard”.

If you run out of cards in your hand, you can buy seven more cards on the next turn.



Rule 3 - Skill Shields

Skill shields are the cards that define how many warriors can be played.

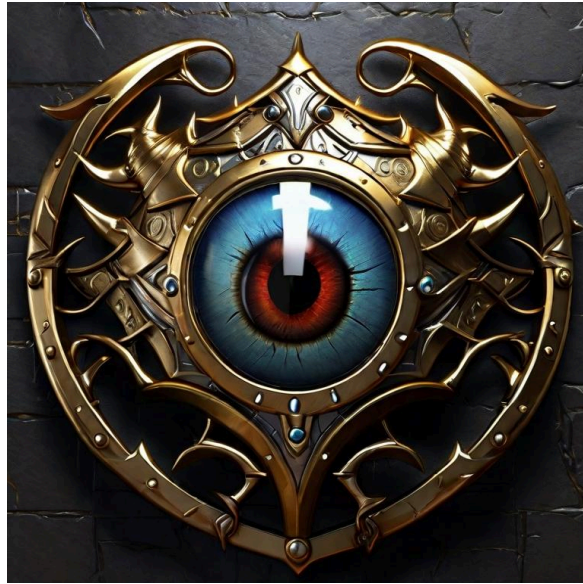


PARA PODER BAIXAR ESTE CAMPEÃO É NECESSÁRIO TER DUAS CARTAS QUALQUER (ESFERAS PRETAS) E MAIS DOIS ESCUDOS DE FORÇA (ESCUDOS CINZAS COM PUNHO)

ESCUDOS DE HABILIDADES USADOS NO JOGO



As we can see in the example to the side, this card can only be played when you have played, one by one per turn, any two shields and two force shields.



Rule 4 - Magic enchantment cards

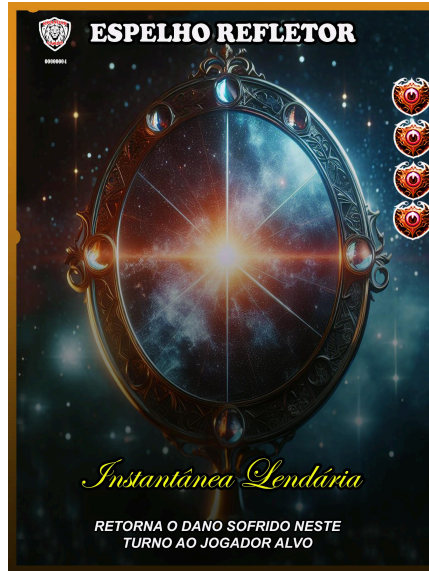
Magic cards are cards that can be used to cause damage to the opponent, or benefit you in some way in the game. As in the example to the side.



By playing this card, you can take a champion from the graveyard and return it with 40 more HP, immediately placing it on the field.

Rule 5 - Instant Magic Cards

Instant cards can be used at any time, even outside your turn, according to their skill shields.



Example: You can play this card when your opponent deals damage to you in battle and you will return all the damage you suffered that turn to your opponent, presenting this card, after being attacked, before he passes the turn.



Rule 6 - Battlefield

At the beginning of the game, there is nothing on the battlefield, but progressively you will build your army, drawing one card per turn. And playing one skill shield, one magic card, and one champion per turn. Each card requires a certain number of skill shields to be played. To use a card, the number of available skills must match the number indicated in the top right corner of the card. Champions, magic cards, creatures, artifacts, and enchantments also enter the battlefield as allowed. The permanent cards must be organized as follows, as shown in the figure below.

THE SEVEN ATTACK CARDS ARE IN THE FRONT LINE, AND THE DEFENSE CARDS ARE IN THE BACK LINE. THE ATTACK CARDS CANNOT DEFEND, ONLY ATTACK, THE DEFENSE CARDS CAN ONLY DEFEND, FOLLOWING THE SAME RULE AS THE ATTACK, THAT IS, THE CHAMPIONS WITH THE HIGHEST HP ELIMINATE THE THOSE WITH THE LOWEST HP. IN THE EVENT OF A TIE, BOTH CHAMPIONS ARE DISMISSED.

YOU CAN CHANGE ATTACK CARDS FOR DEFENSE CARDS, AND VICE VERSA, BEFORE PASSING THE TURN, AS LONG AS YOU HAVE NOT USED THE ATTACK CARD TO ATTACK

AS SETE CARTAS DE ATAQUE FICAM NA LINHA DE FRENTE, E AS SETE CARTAS DA DEFESA NA LINHA DE TRÁS. AS CARTAS DO ATAQUE NÃO PODEM DEFENDER, APENAS ATACAR. AS CARTAS DE DEFESA, SÓ PODEM DEFENDER. SEGUINDO A MESMA REGRA DO ATAQUE, OU SEJA A MAIOR ELIMINA A MENOR. EM CASO DE EMPATE SAEM AS DUAS. PODE SE TROCAR AS CARTAS DE ATAQUE PARA DEFESA, E VICE VERSA ANTES DE PASSAR O TURNO. DESDE QUE NÃO TENHA USADO A CARTA DE ATAQUE PARA ATACAR.



CARTAS DE ATAQUE



CARTAS DE DEFESA

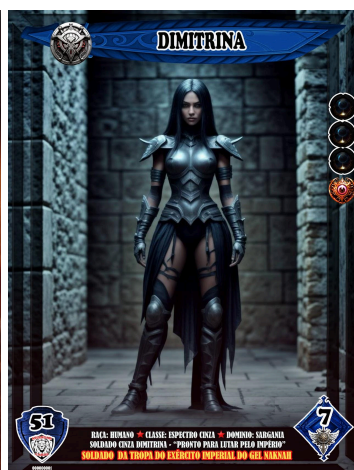
Note: When changing the position of the champions from attack to defense, or from defense to attack, you must wait a turn to be able to use it again.

Rule 7 - Attack by Borders

Cards attack according to their borders, per turn. Example: If your team of champions has 4 yellow-bordered champions and 4 black-bordered champions, after attacking with the yellow-bordered champions, you can only attack with the black-bordered champions on the next turn.



YELLOW BOARD



BLACK BOARD



GREEN BOARD

Rule 8 - Graveyard

In the game, your graveyard is where cards that have already been used, discarded, or destroyed are kept. When you use an instant or an enchantment, they go to your graveyard after being used. Likewise, if a game effect causes your cards to be discarded, destroyed, sacrificed or countered, they go to the graveyard.



Rule 9 - Playing with Multiple Players (From 3 to 9)

To play against multiple players, the same rules apply, and you can play in every-man-for-himself mode, playing in pairs (2x2), trios (3x3) and quartets (4x4), or you can play (2x2x2x2) (3x3x3)

In these modes, players can use enchantment magic cards to help their partner player's champions, as long as it is their turn.

You can also use instant magic cards at any time during the game to defend your partner player.

