# Psychoz CCG Came Instructions

Instructions Overview

Welcome to psychos CCG Collectible Card Game. The Psychoz CCG game is currently in prototype stage using the Tabletopia desktop online environment. These instructions provide an overview of how to play the game using the existing prototype platform.

Game Overview

The goal is to do strategic combat with your opponent amongst three factions that include pedestrians, law, and killers. You use the Psychoz cards to play characters, items, scenarios, and rituals using currency cards to pay the cost to play each card. Your characters attack the opponent, who can use their characters to defend or block attacks. Ultimately, when your opponent cannot block all of your attack points, you begin taking away the Player Life points. The first person to hit zero Player Life points or run out of cards in their deck loses the game.
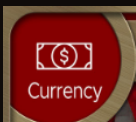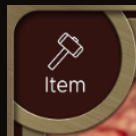
Currency
Every turn, you must draw one card, and can only play one currency. Currencies are used to play all other types of cards.
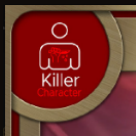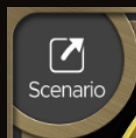
Characters
A character would come into play into the parole area, then after one full turn, could move to the ready zone. Characters are used to engage in altercations or combat with your opponents.

Items
Items can be used by characters to gain additional advantages. Some items stay in place in the battle ground, such as this armor. Other items like weapons in a lot of cases would only be in play for one term, and then once resolved, they would go to death row. Only one item may be used for each character each turn.

Scenarios
Scenarios provide unique advantages and variables in the game and can attach to a character when using them. Once the scenario resolves, it moves down to death row. It only lasts one turn. They can be quite powerful.
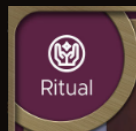
Rituals
Rituals can provide unique actions and advantages in the game, like the ability to draw extra cards.
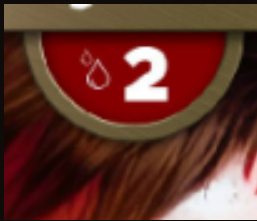
Card Details

Type/Class
This indicates the type of card and class or faction. Each type has an individual icon associated with it. Each class or faction is indicated by color
Red: Killers
Green: Pedestrians
Blue: Law

Cost
The number indicates the amount of currency that it costs to play a card from your hand. The icon and color indicated the type of currency
Red: Blood or Killer Currency
Green: Cash or Pedestrian Currency
Blue: Warrants or Law Currency
Gray: Any currency type

Nationality
Characters all have a nationality, which indicates the nation that they are from with their nation's flag

Scenario Stats
These indicate stats that will be used with scenarios, and some items
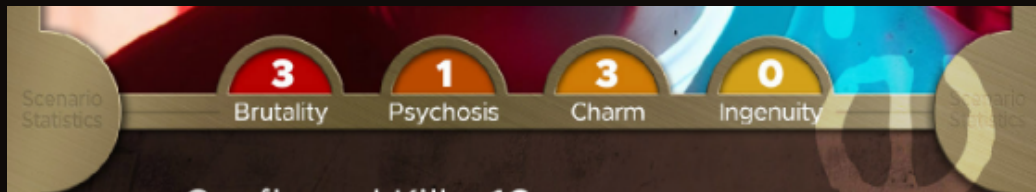
Card Functions and Bonus
Many cards include bonus actions or functions. Most of them require a cost, which is indicated by an amount and type of currency. Some cards, like rituals, may require sacrificing other cards.

⚫2 Cannibalism: **+5 to all Scenario Stats**
Sacrifice **1 character** you control.

PSYCHOZ

Quotes

At the bottom of each card, there is a short quote/phrase to give a bit of flavor to the card.

"You look delicious. Are you free for dinner?"

Attack

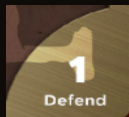Characters have attack points, that indicate the amount of damage an attack will cause to defending cards or to the Player Life of the opponent.

Defend

Characters have defend points, that indicate the amount of blocking of opponent attacks the card will provide. If the defend points of an attacking card are equal or lower than the attack points of the opponent, your card will be sent to Death Row.
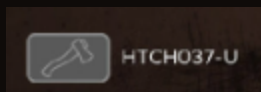
Rarity Grade and Card Number

HTCH037-U

The icon color indicates the rarity grade. The letters (HTCH in the example), indicated the set from which the card came from. The number (037) is the card number within the set. The suffix letter (U) is an abbreviation of the rarity Grade.

Common - White, C

Uncommon - Gray, U

Epic - Green, E

Rare - Blue, R

Very Rare - Violet, V

Legendary - Gold, L

Special - Gold Shimmer, S

Help

Click on the question mark in the lower-left (?). And that's going to bring up everything you need to know about the functionality of the game interface itself. Not the game, just the environment in which you play.

Determine Who Goes First

Each player has their own DI and you can right click on this to bring up the radial menu and hit the roll button that way, or you can hit the R on the keyboard itself. The person who rolls the highest number starts the game.

Choose a Deck

You've got three different types: Pedestrians, Law, and Killers. The pedestrians are kind of beginner level. They're big and strong, but they're pretty basic in mechanics. Law deck is intermediate, a little bit more advanced, and then the killer deck is definitely more advanced. A lot more intricacies involved in how they play.

In order to select your deck, you're going to left click, notice it glowing and then you can left click and hold, and that's going to allow you to pick it up and move it. And then whichever one of these three decks that you choose and put into your Player Deck, is the only deck you can play with.

Shuffle the deck: Once you have placed your deck, be sure to shuffle it a couple of times.

Draw Your First Hand

You will need to initially draw seven (7) cards into your hand. Either all currency or less than 2 in your initial 7 cards constitutes a missdeal. In the case of a missdeal, shuffle your hand and draw 7 new cards. You may have a maximum of 7 cards in your hand at the end of your turn.

Player Turn Phases

When it is your turn, you will need to follow the player Turn Phases. A reminder is embedded into the game table.

Turn Phases

- Set Status to "Ready"
- Reset Board
- Draw 1 Card
- Drop 1 Currency
  (1 max per turn)
- Drop Characters
  (move the currency countter peg)
  (play as many as you can afford)
- Attack
  (opponent mobilize defense)
- Resolve
  (finish plays, quantify points, and 0 defense go to Death Row)
- Set Status to "Pass"

1. Set your status to Ready - do that by hovering over your player icon in the lower left, and choose "Set Status"
2. Reset Board - you will need to move cards back to their default positions. If you have a character that has been in Parole for one turn, move that card to the Ready section. Send any items that say send to Death Raw at your next reset to Death Row
3. Draw 1 Card - players must draw 1 card per turn
4. Drop/Play 1 Currency - if you have currency, you can only play one per turn - drop it into the currency section.
5. Drop/Play Characters and Other Cards - Move the currency counter peg to the amount of currency you've use to play the cards. You can play as many cards from your hand as you can afford - based on how many currencies are on the board
6. Attack - use your cards to attack your opponent. You donot have to attack if you choose. At this point your opponent will then mobilize their defenses.
7. Resolve - finish plays, quantify points, and cards with 0 defense will go to Death Row
8. Set your status to "Pass" letting the opponent know that it is their turn.

Playing Cards From Your Hand

You can play 1 currency card per turn. To pay for other cards, you must have enough currency in play. When you play characters, they must go to Parole for 1 turn, meaning that they cannot attack until your next turn. Some of their abilities may still be viable. Move the currency box to the number of currencies spent this round to let the opponent know what you've used vs. how many you have on the board.

PAGE 5 - Psychoz CCG Game Instructions
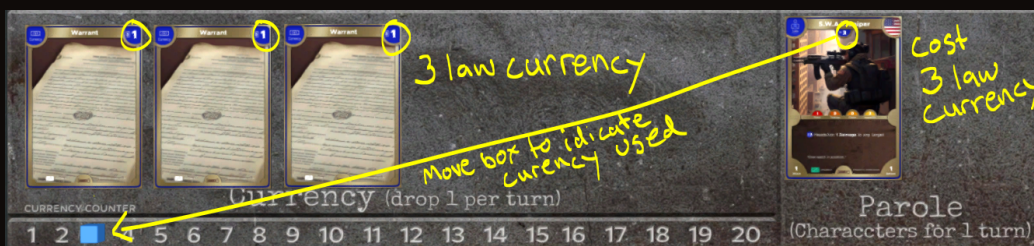
Small Counters for Stat Modifications

Some of the characters in the game will have abilities that will change, or they'll be items that have numbers that'll change and so on. So that's achieved by simply picking up a small count and moving them onto a card.

Any time a number on a card would change, these counters are there to be utilized for that.

Reset the Board

Resetting the board is the second thing you do in a turn. Move any characters that survived the last round of altercation back to ready. Be sure to reset their stat counters (if any), and then send one-round items and cards to Death Row. Then move any characters that have been in Parole for one turn into the Ready zone.

Attack

Move Character to the Battleground: In order to attack, you have to declare your intention to do so by putting one or more characters in the Battleground somewhere. If you want to use them on an item, place a character partially on that item - see Using Items.

Stat Modifications: Take note of any modifications or upgrades that your characters may receive or that you may purchase, and make adjustments to their stats using small counters.

To Send Defending Character to Death Row: The opponent may defend or block with characters. If your character's attack points are equal to or higher then the oppoenent's defend point, the oppoenent character will be sent to Death Row.

Send Attacking Character to Death Row: If your opponent's defender was able to amass an equal amount or more attack points to your attacker's defend points, your attacking character will be sent to Death Row.

Subtract Opponent Player Life: If the opponent chooses to not block or defend, then your total Attack amount will be subtracted from the opponent's Player Life.

Defend

Move Character to the Battleground: If you choose to defend or block an attack, you may do so with one or more characters. You do so by moving your defending characters directly across from your attacker in the battle ground. If you defend with more then one character, your opponent decides which character takes damage first.

Stat Modifications: Take note of any modifications or upgrades that your characters may receive or that you may purchase, and make adjustments to their stats using small counters.

To Send Attacking Character to Death Row: If your characters' total attack points are equal to or higher then the oppoenent's defend points, the oppoenent character will be sent to Death Row.

Send Defending Character to Death Row: If your opponent's attacker was able to amass an equal amount or more attack points to your defender's defend points, your defending character will be sent to Death Row.

Using Items

Play Items From Your Hand: If an item is permanent, to play it, you pay for it with your currency, and then move it to the left side of your Battleground, where it will stay. If your item is temporary, it will be played for one turn in the Battleground and then go to Death Row.

Attack and Defind with Items: Items may be used for attacking and defending.

Attach a Character to an Item: Characters can temporarilly use items. To do so, place your character partially onto the item card, and then make any stats adjustments using the small counters that are applicable. Make sure that the Character that you are attaching to the item has the require stats to use that item. Only one item may be used for each character each turn. That Item may not be reused for 1 full round (Player 1 + Player 2's turns together equal 1full round).

Dog Pile

A Dog Pile is the action that happens as you kind of volley back and forth between both you and your opponent. Once the opponent has declared an attack, you could simply declare a defense and put a defender up there that would be big enough to block it. Or you have the option to use some of the items that you have on your board or in your hand that can be played at any time.

The concept of a Dog Pile is that you can use multiple items to defend or respond to your opponent. You do that by dropping the first item, attach a qualified character to it (the character must meet the item qualifications), then repeat with as many items as you have or can afford. The last item you drop is the first to resolve, so it will be the first to inflict damage or sustain defense against your opponent. And then the remaining items resolve from the last dropped to the first, or until your opponent is sent to Death Row.

Rituals

Rituals are very powerful, meant to stay in play and enhance the game over time. So they are great to have out early on. Each ritual may favor a certain faction by giving extra bonuses but is not limited to only being used with that faction. Many rituals do not cost currency to receive the benefit, but may require sacrificing card or other assets such as life. For example, if the cost for sacrifice is one character to draw one card, and it multiplies X the number of characters sacrificed, each character that you sacrifice allows you to draw one card. So if you sacrificed five characters, you can draw five cards in that case. When a ritual favors a specific faction - i.e. draw one extra card if one of the characters sacrifices was a Law character, then you would be able to draw one additional card if you sacrificed a law character.

Scenarios

Scenarios are generally temporary, and can only be used one time. So when you pay to play a scenario card, drop it into the scenario area. From there, you may attach one character to that scenario to use it. Most scenarios require a minimum roll of the di to enact their effect. Some scenarios will allow you to reduce the minimum roll based on specific criteria - like a class of character attached to it. So to determine the minimum roll, first reduce any points that you qualify for based on the specific scenario card. Then, you can subtract the scenario stats of the attached character from the minimum roll.

For example, if the Scenario card with a minimum roll of 11 Charm and 15 Ingenuity says that you can subtract 1 point from both roll minimums if you attach a law character, then with an attached law character, your minimum roll will be 10 Charm and 14 Ingenuity. Then you may also subtract the Charm and Ingenuity values of the character from the minimum roll. So if your character has a Charm of 3 and Ingenuity of 2, your minimum roll will be 7 Charm and 12 Ingenuity.

Once you have determined your minimum roll, go ahead and roll the di. So your first roll in this example must be 7 or more, and your second roll must be 12 or more. If you have met both roll minimums, your scenario card action may be taken. If you do not meet both minimums, your scenario card can take no action.

Either way, your scenario card must then be moved to Death Row.