

Solo War: Rules of Play

The game is played in 2-4 player battle royale.

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Instruments of War

Each Player gets:

1. Deck: includes 10 different Effect Entities, 6 Ordinary Entities, 4 Elite Entities, 10 Support Cards (Purple-Backed Cards)
2. 3 Gamble Tokens
 1. These are used when the player wants to try their luck and clutch out a win by using the 4-sided die
3. 4-sided Die
 1. Only usable when a player uses their gamble token. Roll the die to see how much FRC your entity will gain. 1-3 gives 1-3 FRC, 0 is klutz!
4. Buffer/Debuffer Tokens: -/+1 x2, -/+2 x2
 1. Use these to set reminders for Buffing and Debuffing Effects from Entities on the board.
5. FRC Counter
 1. No need to keep track in your head. Easily show the total FRC of your Entity with this tool!

For the board:

6 Klutz cards.

War Plan (Order of Play)

1. Set Up Stage:

Separately and face down, shuffle each pile of Entity Cards and the deck of Support Cards and draw from each pile so that you have 3 Ordinary Entities, 5 Effect Entities, 2

Elite Entities, and 3 Support Cards.

Fuse the Entity piles together into 1 Deck, shuffle the newly fused Deck, and place it on the deck box. Keep Support Cards in your hand so your opponent(s) cannot see them. However, if the opponent(s) need to confirm how many Support Cards you have left, that can be seen by your profile picture on the screen.

Shuffle the 6 Klutz cards, separate them, and lay them face down in the center of the game board.

2. Summoning Stage:

Each player draws the top card of their Entity deck, and places the entity face up in the attack box to reveal it and enter the Battle Stage.

3. Battle Stage:

The Entity with more Force (FRC) wins. If tied, both win.

a. Support Phase:

Players can choose whether or not to play 1 Support Card on their turn. Confirm each player has decided their action and move on to the Gamble Phase.

b. Gamble Phase:

Players can decide whether or not to take a chance and use a Gamble Token. Each player has 3 tokens but can only use one per round. If used, the player will then roll a 4-sided die where 1-3 = 1-3 FRC. 0 = 0 FRC and player chooses 1 of the face down Klutz Cards to play. Confirm each player has decided their action and move on to the Retaliation Phase.

c. Retaliation Phase:

Players that have not played a Support card or Gamble Token yet can again decide whether or not to play either.

The Phases within the Battle Stage are completed once all players have either played 1 Support card and 1 Gamble Token or decided not to. Players cannot play more than 1 of each.

d. Result Stage: Winner goes into Victory Pile and loser goes into Defeat Pile. If FRC are tied, both go into the Victory Pile. Any Gambling Tokens and Support Cards used in the Round are placed in the Discard Pile. Return to Summoning

Stage and repeat the process until all 10 entities are used or 1 player has a unanimous winning number of points. Points are calculated by how many Entities are in their Victory Pile. The one with the most points wins the game. If players are tied, it's a Draw.

- e. Sudden Death: Both players play their leftover Elites and play the top card. The one that wins the round wins the game. If tied, move on to the next Elite Entity. If all Elite Entities are used up, move on to the Effect Entities until there is a winner.

Order of Effects

Debuffers —> Buffers —> Entity —> Support Cards / Gamble Tokens —> Retaliation Support / Gamble

Debuffers and Buffers from lingering effects will be applied to the correct Entities first.

Apply the Debuffer first. If the debuffer number is higher than the Entity's FRC, Entity FRC must be 0. Ex. Entity FRC 1, debuffer -3 FRC; therefore, Entity FRC 0.

Apply buffer after. Ex. after debuffer -3 FRC on Entity 1 FRC > Entity FRC = 0 > buffer +2 FRC > Entity FRC = 2.

After D/Bs have been applied, refer to Battle Stage in Order of Play.

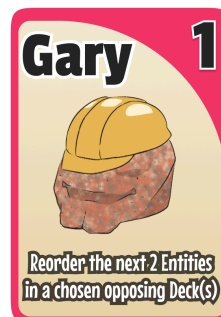
Specific Interactions (FAQ)

-Reorder means the player peeks at those cards and chooses which goes next.

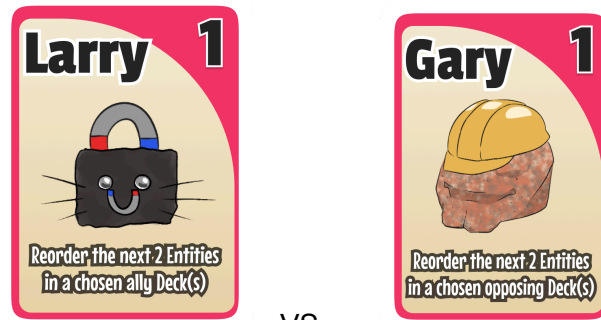
-Shufflers(Felps/Eggy) vs Peekers(Gary/Larry): Shuffle first, then peek



VS

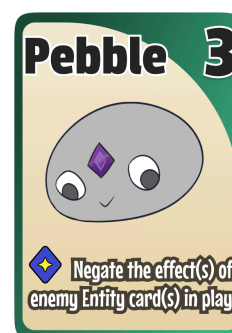


-Larry VS Gary: Both get to look at owner's deck, but only owner gets to choose the reorder

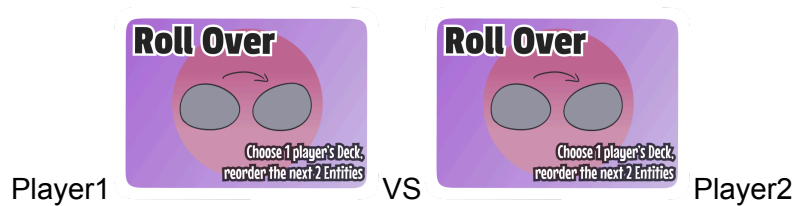


VS

-Pebble VS Lingering Effects: Pebble's Effects only work on Entities on the field; in the example given below, the lingering effect from Lemon is still in play and affects Pebble directly. However, the opposing card in play, Egg, has its effect negated thanks to Pebble's effect.



-If there's a conflict in deciding order of effect, RPS or flip a coin for who goes first. Ex. Both players played the Roll Over Support Card at the same time and wanted to peek at the same player's reservoir.



2v2(Team battle)

Not played like a Battle Royal.

Each member of the team will face their own designated opponent (whoever is across from them, as shown by the blue and red arrows).

Each teammate has to try to win their own individual battle, however partners can help one another with their support cards.

