

The Art of War: Card Game

Guide

THIS USER GUIDE IS PROVIDED EXCLUSIVELY FOR THE EARLY ACCESS VERSION OF THE ART OF WAR: CARD GAME. THE FINAL VERSION OF THE GAME MAY DIFFER FROM THE CURRENT ONE! IN THE FINAL VERSION OF THE GAME, THIS GUIDE WILL BE REPLACED BY A MINIGAME.

Welcome to the game!

This guide will help you quickly get started on your way to achieve victories in The Art of War: Card Game.

Basics

To begin with, remember the 8 main points about the game.

1. The Art of War: Card Game is a **turn-based** game. After the player's turn is completed, the turn is passed to the opponent.
2. During turn, the player can play one card from his hands or **pass**.
3. A pass in the game means that the player in this round will no longer lay out cards and all the initiative in the round is transferred to the opponent. The pass in the game can be used with different intentions depending on the player's tactics - either to save his cards and move the game to a new round or to force the opponent to play his strongest cards at the beginning of the game and leave him with nothing at the end.
4. If the player has no cards left, the pass is announced automatically.
5. When both players pass, the end of the round is announced and the number of points on the field is counted. In the round, the player who scores the most points wins. A draw in a round gives a point of victory to all sides.
6. To win the game you need to have two victory points (i.e., win two rounds).
7. If the number of victory points remains equal after the end of the second round, an additional round is announced.
8. The player is given 1 minute to complete a turn - there is no need to make rash actions, but there is no need to delay the game! If the player does not have time to play a card, then the player will be fined, and one random card will be taken from the hands. If the player receives three penalties for the game, the player will be disqualified, and the opponent will receive a technical victory.



1. CARDS ON THE PLAYER'S HANDS -THE PLAYER MUST PLAY ONE OF THE CARDS DURING PLAYER'S TURN.
2. PASS BUTTON - THE PLAYER CAN PASS AND GIVE THE INITIATIVE IN THE ROUND TO THE OPPONENT.
3. THE NUMBER OF POINTS A PLAYER HAS - THE PLAYER WHO HAS THE MOST POINTS WINS THE ROUND.
4. NUMBER OF WINS FOR A PLAYER - TO WIN THE GAME YOU NEED TO WIN TWO VICTORIES.
5. THE REMAINING TIME TO COMPLETE YOUR MOVE.

Cards

The cards in the game differ in many criteria. Perhaps the most important of these is the rarity of the card or its color for simple. **Ruby** cards are the rarest, then **gold**, **silver** and at the end **iron** cards. All cards except iron ones are unique.



The game has two different decks of cards from which players draw cards during the game – **Faction Reserve** and **Common Deck**.

- The **Faction Reserve** is a special deck consisting of 10 cards. Only the player has access to the player's reserve, and it contains cards that the player put there in the "Deck Builder" by himself. The reserve consists of 1 ruby card, 2 gold, 3 silver - the rest are iron cards. The ruby card is guaranteed to be into the player's hands at the beginning of the game, and the rest of the cards are shuffled. At the beginning of the game, a player draws 5 cards from the reserve, including one ruby card.
- The **common deck** contains 60 iron cards that do not belong to any faction. It is impossible to predict which card the player will draw from there. All players have access to the common deck. At the beginning of the game, a player draws 5 cards from the common deck.

You can distinguish whether the card belongs to the **Faction Reserve** or the **Common Deck** by the absence of a stylized gemstone on the left edge of the card.



Each card may have up to three **attributes**.

- Attribute "**Order**" - the effect of the card can be activated again using another card.
- The attribute "**Spy**" - card is played not on the player's field, but on the opponent's field.
- Attribute "**Last Wish**" - the effect of the card performs not during the playing card, as usual, but when the unit dies.



However, the most important thing about a card is its effect. Each card has its own unique effect. At the time of playing a card you should perform the effect of the card exactly as the text of the effect says. An exception is the effects marked as optional - their effect may not be performed if the player wants so. The effects of cards with the "Last Wish" attribute are not performed during the playing of the card, but at the time of its death.



BY PLAYING THIS CARD ALL ITEM CARDS WILL BE DESTROYED AND THEIR EFFECTS WILL NO LONGER BE APPLIED.

And the last subject of our interest are health and defense points of the card. Each card, except tactic cards, has health points, and may have defense points or armor for short. The health and armor of a card are subject to change. For example, a card attacked by an enemy risks losing some health. If the card had armor, then defense points should be reduced in first, and then the health. When the health of a card drops to zero, it dies and goes to the graveyard of the player on whose side of the field the card was laid out. Some cards can resurrect cards from the graveyard. At the end of the round, the health of the cards on each side is counted - the player who has more health points wins the round. Defense points do not counted in the calculation!

NOW YOU ARE FAMILIAR WITH THE BASIC RULES OF THE GAME! YES, THERE ARE NUANCES THAT WERE NOT TOUCHED UPON IN THIS GUIDE, BUT THE GAME WILL TELL YOU ABOUT THEM AUTOMATICALLY.

WISH YOU A SUCCESSFUL BATTLES AND GLORIOUS VICTORIES IN THE ART OF WAR: CARD GAME!
