

TACTICS ANTHEM

HOW TO PLAY?

GAME OBJECTIVE

To deploy all your Minion Cards before your opponent.

Winning Conditions

- Deployed All Minion Cards first.
- Opponent runs out of Minion Cards or Tactics Cards to draw.
- Opponent surrenders.

HOW TO PLAY

The Computer will toss a coin and based on the selection of Heads/Tails, either you or your opponent will get to go first and gain INITIATIVE.

The Computer will deal 7 Minion Cards to both players, and start the first Turn. The order of a Turn is done in 4 Phases

GAME PHASES

(I) Draw Tactics Card Phase

The Computer will draw a Tactics Card from the Deck.

(II) Tactics Phase

Play a Tactics Card.

(III) Combat Phase

You may deploy up to 5 Minion Card(s), depending on the Mode-Of-Play.

(IV) Draw Minion Card Phase

The Computer will draw a Minion Card from the Deck.

MODES-OF-PLAY

Solo - Any single card.

e.g. **Green7**

Duo - Any 2 Minion Cards of the same strength.

e.g. **Yellow1** and **Blue1**

Star (in ascending order of strength)

Dragonstar: 5 cards of the same colour.

e.g. **G2, G5, G7, G10, G11**

Star Consec: Consecutive strength minions of different colours.

e.g. **G4, B5, Y6, G7, B8**

Star Trio: 3 equal strength cards and a Duo.

e.g. **G7, Y7, Y7, B4, G4**

Power Consec: Consecutive strength minions of the same colour.

e.g. **Y5, Y6, Y7, Y8, Y9**

STRENGTH OF CARDS (DESCENDING ORDER)

12 - 1 > **Yellow** > **Green** > **Blue**

RULES

1. When your opponent passes, Initiative is reset and the player will have a choice to play a hand in a different Mode.
2. If the opponent is unable to place a stronger deployment, he or she is deemed to have "Pass".
3. At the start of a turn before your Draw Phase, if your opponent has declared 'Pass' in the preceding turn, your Minions will be moved to your Victory Pile.
4. On the turn when you gain Initiative, you may choose to skip your Draw Minion Phase, or choose to draw a minion card from either your Victory Pile or the Minion Deck. However, minions with strength 10+ may not be moved from the Victory Pile back to your hand.
5. When minion(s) are defeated, the computer moves them to your 'Graveyard', facing-up.
6. If you have more than 12 cards on hand, the computer will prompt you to discard additional cards from your Hand.
7. A minion of a greater colour is more powerful than a minion of a lesser colour (i.e. A Yellow Renegade is greater than a Green Renegade, who is in turn stronger than a Blue Renegade) e.g. 6Y is greater than a 6G, but weaker than a 7B

TACTICS CARDS

Tactics Cards are "rulebreakers" that affect Mode, Minion, Turns and so on. During the Tactics Phase, you select a Tactic you want to utilize. Once a Tactics Card is utilised, it is instantly discarded into the Graveyard pile unless it has a duration e.g. next 3 turns tag to its description. In such instances, the Tactics Card continues to take up 1 Position on the Tactics Zone. When the duration is up, that card goes into the player's Graveyard at the end of the specified turn.

TACTICS CARDS - INVOLVING TURNS

Next Turn - If you use a Tactic that specifies 'Next Turn', this means the effect takes place in the opponent's upcoming turn.

This Turn and next 2 turns - This Tactics comes into effect during the current turn and its effects lasts for 2 more turns thereafter.

Next Mode - The upcoming mode that is to be specified (Solo, Duo, or Star), regardless of the current mode.

Opponent's next 2 turns - This means the effect takes place during the opponent's upcoming turn, but not your next turn, and then comes into effect again at the opponent's following turn.

TACTICS CARDS - CONDITION OF USE

Normal Casting - During Tactics Phase, this Tactic can be normally utilised when the necessary condition is met (e.g. when opponent deploys any Solo minion whose strength is greater than 7 in the preceding turn) and the effect is usually immediate.

Skip Combat Phase - On the player's turn, using this type of Tactics Card will forbid the player from deploying a hand during this Turn's Combat Phase. However, a player is allowed to use more than one Tactic if he/she has other Support Minions on the field.

Reactive Casting - This means the use of a Tactics Card in response to an opponent's Tactic or action during the opponent's turn. In some cases e.g. Traps, the reaction can happen in later turns, or when the specific conditions have been met.

Combat Reactive - This Tactic can only be utilised during the opponent's Combat phase; and only immediately upon the deploying of a valid hand by the opponent.

TACTICS CARDS - FUNCTIONS

- T Take card from Minion or Tactics Deck
- E Swap card on hand with card from another location
- N Counter Tactics Card effect, nullifying it
- B Bury card to Graveyard, or Banish card out-of-play
- A Change condition and/or minion/support minion value
- D Forbid certain play condition or action
- S View an unrevealed card
- I Give card to opponent
- M Put card from one location to another

TACTICS CARDS - SUPPORT MINIONS

A Support Minion is a special Tactics Card that allow you to utilise more than 1 tactic card per turn. The player activates the Tactic in a similar way, and the card permanently takes 1 square on your Tactics Zone (unless the SuMn is e.g. killed).

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