

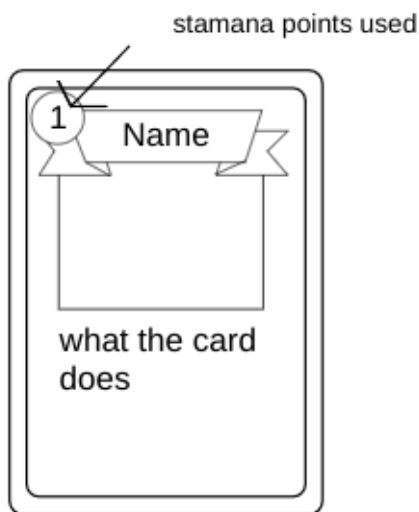
Unnamed card game

Basics

Stamina points: each card has a number at the top in a circle, that is how many stamina points are used. You get 4 stamina points per turn to use. If you have no stamina points your turn ends.

Basic card:

The parts of the card are the stamina points used, the name, the picture right under the name, and what it does.



Attacks: attacks lower your opponents hp.

Defense: defensive cards block your opponents attacks

Magic cards: magic cards are better than normal cards and give your opponent debuffs on your cards

Campfire cards: campfire cards let you heal hp and upgrade your weapons. But if you use more than 2 you get a penalty like losing hp or degrading your weapons (your opponent chooses what happens).

How to play

1. On your turn you get 4 stamina points unless you use a card that gives you more.
2. Draw 5 cards from your deck and put them in your hand.
3. Choose a card to play until you have no stamina points or 0 stamina cards left.
4. Opponent does steps 1-3.
5. When one player has 0 hp the game ends
6. (optional) the loser holds out 3 cards and the winner takes one and gets to keep the card (optional).