

How to Play v3.1

How to Start

Both you and your opponent need to have a **deck**.

- A deck must contain **20 cards** total. *
- You can have **up to 2 of the same card**. *
- Your deck must contain **at least 3 cadets**. **

**Players need to agree that they use "EXPERIMENTAL" (aka untested) cards, or not.*

***if a card is "LIMITED" then you only can have 1 of the same copy. If "UNLIMITED", you can have up to 20 copies.*

****3 cadets means 3 cadet cards, so you can have 2 of the same, plus one other.*

👉 [Online Deck Builder](#)

Both you and your opponent need to pick a side on the **board**.

1. Players **put their deck** on their side of the board in the **Deck Pile**.
2. **Both players draw 4 cards** from their own deck as a starting hand.
(if a player didn't draw any cadet, they need to shuffle their hand back to their deck, then draw 4 cards again. Repeat if needed)
3. Players decide **who starts** with a **coin flip**.
(if one player already won the previous match, then the loser can pick to start or come second)
4. **The game begins!**

👉 [How To Make a Board](#)

How to Play

Both players take turns until one side wins the match.

Start of a Turn

- **Draw a card**.
- Resolve effects. (Effects resolve backline to frontline, Cadets to Attachments)

Middle of a Turn

Do any of the following, in any order.

- **Play cards** from your hand.
(as many as you want)
- Once per Turn: put an **energy on a cadet**.
- Once per Turn: put an **energy on a cadet**, for each of your **Defeated Cadets from last turn**.
- Once per Turn: **swap the position** of two adjacent allied cadets.

- Once per Turn/Cadet: **Activate Skill Cadet's** effect.
(if conditions are met)
- Once per Turn: you can **remove an energy** from your cadet and **deal 1 damage** to a cadet within its range. This damage cannot be increased or lowered.

END of a Turn

- **Activate** one **Attack Cadet's** effect.
(if conditions are met)

OR

- **Pass** your turn

How to Win

There are 2 ways to win a match:

1. Collect 3 Victory Points
2. Your rival runs out of Cadets.

First player collects **3 Victory Points**

If a **Cadet's HP** is **reduced to 0 HP**, the Cadet is **Defeated** and discarded to the Discard Pile.

Cadets that are **defeated** as a result of some action or effect originating from **your side** of the board gives you a **Victory point**

(some cards might have a card effect that defeats a cadet without reducing their HP to 0, that also grants a Victory Point)

A player run out of Cadets

If a player **ends their turn without a cadet** on their side of the board, they **lose the match**.

Cadets

Cadets are only playable **during your turn**.

When you play a cadet, they must be played on an **empty Cadet Slot** on **your side** of the board.

If there is **no empty Cadet Slot**, you **can't play a new Cadet**.

Cadets always **slide towards** the **Frontline** *(if there is a free space)*.

If a cadet leaves the Board by defeat or any card effect:

Resolve all the effects, then slide the rest of the Cadets towards the Frontline.



Common things

Each cadet has HP, Range, Energy Cost and an Effect.

- **HP** defines how much damage a cadet can take before being defeated.
- **Range** defines the max distance effects can reach (both directions). An effect's trigger does not rely on its range
- **Energy Cost** defines how much energy you need to attach to be able to use the cadet's effect.
- **Effects** are unique to each cadet. Cadets do what they say.
- **Effect type**. Defines how the effect is used. There are 3 kinds, Attack, Skill, and Passive.

Effect Types

Each Cadet belongs to one of the 3 types:

- **Attack Cadets**
Attack Cadets are great at dealing damage, but **using their effect ends your turn**
- **Skill Cadets**
Skill Cadets' effects can be used **once per your turn**/Skill Cadet. Using them doesn't end your turn.
- **Passive Cadets**
Passive Cadets' effects are **continuously active**, even in your opponent's turn.

Keep in mind, Cadet Effects only works if energy requirement is satisfied.

Cadet Affinities

Each Cadet is aligned with one of the 3 affinities:

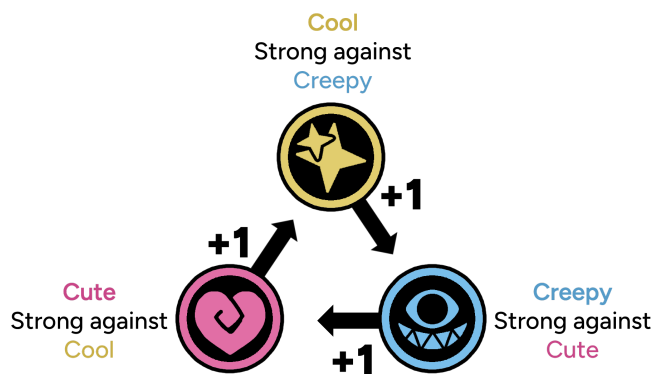
- **Cool**
Cool Cadets deal 1 extra damage to Creepy Cadets
- **Creepy**
Creepy Cadets deal 1 extra damage to Cute Cadets
- **Cute**
Cute Cadets deal 1 extra damage to Cool Cadets

Easy way to remember:

You need to be Cool to deal with Creepy.

Only Creepy dare to hurt Cute.

But only Cute can lower the defense of the Cool.



ITEMS

There are 2 main types of Items in the game:

- **Consumables**
- **Attachments**

Consumables

Consumables are **quick cards** that you can activate on **your turn**.

They **take their effect**, then go to the **Discard Pile**.

Attachables

Attachables can be **attached to Cadets**, buffing, changing or debuffing them.

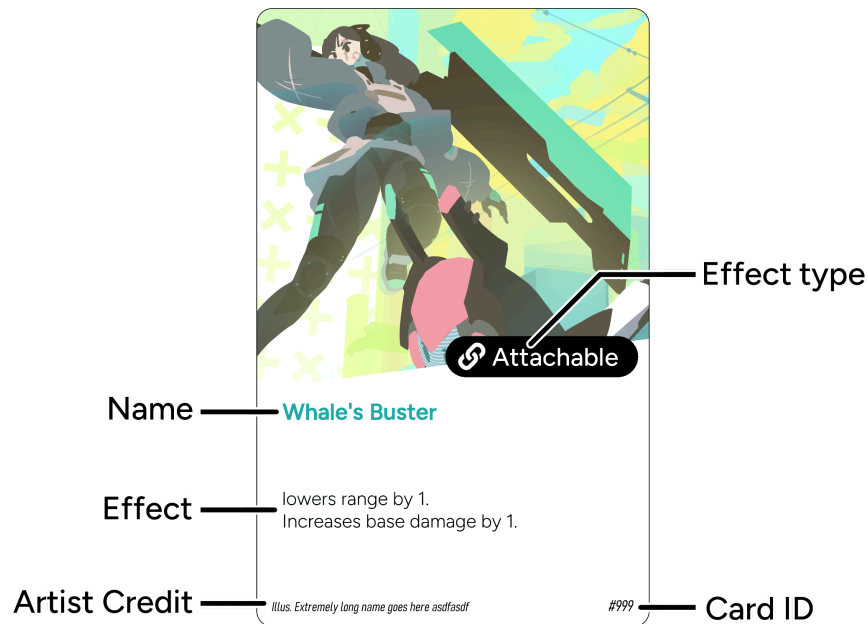
They only can be **played** during **your turn** and can be played anywhere on the board.

You can only attach **one** Attachment to a single cadet.

Attaching an attachment to a **Cadet that already has one; removes the original** attachment, sending it to the Discard Pile.

If a **Cadet leaves** the Board, their **attachment goes** to the **Discard pile**.

If a Cadet **swaps/moves/slides** on the Board, the **attachment follows**.



Damage Calculation

Damage is calculated in the following way

1. Damage from **cadet**
2. **Super effective** damage from the origin cadet
3. Damage from by other cadets
4. Further modified by item cards

Further Reading

Designing Your Card

Remember, when designing your cards, **keep it simple** and **direct**.

Cadet cards

Cadet cards abstractly represent your Chroma Corps cadet and their abilities.

If you have a cool idea that fits with your character's lore that breaks rules, feel free to submit something over the top, just be prepared to accept a compromise.

Cadets have the following information to design with:

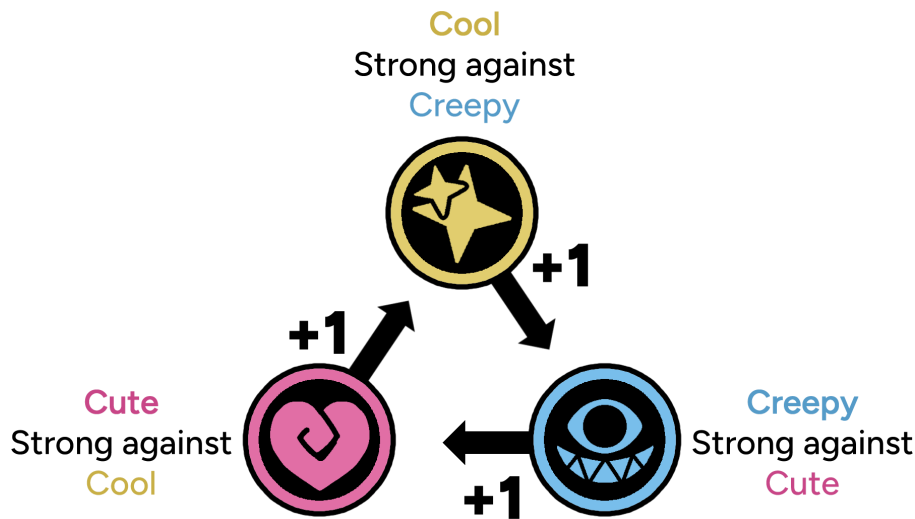
- **Affinity** is based on your cadet's visual design.
- **HP** defines how much damage a cadet can take before being **defeated**.
- **Range** defines the max distance effects can reach (both directions). An effect's trigger does not rely on its range
- **Energy Cost** defines how much energy you need to attach to be able to use the cadet's effect.
- **Effects** are unique to each cadet. Cadets do what they say.
- **Effect type**. Defines how the effect is used. There are 3 kinds, **Attack**, **Skill**, and **Passive**.

Affinities

Affinities are a simple rock-paper-scissors mechanic. Every affinity resists another.

Cadets that take damage from a card of an affinity it is weak to takes 1 point of weakness damage.

Below is a chart representing the types to chose from, and their relationships with each other.



Hit Points and Range

Hit Points and **Range** are linked together. The more Hit Points a cadet has, the lower its range and vice versa.

- **HP** defines how much damage a cadet can take before being **defeated**.
 - a. **HP is reset** if a cadet returns to the board from the hand, discard pile, or deck.
- **Range** defines the distance a card's effect can reach (in both directions).
 - a. An effect's **trigger** does not rely on its range.
 - b. Cards with a range of **G** are **global**, and their effects span the entire board.
 - c. Range affects the application of conditions, but **not** their lingering effects.

HP and range usually (but not always) follow this pattern.

Hit Points	10 hp	8 hp	6 hp	4 hp	2 hp
Range	1 card	2 cards	3 cards	4 cards	5 cards

Effects

Writing a unique, interesting or fun effect will make or break your cadet.

There are 3 types of effects:

1. **Attack** Cadets
Attack Cadets** are great at dealing damage, but **using their effect ends your turn
2. **Skill** Cadets
***Skill Cadets'** effects can be used **once per your turn**/Skill Cadet. Using them doesn't end your turn.*

3. **Passive** Cadets

*Passive Cadets' effects are **continuously active**, even in your opponent's turn.*

When designing with **randomness**, keep in mind:

- **Heads** is typically a good outcome, and tails is usually a bad outcome. This is not a hard and fast rule
- Multiple coin flips may be utilized.
- Randomness that has the chance to do *nothing* is generally uninteresting. If you intend to design with random chance, incorporate multiple outcomes, not simply damage or nothing.

Energy Cost

Cadets must have an amount of energy attached to them equal to their energy cost to make use of their effect. Making use of a skill does not expend energy.

Attack

Attacks **must deal damage**. Attacking will end a player's turn. A cadet can only attack other cards within its range.

When designing an attack, please consider the following:

- A cadet can attack and damage cadets on their own side of the playfield (Friendly fire, is enabled, be careful.).
- The higher the energy cost of a cadet's attack, the more powerful it should be.
- Attacks that can hit multiple cards at a time typically deal less damage than those that hit one at a time.

This is a basic guide for *generally* how much **total damage** a single cadet should be able to deal with a single attack and the recommended energy costs:

Total Damage Dealt	1-2 damage	3-4 damage	5-7 damage	8+ damage
Energy Cost	1 energy	2-3 energy	4 energy	5+ energy

Skill

Skills **typically don't deal damage**, but instead have some other effect. You may use a skill once per cadet per turn. Using a skill does not end your turn.

Passive

Passives **cannot modify a cadet's hit points**. Once the energy cost of a passive is met, it activates and remains active as long as the cost is met.

When designing a passive, please consider the following:

- Referencing variables that are situational can be very interesting, but inherently situational. This includes variables such as type, number of cards, card position, hit points, or anything else you might think of.
- That said, keep the idea simple and direct. *Don't* reference too many variables. One to two at most.

Basic attack

All cadets can make use of a basic attack against rival cadets. By expending 1 energy, you may deal damage to 1 cadet within range. Using this attack ends your turn. This damage cannot be modified by affinity or any other set of rules.

Item cards

Item cards are split into 2 groups: **Consumable** and **Attachable**. Both types interact with Cadet cards in different ways and are essential.

Cards that are purely buffs or purely debuffs can be uninteresting. If a buff/debuff is necessary, consider applying the buff to your rival as well, or debuffing only a specific type to make your card more exciting.

Consumable Items

Consumable item cards are **discarded** after being used and can be used at any point during a player's turn.

- Cannot modify the hit points of the other player.
- Consumables that involve the player drawing extra cards cannot allow the player to draw more than 1 extra card.

Attachable Items

Attachable item cards are attached by being placed underneath a cadet card on the board. Cadets can have no more than one card attached to it at a time.

- Attachable cards only affect the cadet it is attached to and indirectly affect cards that interact with it
- You can attach items to cadets on your rival's side as well as your own side.