

FAQ

Looking for more information on specific spells? Visit our [Spell Information](#) page.

For the full set of instructions, [click here](#).

General

- How many people can play?
 - 2-4 players can play HoSP. 5-6 players is possible, but the game tends to slow down too much. The standard formats are: 1v1, 1v1v1, 1v1v1v1, and 2v2.
- How long does a game last?
 - Games tend to last 20-45 minutes. Some epic matches can last 1 hour.
- Does everyone play using one deck?
 - Yes, the game is played using one shared-deck. However, you can have fun experimenting with deck building as well by combining the standard edition and expansion and taking turns choosing cards.
- What's the difference between the Standard Edition and Gnome Wars expansion?
 - Overall, the Standard Edition has more defensive lvl 2s, allowing players to advance to the end game relatively easily. The highest lvl monster in the Expansion is a lvl 12.
 - The Expansion has more aggressive lvl 2s, allowing for more combat from the start. The highest lvl monster in the Expansion is a lvl 14.
 - I would highly recommend the getting the Gnome Wars Expansion. It contains all our favorite cards that couldn't make it into the base game, and overall has a better art style. Some of our favorite cards are in there!
- What does the playing field look like?
 - On your side, you have a row of monsters (max 9) and a row of spells (max 5). There is a shared deck of cards to draw from, and next to it a graveyard pile.
 - See example.
- Is it difficult to learn?
 - Heroes of Stanley Park is very easy to learn! The rulebook is short, and the concepts that drive the game are simple. Even if you're new to the genre, learning the game won't be an issue!
- Skrimadge vs High Honor
 - In Heroes of Stanley Park culture, there are two types of games: Skrimadges and High Honor Matches. Skrimadges are casual games for fun and practice. High Honor games have honor, skill, and the title of World Champion at stake. High Honor games are initiated by playing the war horn sound on Youtube.

Gameplay

- Can I attack on the first turn?
 - No, you cannot attack on the first turn.
- How do I win the game?
 - You win the game one of two ways:

- 1) Your opponent(s) health points decreases from 30 to 0.
- 2) Your opponent surrenders.
- It's common for games to end with a surrender after you've lost your lvl 12/14 and there's few cards to draw from in the deck.
- In the Standard Edition, health points come into play with when the spell Teleport is used with a high lvl monster backed by combat spells. In the expansion, it comes into play more often with regular combat and some powerful spells.
- What do I do on each turn?
 - Each turn starts by drawing 2 cards
 - In the early game, summon a lvl 2 and a spell to the field each turn.
 - If you have a high-ATK lvl 2, or a lvl 6-14, you can attack if you think the odds are in your favor.
- What happens if I run out of cards in the deck?
 - In a 1v1 game, typically the game plays out without either player drawing more cards. In 3-4 player games, you can reshuffle the graveyard and continue playing.
- What's the purpose of the graveyard pile?
 - The graveyard is where monsters go that are sacrificed or destroyed, and where spells go when they are used.
- Why do health points matter?
 - Health Points add another layer of strategy in the game and allow for wonderful combat mechanics. The game ends once a players HP reaches 0.

Turn Order

- Do I draw every turn?
 - Yes, draw two cards at the start of each turn. There's no limit to how many cards you can have in your hand.
- Can I summon multiple monsters in a turn?
 - Yes, under specific circumstances. You're allowed to summon 2 levels worth of monsters free per turn. That can be one lvl 2, or up to two lvl 1s. In addition, you can sacrifice monsters on the field to summon higher-lvl monsters in your hand.
- How do I summon monsters?
 - You summon monsters by placing them on the field in either Attack or Defence Position.
- What is the difference between Attack and Defence Position?
 - Attack Position means your monster is on the field face-up and portrait. In any combat situations, being in Attack Position means you use your monster's ATK value. Attack Position gives your monster the option of attacking. It also makes you more vulnerable to HP damage if your monster is destroyed.
 - Defence position means your monster is on the field in landscape. If summoned in Defence Position, you can summon the monster facedown landscape (until it's attacked or you change positions). Being in Defence Position means you use your monster's DEF value. Being in Defence Position is safer, because you won't

lose HP if your monster is destroyed, even if the difference in combat values is substantial.

- How many spells can I summon/play in a turn?
 - You can summon 1 spell per turn. There are some lvl 2s that allow you to summon an additional spell on a turn when destroyed.
 - You can activate multiple spells in a turn, as long as they're already summoned on the field.
- Can I use spells from my hand directly without placing them on the field?
 - Yes, you can activate a spell from your hand instead of summoning it to facedown to the field.
- Is there a limit to how many cards I can have in my hand?
 - No, you can have unlimited cards in your hand. If you want to get rid of some, remember that at any time you can exchange 4 monsters OR 2 spells in order to draw 1 card from the deck.

Combat

- How do I attack?
 - You attack by selecting a monster on your opponent's field want to attack. If your opponent does not have a monster, you can attack their HP directly.
- How does combat work?
 - Select your target, compare stats, roll for bonuses, and activate spells. See instructions for full details.
- What happens when a monster is destroyed?
 - When a monster is destroyed, it is sent to the graveyard. If it was an Attack Position, the player will lose HP equal to the difference in combat values. If it was in Defence Position, no HP is lost.
- Do I need to roll dice every time I attack?
 - Yes, each monster involved in combat will roll for bonuses.
- Is there a limit to how many times I can attack in a turn?
 - Each monster on your field can attack once per turn. They can both attack the same target.
- When's the best time to activate a blocker spell?
 - At the very least, wait until the monster(s) have rolled, since there's always a chance they roll a 1 and miss. After that, you can use it any time. You may wish to activate some combat spells first to use up your opponent's spells.

Other

- How was the art made?
 - The art was generated using Midjourney (an image-generating AI), and then further edited in Photoshop and Lightroom.
- Can I use spells at any time?

- You can use spells on your field any time during your turn, or any time you're attacked.
- Can I change a monster's position from attack to defense?
 - Yes, you can change position any time during your turn. Once you attack or your turn ends, your monster must stay in that position.
- Can I play Heroes of Stanley Park with expansions or additional decks?
 - Yes! The Gnome Wars Expansion is a must have.
- What's the recommended age for Heroes of Stanley Park?
 - 13+ is the recommended age group. We have fans and players ranging from 15 to 80!
- How do sacrifice mechanics work?
 - You can sacrifice monsters on your field to summon higher-lvl monsters in your hand. You can summon a monster equal to cumulative lvls you sacrifice. For example, sacrificing three lvl 2s would let you summon a lvl 6.
- Are there any limits on the number of cards on the field?
 - You can have up to 9 monsters and 5 spells on the field at once. You can activate a spell from your hand on top of the 5 spells on the field.
- Can I look through the graveyard pile during the game?
 - Yes, you can.
- Can I attack on the same turn I summon a monster?
 - Yes, you can—except for on the first turn of the game.
- Can I attack multiple times in one turn?
 - Yes, each monster can attack once per turn.