

0. Update Cockatrice

If you have cockatrice installed, uninstall it.

1. Download Cockatrice.

Cockatrice is “A cross-platform virtual tabletop software for multiplayer card games”, we'll use it to play the Skirmish demo.

Go to <https://cockatrice.github.io/> and click on the link for your OS.

Cockatrice

A cross-platform virtual tabletop software for multiplayer card games



[Download Windows](#)
7+ (64 bit)

[Download macOS](#)
10.10+

[Download Ubuntu](#)
14.04

[How to compile your own binaries](#)

Cockatrice is an open-source multiplatform supported program for playing tabletop card games over a network. The program's server design prevents any kind of client modifications to gain an unfair advantage in a game. The client also has a built in single-player mode where you can brew without being connected to a server.

Getting Started

1. Download an installation file from the sidebar on the left
2. Install 'Cockatrice' the same as any other application.
(on macOS you need to drag 'Oracle' to your Applications folder too)
3. Open 'Cockatrice' and run the 'Oracle' tool to create a card database when prompted on first launch
4. Build a deck in the client, or import one
5. Start playtesting offline or connect to a server
 - [List of Public Servers](#)
...contact us to see your public server there!

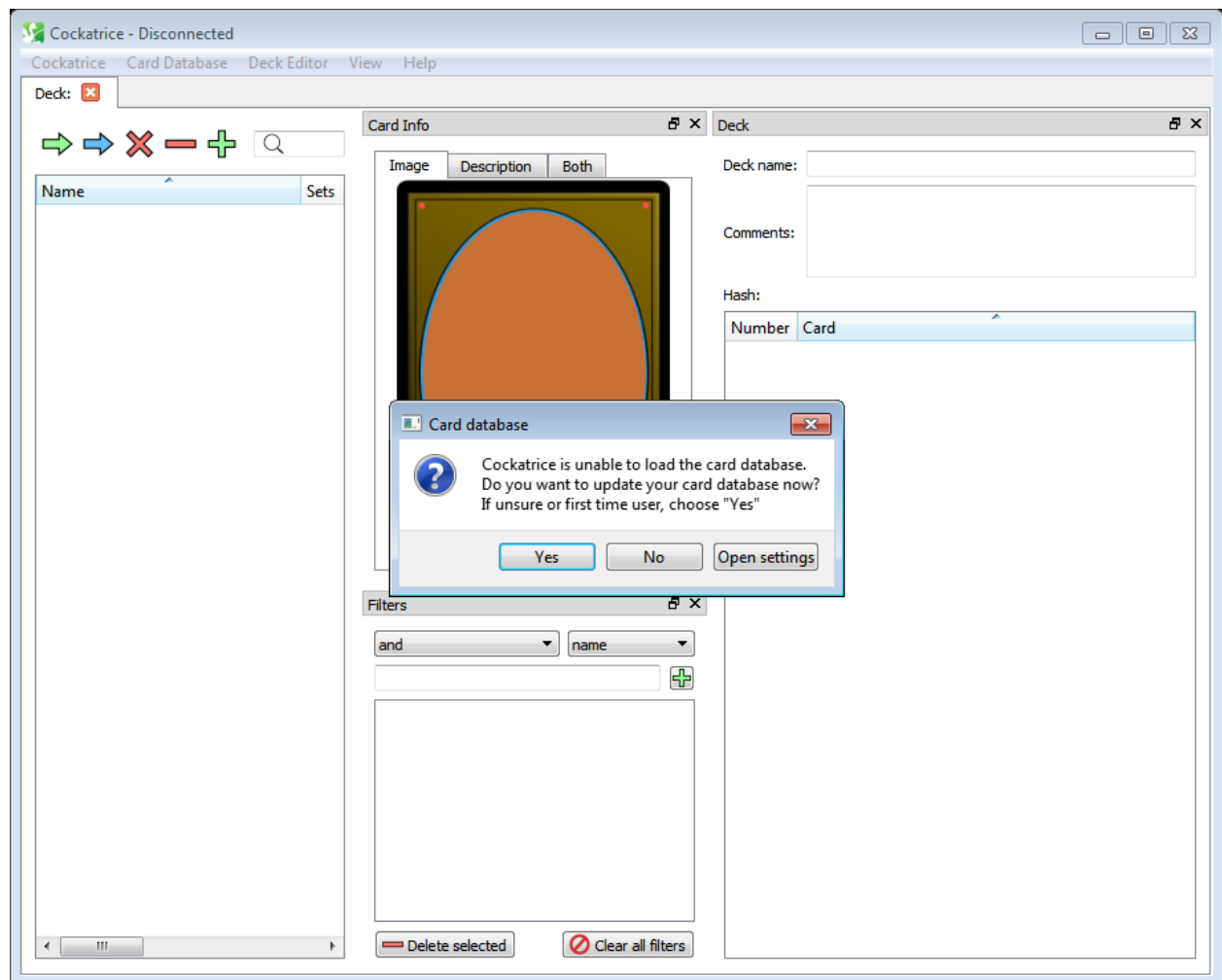
Enjoy playing your favorite card games!

2. Install Cockatrice

Run the installer you downloaded and follow its instructions.

3. Open Cockatrice

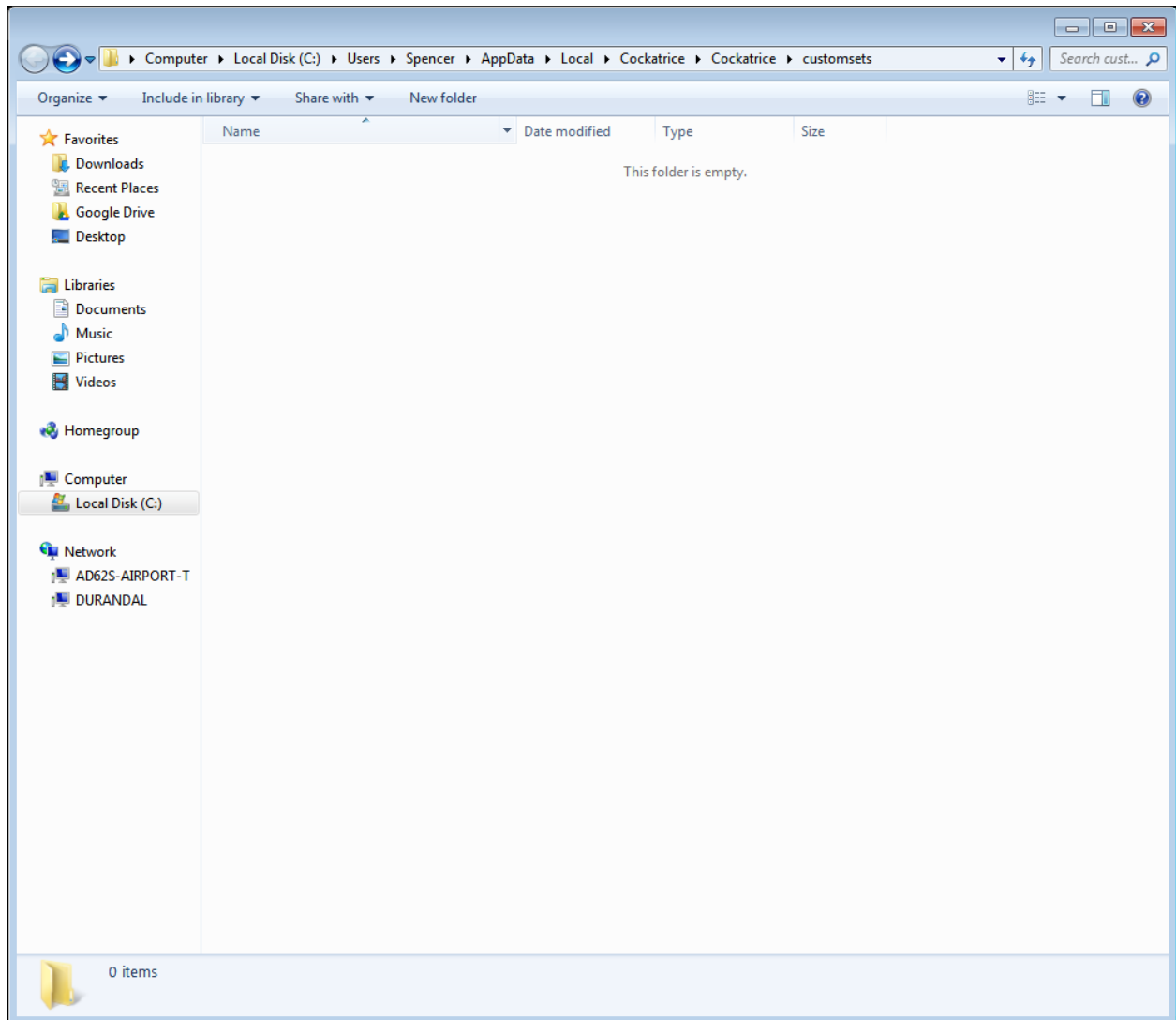
The last part of the installer should open cockatrice for you. If it does not, open it yourself. You should see a screen like this:



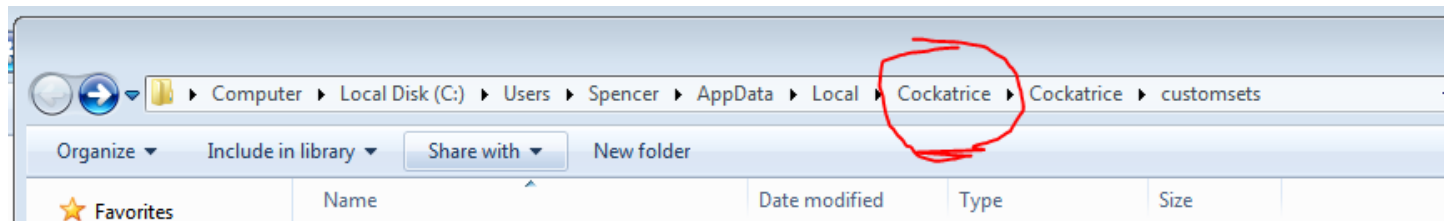
Click 'No' to close the popup.

Then, go to Card Database > Open custom sets folder

An explorer window should open like so:



Navigate up two folders and copy this path, we'll need it for the next installer.



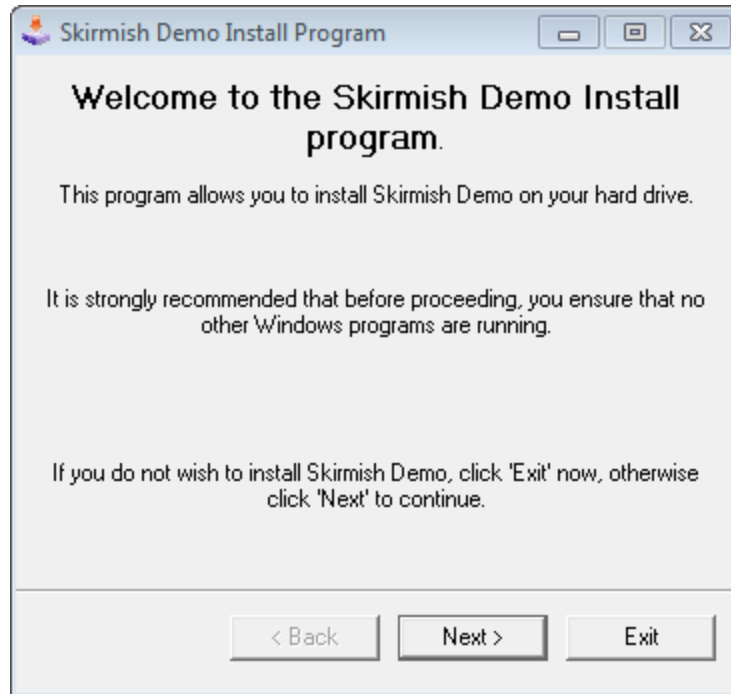
In my case, the path was C:\Users\Spencer\AppData\Local\Cockatrice\

Now, close Cockatrice.

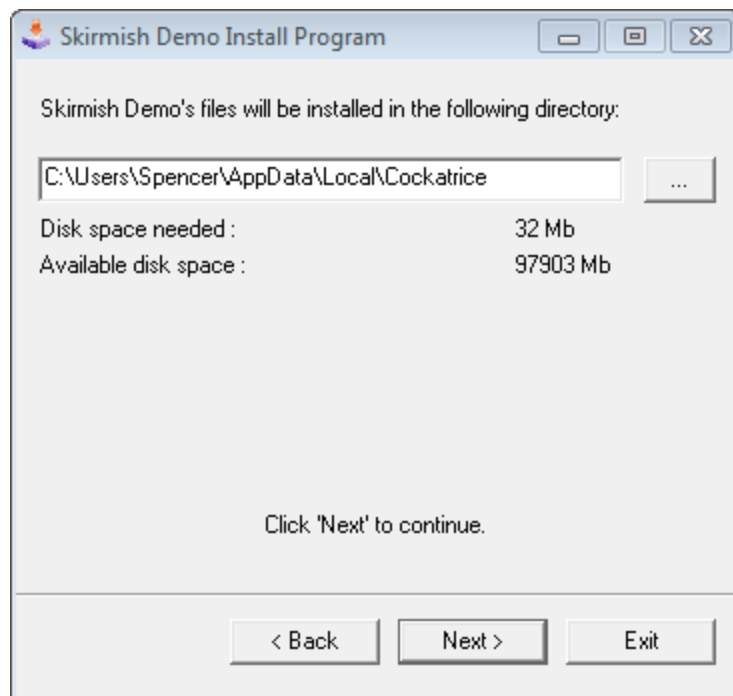
4. Download the Skirmish Demo Installer

Download the Skirmish Demo installer from (https://drive.google.com/open?id=0B8tbBBHbf_SPZHU5M2FLekd1NTg) our Kickstarter page

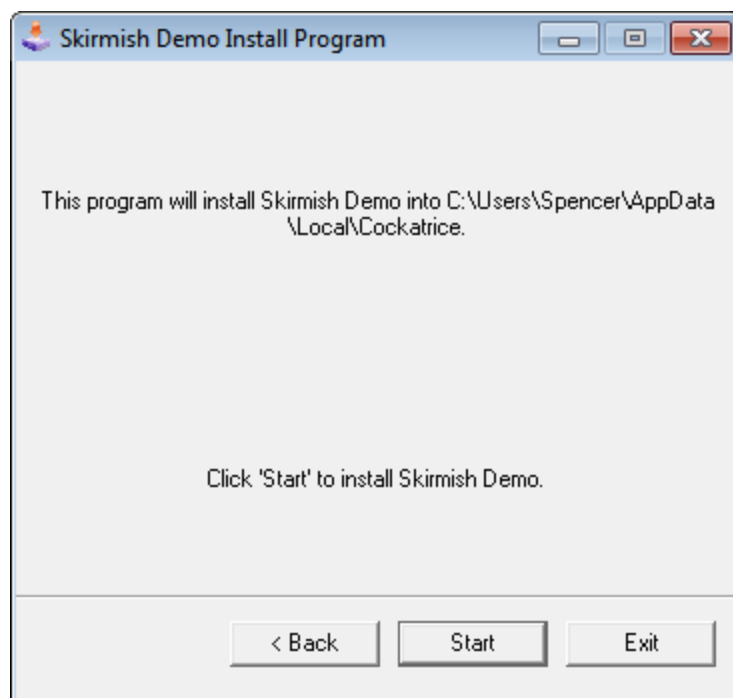
5. Run the Installer



Click 'Next'.



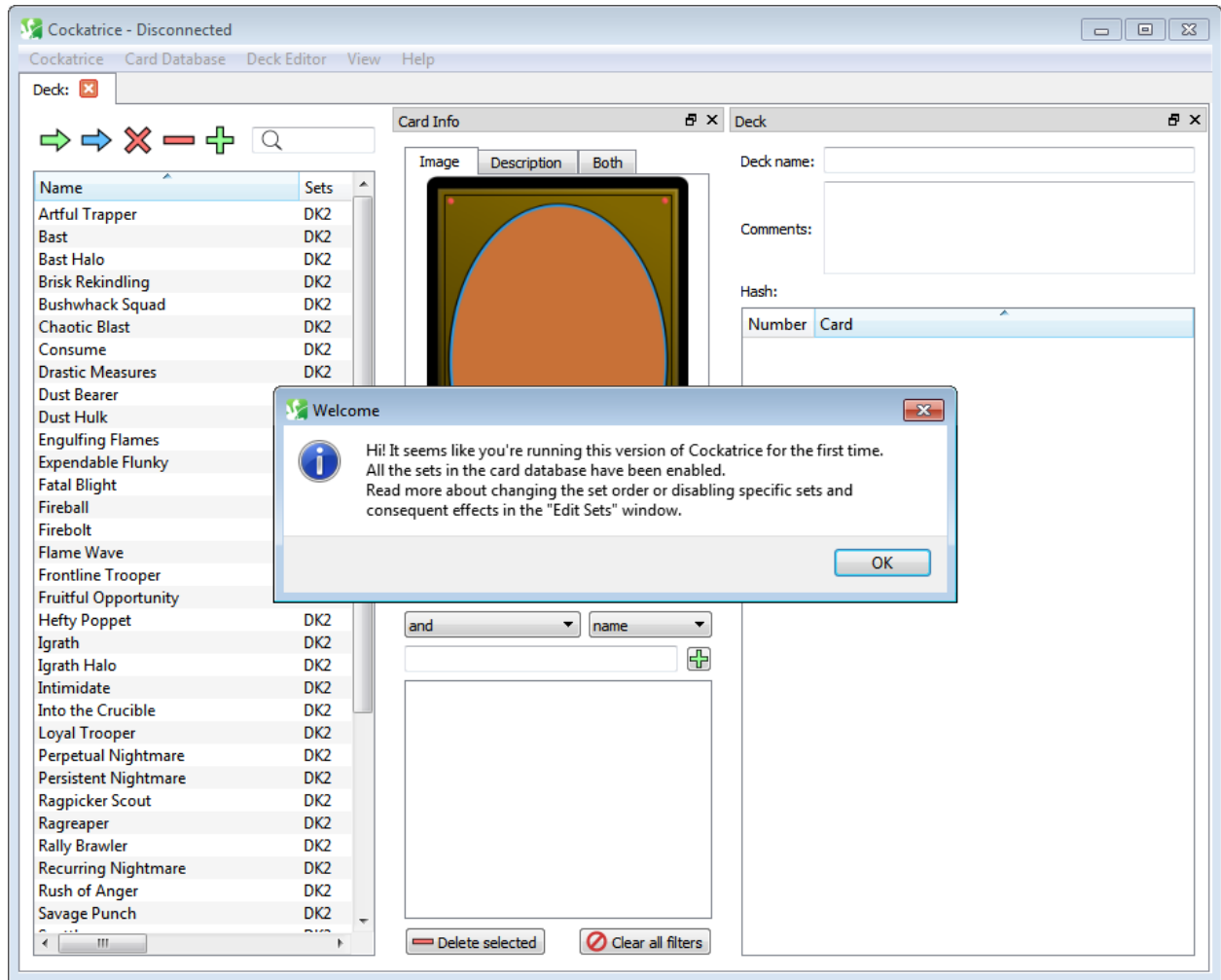
Make sure the path here **exactly** matches the one you found earlier.



Now click 'Start'.

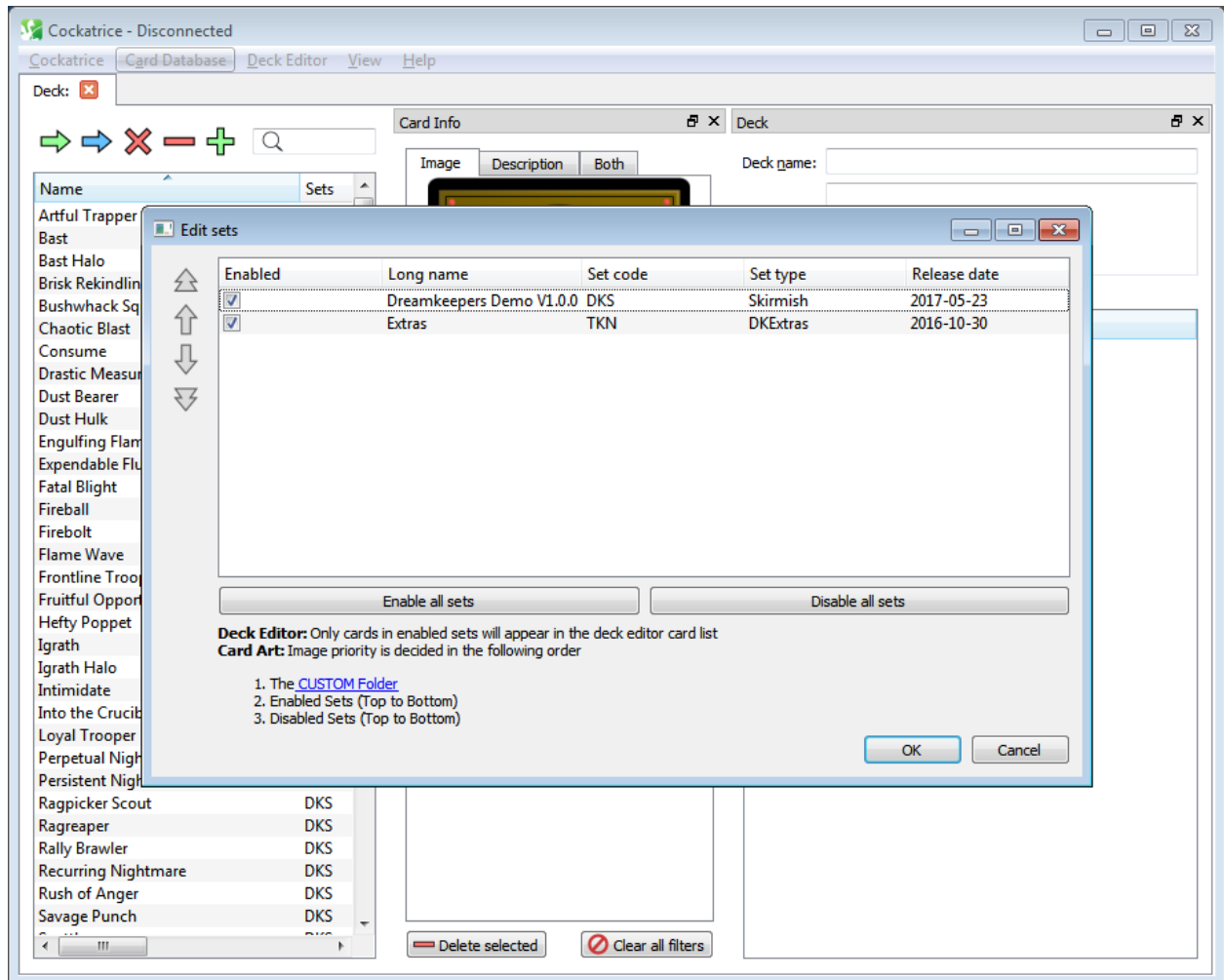
6. Set up Cockatrice

When the installer has finished, open Cockatrice again.
Your screen should look like this:



Click 'OK'

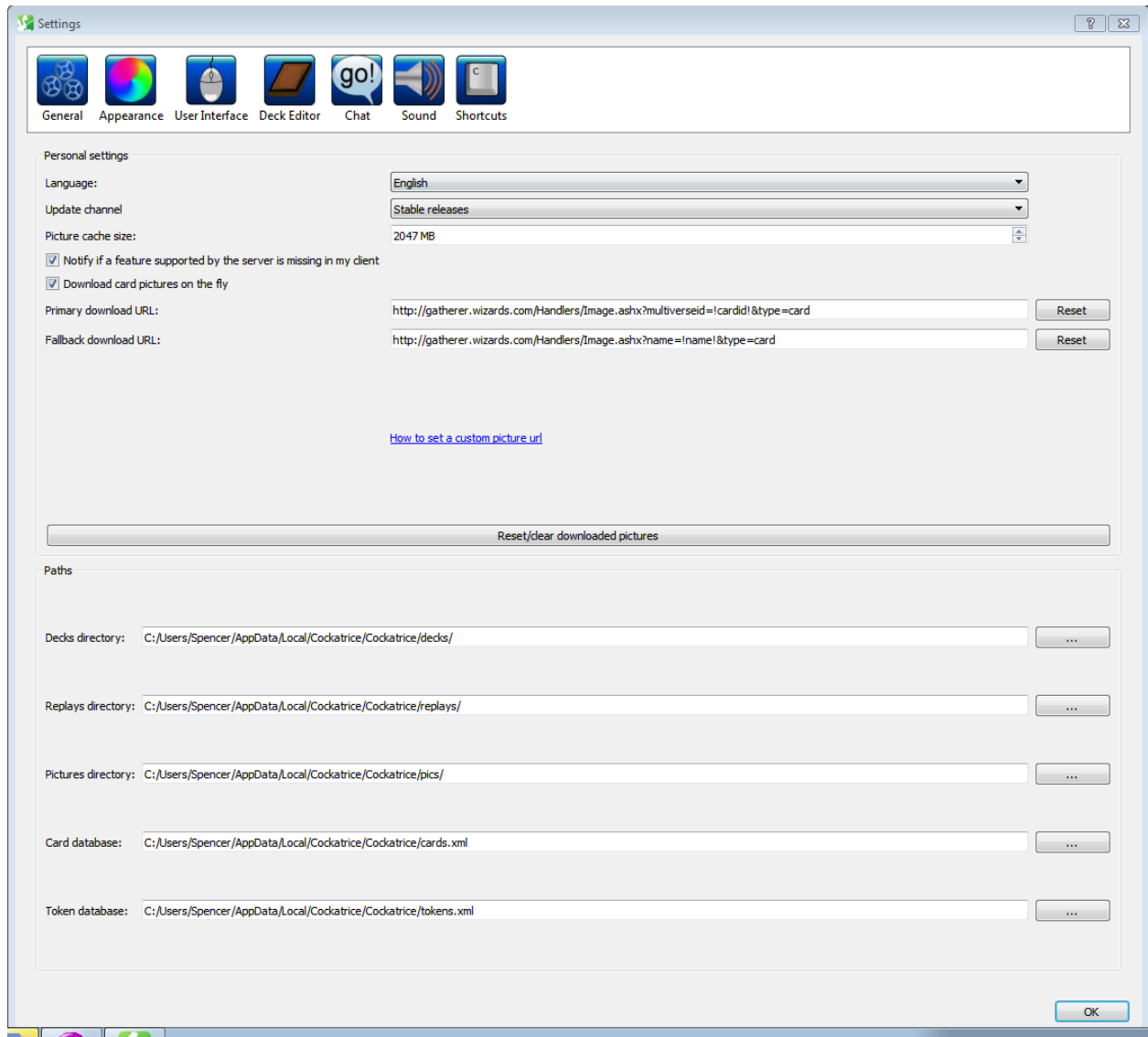
You should now see this:



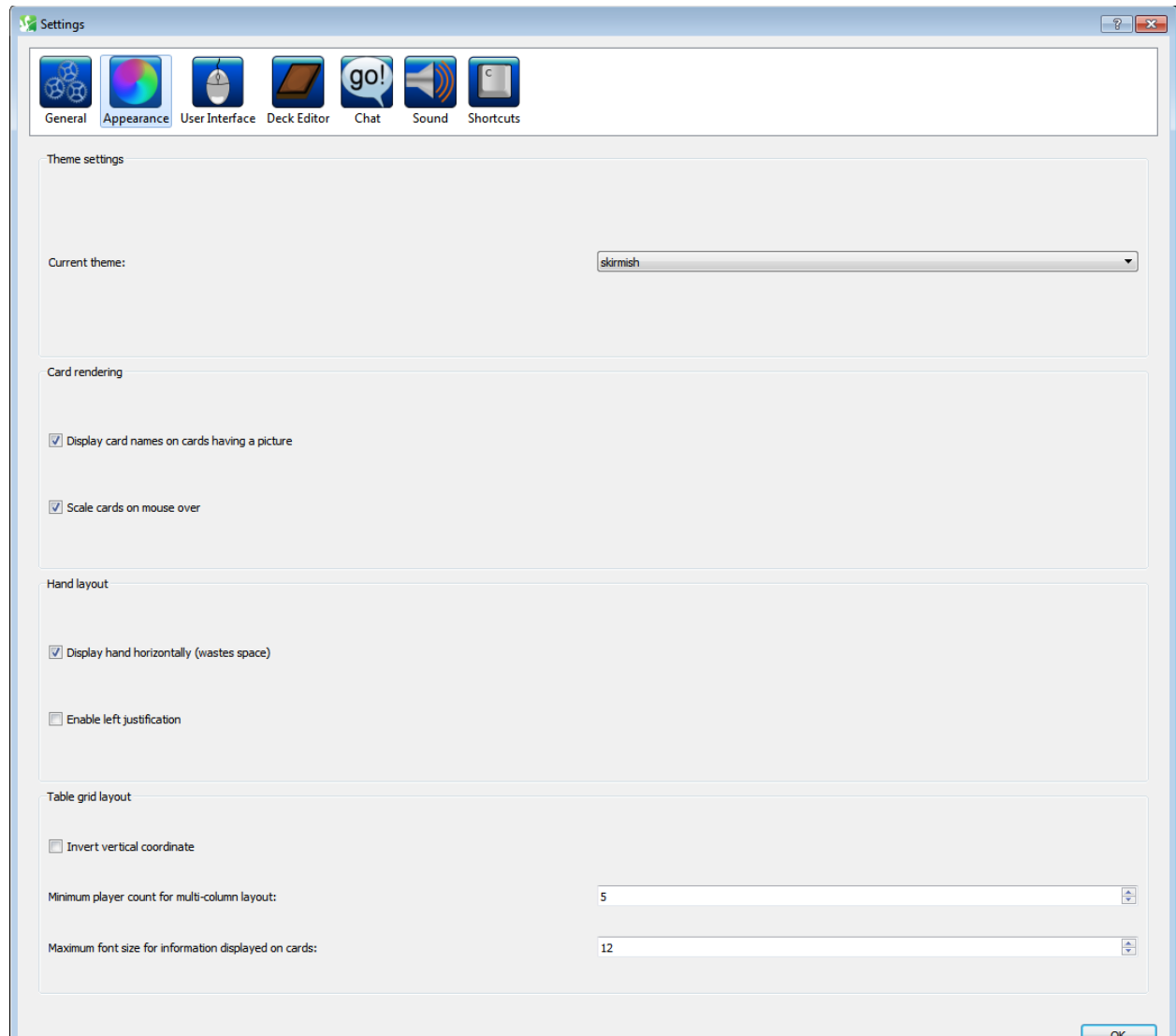
Click 'OK' again, and once more in the popup.

You should now see a list of all the cards, if you click on any one of them its image should appear.

Next, go to Cockatrice > Settings to open the settings window:

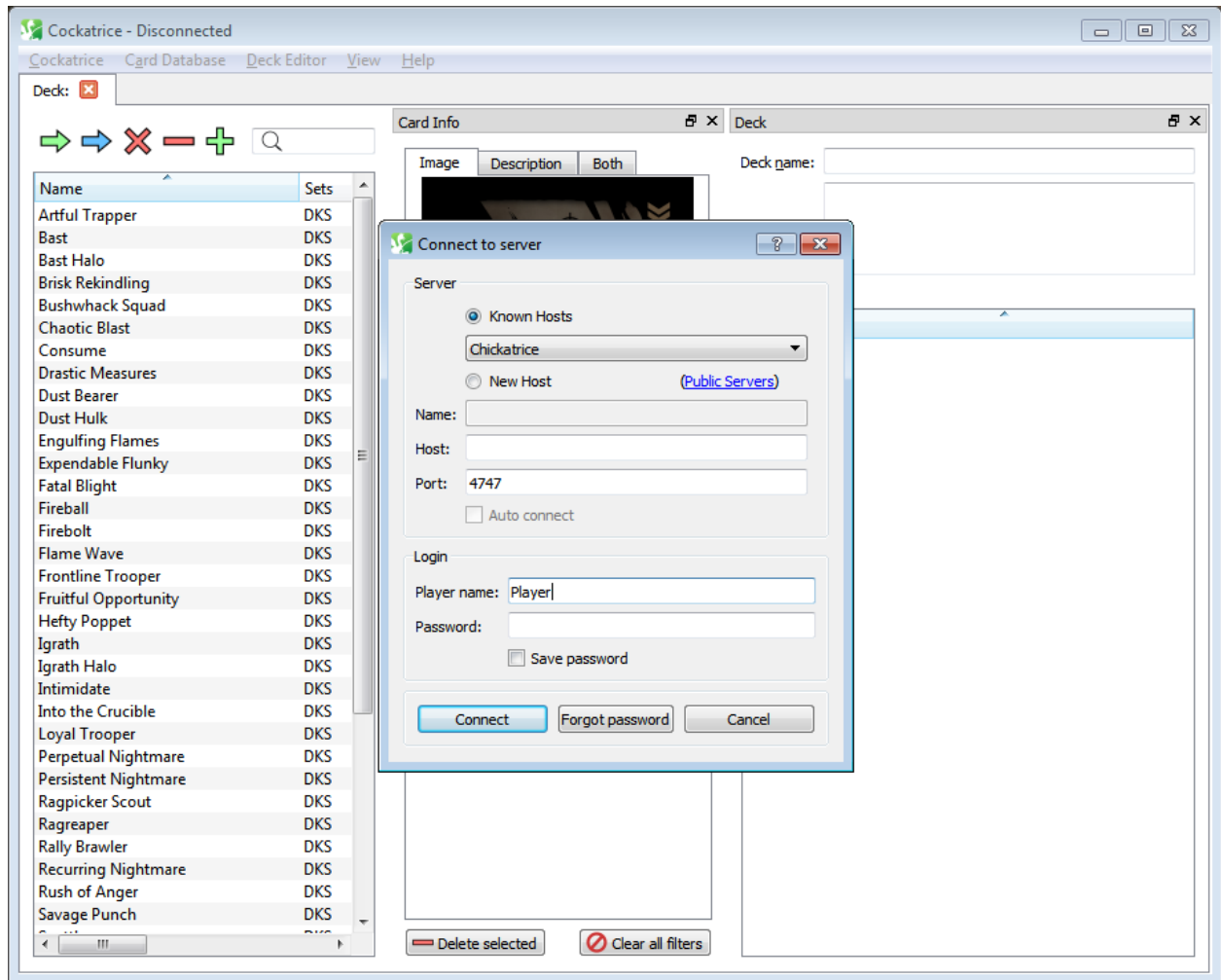


Click on 'Appearance', and in the 'Current Theme' box, select 'Skirmish':

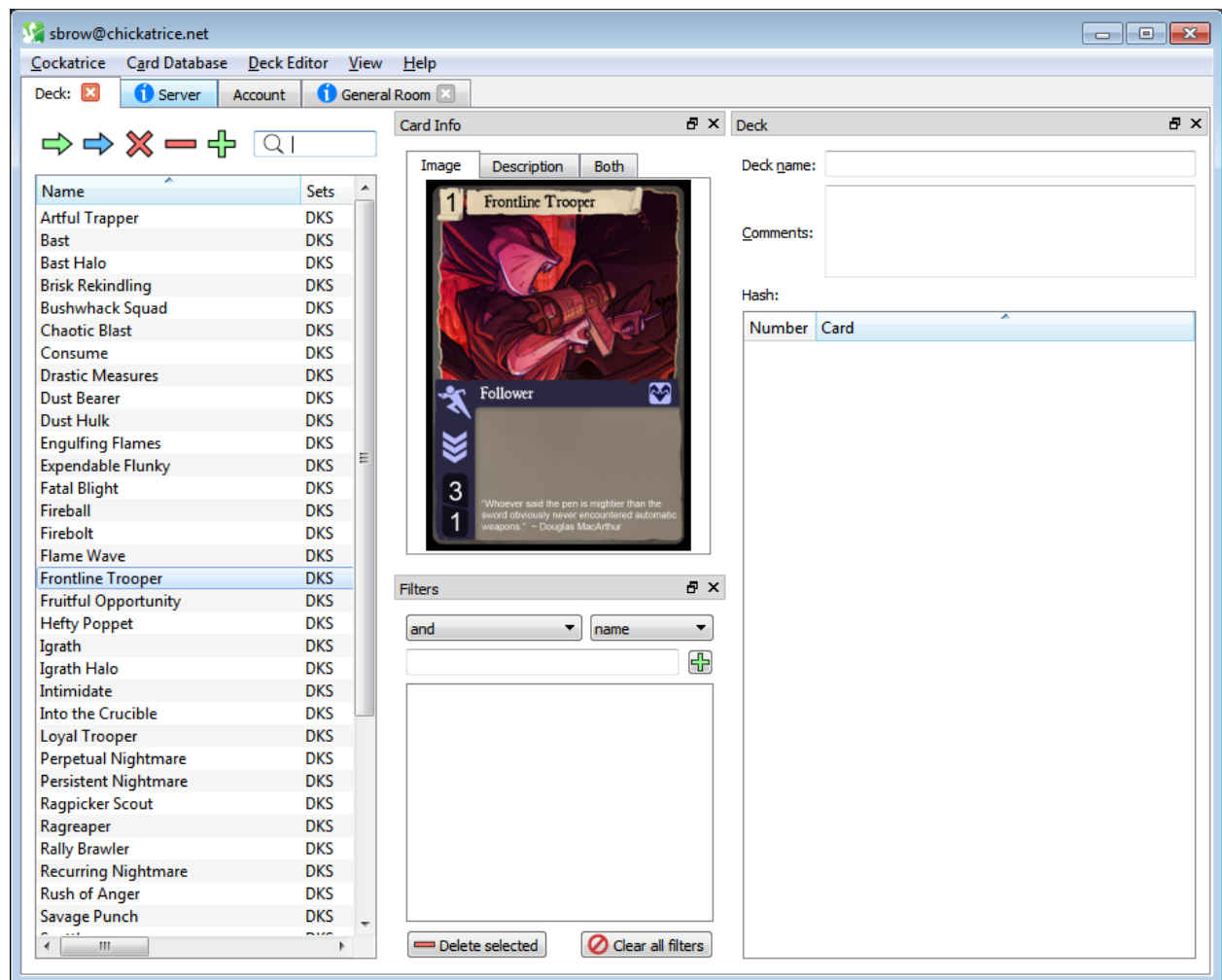


7. Connect to a Server

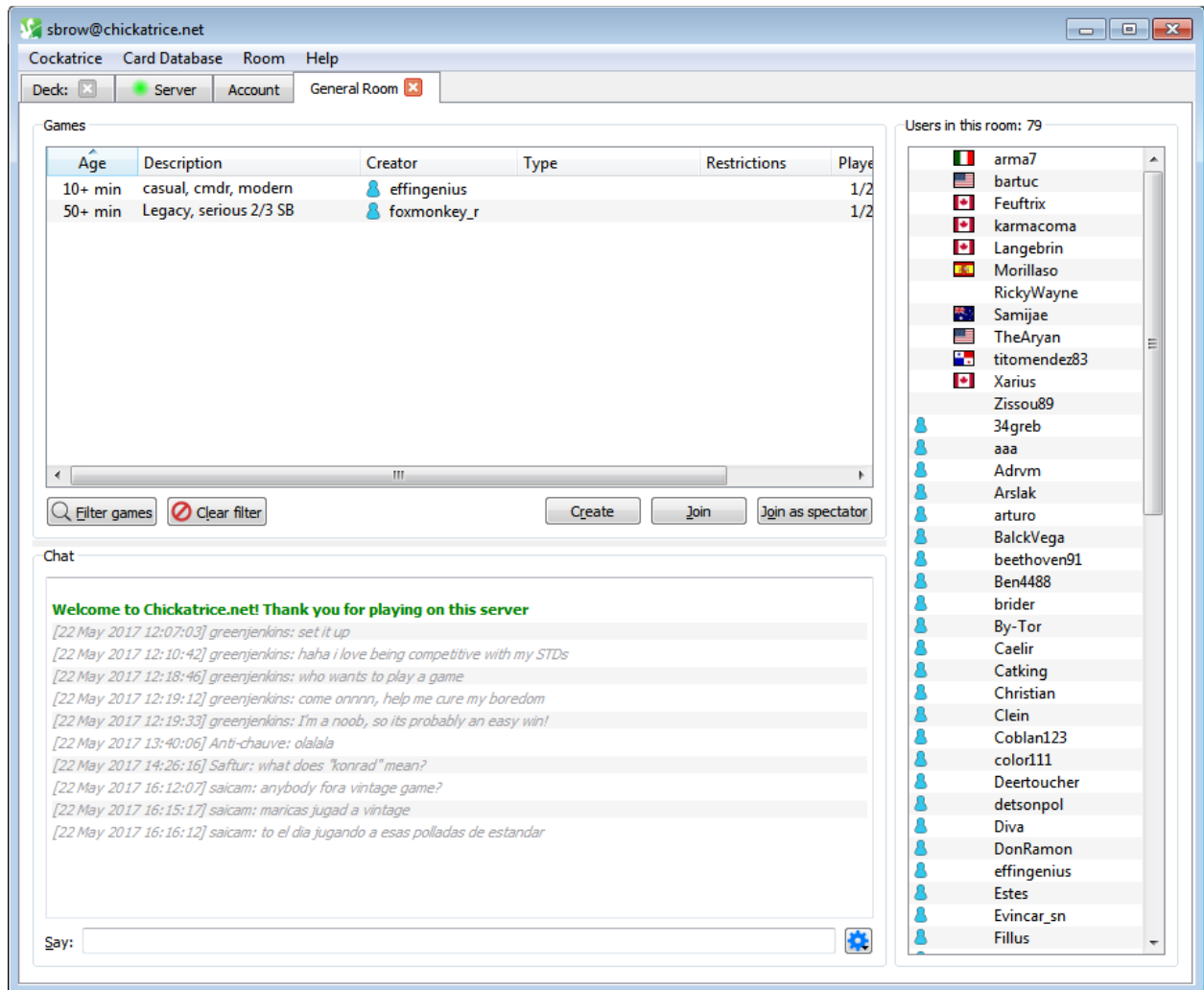
Now go to Cockatrice > Connect:



Choose 'Chickatrice', enter a username, and click 'Connect':



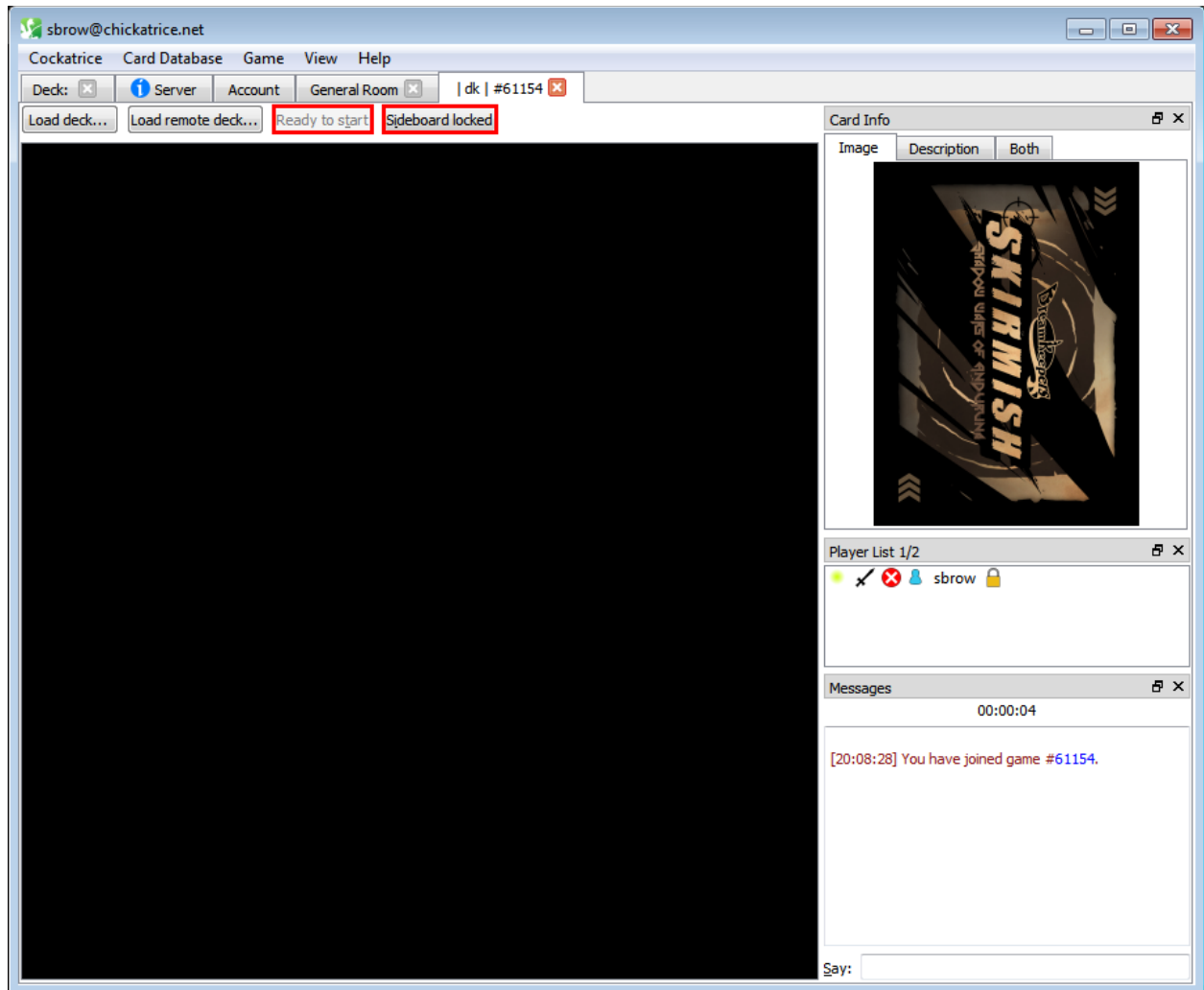
You should now see more tabs, click on 'General Room':



8. Start / Join a Game

Click create to make a game, or double click on another game to join it. Make sure your game's description specifies that its Dreamkeepers related (Most games in this lobby will be for Magic: the Gathering)

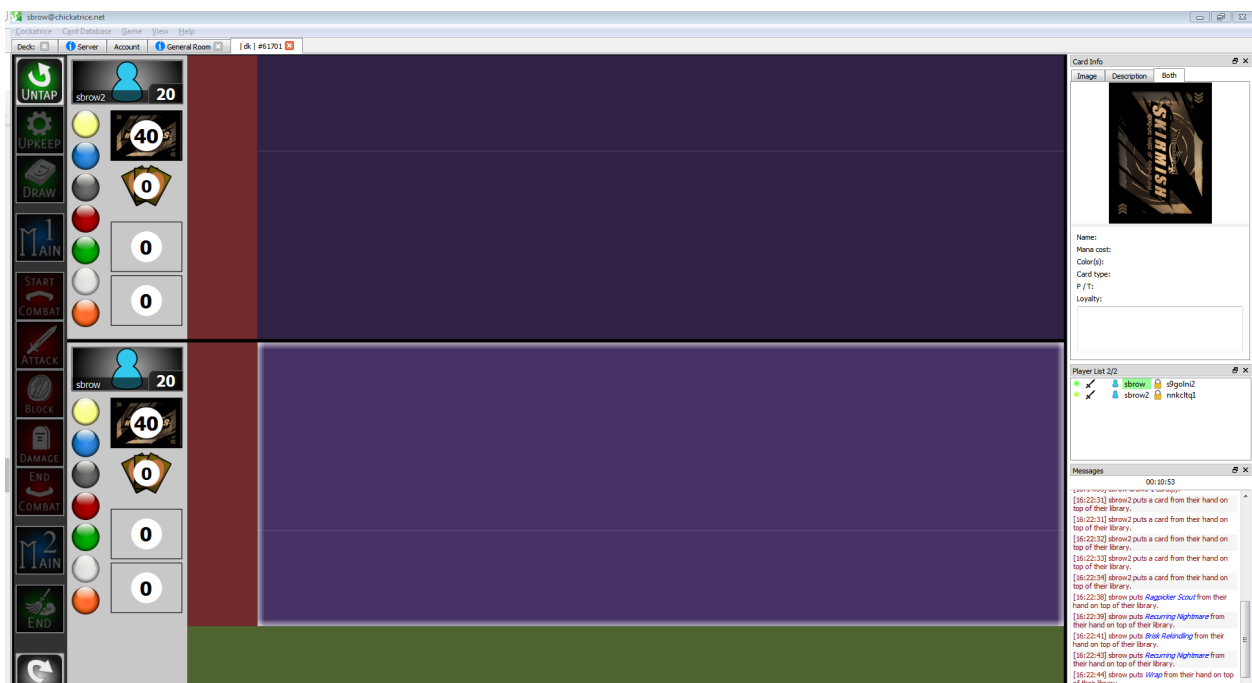
When your game starts, you'll see this screen:



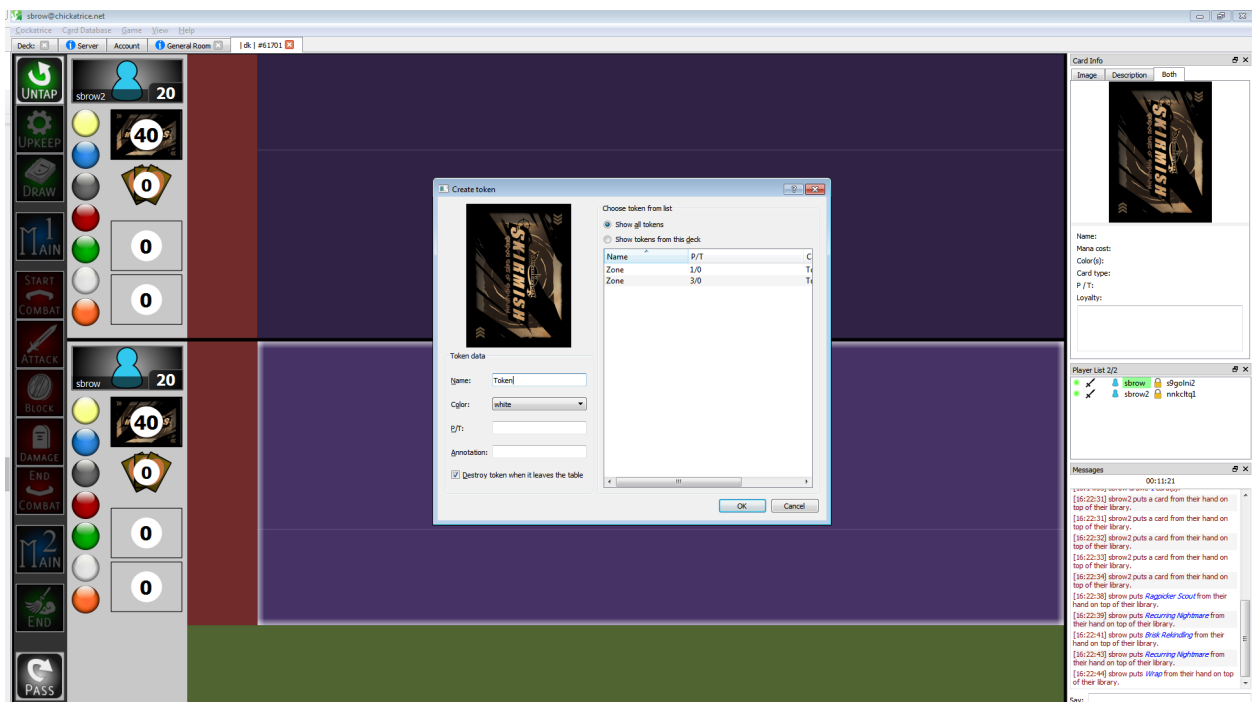
Click 'Load Deck' and pick one of the options. (Talk to your opponent, make sure you're both playing different decks.)
When you're ready, click 'Ready to start'.

9. Playing a Game

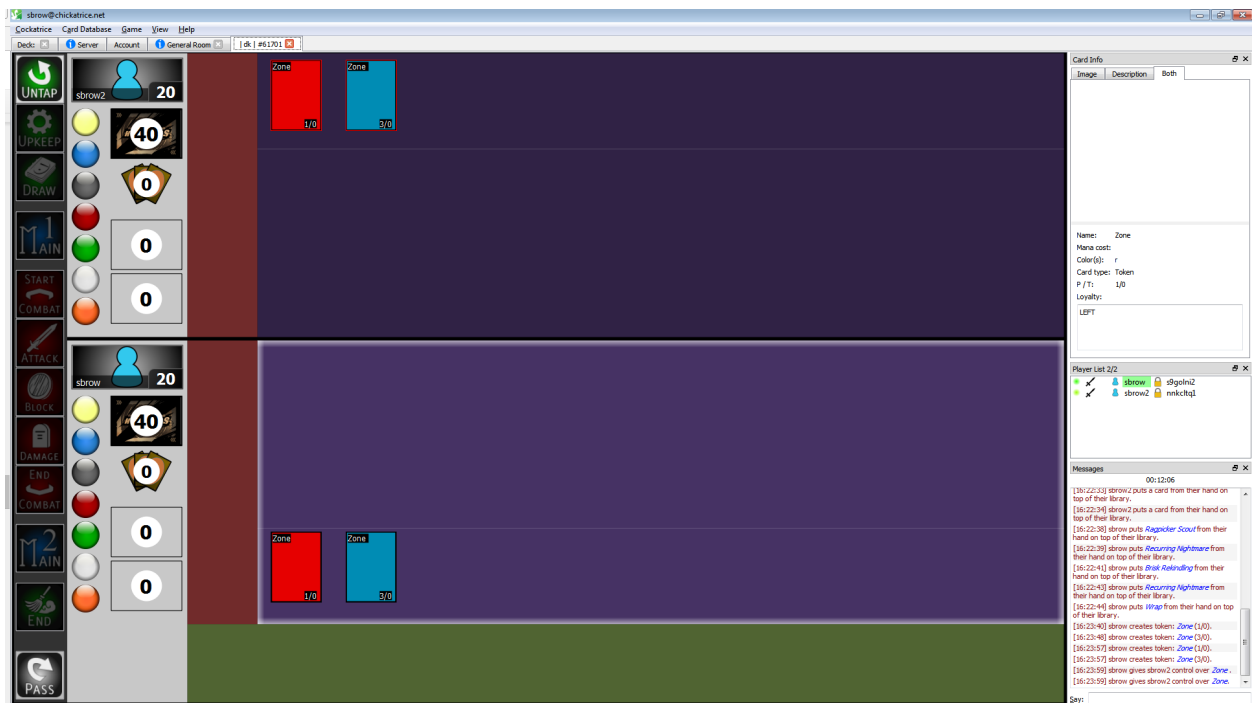
You will now see the game screen:



The first thing you'll need to do is setup you zone borders. Right click the play area, (the purple area) then select Create Token...



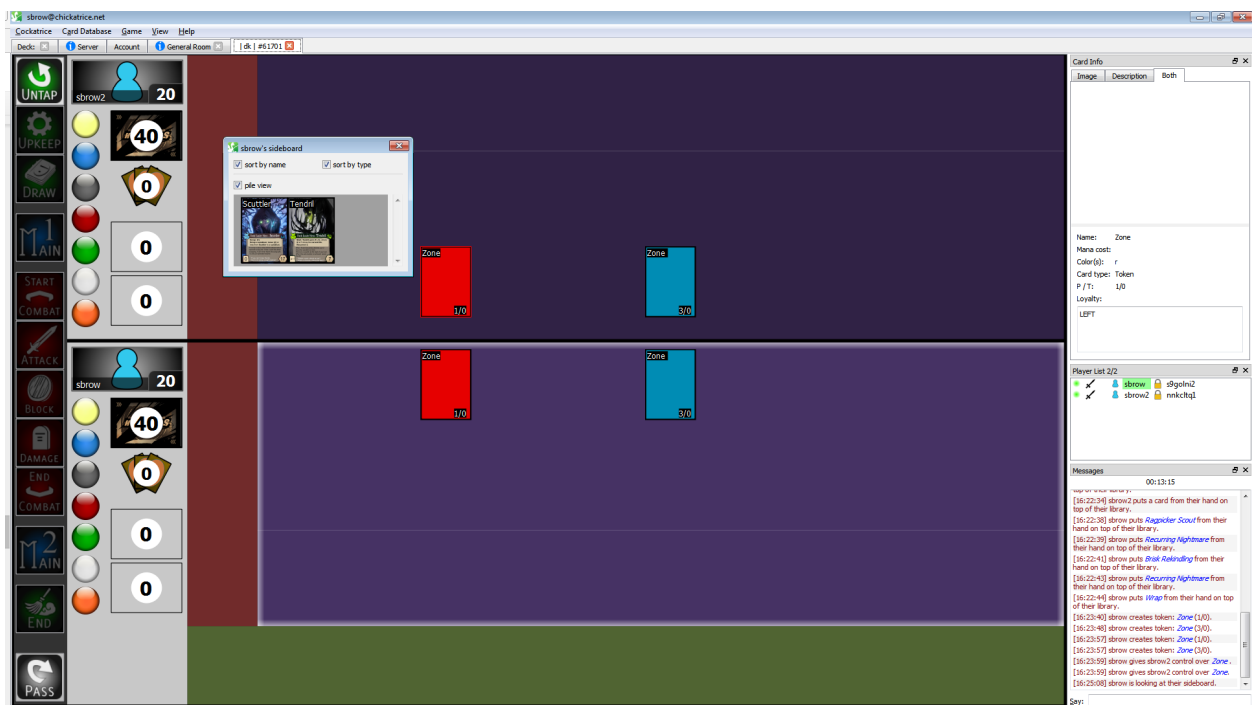
Select the top token and click 'OK', then repeat this process with the other token:



These tokens will be used as zone markers, spread them out like so:



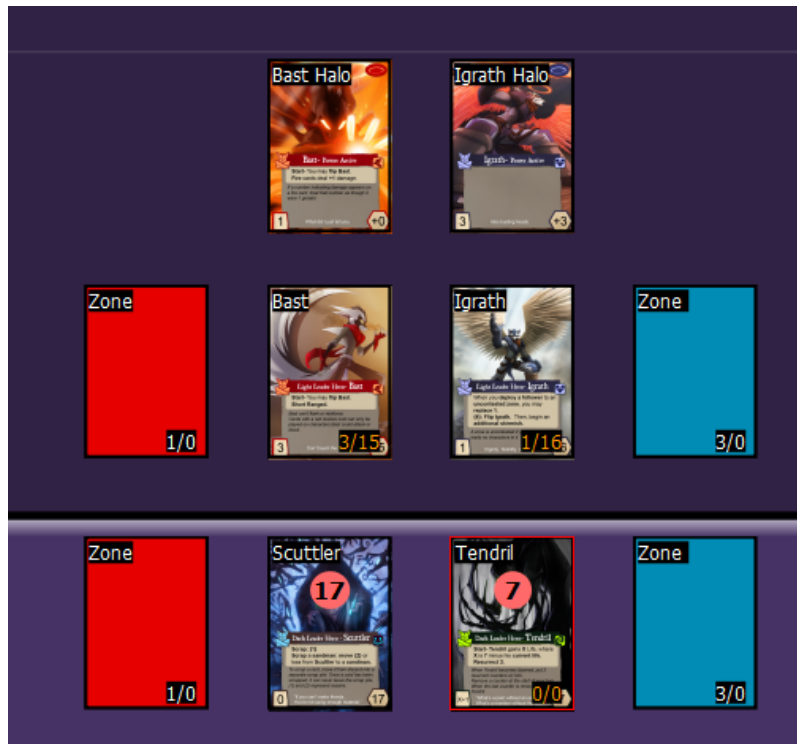
Next, right click the play area again, and select Sideboard > View sideboard. A window with your heroes will appear:



Place your heroes in the center zone. If your heroes are double-sided, place their halo side below them, to indicate that they have not yet flipped:



Next, we need to set our heroes' life. There are 2 ways to do so:



Method 1:

- Right click the hero, go to Power / Life > Set power and toughness and then type in: “<strength>/<life>”
 - e.g. “3/15” for Bast, or “0/17” for Scuttler.

Method 2:

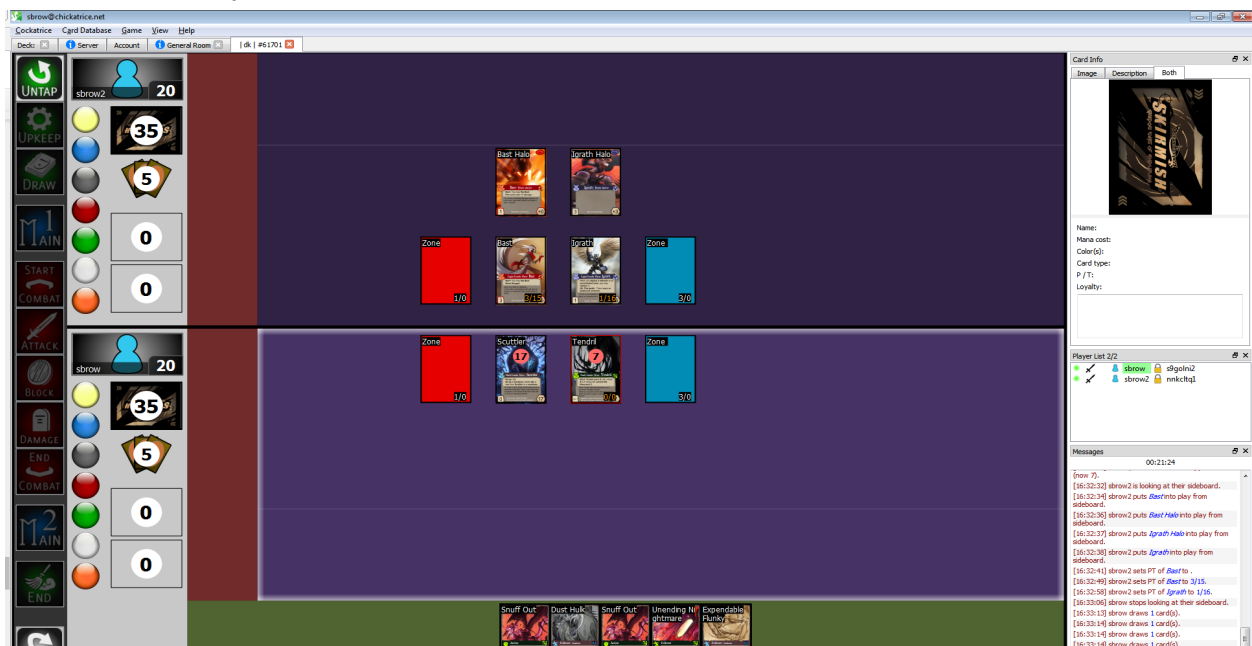
- Right click the hero, then go to Set counters (Red)... and type in the number.

Next, determine whom will go first by Right clicking the play area and selecting “Roll die”, then hit enter. The result appears in the message log:



Now you can draw your starting hand of 5 cards. You can Double-click on your deck or press 'Ctrl+D' to draw a card.

If at any time you draw too many cards, press 'ctrl+shift+D' to put the card back, then press 'Ctrl+S' to shuffle your deck.



[illegible][illegible]

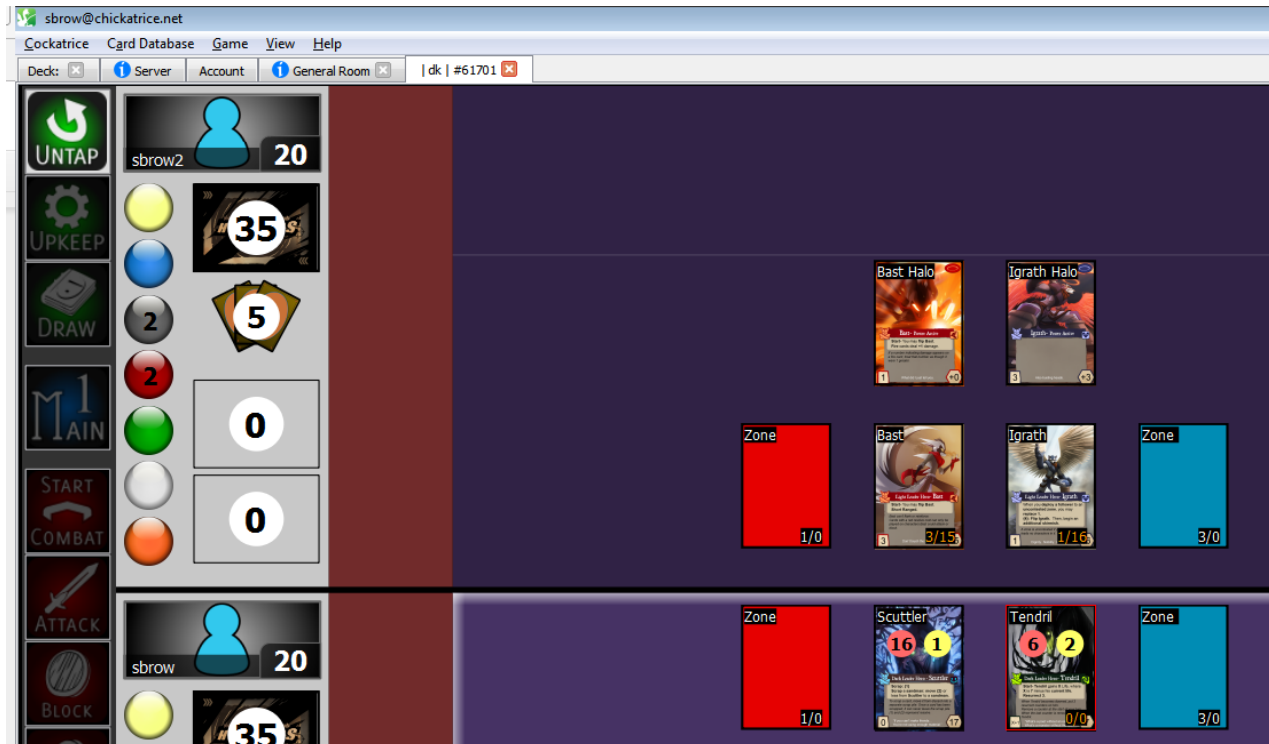
When it comes time for your resolve phase, again, there are two methods:

Method 1:

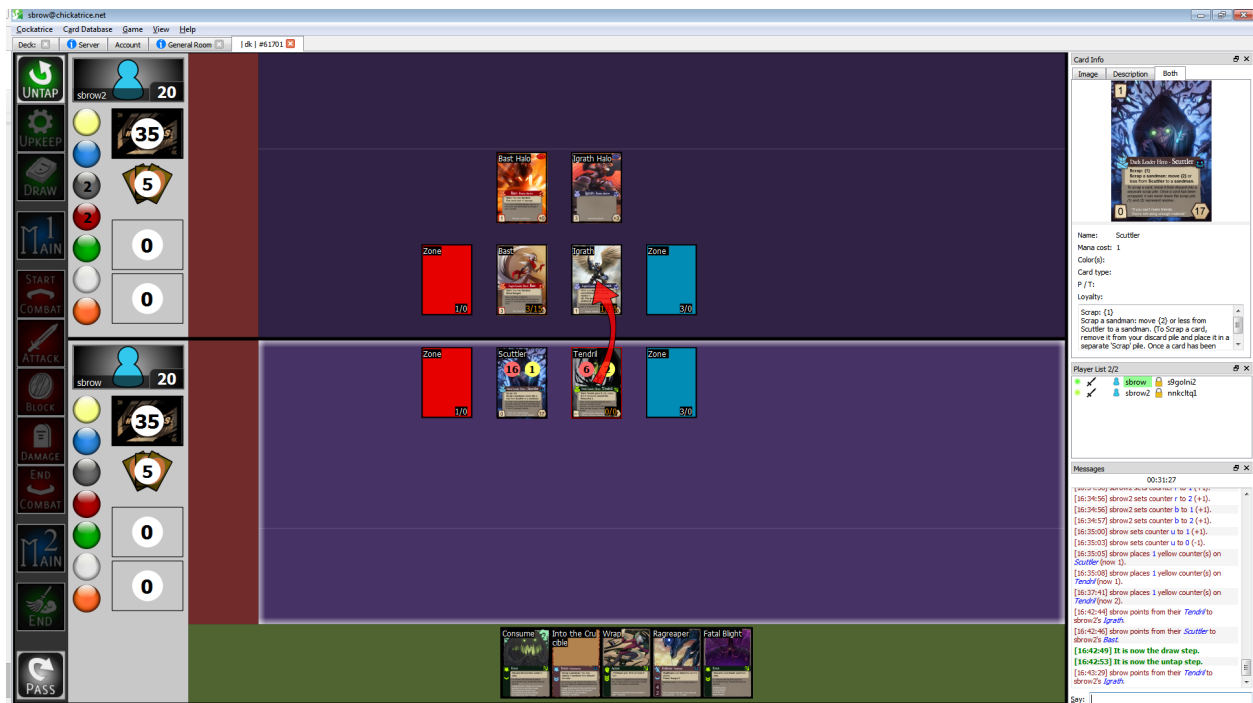
- Keep track using 2 of the colored bubbles on the left.
- If you use this method, just make sure you don't forget which bubble represents each character.

Method 2:

- Method 2 is the same as method 2 for life counters, only this time, use yellow counters.



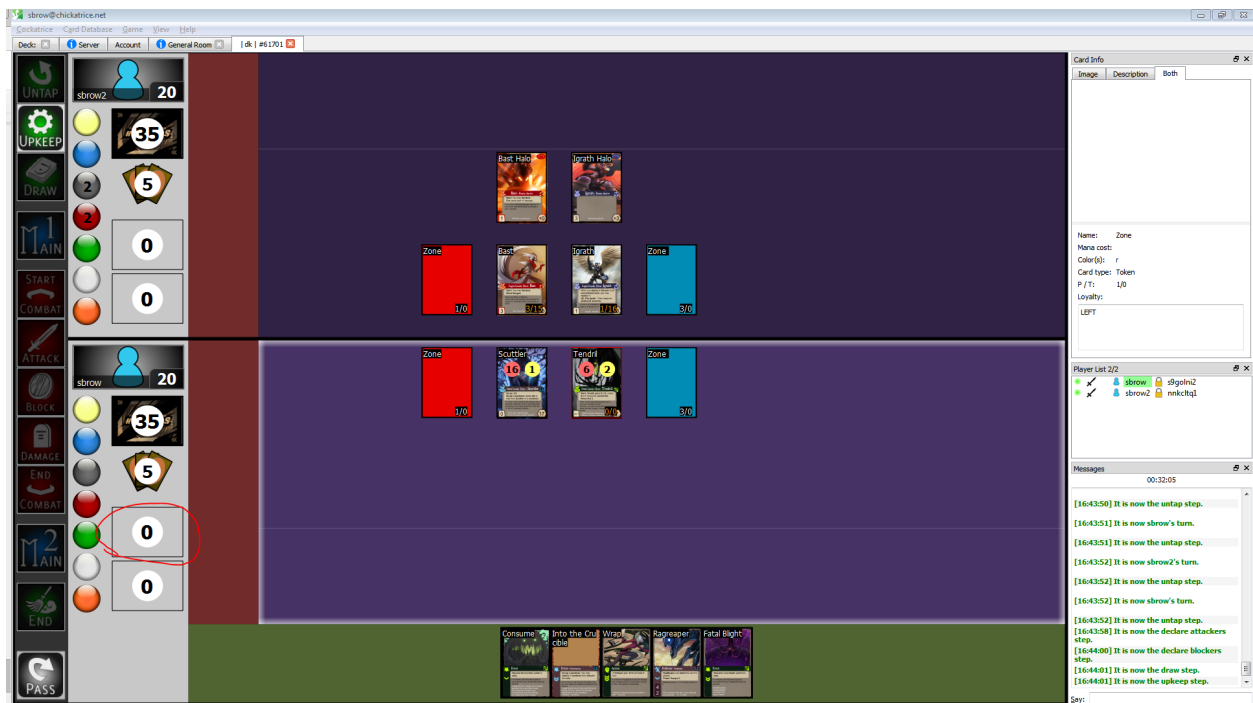
You can hold Right Mouse Button and drag to indicate attacks and blocks



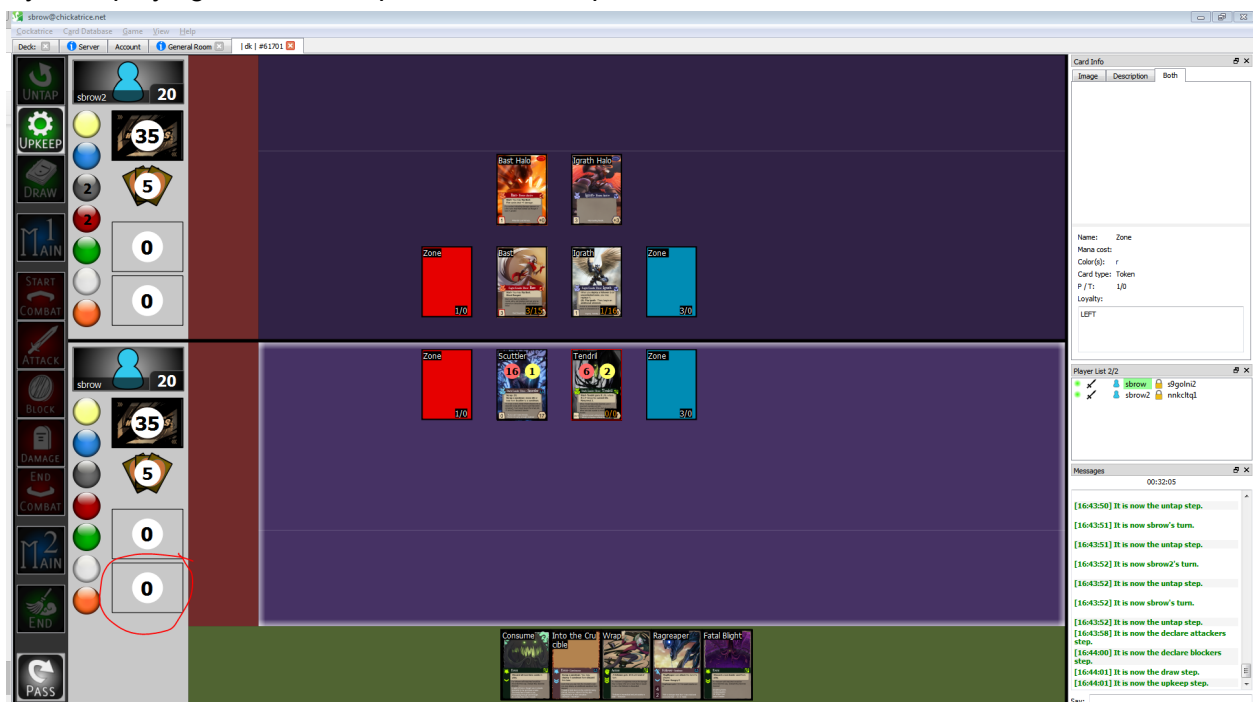
Just click on any of these buttons to clear away the arrows.



Discard cards into this pile



if you're playing scuttler, scrap cards into this pile:



Double Click cards to make them 'downed'. Use green counters to represent resurrect counters:

sbrow@chickatrice.net

Cockatrice Card Database Game View Help

Decks Server Account General Room 1 dk | #61701

UNTAP

UPKEEP

DRAW

M1
MAIN

START
COMBAT

ATTACK

BLOCK

DAMAGE

END
COMBAT

M2
MAIN

END

sbrow2 20

35

5

0

0

sbrow 20

34

5

0

0

Zone

1/0

Best Halo

1/1

Grath Halo

1/1

Zone

3/0

Zone

1/0

Squire

1/1

Tendr

6/2

Zone

3/0

Grasp

5/1

Consum

1/1

Into the Cr

1/1

Wra

1/1

Ragwaper

1/1

Fatal Bligh

1/1

Card Info

Image Description Both

Name:
Mana cost:
Color(s):
Card type:
P/T:
Loyalty:

Player List 2/2

sbrow sbrow2
sbrow2 mickchq1

Messages

00:37:26

[16:43:52] It is now the untap step.

[16:43:58] It is now the declare attackers step.

[16:44:00] It is now the declare blockers step.

[16:44:01] It is now the draw step.

[16:44:01] It is now the upkeep step.

[16:48:11] sbrow is looking at their library.

[16:48:18] sbrow puts Persistent Nightmare into play from their library.

[16:48:18] sbrow shuffles their library.

[16:48:22] sbrow taps Persistent Nightmare.

[16:48:23] sbrow untaps Persistent Nightmare.

[16:48:24] sbrow taps Persistent Nightmare.

[16:49:27] sbrow places 1 green counter(s) on Persistent Nightmare (now 1).

[16:49:29] sbrow places 1 green counter(s) on Persistent Nightmare (now 2).