

HeroSync

Rule Book

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Game rules:

The game is designed for 2 players, it is played in a series of turns going from player A to player B. This repeats until a player wins the game.

The object of the game is to reduce your opponent's Influence from 400 to 0. A player also loses a game if their deck reaches 0 cards. Your Influence cannot go above 400.

In the game of HeroSync you control a hero which will level up during the game getting stronger each turn, and will unlock powerful Heroic Sync Rewards, allowing you to play stronger cards. Each Hero has a unique selection of cards and may also play cards from the "Open Expansion". Any cards belonging to a different Hero may only be used by that Hero when constructing a deck. A Deck is built up of 45 cards and any Hero you choose. Each Hero has a number of skills known as Sync Rewards which you will sync during the game, changing the game in different ways. You can build your deck based around a particular set of Sync Rewards with a predetermined plan, or you can react to the opponent's strategy and offset unfavourable games by choosing a different path.

In the Game of HeroSync, there are 3 types of cards:

- Followers, who battle alongside you!
- Drives; which are powerful cards you can play during your turn to turn the tide of battle in your favour, or even help you find the key cards of your strategy,
- Counter Cards; which will allow you to interfere with your opponents plans giving you a window to press your advantage!

Heroes

A **Hero** must be chosen to represent you during the game. This **Hero** will affect which cards you will have access to in order to build your deck. Each **Hero** has different Sync Rewards that will affect the game as you **Level Up**.

All **Heroes** start with:

400 **Influence**. When your **Influence** is reduced to 0 or lower, you immediately lose the game.

an unlimited hand size.

a Level 1 **Sync Reward** which will be either a **Passive Sync Reward** or an **Active Sync Reward**.

There are 2 types of **Sync Rewards**: **Passive**, and **Active**.

A **Passive Sync Reward** applies as soon as it is chosen and will be automatically applied without you needing to do anything.

An **Active Sync Reward** is a once per turn skill that you can activate at anytime during your turn when another action isn't occurring. It is possible to have multiple different **Sync Rewards**, and you may use each of these once per turn. For example: If your Level 1, 2, and 4 **Sync Rewards** are all active **Sync Rewards**, can use each of them once per turn.

All **Heroes** begin the game at Level 1 and **Level Up** after both players take a turn.

For Levels 2, 3, and 4; the player will be presented with 3 choices on each Level as they **Level Up**. Each player chooses their **Sync Reward** at the same time and each will then be revealed to both players.

A **Hero** can attack if it has power, a **Hero** cannot attack unless it has power.

Heroes gaining power is a very rare phenomenon requiring the effect of a card or **Sync Reward**. This allows the player to declare an attack as if their **Hero** was in play in a 4th zone, using the appropriate value as the **Hero's** power stat. The **Hero** cannot be killed in the battle, but it may kill others. In the event of an unsuccessful battle with an opposing **Follower**, treat the defeat as a successful direct attack by that opponent's **Follower**.

Follower Cards

The **Follower cards** are what you will use to battle your opponents **Followers** and order attacks on the opponent should they be undefended. **Followers** that you control can be killed, and will deal damage to you equal to their level, times ten. This damage is applied before any Sync Rewards related to **Followers** being killed.

For example, a level 4 **Follower** you control who is killed either by battle, effect, or sacrifice would deal 40 damage to your **Hero**.

You will need to balance your deck with a good mix of different level **Followers**, too many high level **Followers** will leave you undefended during the early game, conversely too many low level **Followers** during the late game will struggle to stand up to more powerful cards!

A **Follower card** has the following attributes: -

Name

The name of a card tells you what it is. Some cards that allow you to search for other cards may ask you to refer to the names of cards.

Level Threshold

This tells you what level you must be or higher than in order to play the Follower.

Power Value

This is used when **Followers** attack one another or if they are ordered to attack the opponent's **Hero**.

Power may be increased or decreased, but:

Increase - Maximum of 3 increases to power may be applied. If an increase expires or is otherwise removed, another increase may then be applied, up to the maximum of 3.

Decrease - Unlimited number of decreases to power may be applied.

Please see the **Attack Rules** section for details on using power for damage and combat.

Game Text

These are card Sync Rewards the **Follower** may have that will affect the game in different ways.

When you play a **Follower** it takes up one of your **Follower Slots** until it is Killed or removed from the field by a different effect. You can not remove a Follower from the field at will, it must be due to a card or Sync Reward.

A **Follower** can attack the turn it's played.

When a **Follower** is killed by an attack or by a different card effect, it is placed in your **Fallen Area**.

You can play as many **Followers** with valid levels in a turn as can fit in the 3 **slots**.

Drive Cards

The **Drive cards** are single-use effects that are used, then the **Drive** is placed into the **Fallen Area**.

You can play any number of **Drive cards** per turn.

You may only play drives during your own turn.

Drive cards have the following attributes:

Name

The name of a card tells you what it is. Some cards that allow you to search for other cards may ask you to refer to the names of cards.

Level Threshold

This tells you what level you must be or higher than in order to play the **Drive**.

Game Text

This is what the card does, once it's used it is placed in the **Fallen Area**.

Counter Cards

The **Counter Cards** are cards that you prepare during your turn by placing them face down. During your opponent's turn if the condition is met you can activate the card and apply the game text before it's sent to the **Fallen Area**.

You have access to 2 **Counter Card Slots**, you cannot play more **Counter cards** until you have either used your prepared cards or they are destroyed. You may not remove them from the field at will.

Counter cards have the following attributes:

Name

The name of a card tells you what it is. Some cards or Sync Rewards that allow you to search for other cards may ask you to refer to the names of cards.

Level Threshold

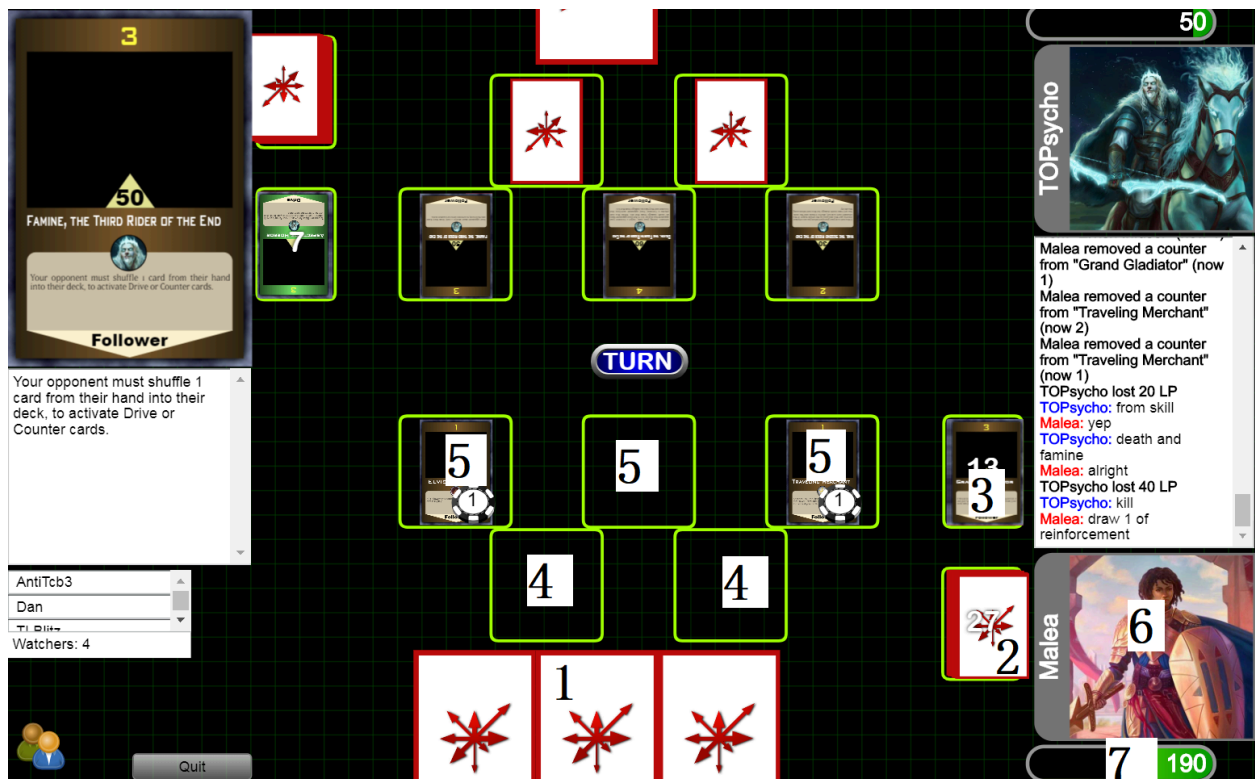
This tells you what level you must be or higher than in order to activate the **Counter**.

Game Text

This is what the card does, once it's used it is placed in the Fallen Area. All Counters have a specific trigger that must be met so that they can be activated. Card effects that can't possibly resolve such as adding a card from deck to hand you don't play, cannot activate and do not activate even if mandatory. Followers have abilities, drive and counters have effects. Heroes have rewards.

You can prepare **counters** even if you are a lower level than the threshold of that card. You will be unable to activate it until your level is high enough. Be careful not to prepare too many high level **counters**, this will prevent you from preparing actual usable **counters** until you find a way to remove the ones you already have in play!

The Field



- 1 = This is your hand cards. Your opponent cannot see these cards and it is beneficial to keep this information secret.
- 2 = This is your Deck, if an effect would cause you to draw a card, you take a card from here and add it to your hand.
- 3 = This is your Fallen Area, Killed Followers used Drives and Counters and Discarded cards go here.
- 4 = These are Counter slots. Counter cards that you prepare are placed here.
- 5 = These are your Follower slots. Your played Followers go here.
- 6 = This is your Sync Path. Your Hero Sync Rewards are chosen from here as you level up.
- 7 = This is your Influence. Your total remaining health is shown here.

How to Start a Game

When the game begins the player who will go first is randomly decided then the turn order is shown to the players. Both players will see the other **Hero** and will be given 1 minute to search their deck for any card and add it to their hand.

Each **Hero** begins the game at level 1.

Both players will draw 4 cards. The player who goes first does not draw for their turn and cannot attack the opponent. They may however play **Followers**, **Drive** cards and prepare **Counters** or use a **Heroic Sync Reward**.

The player going second will draw at the start of their turn and both players will be able to attack and draw for their turn from this turn onwards.

After the second player completes their turn, both **Heroes** will **Level Up** at the same time and will choose from 3 different **Sync Rewards** (the choice will be hidden from the other player until both players have chosen an **Sync Reward**), then these **Sync Rewards** are revealed to both players and play continues. The turn player then draws their card for the turn. This is repeated until level 4, after Level 4 **Heroes** will no longer **Level Up**. Play will go back and forth until the game is over.

Round Structure

At the start of your turn, you draw 1 card from your Deck.

Players have the freedom to play cards and direct their **Followers** to attack in any order. This means it's possible to play a **Follower**, **Attack**, then play a **Drive** then play another **Follower** to attack then do anything else they are legally allowed to do in a turn.

Attack Rules

During your turn, your Followers can each attack once. If the opponent doesn't control a Follower or if all of their Followers are Hidden, you may attack their Hero.

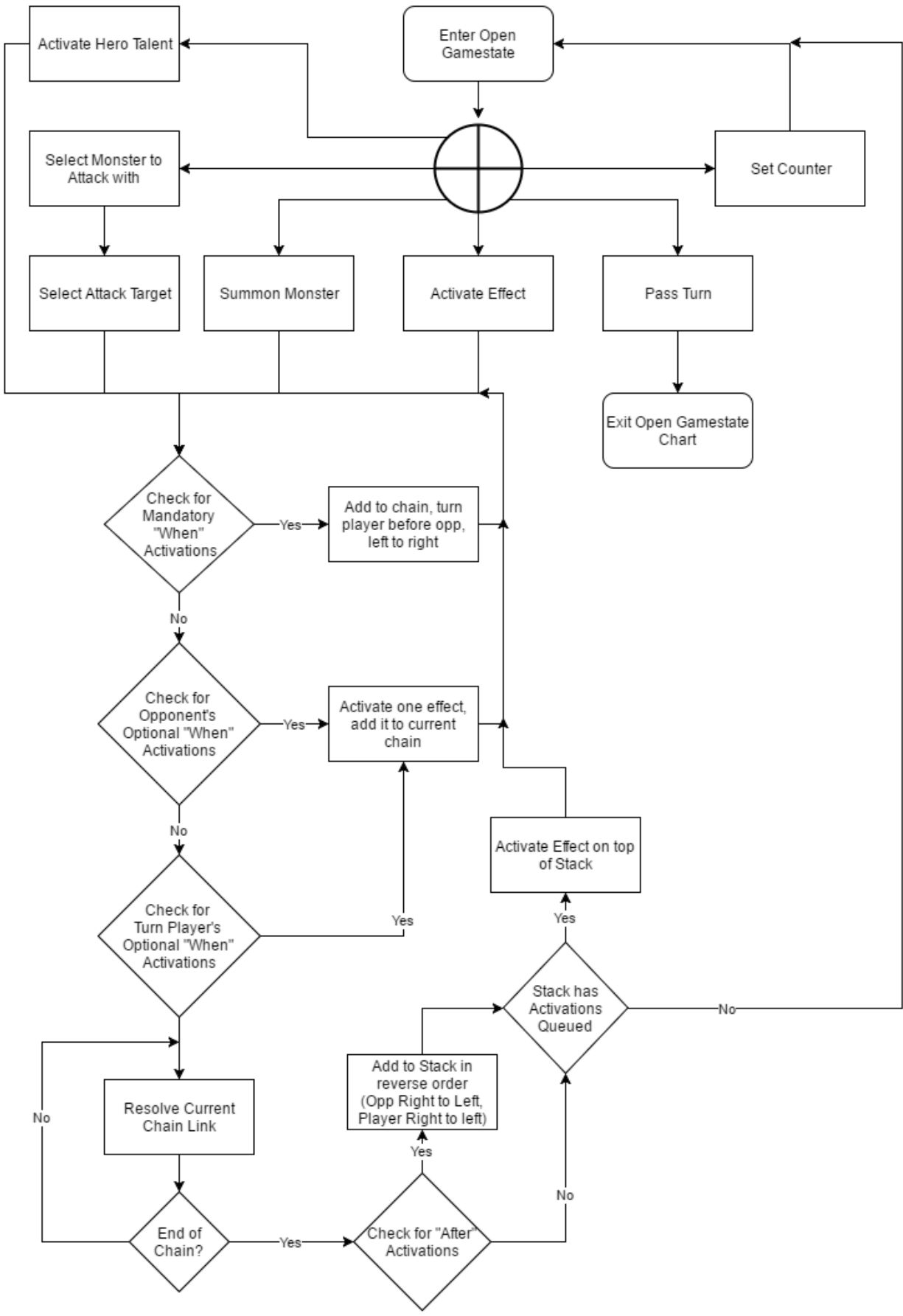
When Followers Battle, you need to look at your Follower's Power value and compare it to the opponent's Follower's Power value, if the attacking Follower's Power is greater than the defending Follower, the one with the lower Power is killed and damage is inflicted to the opponent. If both Followers have equal Power, Both are killed and damage is inflicted to both players.

Followers can attack the turn they are played unless an effect would prevent them from doing so. It is possible through card effects, to remove some of your Followers, creating the space to summon additional Followers. All of these additional Followers can also attack. With this in mind it is possible to set up really big turns of attacks, just remember that you will lose Influence each time a Follower is Killed, they are a precious resource directly linked to your life, be careful how you use them!

Damage can reduce a player's Influence below 0, this is important if players would both take damage that would cause them to lose the game at the same time, in this case the player who ends up the furthest below 0 is the loser (EX Player A has 40 remaining life and the opponent has 20 remaining life, 2 level 4 Followers are killed at the same time by an attack, the 40 damage will reduce player A's life total to 0 normally Player A would lose the game at this point however because player B takes 40 damage and falls to -20 life player B loses the game and player A wins). If both players are reduced to exactly 0 or both reduced to the same negative number, then both players lose the game (and both would lose rating if playing a Ranked match).

Stat Changes:

A Follower's Power can only be increased up to a total of 3 different ways (at the same time). Once a boost has expired or otherwise been removed a new one may be added, but you cannot have 4 simultaneous boosts to the power of a Follower. However, a Follower may have any number of decreases to its power applied to it. These decreases do not count towards the three power increase total.



Glossary of Game Terms

Character: A term used to include both **Heroes** and **Followers**.

Hero: This represents the player. The Hero has a **Sync Reward** system with both **Passive** and **Active** skills. If the **Hero's Influence** is reduced to 0 then the player loses the game.

Follower: These are cards that can attack and have additional **Sync Rewards**. Followers have the following characteristics:

- **Name**: The card's name
- **Power**: A stat used for combat.
- **Level** : The level your **Hero** must be to play the card from your hand (you will lose 10* this value if your **Follower** is killed)
- **Allegiance**: Which Hero can use the card.
- **Attack**: All **Followers** and **Heroes** with power may attack once per turn, to do this declare your attack, resolve any counters that the opponent wishes to use then compare the **Power** of both Followers, the lower power Follower is killed. Follower should go here next, logically.

Damage: Is a number deducted from your **Influence** total by the following means:

- An attack on your **Hero**
- A Follower you control is killed.
- A card effect inflicts damage to you.

Lose Influence: When you lose **Influence** the number is deducted from your remaining total, Losing Influence is different from taking damage, effects that trigger when damage is taken will not be applied if a player loses **Influence**.

Draw: Take the top card of your deck and place it into your hand

Discard: Place a card from your hand into the **Fallen Area**

Sync Reward: This is a **Passive** or **Active** skill your **Hero** can acquire by **Leveling Up**. Each **Level** allows a player to pick 1 **Sync Reward** from that **Level**. **Passive Sync Rewards** immediately start applying after the **Level Up**.

Drive - These cards may only be played during your own turn.

Counter: This is the only type of card you can play during your opponent's turn. You must play these cards Hidden from the opponent into your 2 Counter Slots. All Counter cards have a trigger condition that must be met before you can activate them.

Advance: Triggers the effect After the Follower finishes entering the field.

Killed: Killed refers to a Follower leaving the field and entering the Fallen Area. When this happens, the controller of that Follower takes (10 * its Level) as damage. This term includes any of the following: -

Killed in Battle - When attacked by a Follower with equal or greater power

Sacrificed - When the Player kills a card to pay a cost to use an effect

Dies - When a Follower is killed, triggers may happen

Kill - Written on Drives as part of an effect.

Agile - A character with this effect can attack twice.

At the moment, there are no Followers that can be shown as an example for effect.

Hidden - Hidden Followers cannot be attacked or targeted by your opponent's cards or Sync Rewards. These cards are not visible for your opponent. They are unaffected by card effects except those that would kill a follower without any specifics about what that follower is. You can attack with Hidden cards. If the Hidden Follower isn't killed in that attack, the attack is resolved and your Follower is revealed. If you only control Hidden cards, your opponent can attack your Hero. Cards remain hidden until the effect that hides them expires, or they activate an effect or successfully attack. Passive Sync Rewards still apply to, and from, Hidden Followers. Their names are still treated as being in play. Their passive abilities do not apply.