

Otherworldly Adventures



TWO PLAYER GAMEPLAY

The set up:

1. Each player chooses 5 -10 cards for their battle squad.
NOTE: Players cannot have any duplicate cards in their squad.
2. The player whose squad has the highest total Life Force (of all of their cards combined) chooses whether to attack or defend first.
3. Two turns equals one round.

The player on defense has the following choices:

- Take the damage from an attack then attack back.
- Use their defensive ability to absorb some of the damage. That will be their turn. They cannot attack back that round.
- Retreat back to their squad. That will be their turn. Cards with healing abilities can use this time to recover and/or heal others.
- Bring in a reinforcement from their squad (Draw another card at random.). That will be their turn. They cannot attack back that round.
 - A maximum of three cards can be played at any time.
 - If a newly drawn card has greater LF than any of the opposing player's cards, that player gains initiative.

The player on offense has the following choices:

- Attack.
- Retreat.
- Bring in a reinforcement.

As the battle continues:

4. If a card's LF is half or less, their attacks and defenses are at half power. If they retreat, they may return in the last round at full power.

5. Once a card has lost all of its Life Force, it must leave the battlefield.
6. The players may agree to stop the battle any time. The player with the most cards remaining wins the battle.

MULTIPLAYER OPTIONS - Same as above but includes the following:

- Every man for himself - Each player takes a turn and attacks whichever opponent they choose.
- Alliances - Players can team up against others (They can also betray each other when the time is right. There can only be one winner!)