



DragonDuel

Collectible Sorcery Card Game

Official Rules Manual (Rev. 8)

Table of Contents

About the Game	3
Parts of a Card	3
Types of Cards	3
Zones of Play	5
Playing DragonDuel.....	5
Conditions of Victory.....	5
Setting Up	6
Parts of a Turn	6
Playing a Card	7
On Monsters	7
Natural Ability Keywords	8
On Magic	8
Magic Duels: Responding to Effects ..	9
On Battle	10
On Tokens	11
Battle Flowchart	12


With Special Thanks to Fish and Bradley

ABOUT THE GAME

You are a sorcerer, participating in the spellcaster's brawl that is **DragonDuel**. Using powerful magic sealed within your cards, you summon monsters and cast powerful spells to overcome your opponents, destroy their Towers, and declare a fair victory!

Use your Monsters and Spells to destroy each level of your opponent's Tower, then land the final blow. When you are the last sorcerer standing, you are victorious!

PARTS OF A CARD



Card Name: Stormherald Dragon

Spark Cost: 8

Card Illustration: A red dragon with a white underbelly, standing on a green hill with a castle in the background.

Element: FIRE

Traits: DRAGON • BEAST

Ability Keyword: HASTE (This monster may attack during the turn it comes into play.)

Ability Text: When this card comes into play, up to 1 other target monster loses -1000 Strength until the end of the turn. Then, if you played this card from your Tower, up to 1 other target monster loses -2000 Strength until the end of this turn. You may target the same monster for both effects.

Strength: 3000

Flavor Text, Set Number and Artist: Its roar, like the rumbling of thunder, was a warning to seek cover immediately. ST-07 • ©2023 DragonDuel • Cure Remedy

TYPES OF CARDS

In DragonDuel, there are three types of card: **Monsters**, **Magic**, and **Spark**.



Monster

Monster cards: A sorcerer can use these to engage in battle with their opponents. Each Monster card has a *Strength* value which is represented as a large numeral on the bottom right of the card. Most Monsters have *abilities* - some of these are *Activated Abilities*, used by paying a cost to produce an effect, while *Natural Abilities* are card effects which occur automatically when certain conditions are met. **See the section On Monsters for further details.**



Magic

Magic cards: A sorcerer can cast these Magic Spells to influence the duel in ways such as strengthening their Monsters, damaging their opponent's Monsters, and drawing cards - just to name a few. A Magic Spell's written effect is performed when the card is played, and then the card is placed directly into its owner's discard pile unless a card effect says otherwise. **See the section On Magic for further details.**



Spark

Spark cards: The basic resource of DragonDuel, named for the resource they produce - Spark. This Spark of mana, drawn from within the sorcerer's soul, will be used to summon monsters and cast spells during a duel. These cards come into play each turn automatically from your Spark Deck. A sorcerer can Exhaust these to produce 2 Spark. Spark also has specific uses during Battle to help to defend or to attack. **See the section On Battle for further details.**

When building a deck, a player may combine Monster and Magic cards to create a collection of **exactly 50 cards**. **No more than 4 copies of a card** with the same set number (located at the lower left of the card) may be included in a deck.

Spark cards are used to create a separate Spark deck of 10 cards, which will be used to draw a Spark card each turn.

ZONES OF PLAY

Main Deck: Your deck of 50 cards. You will draw one card from this deck per turn.

Monster Zone: Monsters are placed here when they come into play.

Magic Zone: Magic cards are put into play here until their effects resolve.

Tower Zone: 5 cards are placed here from the top of your Main Deck at the start of the game. Suffering a direct attack will reveal one of these and allow you to play the revealed card for free, or discard it. When you take a direct hit with no cards in this zone, you lose!



Discard Pile: Cards are discarded to this location. Monsters are sent here when destroyed, and Magic is sent here when finished resolving.

Spark Deck: Your deck of 10 Spark cards. You will put one card into play from this deck per turn.

Spark Zone: Your Spark cards are played to this location.

Your Hand: Cards you draw are kept here, and can put into play using Spark. Be careful not reveal these to your opponent until you play them!



PLAYING DRAGONDUEL

Conditions of Victory

A player is defeated if:

- 1) They suffer a direct attack while there are no cards remaining in their Tower Zone.
- or;
- 2) They enter their Draw step while there are no cards remaining in their Main Deck.

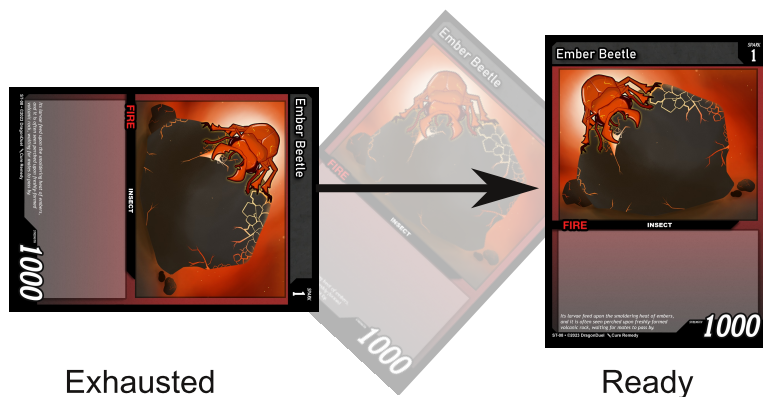
The winner of a game of DragonDuel is the last undefeated player.

Setting Up

- 1) Each player tosses a die, and the one who rolls highest decides who will begin first. (Players may agree upon any fair contest to decide who goes first, such as a coin toss or Rock-Paper-Scissors.)
- 2) Each player shuffles their Main Deck, then draws 5 cards.
- 3) Starting with the player who is going first, each player may choose to mulligan, shuffling their hand back into their deck and drawing a new hand of 5 cards. Each player may only do this once.
- 4) Each player sets the top 5 cards of their Main Deck face-down into their Tower Zone, and the game begins with the first player's Spark phase.

Parts of a Turn

Each turn is divided into 6 phases: **Ready, Spark, Draw, Main, Battle, and End.**



1. **READY:** Set all of your cards to the Ready position.
2. **SPARK:** Put the top card of your Spark Deck into your Spark Zone. Ready it. *(If your Spark Deck is empty, skip this phase.)*
3. **DRAW:** Draw one card from the top of your Main Deck. *(If your Main Deck is empty as you enter this phase, you are defeated.)*
4. **MAIN:** Activate the effects of your monsters and/or play monsters and magic from your hand by paying Spark. You may attack an opponent and enter Battle.
5. **BATTLE:** Enter this phase by declaring an attack using one of your monsters. Deal damage to your opponents and their monsters. (See On Battle for more information.)

A player may move between MAIN and BATTLE as many times as they like until they run out of attackers.

6. **END:** Pass the turn to the opponent. (If more than two players are playing, pass to the player to your left.)

Playing a Card

To put a card into play, you first must pay its Spark Cost. A card's Spark Cost is the numeral at the top right of the frame. To pay this cost, you must Exhaust a number of Spark cards sufficient to produce enough Spark energy. Once you have paid the full cost of the card, you may put it into play.

Monsters are placed in your Monster Zone when you play them. You may only control up to a maximum of 6 Monsters at once. If you already control 6 Monsters and you would play a new Monster, you must first send one of your current Monsters to your Discard Pile. This does not count as destroying a Monster.

Magic cards are placed in your Magic Zone when you play them. Their effects resolve - that is, the card enacts its written effect on the game - and then the Magic card is placed into its owner's Discard Pile.

On Monsters

Monsters are the frontline battlers of DragonDuel, using their Strength to deal damage to your opponents and block incoming attacks. Monsters are brought into play from your hand by spending Spark, and are placed into the Monster Zone when they enter play. Though they are built for battle, **a Monster may not attack during the turn in which you play it**, unless that Monster has the ability keyword *Haste*. Monsters will also often have effects which can be used to turn the tide of battle.

Some of these effects require the player to pay a certain cost in order to be used. These are known as *Activated Abilities*. These are written as a cost in the form of an action, followed by the colon (:) symbol, and then the effect of the ability. Activated abilities may be responded to by opponents using Magic cards or their own Activated abilities. **(See On Magic for more information.)**

Other effects are automatic, based on certain conditions occurring within the game. These are Natural Abilities, and are not considered ability activations, and can instead be thought of as "ability triggers."

A Monster's Strength is its "life" and its "attack power." When a Monster engages in combat, it will deal damage equal to its Strength to whatever it hits. (A Monster with zero Strength will not deal damage when it attacks, and as such can not hit a player's Tower.) This number also indicates the amount of damage a Monster is able to take during a phase before it is destroyed - sometimes this is through battle, and sometimes Monsters may be dealt a negative Strength amount by card effects.

If at any time a Monster's Strength is a negative value, that Monster is destroyed and placed in its owner's discard pile. Otherwise, at the end of each phase, damage "falls off" and a Monster's Strength is returned to what it was before damage was taken.

During play, you may normally only control up to 6 Monsters at a time. If a new Monster would come into play while you already control 6, you must send one to the Discard Pile before the new Monster comes into play, or the new Monster will enter the Discard Pile instead. *(A Monster entering the Discard Pile in this manner is not considered destroying a Monster, for the sake of effect triggers.)*

If a card effect specifies that a Monster would be removed from play, the card is placed outside of the play area. *(A Monster leaving play in this manner is not considered destroying a Monster, for the sake of effect triggers.)*

Natural Ability Keywords

Some Monsters use keywords to indicate a Natural Ability they possess. These are printed in colorful bubbles in the ability text of a Monster card.

The keywords are as follows:

Flight - An attack made by a monster with Flight can only be blocked by another monster with Flight, or a monster whose effect allows them to block as though they had Flight.

Haste - A monster with Haste may attack during the turn in which it comes into play.

Undead - During your Main Phase, you are able to play Monsters with the Undead keyword from your Discard Pile by discarding a card from your hand in addition to paying their usual Spark cost.

On Magic

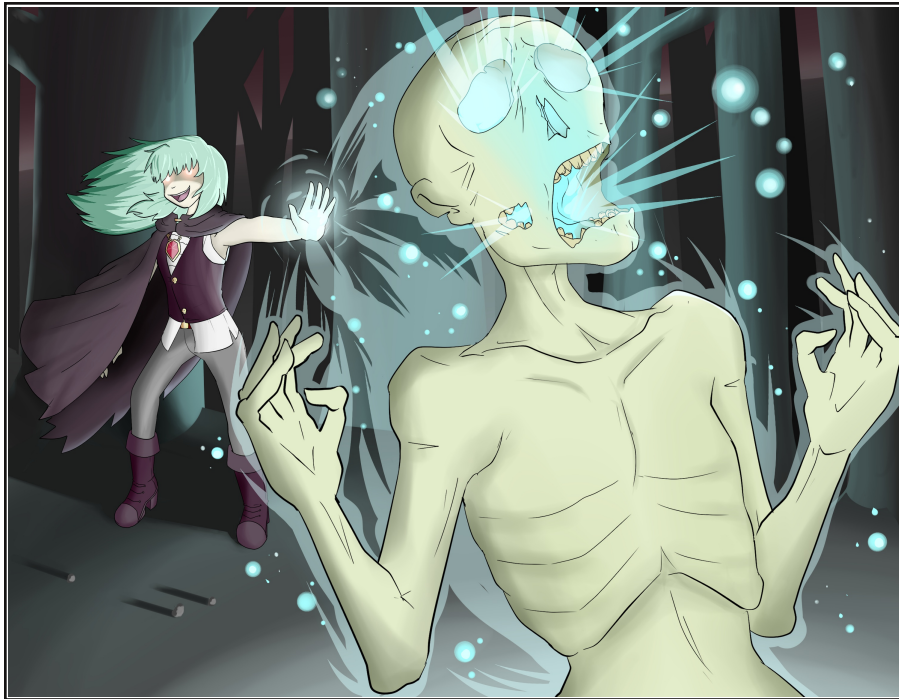
Magic cards are cast by paying the appropriate amount of Spark and playing the card into your Magic Zone. Once the card's effects resolve (or if the card is unable to resolve its effects due to conditions changing since the card was initially played) then the card is then placed into your Discard Pile.

Magic cards are playable during your own Main Phase, but may also be played at certain points during Battle, and in response to certain events or points during an opponent's turn:

- 1) When an opponent plays a card from their hand.
- 2) When an opponent plays a card revealed from their Tower.
- 3) When an opponent declares an attacker. **(See On Battle.)**
- 4) When an opponent activates a Monster's Activated Ability.
- 5) When an opponent reaches the end of their End phase.

At each of these points, any player may declare that they wish to react by playing a Magic or Activating a Monster's ability. In the event that multiple players may want to react at once, the priority should go to the player on the active player's left, and pass around clockwise, allowing players to pass until either someone responds or all players have passed.

If nobody responds, an effect will resolve - an Ability's effect will take place, a Monster will come into play, a Magic effect will take place, et cetera. However, if someone does decide to form a response, a **Magic Duel** is begun.



Magic Duels: Responding to Effects

A Magic Duel is the exchange of Magic spells and Monster effects between two players.

Once a player has chosen to activate a card effect in response to an opponent's effect, other players may not become involved in the Magic Duel, and may not activate their own effects until all of the effects in the Duel have resolved. The two players may continue to elect to activate effects in response to one another.

When both players are satisfied and neither has any further responses to the other, the Magic Duel comes to a close, and **all effects now resolve in reverse order to which they were played.**

For example, if players have had an exchange of spells labeled A, B, C, D, and E respectively, and then ended their Magic Duel, the effect of E would resolve first, then the effect of D, then C, then B, and finally A.

If the first effect in one of these Magic Duels was the summoning of a Monster, that Monster will not be considered in play until the summoning effect has resolved. As such, during this Magic Duel, players may not yet interact with the as-yet-unsummoned Monster.

There are also points during Battle at which players are given the opportunity to use Abilities and Magic. When a player Attacks, the defender is given the opportunity to respond to the attack. **(See On Battle.)**

On Battle

Battle is the primary way you will be destroying your opponent's defenses and the only way in which you will be dealing damage to your opponent's Tower. A battle occurs when you declare one of your Monsters as an attacker against an opponent. You may only attack with one Monster at a time. A Monster may not attack during the turn in which it came into battle.

After you indicate your intent to attack, you first must Exhaust the attacking monster. A player may then respond to your attack by playing a Magic card or Activating a monster ability. Once all Magic and Abilities that are played during this step have resolved, the Defending Player must decide to either designate a monster to Block the attack, or take the damage directly.

Blocking is performed by selecting a Ready monster and Exhausting it. Once this is done, Battle Damage is exchanged between the Attacking and Blocking monsters. When a Monster is dealt Damage, the total of that damage is subtracted from that Monster's Strength at the very end of the Battle phase.

The diagram shows two monster cards. On the left is the 'Skeleton Swordsman' card, labeled 'Attacker' with a Strength of 2000. On the right is the 'Fire Slime' card, labeled 'Blocker' with a Strength of 2000. A red '-1000' is positioned above the Skeleton Swordsman, and a red '-2000' is positioned below the Fire Slime. A text box at the bottom explains: 'Battle Damage is a loss of Strength for the rest of the phase. A Monster with negative Strength is destroyed.'

The Attacker deals Battle Damage (a negative Strength penalty) equal to its Strength to the Blocker, and the Blocker deals Battle Damage equal to its Strength to the Attacker. Any monster which has a negative Strength value is destroyed. Then, after the Battle Damage has been exchanged, the Battle ends and any surviving monsters have their Strength returned to their normal values.

If the Defending Player chooses not to block, then the Attacking Monster will be dealing Battle Damage directly to the Defending Player. If the Attacking Monster has a Strength of 0, no Battle Damage will be dealt, and no Tower cards will be flipped as a result of the battle.

Once the Defending Player has made their choice to either Block or not, the Attacking Player may decide to **Critical Spark** to strengthen a Monster and secure a certain amount of damage or guarantee the destruction of a Blocker. To Critical Spark, the Attacking Player shuffles any number of their Spark cards back into their Spark deck. For each card shuffled back into the Spark deck, the Attacking Monster gains **+1000 Strength** until the end of the turn. This is a risky move, and should be reserved for times when there is Spark to spare and a certain amount of damage is absolutely needed.

A Defending Player taking a direct attack may decide to **Barrier Spark** to defend their Tower. To Barrier Spark, a player rests any number of their Ready Spark cards to produce **+1000 Barrier** apiece. A player must produce Barrier equal to the Attacking Monster's Strength in order to prevent Tower damage.

If the Defending Player takes a direct attack without defending, that player must turn over the top card of their Tower. Now, with the Magic spell or Monstrous guardian of this level of the Tower revealed, that card may be played immediately, and without cost, or else it is discarded.

If a player has no more cards in their Tower Zone before taking incoming damage, then the attack will defeat that player.

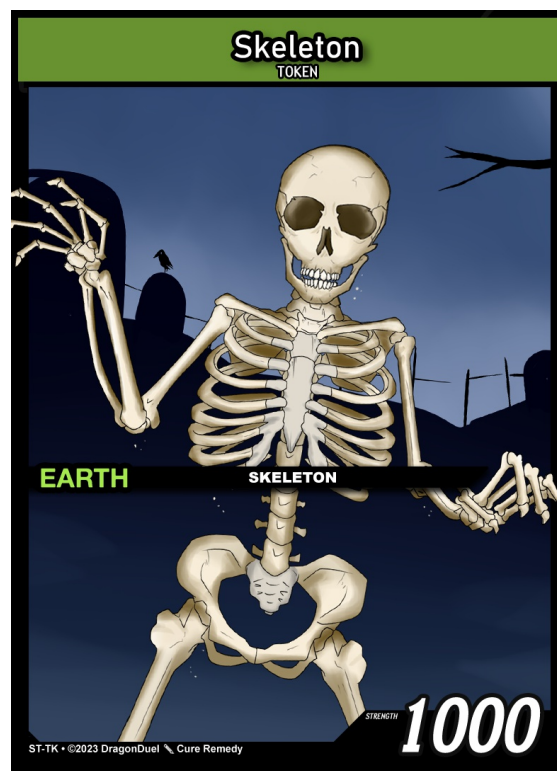
Once all other players have been defeated. the remaining player is the winner of the game.

On Tokens

Sometimes, card effects will instruct you to put a "Token" into play. A Token is a card which does not actually exist in your deck, but rather is brought directly into play. When the Token is destroyed, rather than entering your discard pile, it will leave play immediately.

A card effect will list the details of a Token in the following manner: (0/2000/Insect/Earth). This represents the Token's Spark Cost value, followed by the Strength, the Traits, and the Element of the Token. If the Token is a Magic spell, the text will read "Magic" in the place of the Strength value.

(There are official Tokens provided by DragonDuel which will list the Strength and Traits of that Token on the card - but a Token can be represented by any appropriately sized object which is able to change to a different position to represent Exhaustion - a coin, a die, etc.)



DragonDuel

Battle Flowchart

