

INSTRUCTIONS

- Each player has a deck of 20 cards, of which 15 are character cards and 5 are bonus power cards. The character cards have a name, a type, life points (green), an attack (red) and a defense (blue). The power cards have a name and an effect.
- At the beginning of the game, each player draws 5 random character cards and 5 power cards from their deck and keeps them in their hand.
- The players randomly decide who starts first. The player who starts chooses a character card from their hand and places it on the battlefield, face up.
- The next player does the same, choosing a character card from their hand and placing it on the battlefield, face up. The active player can do an action and end his turn.
- The game proceeds in alternate turns, in which each player must do one of the actions described.
- The game ends when one of the two players has no more character cards on the battlefield or in the deck. The player who still has at least one character card wins the game.

ACTIONS

- **ATTACK:** the player chooses a character card on the battlefield and makes it attack the opponent's character card. The damage inflicted is equal to the attack of the attacking card minus the defense of the defending card. If the damage is greater than or equal to the life points of the defending card, it is eliminated from the game. Otherwise, its life points are reduced by the damage suffered. Each character card has a unique rule that can influence the outcome of the attack, such as resurrecting, revealing, freezing, etc.
- **USE A POWER:** the player chooses a bonus power card from their hand and uses it on his own character card on the battlefield. The effect of the bonus power card is applied immediately, such as restoring life points, increasing or decreasing attack or defense, inflicting damage, etc. The bonus power card is then discarded.
- **CHANGE CHARACTER:** the player chooses a character card from their hand and swaps it with his own character card on the battlefield. The swapped character card is put in the player's hand. This action can be useful to exploit the advantage of types or to save a character card in danger.

POWER CARDS

UP

Doubles the damage of the next attack. You can play this card before you attack your opponent. This card has one use and then it is discarded.



FASHION



Increases Defense by 10 and frozen the opponent for the next turn. Your Defense will increase and the opponent will be frozen and unable to attack on the next turn. This card has one use and then it is discarded.

MINT

Increases Attack by 10 for one turn. You can play this card to increase your attack power for your next turn. This card has one use and then it is discarded.



STAKING



Absorbs the next 28 damage received. You can play this card to protect yourself from the damage of your opponent. This card has one use and then it is discarded.

SOON

The opponent takes 50% more damage but the player will be frozen for the next 2 turns. You can play this card when you want to deal more damage to your opponent, but at the cost of sacrificing your next two turns. This card has one use and then it is discarded.



CHARACTERS CARDS

FABIAN

Unique Rule
"LSP Fury"
Increases Attack by 5 each time it takes damage

85 70 15
HEALTH ATTACK DEFENSE



HUGO

Unique Rule
"Social recovery"
Can freeze the enemy for one turn with a successful attack

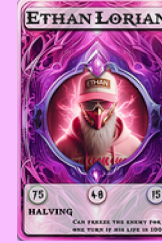
72 38 30
HEALTH ATTACK DEFENSE



ETHAN LORIAN

Unique Rule
"Halving"
Can freeze the enemy for one turn if his life is 100%

75 40 15
HEALTH ATTACK DEFENSE



MARJORIE

Unique Rule
"Pink AI"
After taking damage, deals counterattack damage equal to 20% of the damage taken

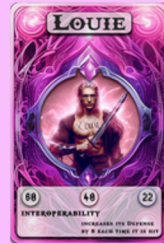
90 60 18
HEALTH ATTACK DEFENSE



LOUIE

Unique Rule
"Interoperability"
Increases its Defense by 8 each time it is hit

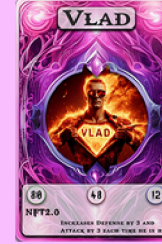
60 40 22
HEALTH ATTACK DEFENSE



VLAD

Unique Rule
"NFT2.0"
Increases Defense by 3 and Attack by 3 each time it is hit

80 48 12
HEALTH ATTACK DEFENSE



CJ42

Unique Rule
"Solidity"
The enemy has a 50% chance to attack itself when attacking

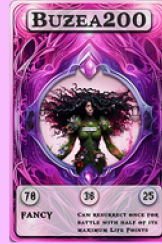
75 44 15
HEALTH ATTACK DEFENSE



BUZEA200

Unique Rule
"Fancy"
Can resurrect once per battle with half of its maximum Life Points

70 36 25
HEALTH ATTACK DEFENSE



JAKE

Unique Rule
"Scalability"
Immune to Frozen. When hit by a power card attack, the opponent will be frozen on the next turn

70 36 22
HEALTH ATTACK DEFENSE



YAMEN

Unique Rule
"Oracle"
Has a 50% chance to evade enemy attacks

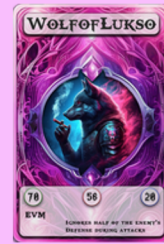
80 50 20
HEALTH ATTACK DEFENSE



WOLFOLUKSO

Unique Rule
"EVM"
Ignores half of the enemy's Defense during attacks

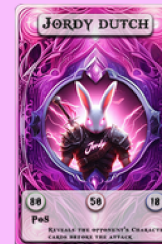
70 56 20
HEALTH ATTACK DEFENSE



JORDY DUTCH

Unique Rule
"PoS"
Reveals the opponent's characters cards before the attack

80 50 18
HEALTH ATTACK DEFENSE



CALLUM

Unique Rule
"Fork"
Each turn, deals an additional 4 damage to the enemy

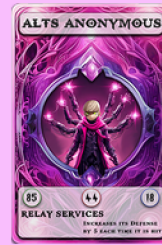
75 50 10
HEALTH ATTACK DEFENSE



ALTS ANONYMOUS

Unique Rule
"Relay services"
Increases its Defense by 5 each time it is hit

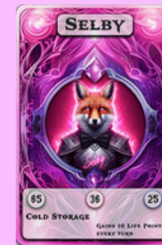
85 44 18
HEALTH ATTACK DEFENSE



SELBY

Unique Rule
"Cold Storage"
Gains 10 Life Points every turn

65 36 25
HEALTH ATTACK DEFENSE



COLLECT THEM ALL!



NFT CARD GAME

LUKSO FAMILY GAME