

# IRON KINGDOMS

## MANUAL

Welcome to the Iron Kingdoms, a world where diverse civilizations live in constant conflict. Choose your hero to command your units and go to victory!

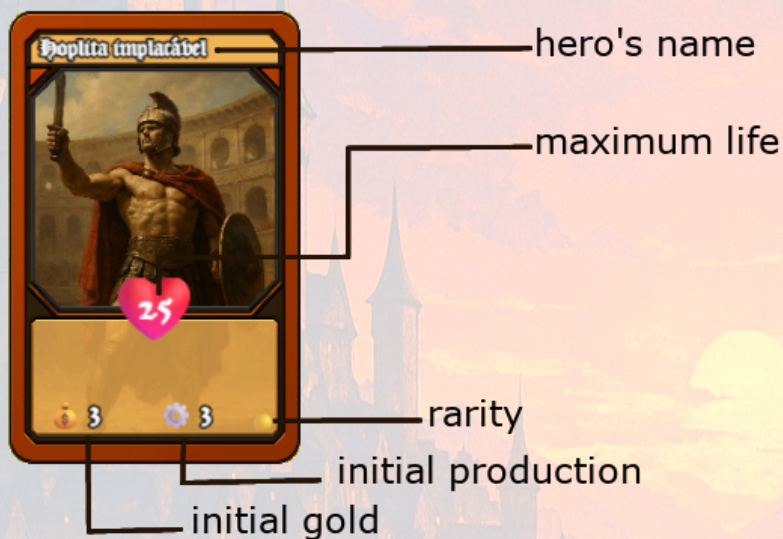
### Setting up

The game consists of a deck of 40 cards + 1 hero card.

The hero card will influence your hit points, your gold stock, and your starting gold production. Choose the hero that best suits your playstyle or the gameplay of your deck.



## Hero's card



Maximum health determines both the hero's starting health and the maximum health limit. This means that any healing beyond the hero's maximum health will be wasted.

The starting gold production value determines how much gold your hero will produce per turn.

The starting gold value shows the gold reserve your hero has at the start of the game.

Gold continues to accumulate each turn.



## Cards



A card's cost indicates how much gold it will consume to play.

Not every card has effects, but the following are available:

♥ Heal: Increases the hero's health by the effect value (up to the limit of maximum health).

🏛️ Production: Increases the rate of gold produced each turn.

⚔️ Damage: Deals damage equal to the effect value to the enemy hero.

🩸 Drain: Deals damage by the effect value to the enemy hero, while healing your hero by the effect value.



## Starting match

At the start of the game, each player starts with 5 cards.  
A player can play up to 3 cards per turn.

The card effects are triggered, and then the attack values of all cards played by each player are added together, along with the defense values of all cards played by each player.

Each player's defense is subtracted from their opponent's attack. If there is an excess defense value, this value is used as damage to the opponent.

After this combat phase, each player can discard as many cards as they want from their hand, and then a new game begins with players drawing cards until they have 5 cards in their hand.

The game ends in two situations:  
a player reaches 0 life points or a player runs out of cards in their deck when drawing cards at the start of their turn.

These two situations represent a loss for the player.  
Therefore, your main objective is to reduce your opponent's life points to zero.



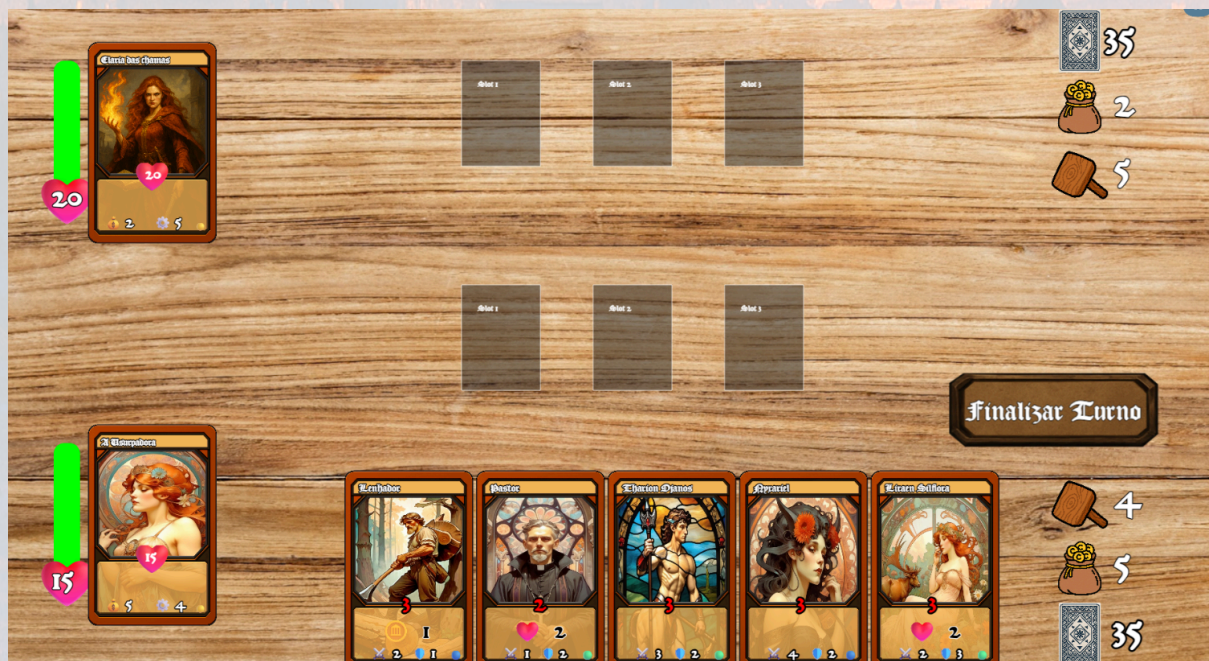
## Deck Editing

The deck must contain 40 cards + 1 hero card.

Cards have a rarity value, with a limit for each rarity:


- Common: No limit.
- Uncommon: Limit of 15 cards.
- Rare: Limit of 5 cards.
- Epic: Limit of 1 card (epic rarity is equivalent to hero cards).


## BATTLEFIELD





Now let's understand the icons:  :representa o baralho, ao lado está o contador de cartas restantes no baralho.

 :represents current gold production.

 :represents the current gold stock.

Choose your cards, choose your strategy and let's have fun!