

# Clash Rules

## Game Overview:

Clash is a fast, and chaotic semi-cooperative monster fighting game that presents players with many interesting choices. The game contains a unique gameplay experience where players choose a creature under their control, and send it into a battle with a central monster or Titan. However that creature not only affects the Titan, it also affects other players and that player themselves. A core concept of this small box game is expandability through multiple stand alone sets that add variety to the game and would be able to be mixed and matched.

## Components:

- 16 Starting Golem Cards (*4 sets, one for each player*)
- 3 Titan Cards
- 1 Boss Titan Card
- 12 Equipment Tiles
- 5 Poison Status Markers
- 5 Frost Status Markers
- 20 Focus Tokens per player color, (80 total)
- 5 First Round Titan Health Tokens
- 7 Second Round Titan Health Tokens
- 9 Final Round Titan Health Tokens
- 4 Summoner Player Aid Card

## Setup:

Give each player a set of 4 Starting Golem Cards, 20 Focus Tokens and a Summoner Card.

Place the Boss Titan card face down in the center of the play area with the corners of the card pointing to the spaces between players. Then randomly choose two of the Titan cards and place them face down on top of the Boss Titan card.

Place the First Round Titan health tokens to the side of the play area. Then place the rest of the Titan Health tokens along with the Status effect markers within easy reach.

Sort the Equipment Tiles into 4 piles, each with one +1 Attack, +1 Defense and +1 Heal tile. Shuffle each pile and place them face down adjacent to the corners of the Titan card stack.

To begin each battle randomly choose a starting player. Flip the top Titan card and point the red arrow on the Titan toward the starting player. This is the direction the Titan is facing.

## Objective of the game:

In Clash players are attempting to contain and harness the power of Titans before they can run amok in the world. Collectively the players are working together to wear down the Titans, but only one player can actually capture each Titan. Players earn points based on how well they participate in the battles against these Titans. However if any one player loses all their Focus, they fall unconscious and leave their side unprotected. This allows the remaining Titans escape and all players lose the game.

## How to Play:

Each round players will simultaneously choose a creature under their control and send it into battle. Players may choose any one of their available cards not currently in cool down. They then choose an orientation for that card to be played by placing one edge of the card on the play area to signal that they are ready to reveal their choice.

After all players have selected their cards, they are revealed with the edge that was on the table pointed toward the player that played the card. Once cards have been revealed they may not be reoriented.

Starting with the player the Titan is facing at the beginning of the round, all cards are resolved in a clockwise order. First activate the side of the Titan facing the starting player, then activate all sides of that player's card, starting with the side that is facing the Titan and continuing clockwise around the card. Once all sides of a player's card have been activated return to the Titan and activate the side facing the next player in clockwise order. Continue until all sides of all cards have been resolved.

After all cards have been resolved the cards that were played this round are set aside to cool down for one turn, and any cards in cool down are returned to player's hands. Players must then choose from the remaining 3 cards on their next turn.

## Resolving cards:

Cards have four sides that all must be activated. Each has a defense value and an action. The actions always resolve in a clockwise fashion starting with the Titan's action followed by the side of the player's card facing the Titan.

Each icon has the following function:



**Shield** : This is the defense value of this side of the card, Attacks must be higher than this value to do any damage.



**Sword** : This is a basic attack value for this side of the card. If the Attack value is higher than the defense value of the opposing card, damage is dealt for the difference. If the attack includes a status effect, that status effect is only given if damage was dealt.

If a player points a sword at themselves they take the damage from not having full control over their summoned creature. Status effects are not applied when a player damages themselves.

When a player is damaged by a Titan, status effect, or their own action, they place their health tokens in the Lost Focus pool. **When a player is damaged by another player that player receives the health tokens.** Only FP tokens of a player's own color count as Focus for that player.

If there is a status effect icon next to the sword that status effect is applied to the target only if damage was dealt by this attack. Each status effect is limited and are not applied multiple times. If a player already has a status they can not be given another matching status until they have removed the current one.



**Poison** Lose 1 FP at the end of each round until Poison is removed by spending 1 Heal point.



**Frost** Frosted Players reveal their cards before any players that are not Frosted. All Frost Status markers are removed after cards are revealed.



**Heart** : Target may regain lost 1 FP or remove a status effect from themselves for each Heal point. Healed damage **MUST** come from the Lost Focus pool if possible. If a player has no Focus tokens in the Lost Focus pool, they may take back their FP from other players supplies.



**Key(s)** : Put 1 FP on the targeted Equipment stack. Gain and equip that Equipment immediately when you have placed a total of 3 FP on an Equipment stack. Any FP tokens that other players have placed on a stack roll over to the next item in the stack when an e.

Equipment only activates when a matching symbol is played in the direction it is equipped on. (Health markers on treasure chests still count toward a player's total health and can be removed as needed.)



**Confuse** : This icon means that the targeted card will be rotated 90 degrees.

If this icon is on a Titan card it always rotates the targeted player card clockwise.

If this icon is on a Player card and targets the Active Titan, that player may choose which direction to rotate the Titan 90 degrees.

If this icon is on a player card and is targeting an opponent to your **LEFT**, it rotates that opponent's card 90 degrees **counterclockwise**.

If this icon is on a player card and is targeting an opponent to your **RIGHT**, it rotates that opponent's card 90 degrees **clockwise**.

If a player confuses themselves they do not return the card from the previous round to their hand at the end of their turn, and must choose from their remaining two hero cards.

#### **Titan Defeated:**

If the Titan is not defeated at the end of a round, rotate the Titan 90 degrees clockwise and begin another round. If after resolving all cards the Titan has had its HP reduced to 0, it is defeated. **The player who took the last hotpoint from the Titan takes that Titan card and adds it to their hand.** If a status effect deals the last damage to a Titan, no one captures that Titan card. It simply dies and is removed from the game.

As players progress through the game Titans get more difficult to kill. The first Titan takes 5 damage to defeat, the second takes 7 damage to defeat, and the third, or Boss Titan takes 9 damage to defeat.

#### **Player Defeated:**

If at the end of a round a player has none of their own color FP tokens in front of them or on equipment cards the game immediately ends. All FP tokens belonging to a player who falls unconscious are removed from the game and do not score during end game scoring.

If a player has none of their own FP in front of them, but has FP on one or more Equipment stacks, they are not defeated. And they must take damage by removing an FP token from an equipment stack.

**End Game Scoring:**

**If a Player has lost all FP at the end of a round, ALL PLAYERS discard all FP Tokens of that Player's color before scoring.**

**Titan HP Tokens : 2VP**

**Opponent FP Tokens: 1VP**

**Equipment Tokens: 1VP**

**Every 3 FP of their own Players still have: 1VP**

In case of a tie, the player with the most Titan damage tokens is the winner. If there is still a tie the player with the most of their own FP wins. If there is still a tie the player with the most equipment wins. If there is still a tie both players win.

**Please contact David Fulton at [Dave@JacksmackGames.com](mailto:Dave@JacksmackGames.com) or 630 995-1938 to give us feedback, or ask questions about this prototype.**