

# Swordplay: Arena

## Playing The Game

Below are the rules for playing Swordplay: Arena with two or more players. A players turn is divided into four phases:

1. Discard Phase
2. Draw Phase
3. Ready Phase
4. Combat Phase

After you have completed all four phases, declare that your turn is over and the player to your left now takes their turn. Play passes clockwise until the game ends.

### 1. Discard

During this phase, you may discard one card from your hand.

### 2. Draw

During this phase, if you have less than five cards in your hand you must draw cards from the combat deck until you have five cards. If the combat deck runs out of cards simply reshuffle the discard pile to form a new combat deck.

### 3. Ready

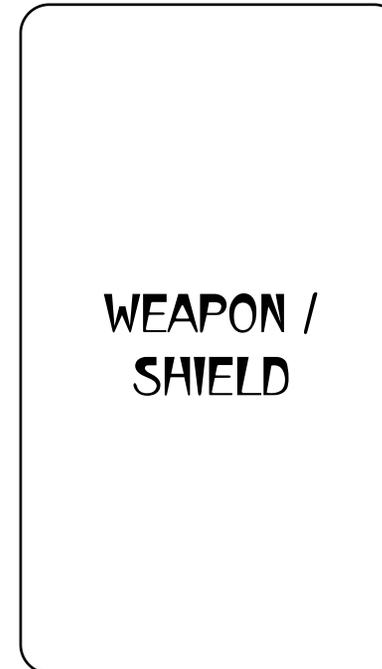
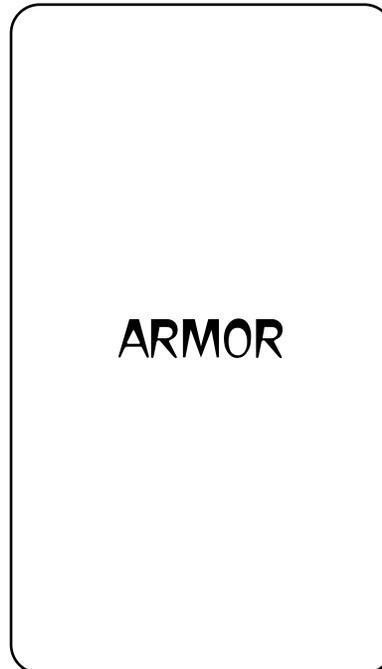
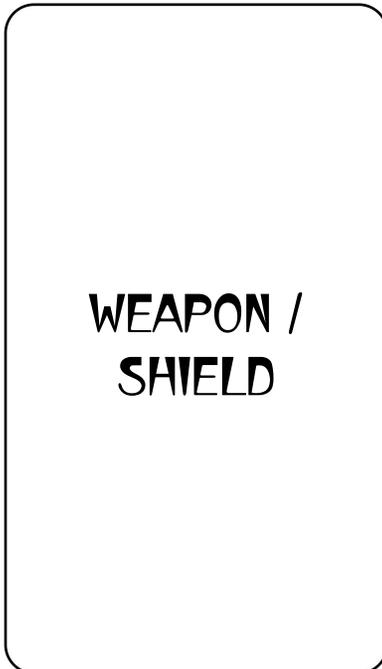
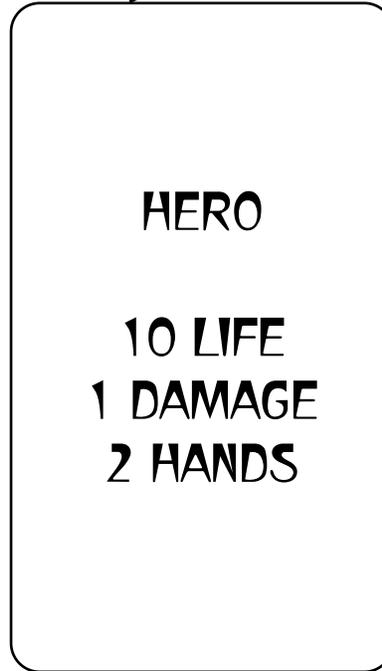
During this phase, you may play a single Armor, Weapon or Shield Item card. Ready items remain in play until they are destroyed or discarded. Heroes may not make an attack on any turn in which they ready an Item due to the time it takes to ready.

#### Armor

Heroes may have one Piece of armor ready at a time. If a player plays a new armor card any armor card that hero has in play is discarded.

#### Weapons & Shields

Heroes may have as many weapon or shield cards ready as they have hands free to wield them. All Shields & weapons are Listed as one handed, or two handed indicating how many hands they require to ready. Heroes have two Hands for readying items.



#### Dropping Items

Ready Armor, Weapon and Shield cards may be dropped at the beginning of the ready phase to allow room for new Items to be readied. Dropped Items are placed in the discard pile.

#### 4. Combat

Players which did not play an Item card in their Ready phase may play a single Attack card during this phase to make an attack.

#### Making An Attack

An attack is made by playing an Attack card and declaring the target of your attack. For example playing an **Attack - High** card would result in a High Attack at your target.

#### Defending

The Target of an attack may play any appropriate defense card or use a ready shield to counter an attack made against them. For example a **Duck, Parry - High, Dodge**, or a **Ready Shield** may be used to counter a High Attack. Attacks which are countered score no damage on the target.

#### Determining Damage

To determine the damage inflicted by a successful attack add the Attackers base damage + Damage for ALL their ready weapons + any damage bonus for the attack card used.

#### Applying Damage

The Total damage as determined above is applied to the target of the attack. Unless otherwise stated in the card text, damage is first applied to the targets ready armor with any remaining damage applied against the targets life. If a heroes life reaches zero or less they have been defeated.

#### Winning The Game

The last hero standing wins.