***Arena The 1v3 Strategy game***

***Starting the game***

1. Pick your class deck. One player chooses the Monster class the other three chose a champion (picking the Monster class will put you by yourself)
2. Next as the champions pick the weapon deck you would like (weapon decks are not specific to any class)
3. Next set your pieces in opposite corners of the board (Monster on one side champions on the other)
4. Next place the pillars on their locations (pillars are your strategic advantage use them for cover or knock them down on your enemy to do solid damage. Note pillars fall in the direction the player that hit them is facing.)
5. Then take your deck shuffle it and place it face down. Do the same for your weapon deck.
6. The players reliable source of damage will be the one weapon draw each turn with the class abilities to support this. The dragon's main source will be the melee or ranged cards with the status card as a support. (status cards are to help set the dragon up for strong attacks.)
7. Combat is done through cards each team fights and moves until one remains and that’s the winner.

**Combat**

Combat is done in a turn order Monster then player

With your deck faced down each player draws 5 cards

The dragons turn starts the game off. The dragon **CAN** declare on attack and make one movement action per turn. The turns the dragon declares an attack, this attack will be known by the players by showing the affected area (do not reveal what the attack is or does until it goes through). Declared attacks do not go through on the turn they are declared.

Next the players response with their own movement and actions. All players move and act at the same time and the player turn is finished when all the players are done with their actions. Each player **CAN** choose any combination of these two action and movement (for example one action one movement or two movements no action or two actions no movement). Players attacks are not declared and are instant but once you use your actions your turn is done. Also players are unaffected by each other's attacks.**(As the player you want to move to avoid the dragons attack whilst responding with your own.)**

After the player turn is up this is considered one rotation. (Different effect last longer than others so it's important to note when a rotation has passed)

The start of the dragons' turn is when the declared attack goes off. The dragon can then move and declare its next attack. (This process will repeat until the end of the game.)

Important to note: **ONCE YOU USE BOTH YOUR COMBINED ACTIONS WHETHER ITS TWO ATTACK, TWO MOVEMENT OR COMBINATION OF THE TWO YOU ARE LOCKED IN PLACE. IF YOU MOVE THEN USE AN ACTION THAT’S BOTH YOUR ACTIONS YOU ARE UNABLE TO MOVE UNTIL NEXT TURN. THIS MEANS MOVE ATTACK MOVE IS NOT ALLOWED.**

**Movement**

Movement is Where you will find your most strategic value as a player and monster.

Your movement is done on your turn.

As a Monster you will roll one six-sided die or three-sided die and as the Player you’ll roll two six-sided dice.

As the monster you take up an entire block. A block is made of 4 small segments. Each dice movement is one entire block.

Players movement is done in segments.

Players roll 2 six-sided dice and can do this a maximum of twice if they chose to take no action that turn.

**Decks**

Deck management is how you’ll do your damage.

Decks will always be face down and each player will always draw 5 cards. Champions players have two decks one weapon and the class for the Dragon they have melee, ranged and status

Champions draw 1 weapon card a 4 class cards each turn. The Dragon draws 4 from the deck they so choose and 1 status card.

At the end of your turn you’ll discard your hand into a discard pile. All decks will have their own discard pile (weapons, class, melee, ranged and status will get their own). this pile will be shuffled into a new deck when you run out of card for that deck.

**Note:** Some cards are **Limited** this means they are only one time use and after use the are removed from the deck until the next game.

***-Info-***

* Pillars are objects of interest due to how they interact with the rest of the board. When they fall, they do damage to the players in its fall path. They also provide useful cover from different attacks to include most ranged attacks. Pillar offer a large strategic advantage to both players if used correctly.
* When you hit Pillars, they fall in the direction they were hit. When you move over fallen pillars or rumble if you're the champion it uses twice the movement to do so (use one dice when climbing over pillars. If you're the monster you forfeit your ability action for that turn (you can destroy pillars/rumble has 50 hp)
* limited cards are one time use after you use them, they are removed from your deck until the end of the game
* ability deck is the deck specific to your class
* weapon deck is not specific to any class and any champion can choose it
* Rotation- Is a completion of each players turn
* Turns- Are when it's you time to make movement or actions
* Fire damage: 5 per turn
* Set on fire damage: 15 per turn for 5 turns
* Poison: 10 per turn for 3 turns
* Explosives: 50 HP
* Stab: 10 HP
* Revive: 100 HP
* Oil: 2 per turn
* Dragon HP/800
* Knight HP/350
* Cleric HP/250
* Rogue HP/200