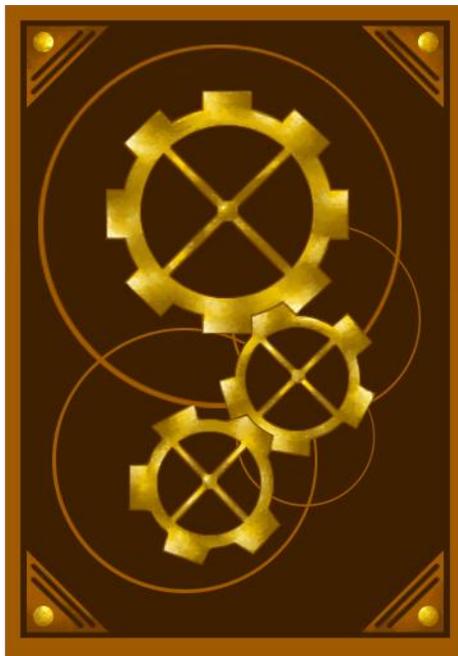


# Steamalot: Epoch's Journey

Game Guide

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Risen Phoenix Studios

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### General Gameplay

- Each player will start with a 5 card hand and 1 pre-selected Captain Card.
- Each player starts by placing their main player on the battlefield, and any other units they may have that turn. No equipment may be played on a character their first turn.
- Players start their turn by drawing a card and then playing a unit card, ability, or item. Cards may be played at any time during a turn as long as other rules for play are followed. Multiple items can be played at a time.

#### Unit Cards:

- Equip-able cards or cards that are used to modify a unit may not be played onto a unit that was brought to the battlefield in the same turn.
- Units that were just played may move and/or attack.
- Skill cards that do not remain on or equip to a unit may be used when units are first played.
  
- Using items before attacking is a good idea but not required for turn order.
- Movement: units move in cardinal directions according to their allotted moves. No diagonal movement unless a card specifies it can do so.
- Attack: If a player wants to attack an enemy unit they must have line of sight and be within range. Attacks occur in cardinal directions unless "Any Dir" is noted on a card. Damage is resolved immediately if a hit lands. For example; if a player attacks a knight with their archer, the damage is resolved before the first player moves or attacks with another unit. Attacking ends a specific unit's turn.
- After attacking, a player may still use items if they have any to play.
- A unit can defend if they do not move or attack on a specific turn. During the opponents next turn that card will receive 50% less damage, calculated before armor mitigation.
- After one player has moved/attacked with all the units they wish to use, they end their turn by tapping on their deck. Then their opponents turn proceeds in the same manner.

### How to win a battle (game modes)

- Kill the Commander (i.e., your commander/main character can't die)
- Destroy all active enemy units

### Movement and Attack Indicators

When a player selects a unit and group of highlighted squares will show up around that unit. Blue squares will indicate the spaces that the character can move into on this turn. Red squares will show up outside the blue squares that indicate the farthest distance a player can attack with that character after moving. The selected character can also attack anywhere within their movement zone, provided there is a target within that area.

### Decks:

Players play with **20 card decks**,  
Up to 3 repeat cards are allowed,



Decks are not reshuffled when all cards have been drawn. Play resolves without drawing any more cards.

Players start with one pre-selected "captain" character card. That card counts as 1 of the 20 cards in the player's deck.

### **Starting Areas:**

Unit cards may only be played onto available areas of the arena, which are indicated by highlighted squares.

Starting areas can be occupied. If you occupy all of an opponent's start squares, then they can't summon anymore units. Uncool but a viable tactic.

### **Card Stats:**

**Attack:** How much damage you are dealing with an attack

**Movement:** The amount of squares a unit can move. Most units move in cardinal directions. Only a few can move diagonally.

**Armor:** Stat is affected by equipped items. Each point of armor reduces damage received by 1.

**Health:** It goes down when a unit is attacked. Run out of it and the unit goes to that great workshop in the sky

**Acc:** Accuracy is the chance out of 100 that a unit will land a hit. It can be improved by items. Not to be confused with Ack!

**Range:** The distance that a unit can attack from where they currently are. Attack range determined by class and modifier cards. Most attacks go in cardinal directions. Some units can also attack on diagonals. Line of sight is a factor for any attack type. (Unless modified by a card)

**ADV:** cards with advanced "adv" marked on them are the only ones that can use better armor also marked with "adv"

**ADP:** cards with adept "adp" marked on them are the only ones that can use better weapons also marked with "adp".

**Bow:** cards marked with "bow" are the only ones that can receive the bow bonus.

### **Limits on Cards in Play:**

One card is drawn at the beginning of a turn (unless otherwise noted on a card). On the first turn each player receives their captain card and 5 other cards.

Cards may only have one weapon and one of each type of armor equipped at a time. (unless Dual Wielding is noted on the card)

Units that were summoned in one turn cannot be equipped in the same turn.

Only one of each knight or one of each witch may be under a player's control on the battlefield at a time. I.e. if you play one Sir Gwain, you cannot play another one until the first one dies. Your opponent can play one of their own though.



Animals can only use collars. Collars can only be used by animals.

### **PvP Specific Rules:**

You must finish a game in order to get any reward.

Games that are idle for more than X days are removed from the server.

If more than 8 turns are past with no damage inflicted, the game is considered a draw and no one gets a reward.

### **Terminology:**

Adept: "Adp" Units with this can use high level weapons also marked with "Adp"

Advanced: "Adv" Units with this can use high level armor also marked with "Adv"

Boiler Maker: Slightly damages target unit. Unit will explode upon death and damage all adjacent units.

Bomb Assault: Ability, Cost: 2 movement. Attack an enemy with a bomb. The bomb will explode and damage all adjacent units.

Bow: Units with "Bow" on their card get bonuses from Bows.

Card Draw: When this is noted on a card it means as soon as it gets played another card will be drawn from the player's deck. If there are no cards left in the deck then nothing happens.

Clamped: Status effect played on a character token. The target unit cannot move or defend. If defending then unit cannot attack or move. Skills are still available for use.

Cognition: Status effect. Control unit until the end of your turn, cannot move unit this came from if casting from a character card. If this is cast from a skill card the penalty is ignored. Leveling this card allows the effect for +1 game turn for each level. Level 2 means the target unit cannot be controlled by the opponent on their next turn; lvl 3 means the original player to cast cognition can use the affected unit on their next turn. Lvl 4 keeps the affected units player from using the unit on that next turn.



Crushing Gears: Status effect. Unit will lose armor every turn until its armor reaches 0.

Defend: End your unit's turn before moving or attacking. Incoming damage will be cut in half during the enemy's following turn.

Diagonal Attack: Some units can attack on the nearest diagonal space. If they can, this text will appear on the card.

Dual Wield: A unit with this ability can use two weapons at the same time. Adept properties still apply. The Buster Bar cannot be dual wielded.

Eagle Eye: This skill enables a unit to attack one space further with a ranged weapon.

Fervor: Status effect. Double attack on a turn or turns. For this effect to last multiple turns the card that grants it would have to be leveled up. If a character has this skill it will need to sacrifice movement to use it once per turn and on every turn.

Flier: Units that are flying can only be hit with bows or bombs.

Fortify: Status effect. Sacrifice 2 movement for 3 armor bonus.

Front Flip: A normal attack is preceded by the attacker flipping over their target, landing behind them, and then performing an attack ignoring armor.

Grease Fire: Status effect. Damages target unit for 5 health points at the start of every turn.

Hack: Ability, no cost. Modifies an equipped item. Modification is random adding an attack bonus, armor bonus, accuracy, or health. Effect lasts for the duration of a battle. 1 hack/item. Maybe: receive 3 attack, 1 armor, 5 health, or 5 accuracy). Hack can be used once per turn if an item on the character using the ability hasn't been hacked yet.

Heal: For a 2 movement or with a skill card, heal a target unit for a ratio of its max health. Apothecaries heal for  $\frac{1}{4}$  of max health. The Glastonberry well starts out at  $\frac{1}{2}$  max health.

Kiss: Seduce a unit for 1 turn for 3 movement cost. This prevents a unit from moving, attacking, or defending on the next turn.



Liven Up: Cost 2 movement. Bard ability that grants 1 extra movement to units 1 space around him.

Meld: The process of combining together 4 cards to create a different card.

Oil Slick: Status effect. Skill card effect that will make a unit move in a random direction.

Pass: Ability. No cost. Can transfer and equipped item from one unit to another unit. The item being passed must be able to be equipped by both units. Does not work on units that have already died.

Pierce: Ability, costs 2 movement. It hits an enemy in an adjacent square and one square behind that.

Precision: Passive ability that adds 5% to the accuracy of adjacent friendly units.

Pressure: Ability, costs 2 movement. Activate on one turn and ends that turn. Attack and deal 1.5x more damage on the next turn, and it's a guaranteed hit.

Rarity cogs. These cogs indicate what rarity a card is.

Black – Common

Copper – Uncommon

Brass – Rare

Silver – Fabled

Cobalt – Legendary

Reinforce: Units with this skill receive an extra armor point when a friendly engineer is on the field.

Re-incarnation: Draw a card with this card is sent to the scrap heap.

Scavenger: Status effect. Has a chance to be applied to a target enemy card. If applied you receive a card when that enemy is defeated.

Scrap Heap: Where cards go once they are done being played. Like a graveyard, but less digging.

Smithing: The process of combining 3 cards in order to improve a target card.



Spring Load: +5 atk to all dark units within 1 space except witches.

Sweep Attack: Ability, costs 2 movement. A broad attack that hits a target square and any enemies in two adjacent squares.

Vigilance: Can move after attacking.

## Game Board Layout



1. Level
2. Number of cards in your opponent's deck
3. Opponent's discard pile: tap to see what the enemy has played.
4. Player's discard pile: Tap to see what cards are in your discard pile.
5. Home Button: Tapping this will take you out of the battle and into the main screen.
6. Inspect card button: Use this to view the card of your currently selected character or for a full view of a selected card in your hand.
7. Undo move button: Undo the very last move of your currently selected character. Does not work if other actions were performed after this character moved.
8. Attack button: Attack with the currently selected unit. Your currently selected unit targets an enemy within range by selecting (clicking/tapping) on it. Then press this button to attack.
9. Defend button: If a unit has not moved or attacked, a player may use this button to fend off 50% of incoming damage on the next turn.
10. Ability button: Click on this button to use an available skill from your currently selected character.
11. Game board: Characters are played on to this board. They move and attack in turn.

12. Start Square: Characters can only be played onto these squares. There are separate ones for each player.
13. Movement Range: A selected character is surrounded by blue squares indicating how far it can move.
14. Attack Range: On the outside of the blue squares are red squares indicating the farthest a unit may attack on a given turn. That unit may attack inside that area as well. That unit must be adjacent to its target in order to attack, unless it has a ranged attack.
15. An obstacle: They come in different shapes and sizes. They cannot be moved through, so characters must navigate around them.
16. Hand: This is where the cards currently in your hand are displayed. If you have six cards at the start of your next turn, you will be forced to discard a card before your next card is drawn. If you run out of cards, turns will continue in order until all of a player's units are dead or commander is killed (depending on scenario).
17. Enemy Units: They were bound to appear. They will seek out the commander (starting) character of your deck or close and weak characters if they cannot reach your commander. This enemy unit happens to be on their side's start square.
18. Summary Sheet: This piece of parchment displays details about the currently selected card. Statistics for characters displayed are: Health, Armor, Attack Power, Attack Range, Accuracy, and Movement Range/Type (ordered from top to bottom, left to right). A select few units can move diagonally past obstacles and will have a different arrow arrangement next to their movement range. Summaries for skill and item cards will have their base buff and any extra effects.
19. Item Slots: For characters on the summary sheet they will display item slots. Item slots start out empty and are colored in as a character is given equipment. Some characters, like beasts, can only use one type of equipment or item. Their character sheets will appear with fewer item slots on them. If an item is hacked, an icon will appear above that item on the sheet indicating that item's modification.
20. End Turn button: It can be tapped on to end the user's current turn.
21. Deck Counter: It displays the number of cards left in the player's deck.
22. Settings button: select this to open the settings menu.



## Card Layout



1. Card Level, each pip is a level
2. Card Type
3. Card Name
4. Card sub-class, not all cards have one.
5. Card attributes, extra passive abilities. Not all cards have these either.
6. Card picture

7. Health points. \*Items 7-12 are specific to character cards. \*
8. Armor points: every point of armor reduces incoming attack by one.
9. Attack power
10. Attack Range: some cards can attack from a block or more away. You can attack through enemies, but not through obstacles.
11. Movement range: If you see diagonal arrows then this character can move diagonally.
12. Accuracy: 80% is 1 in 5
13. Extra abilities. These can be on all types of cards and are usually activated using the skill button on the battle board. Most character cards get an extra ability at level 4.
14. Flavor Text: Its fun, enjoy it.
15. Card ID number. The first digit is the base card number; the second is the identifier for the card level type.
16. The rarity cog. This cog indicates what rarity the card is.
  - Black – Common
  - Copper – Uncommon
  - Brass – Rare
  - Silver – Fabled
  - Cobalt – Legendary



## Deck Editor Layout



1. Total number of cards in the player's library
2. Currently selected deck
3. Number of cards in current deck
4. Maximum number of cards allowed in current deck
5. Deck select button
6. Name Colum; below this is a list of the names of every card the player owns.
7. Card ID number; every card has an ID number. The number is made up of two parts: the catalog number and the level identifier. The level identifier on skill and equipment cards corresponds to that cards level. For character cards however, the level identifier corresponds to the level and the particular upgrade that character has received in leveling.
8. Level pips. A much quicker way to see what level the card you a looking at is. These pips are also on the top of every single card.
9. Number of versions of this card that are currently used in the currently selected deck.
10. Number of versions of this card that the player currently owns and has available.
11. Add more of this card to the current deck.
12. Remove this card from the current deck.
13. Filter title: below this are a group of filters you can use to sort the cards in you library.
14. "Char" Is the character filter. When this is highlighted/active it will display available characters.
15. "Item" is a filter that, when highlighted, displays the item cards a player has in their library.
16. "Skills" is a filter that, when highlighted, displays the skill cards currently in a player's deck.



17. "In Deck" is a filter that just shows the cards in your current deck.
18. The "All" filter shows everything you own in your library.
19. Inspection button. You can click on a card name and hit this button to see the full image of the card.
20. Home button: Select this to take you back to the main menu.
21. Settings button: select this to modify settings within the game.
22. Tap this button to organize the cards alphabetically by name.
23. Tap this button to organize the cards by catalogue ID number.
24. Tap this button to organize the cards by level.
25. Tap this button to go directly to the mission select map.