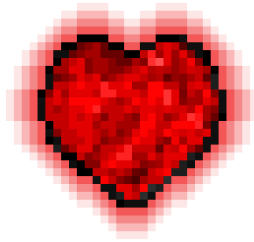


H.E.A.R.T



Main Objective

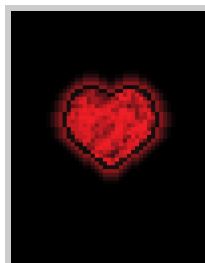
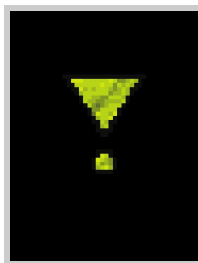
The main objective of the game is to strike your opponent's Heart by destroying their Health points without losing any yourself. The last player with any remaining Health point(s) wins.

Set up:

1. All players will receive the following items:
 - 1 Heart card
 - 5 Health points (if pieces are being used)
 - 5 Cards out of the main deck



2. Players will place their Heart and Health pieces (if pieces are being used) in front of them. Any combo cards (single lettered cards, see combo cards) will also be placed in front of them.
3. After this, separate the main card deck and the event deck into two piles in the center.

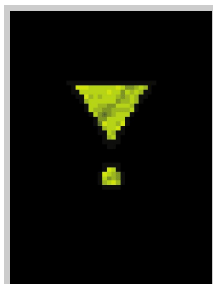
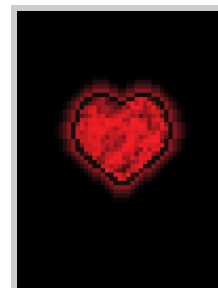


4. Everyone will then start the game, the game is closed-knowledge, meaning you conceal your hand from the other players' view. The player with "Dark Heart" goes first.

Rules/Information

Cards

All players must always have **five cards** in their hand, you can play **as many cards as you hold** when it is your turn; after your turn has ended, redraw back up to five cards. If a card cannot be played, it is discarded.



Events

Events will be triggered once a player uses an Event Card found in the main deck. Everyone must then abide to the effects of an event. If an event cannot go into effect, another event card is then drawn and played.

Events take priority over any other card, no card other than Global Peace can alter the effects of an event.

Combo Cards

Combo cards are **single lettered cards** that are placed in front of the player when obtained. Combo cards spell out a word, once a player is able to obtain **all the letters** that spell a specified word, they may use the combo ability at any time.

(H.E.A.R.T || A.B.Y.S.S || L.I.F.E)

H E A R T

H

Attack a player down to 1 shield

Combo cards can be **traded** amongst players.

Combo cards take priority and no other cards can stop its actions when a full combo is complete; other than certain events.



Heart Cards: Everyone receives a Heart Card at the start of the game, certain cards only work against players with certain Heart Cards.



Health Points: Health points represent how much "Health" a player has. Once a player loses all of their Health points, they are permanently out and lose. All players will have a **maximum of 5 Health points**.

Player's may keep track of Health points by writing them down or utilizing their own individual pieces.

Attack: An attack is anything that causes a player to lose a Health point.

