



Arcvale Rules v0.4

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Overview

Arcvale is a card game set in an expansive fantasy world. Take command of your own unique kingdom, build up an economy and military force, and destroy your opponent's castle to win. With frequent card updates, the world of Arcvale is constantly evolving--and you can help shape its future.

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Before Playing

Printing the Game

If you downloaded this document from the Fridgecrisis Games website (www.fridgecrisis.com/games/arcvale), it should have come bundled with a few other PDF files. Among them are 2 decks of cards and a set of counters. Print each of these and cut them out.

I recommend pairing each printed card with a standard playing card and putting both into a clear card sleeve. This will give your cards more durability and make them easier to shuffle. If you do this, put the Lv1 and Lv2 versions of each deck's castle and hero back-to-back in the same sleeve. These cards can be flipped over ("leveled up") during the game to upgrade them.

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Other Requirements

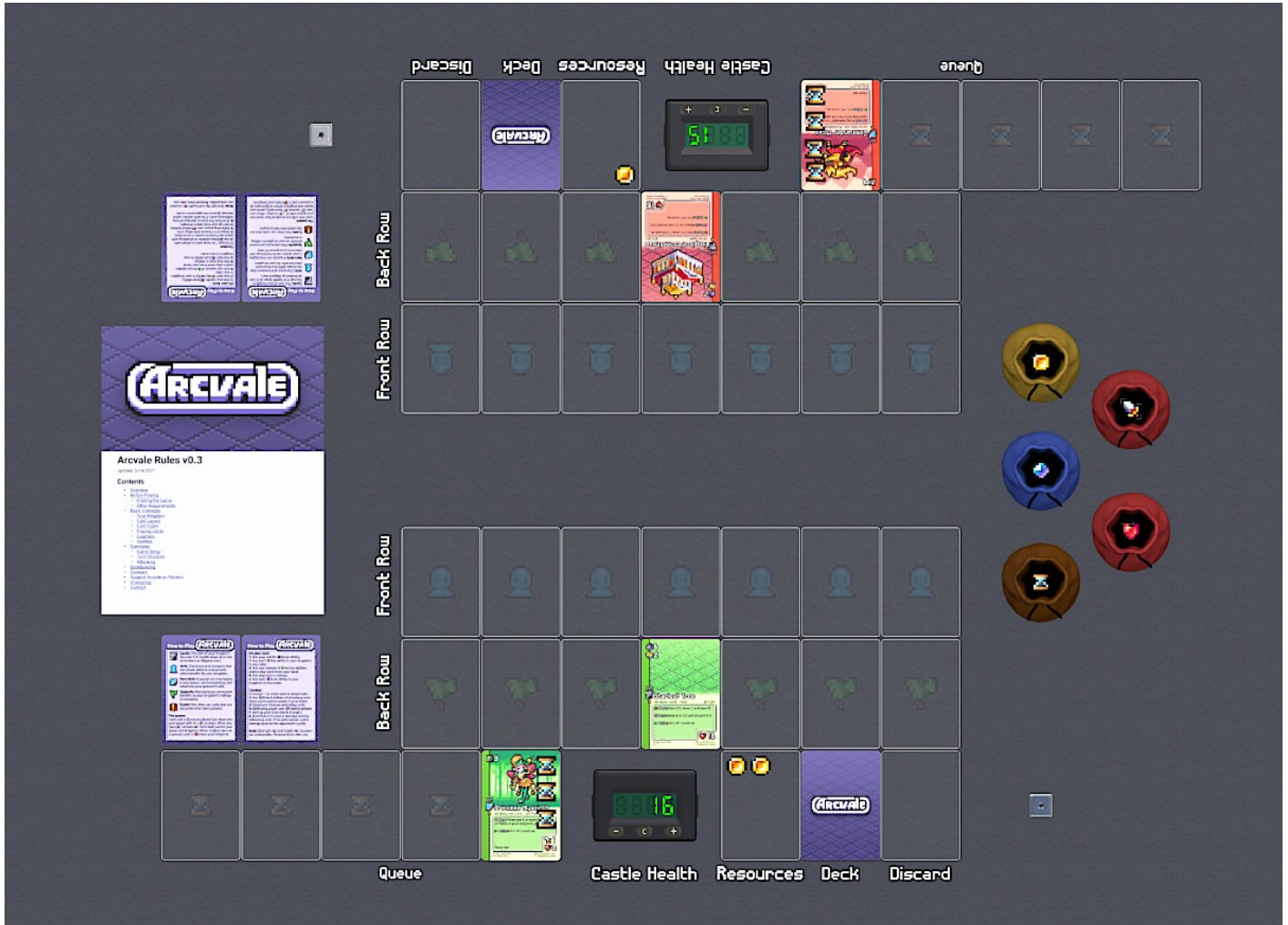
The current version of the game is a competitive mode for 2 players. Each player should choose one of the 2 decks: the powerful fire-elementals of Orros (red), or the swarming Fae of Verdania (green).

You will also need two 6-sided dice and a way to keep track of each castle's health, such as a pen and paper, your phone, or two polyhedral dice.

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Basic Concepts

Your Kingdom



Each player's kingdom is made up of 2 rows of cards. The front row is for units, while the back row is for everything else. There is no limit to the number of cards allowed in either of these rows.

You should also have space on the table for each player's deck, discard pile, and card queue, as well as a common supply area for resources and counters—none of these are considered part of your kingdom, though.

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Card Layout

Resource & time cost →

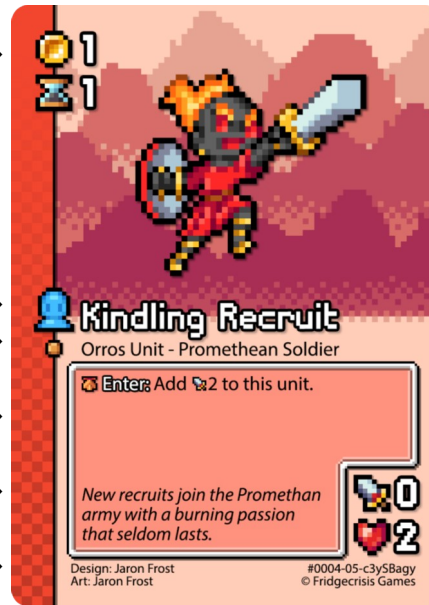
Card type →

Rank →

Abilities →

Flavor text →

Design and art credits →



← Stats

← Card ID

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Card Types



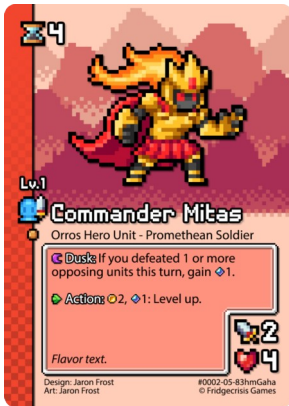
Castle – The core of your kingdom.

- Each player has one of these.
- Goes on the back row.
- Has a health stat. Can not attack.
- Is double-sided. It begins the game on the Lv1 side.
- Does not regenerate health (unless an ability says so).
- If your castle falls to 0 health, you lose the game.



Units – The people and creatures of your kingdom.

- Goes on the front row.
- Has strength and health stats.
- If a unit's health drops to 0, it's "destroyed." Put it in its owner's discard pile.
- If a damaged unit is not destroyed in a single turn, it regenerates to full health at the start of the next player's turn.



- Hero Unit** – The champion of your kingdom.
- Each player has one of these.
- Goes on the front row.
- Has similar stats and properties as Units.
- Is double-sided. It begins the game on the Lv1 side.
- Begins the game in your queue.
- If your hero dies, return it to your queue with a fresh set of time counters.



- Upgrades** – Permanent developments.
- Go on the back row.
- Can not be attacked or damaged.
- Are not discarded after use.



- Events** – One-time-use cards.
- Are played, then discarded.

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Playing Cards

Cards require resources to play. There are 2 types of resources: gold and crystals. Gold is a common resource with many purposes, while crystals are more difficult to generate and have more significant effects.

When you gain a resource, take it from the supply and add it to your castle. You do not lose unspent resources between turns, so it's possible to save up gold and crystals. However, your castle's dusk ability will limit the maximum amount of gold you can carry into the next player's turn.

Many cards also include a time cost. See the following section for more information.

Time and the Queue

Most cards also include a  time cost. When you play these cards, put them face-down into your queue, move the required gold and crystals from your castle onto the card, then add the required number of time tokens from the supply.

Your castle's dawn ability includes "passing time," which means to remove a time token from each card in your kingdom and queue. When you remove the last time token from a queued card, it enters your kingdom. Flip it face-up, return its resources to the supply, and move it into the front or back row of your kingdom, depending on what type of card it is.




If multiple cards would enter your kingdom at the same time, you may choose the order in which they do so.

Hero units are double-sided, so they are not flipped face-down when entering the queue, and they don't flip face-up when spawning into your kingdom. Heroes can only be flipped by leveling them up, and once they do, they stay on that side for the rest of the game.

If a card has a time cost of 0, it still technically enters your queue. But because it has no time counters, it then enters your kingdom immediately afterward.

Counters





Cards in your kingdom can gain a few different types of counters. These include:







-  **Strength:** These counters increase a unit's strength.
-  **Health:** These counters increase a unit's health.
-  **Time:** On cards in your kingdom, these represent exhaustion or other disabling effects. Cards with time counters on them can not use any of their abilities, attack, or defend.

Strength and health counters are not permanent—they are removed after use, and are always consumed before a unit's printed stats. For example, a unit with health counters will lose them first when taking damage, and a unit with strength counters loses them when it contributes to an attack.

Time counters are removed from cards in your kingdom by passing time, in the same way they are removed from queued cards.

Abilities

-  **Trait** – These are passive abilities and keywords that have constant effects.
-  **Dawn** – These activate during the Dawn phase of the player's turn.
-  **Day** – These activate during the Day phase of the player's turn.
-  **Dusk** – These activate during the Dusk phase of the player's turn.

-  **Action** – These can be used during the Main phase of the player's turn.
-  **React** – These have written triggers or conditions for activation.
-  **Enter** – These abilities activate immediately after the card enters the kingdom.
-  **Exit** – These abilities activate immediately before the card leaves the kingdom.
-  **Attack** – These abilities may be used after you declare attackers during combat. If a unit has an Attack ability, it must participate in the attack in order to use it.
-  **Defend** – These abilities may be used after you declare defenders during combat. If a unit has a Defend ability, it must participate in the defense in order to use it.





Some action abilities have additional costs, which are included at the beginning of the ability text. These must be paid at the same moment the ability is used.

React abilities have trigger conditions at the beginning of the ability text, which describe when the ability may be used.

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Gameplay





Game Setup

1. Put your castle in front of you with the Lv1 side up and set its starting  health.
2. Gain the amount of  gold shown in the top-left corner of your castle card.
3. Put your hero into your queue with the Lv1 side up and add time counters equal to its  time cost.
4. Each player rolls a six-sided die. Whoever rolls highest chooses to play first or second. The second player removes a time counter from their hero.
5. Shuffle your deck and draw cards equal to the  starting cards number on your castle.
6. You may choose any number of cards in your starting hand you don't wish to keep, set them aside, and draw the same number of cards to replace them. Shuffle the other cards back into your deck. You may only do this once.
7. You're ready to play! Begin the first player's turn.

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Turn Structure





Each player's turn follows this basic structure:

1. **Dawn:** Use the  dawn ability on your castle.
2. **Day:** Use the  day abilities on all cards in your kingdom, in any order you choose.
3. **Main:** Play cards and perform as many  action abilities as you want, or have resources for.
4. **Combat:** You may initiate an attack against your opponent's kingdom.
5. **Dusk:** Use all  dusk abilities on all cards in your kingdom, in any order you choose.


After the end of a player's dusk phase, the other player's dawn phase begins.

Attacking

Attacking another kingdom follows these steps:

1. **Declare attackers:** The attacking player declares which of their units are participating in the attack. They may choose as many or as few as they want.
2. **Use  Attack abilities:** If a unit has an Attack ability, it only activates once and only if that unit is participating in the attack.
3. **Opponent declares defenders:** The defending player chooses which units will defend their kingdom.
4. **Defending player uses  Defend abilities.**
5. **Determine attack power:** Attack power is determined by adding up the  strength value of each attacking unit and their  strength counters.
6. **Distribute damage:** Damage is distributed as desired by the attacking player among the defending units. Any remaining damage carries over to the defending player's castle. Defending units do not normally damage attacking units in return.




Attack damage is not applied from a particular attacking unit—each unit contributes its attack power to a total pool, and that pool can then be divided among multiple targets. A unit always contributes its maximum attack value, including all of its strength counters (which are then consumed).



If any of the defending units have Retaliate, those units also pool their  strength and may distribute damage to the attacking units. Retaliation does not count as its own attack, so no Attack or Defend abilities apply. Retaliation happens simultaneously with the attacking damage, so even if a retaliating unit is defeated by an attacker, it still deals its damage in return. Extra Retaliate damage does not carry over to the attacking player's castle.

Deckbuilding

In total, your deck must contain exactly 1 castle, 1 hero, and a combined total of 30 other units, locations, or events. This creates a total of 32 cards.

You may only include up to 3 copies of any given unit, location, or event card in your deck. This is determined by the first 4 digits of the card's ID number (before the dash) in the bottom-right corner of the card.

Each card has a rank, seen on the left side of the card. There are three ranks:  bronze,  silver, and  gold. A card's rank determines its limit for use in custom deckbuilding.




On the right side of each castle card are  silver and  gold rank icons, with a number next to each. This represents the number of silver and gold cards that can be used in that castle's deck. Any number of bronze-rank cards from the same region as the castle can be used (up to the total deck limit).

A lower-rank card may be used to fill a higher-rank slot. For example, if your castle allows you to include 12 silver cards and 4 gold cards, you may use 13 silver cards and 3 gold cards. In this case, you would be filling one of your gold slots with a silver card.

Cards from non-matching regions may be used in a deck, but each one that does not match the castle's region fills a higher-ranked slot. For example, adding a bronze Orros card into a Verдания deck would occupy one of the silver slots. Gold-rank cards from non-matching regions may not be added.

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Glossary

- **Attack Power:** This is the total sum of the  strength of all units contributing to an attack, including strength counters.
- **Berserk:** This unit must attack whenever it is able to do so. If a unit has both the Berserk and Defender traits, it may not initiate attacks, but it may still retaliate.
- **Defender:** This unit may not initiate attacks against other kingdoms. It may still retaliate.
- **Direct Damage:** This is non-attack damage that can be applied to specified targets.
- **Retaliate:** When this unit's kingdom is attacked, it may use its  strength to damage the attacking units in return. This does not count as its own attack.
- **Roll :** This means to roll your 6-sided die and look at the rest of the ability text to determine the effects.
- **Sacrifice:** This keyword refers to the card's controller choosing to destroy it (sending it to their discard pile). This is in contrast to a card being destroyed by an opponent's attack or other means—in that case, the card was not sacrificed.

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Support Arcvale on Patreon

If you enjoy this game, please consider supporting its development on Patreon. \$1 per month will give you access to early updates, allow you to vote on upcoming cards and artwork, and unlock behind-the-scenes content.

www.patreon.com/fridgecrisisgames

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Changelog

See the full changelog at <https://fridgecrisis.com/games/arcvale/>.

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