

THE INSTRUCTIONS & DESCRIPTIONS OF CLASH (IN "TABLETOPIA" VERSION)







THE PLAY MAT:



A – The Field & Deck of Cards:

This is where all Cast Cards are placed and you don't need to hold them in your hand because these cards are actually shield points of the game. Cast Cards are also the main collectibles of the game and each always has its own deck of 5 cards and shield points of their own.

B – Mana Gem Tokens & the Gem Storage:

These Token cards act as the starters of the game, whoever goes first will get only 2 Token cards while the other gets only 1 token card. And what they're placed on is the Gem Storage, it's where you store your discarded Cast Cards when it's hit and remove from its deck, these 4 storages are meant for the 4 Elemental cards like Ruby, Sapphire, Topaz and Emerald, except Stone cards that only goes to the Banish Zone.

C – The Dice Bowl (The Dice Table & Your Hand):

It's where all the Gem Dice you drew from the Dice Deck are rolled, and it also act as your hand.

D – The Attack & Defense Counter and Tracker:

Every time you roll 1 to 3 dice depending what value that the dice is facing up, use the counters to calculate and keep track of how much attack or defense points you have on your dice when you place them on the slots, and the colors of the counters represent the colors of your cards. For instance, you pick the blue card on the deck and put three of the dice that shows a 3, 4 and 6 facing up and add them together makes a 13 Points of attack or defense on the blue card.

E – The Dice Deck (The Black Bag) & Banish Zone (The Outside Storage):

Where you draw 3 dice at a time in each turn. And next to the Dice Deck (or Black Bag) is the Banish Zone, besides that is meant for the stone cards, it's also where your discarded Gem cards go after use from the gem storage, once they we're used as payments for the activation of Warlock card's special abilities. Once payed, you discarded them in the banish zone and you can't get it back

F – Turn “Key & Lock” Tracker:

This yellow key is actually a Pawn that act as the “Turn” Key that is left on the “Your Turn” keyhole Mat. These Keyhole mats and 1 Key is just keeping track of who's turn is it, and who's going to be the next attacker and/or Defender. When

you have the key it means you're the attacker while your opponent doesn't have the key which makes it the defender.

G – Shield Point Counters:

These Counters act as HPs for the Shields depending how much damage it takes until it reaches to zero and left your Card's life point open and unprotected. Once it got hit you discard a card and move on to the next card and counter that matches their shield's numbers. Also they can help you keep track of how much shield points you have when you take damage.

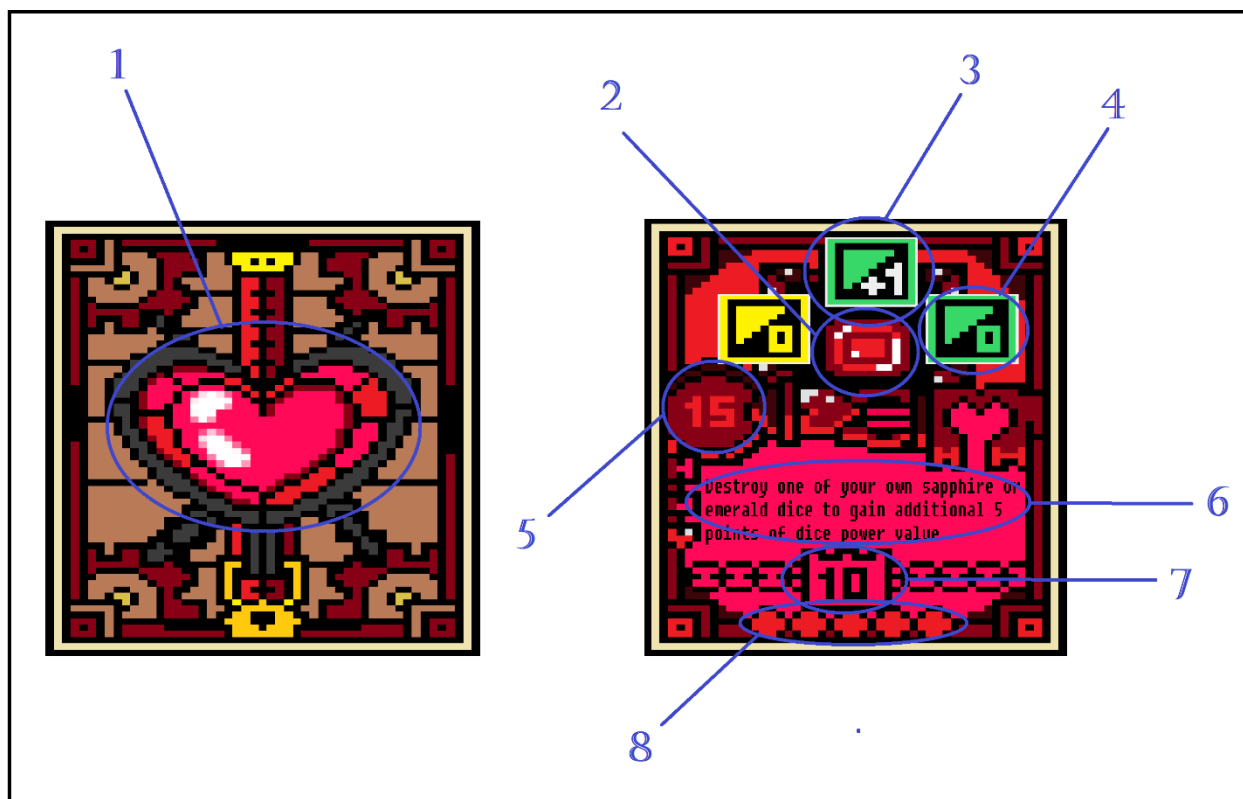
H – Lock Crosses:

These "X" Tokens act as Locks for the cards when the Lock ability activates.

I – The "Coin Flip" Dice:

It's just a Dice that act as a flip coin to see who goes first or second depending on the number of the big dice that is left on the dice bowl, just move it aside once someone's turn is settled.

THE GEM (AND STONE) CARDS:



1 & 2 – The Mana Gem & Crystalize Mana:

These are just for show, but still these treasures and jewels are actually frozen Mana that forged into treasures but they'll soon be Mana again once they're release from the cards.

3 & 4 – Dice Slots & Dice Power Value:

They're part of the Cast Cards. This is where you place your Gem Dice to make attack or defense with your Dice Power Value. And the numbers you see on the slots are the attack and defense points of Cast Cards provided by the Gem Dice.

5 – Ability Cost:

The numbers in the Cast Cards. As you place dice in the slots, not only did the numbers on the dice provides the power level to your attack/defense but the numbers on the dice can also pay the Ability Cost.

6 – The Card's Description:

It can tell you what this card can do.

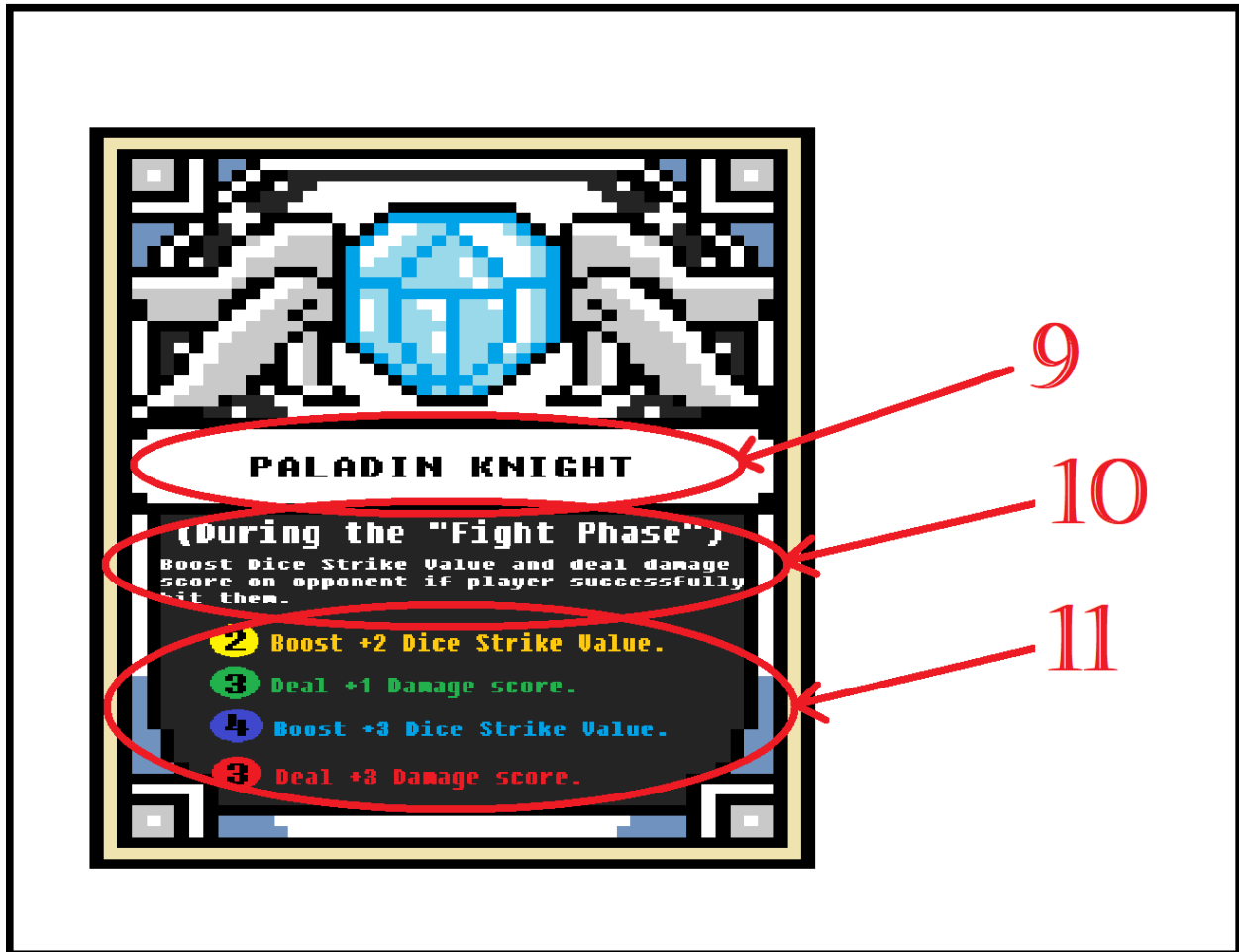
7 – Shield Points:

They protect your Willpower Points but needed reinforcement from the Gem Dice.

8 – Willpower Points:

They are the life points of your Cast Cards.

WARLOCK CARDS:



9 – Name of Warlock Type Card:

It tells you what type of Warlock are you? They are also the role of the player of the game. There are varieties of them but players are only allowed to bring one per game, the only exception is the "Summoner Rider" who could bring one more Warlock Card.

10 – Descriptions of "What can this Warlock card do?" and "When to use it?":

This description will tell you the phases of when is the right time to use your Warlock card's special abilities, and it describes what this type of Warlock card can do.

11 – Payment for Warlock Card's Special Abilities:

It only shows how much Gem cards you spend on this special ability.