Topdeck Heroes
Rules (version 0.3.1)

Anatomy of a card:
Cards are set up in a way that will be familiar to people with card game experience. The cost (paid in coins) is in the upper-left. The text in the center of a card indicates what the card does while in play, or when played, depending on the card type. There are four values on the bottom of each card; these are used only when a card is revealed from the top of your deck during a challenge and have no effect in your hand or in play.

There are four types of cards:
Characters – Characters represent important heroes and villains. They stay in play for three turns, determine how much money and how many cards you have access to each round, and compete in challenges for you.
Allies – Allies stay in play a certain number of turns and can be used once per round to add to your score in a challenge. Many also have other abilities,
Tactics - Tactics are one-shot effects played during challenges.
Attachments - Attachments go onto characters or allies (as specified) and offer bonuses to their abilities. They stay in play until the character or ally leaves play.

Gameplay:
The goal of Topdeck Heroes is to get 6 trophies, by picking challenges to participate in and having a higher score than your opponent in those challenges. When you have 6 trophies, you win the game.

Your First Game:
Cards in this game come in "clusters" of 6 cards. Each cluster has a name that corresponds to the character that cluster is themed after. A deck consists of eight clusters, with the Characters set aside and the rest shuffled together.

This release consists of just two prebuilt decks, without deck customization. However, rules for deck customization are included in the back of this rulebook.

Notes on playing on Cockatrice:
- To add this card set to Cockatrice, go to Card Database → Add Custom Sets/Cards.
- If you have an old version of this card set, you will need to go to Card Database → Open Custom Sets Folder and delete the "TDH" folder first. You'll need to do the same with the image folder (which will be found in Cockatrice/pics/TDH)
- After connecting to a server, create a password-protected game. Your partner will need to go to Filter Games → See Password Protected Games to see and join your game.
- During a game of Cockatrice, there are orbs that can hold values. Usually these are used for mana in magic, but you should use the top one for coins and the red one for trophies.
- To indicate counters on cards, you can right-click on cards and click "Add counters..." of a type.
- The four challenges are included in the sideboard section. Right click, then view sideboard.

Setup:
Each player shuffles their deck. Start at step 3 of the refresh phase.

Order of a round:

REFRESH PHASE

1. Collect bonuses: Each player collects any start of round bonuses on cards they control (except stunned characters.)

2. Remove old character: Each player's oldest character (leftmost) is set aside.

3. New character: Each player draws a character from their character deck and gains the coins on that character. They draw cards until they have cards in their hand equal to the character's cards value. If players don't have a character to draw, the game ends and the player with the most trophies wins. See the glossary for more details.

4. Remove one stun counter from all stunned characters.

5. Remove a time counter from each ally. Any ally with 0 time counters remaining is discarded.

6. The player with fewer trophies may spend 2 revenge points to automatically be treated as having the higher priority. (You get these points by winning challenges on the defense.)

PLAY PHASE

In this phase, players play cards from their hand, and then challenge each other.

1. The player with higher priority plays any number of ally/attachment cards from their hand and activates any number of abilities, in any order.

2. The player with lower priority plays any number of ally/attachment cards from their hand and activates any number of abilities, in any order.

3. The player with higher priority declares a challenge.

4. The player with lower priority declares a challenge. *(Skip this step in the first round of play.)*

5. The player with higher priority declares a challenge. *(Skip this step in the first two rounds of play.)*

To play a card, pay its cost (the number in the upper-left) in coins. If it's an ally, put it into play; if it's an attachment, put it into play attached to the card type it says it attaches to. Characters can only have one attachment on them.

You can "activate" each character once per round, no matter how many different "activate" abilities they have.

Challenges: When you declare a challenge, you do the following in this exact order:

A. Set the top card of your deck aside face-up.

B. Declare a challenge type from the types that have not been selected this round. Your base score in that challenge is equal to the value on your set-aside card for that challenge. (Flip ones that have already been selected this round face-down so you can identify which ones are available.)

C. Find your score for the challenge: Choose a character and any number of allies to participate in this challenge. Add the character's scores on bottom with the allies' bonuses. Exhaust those cards. You may also spend all of your revenge points to add 2 to your total for each point spent this way. (You get these points by winning challenges on the defense.) Announce your total.

D. Your opponent does the same as you did in step C - they set the top card of their deck aside face-up and add values on a character and support allies, exhausting the character and allies used this way. They announce their total. (The defending player cannot use revenge points.)

E. Starting with the player who would lose the challenge (the player with the lower total – aggressor wins ties), players take turns doing any amount of the following until both players pass:
- Play tactics cards to add to their total.
- Play ally and attachment cards with Quick.

F. The player with the higher total after both players pass wins the challenge. In case of a tie, the player who declared the challenge wins.

G. Discard all cards set aside for the challenge.

When you win a challenge, **if you declared the challenge**, you do the following in this order:
- You gain 1 trophy.
- Resolve the text of the challenge.

If you win a challenge that you didn't declare:
- You gain 1 revenge point, which you can use in later challenges.

After a challenge, if it wasn't the third challenge of the round, the action phase resumes. The next player to take an action is the player who didn't declare the challenge.

END OF ROUND

If the challenge was the third challenge of the round, the round ends.
- "Catch up" rule: If a player won all three challenges in a single round and still has fewer trophies than their opponent, they gain trophies equal to the difference.
- Round end effects trigger (except on stunned characters), starting with those of the player who won the last challenge.
- Each player chooses up to one card from their hand to keep, then discards the rest.
- Then, the next round begins with the Refresh phase; the player who lost the last challenge goes first.

When a player has 6 or more trophies, that player immediately wins the game.

Glossary, rules notes, and clarifications

Stunned characters
Treat stunned characters as though their text box was blank, except for abilities that explicitly say otherwise. While a character is stunned, it can't hold attachments (they're instantly discarded), and they can't capture anything (anything captured is instantly returned.)

When card text is active
Unless a card's effect says it triggers from other zones, card text only applies while the card is in play (for characters, allies, and attachments) or when the card is played (for tactics).

Damage
Characters come into play with a certain amount of time counters on them. When they have none left, they're destroyed and put into their owner's discard pile. When a character takes damage, remove that many time counters from that character. If this leaves a character with no time counters on it, it's discarded.

Attachment limit
Characters can only have one attachment on them, except if the character or attachment says otherwise. Curses don't count against this limit, but a character can also only have one curse on them. You can play attachments on a character that already has one by sacrificing a previous one as you play the new one.

Decking rule
If your deck runs out and you need to use a card from the top of your deck – shuffle your discard pile and continue with that as your deck. It's nearly impossible for this to happen, but if you don't have any cards in your deck or discard pile and you need to use a card from the top of your deck, you lose the game.

Running out of characters
If players use all eight of their characters and can't draw another, the game is over. The player with the most trophies wins. In the case of a tie, the last player to win a challenge wins the game.

What if multiple effects trigger off the same thing?
The player whose turn it is chooses the order multiple triggered effects happen in.

What if a challenge starts in the middle of an effect?
If a challenge begins in the middle of an effect, finish resolving all pending effects before moving to challenge step A. If an effect would initiate a challenge during a challenge, that part of the effect doesn't happen.