

GAME INTERFACE

Below you will see an image of the game window. The game window displays the 7x5 playfield, card descriptions, as well as each player's resources, hands, and cards remaining in their decks. Each player starts with 40 population, no resources, and 7 cards in their starting hand.

The screenshot displays a game interface with a 7x5 playfield. At the top, a resource bar shows: 40/40 population, 0 crown, 0 gem, 1/4 tree, 2/4 stone, 1/3 water, and 2/4 gold. The playfield is a 7x5 grid of empty slots. On the left side, there are two castle icons: the top one is labeled "Enemy Castle" and the bottom one "Your Castle". On the right side, ranks are labeled from Rank 7 at the top to Rank 1 at the bottom. A "Mountain Wolf" card is shown on the right, with a cost of 4 and a value of 5. Below it is a card description box with the text: "Early Arrival, Fast. A loner, ferocious and unpredictable unit, animal, organic". At the bottom, a hand is shown holding five cards: a green creature (5), a black and white wolf (5), a green tree (1), a black bear (1), and another black and white wolf (5). To the right of the hand is a "Your Deck & Resources" card with a cost of 2 and a value of 4. At the bottom, a resource bar shows: 26/40 population, 0 crown, 0 gem, 5/5 tree, 1/3 stone, 0/1 water, and 0/1 gold.

Playfield

At the start of the game, the playfield is empty except for the starting Castle's. Your Castle will always be placed in the bottom left corner and your opponent's Castle will always be in the top left corner.

There are 7 ranks (rows) in the playfield. Throughout the game, you will be able to play certain cards (Buildings and Units) from your hand into Your Kingdom, the first 3 ranks of the playfield. Some cards (Events and Spells) will have immediate effects or consequences, many of which can target cards on the playfield, but are consumed upon use (discarded) and never enter the playfield.



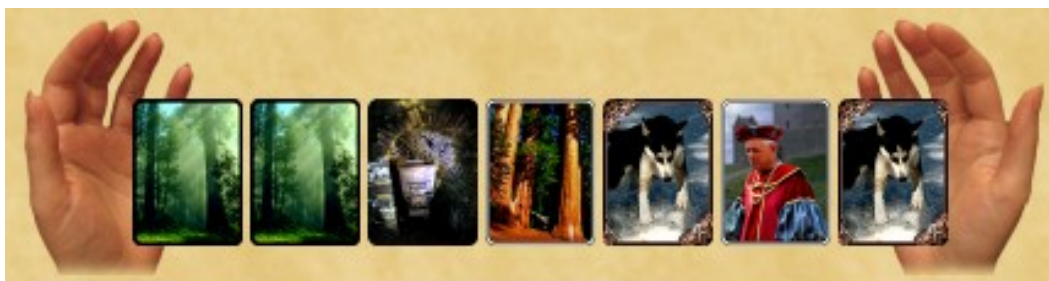
You will be able to distinguish between your cards and your opponent's cards on the playing field by the black and red outlines around the cards. Your cards will be outlined in black, while your opponent's cards will be outlined in red.

Deck

Each player will begin the game with their own personal deck of cards. A player may either play with one of the premade decks or choose to create a deck of his own from his personal collection of cards. Each deck must consist of at least 30 cards and may contain no more than 4 copies of any particular card. *For more information about building your own deck, please refer to Deck Building 101 in the Q&A forum.*

Hand

At the start of the game, you will begin with 7 cards in your starting hand. If you choose to play your own personal deck, these cards can be specifically selected before the game starts from the Deck Editor. You aren't required to put 7 cards (or any) in your starting hand and the remaining cards will be randomly drawn from your deck to fill your hand at the beginning of the game.



You may play a card from your hand at any time as long as you have the resources available for use or activation. As you play cards from your hand throughout the game, you will need to draw additional cards from your deck into your hand. There are many cards and abilities that will allow you to draw additional cards. For example, one of your Castle's abilities allows you to draw a card.

Resources, Population, Victory Points and Storage Capacity

Resources

Resources are in essence the economy of **Fantasy Cards – RT**. Resources can be used to activate cards, use abilities, and can sometimes be exchanged for other resources. There are five basic types of resources, not including population. Each resource has its own characteristics or personality:



Wood – used in construction of some buildings, used by some units.



Iron – weapons/armor proficiency (units) and enhancements (artifacts).



Stone – primary resource used in construction of most buildings.



Mana – required for casting spells and activating magical units.



Gold – required for activating and using more powerful cards.

Population

Population is essentially the player's health. If a player loses his entire population, then the game is lost. It can also be used as a resource sometimes.



Population – can be used as a resource for dark (sinister) cards.

Victory Points

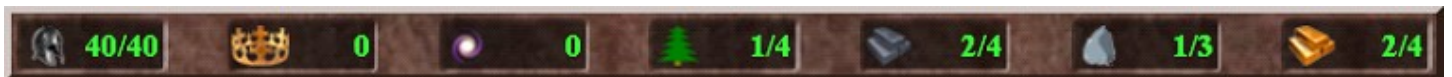
Victory Points (VP) are also located on the Resources bar but are not considered a resource – since you can't spent them. Instead, you can acquire VP throughout the game. Obtaining 5 VP is an alternate method to winning a game. Cards with VP, or the ability to create VP, must be played to your kingdom and must remain in play to keep the VP. If the card is destroyed, the VP are lost.



Victory Point – collect 5 VP to win the game.

Storage Capacity

All resources, except Mana, have a storage capacity as well. You may not acquire more resources than your storage capacity, so you will most likely need to increase your storage capacity to play some of your cards. Fortunately, there are many ways to increase your storage capacity, such as using your Castle's ability to *Expand* or building a Village Warehouse. Managing your resources will become an important factor in many games. The resource bars are located at the top (enemy) and bottom (yours) of the screen.



In the resource bar above, this player owns 1 wood but has the capacity to store up to a total of 4 wood at a time. The first number is always the amount owned and the second number is the storage capacity. Since Mana has an unlimited capacity, only the amount owned is displayed.