

CREATOR CLASH

COLLECTABLE CARD GAME

SETTING UP

EACH PLAYER REQUIRES THEIR OWN DECK. TO START A GAME EACH PLAYER WILL DO THE FOLLOWING:

- SHUFFLE THEIR OWN DECK.
- STAR POWER SET TO 0 (IF YOU HAVE A COUNTER)
- DRAW 5 CARDS. YOU CAN LOOK AT THESE CARDS. IF YOU DISLIKE YOUR HAND, YOU MAY PLACE THIS BACK INTO YOUR DECK AND SHUFFLE. ONCE SHUFFLED, DRAW 5 NEW CARDS.
- DETERMINE WHO GOES FIRST WITH A COIN FLIP OR DICE ROLL.
- BOTH PLAYERS DRAW ON THEIR OPENING TURN.

STAR POWER AND USING IT

EACH TURN YOU GAIN 1 STAR POWER (UP TO A MAXIMUM OF 10). WHEN CASTING CARDS THIS STAR POWER IS CONSUMED; EXAMPLE, IF YOU HAVE 5 STAR POWER, YOU CAN PLAY A 3 STAR POWER CARD AND A 2 STAR POWER CARD TOTTALLING 5. STAR POWER IS REPRESENTED ABOVE THE ABILITIES ON CARDS. (SEE CARD ANATOMY).

WINNING

THE GOAL OF THE GAME IS TO REDUCE YOUR OPPONENTS LIFE TOTAL TO 0, PLAYERS START WITH 30 LIFE EACH.

TO DO THIS YOU WILL REQUIRE BUILDING UP A BOARD OF CREATURES TO CLASH WITH YOUR OPPONENTS CREATURES PREVENTING THEM FROM GAINING ADVANTAGE OR DAMAGING YOU.

THIS REQUIRES CAREFUL PLANNING, TRADES, SACRIFICES TO BEST YOUR OPPONENT.



CREATURES

CREATURES ARE CARDS WHICH CAN BE PLAYED IN THE 1 TO 6 CHANNEL SECTIONS OF THE BATTLEFIELD.

CREATURES ALWAYS HAVE AN OFFENCE AND DEFENCE INDICATOR TO STATE THEY CAN BE USED TO CLASH DURING THE CLASH PHASE (COMBAT).



ITEMS

ITEMS ARE CARDS WHICH CAN BE PLAYED IN THE PERIPHERAL ZONE BELOW THE CREATURE CHANNELS.

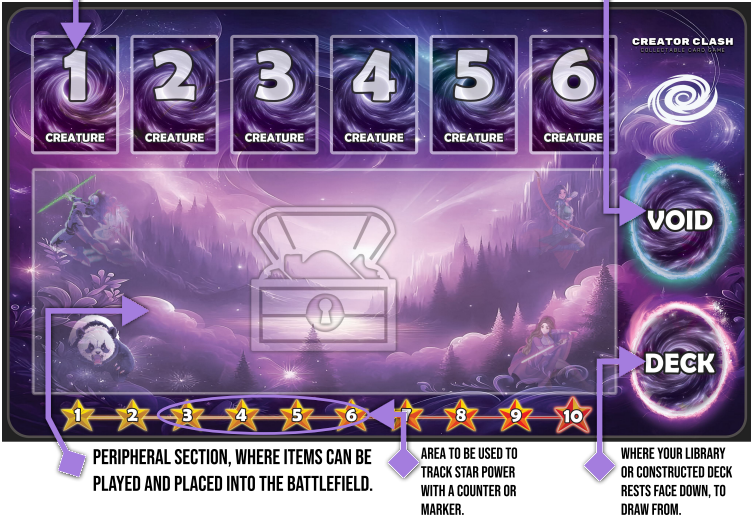
ITEMS HAVE NO OFFENCE OR DEFENCE VALUES. THEY CANNOT BE USED TO CLASH (COMBAT) DURING THE CLASH PHASE.



BATTLEFIELD

CHANNELS REPRESENTED BY NUMBERS 1 TO 6, CREATURES CAN BE PLAYED TO THESE CHANNELS, ONCE OCCUPIED THEY CANNOT BE MOVED TO A DIFFERENT CHANNEL.

VOID (GRAVEYARD) CREATURES ARE SENT HERE WHEN DESTROYED OR DISCARDED.



PERIPHERAL SECTION, WHERE ITEMS CAN BE PLAYED AND PLACED INTO THE BATTLEFIELD.

AREA TO BE USED TO TRACK STAR POWER WITH A COUNTER OR MARKER.

WHERE YOUR LIBRARY OR CONSTRUCTED DECK RESTS FACE DOWN, TO DRAW FROM.

ZONES

DECK - LIBRARY OF 40 CARDS BASED ON THE CRITERIA SET FOR STANDARD.

HAND - "HAND" IS A GROUP OF CARDS IN YOUR HAND THAT ARE AVAILABLE TO BE PLAYED, DISCARD REFERS TO REMOVING THESE FROM YOUR HAND AND SENDING TO THE DISCARD ZONE (VOID).

BATTLEFIELD (SEE INFORMATION ABOVE)

- CHANNELS
- PERIPHERALS

VOID - AREA WHERE CARDS ARE SENT ONCE DESTROYED OR DISCARDED.



CREATOR CLASH

COLLECTABLE CARD GAME

PLAYING THE GAME

A TURN IS DIVIDED INTO 5 PHASES, EACH PLAYER TAKES THEM IN ORDER AND CANNOT GO BACK TO A PREVIOUS PHASE. EACH PHASE MUST BE COMPLETED IN ORDER TO PASS THE TURN TO THE NEXT PLAYER.

URNS ARE TAKEN WITH THE FOLLOWING STEPS IN ORDER:
BEGINNING PHASE

- STAR POWER REPLENISHES AND INCREASES, EACH TURN YOU GAIN 1 STAR POWER (STARTING FROM 0 BEFORE TURN ORDER IS DECIDED, BECOMING 1 AT EACH PLAYERS STARTING TURN 1) AND REPLENISHES AT EACH BEGINNING PHASE.
- CHECK FOR CARDS PLAYED PREVIOUS TURN WHICH MAY CHANGE STAR POWER FOR THIS TURN.
- DRAW A CARD FROM THE TOP OF YOUR DECK.

PLAY PHASE

- SPEND STAR POWER TO PLAY CREATURES AND ITEMS.
- CHECK FOR TRIGGERS WHICH MAY OCCUR AS A RESULT OF PLAYING CARDS ON THIS PHASE.
- CREATURES PLAYED ON THIS PHASE WILL NOT BE ABLE TO ATTACK ON THE SAME TURN.

CLASH PHASE

- CHOOSE ATTACKERS IF THEY ARE ABLE.
- SELECT TARGETS FOR ATTACKING CREATURES.
- CHECK TRIGGERS OF ATTACKING AND DEFENDING CREATURES.
- CLASH COMMENCE AND DAMAGE RESOLVES, DESTROYED CREATURES GET SENT TO THE VOID.

2ND PLAY PHASE

- SPEND ANY ADDITIONAL STAR POWER NOT SPENT ON PREVIOUS PHASES TO PLAY CREATURES OR ITEMS.
- CHECK FOR TRIGGERS WHICH MAY OCCUR AS A RESULT OF PLAYING CARDS ON THIS PHASE.

END PHASE

- CREATURES PLAYED THIS TURN LOSE THEIR STATUS PREVENTING THEM FROM ATTACKING.

CLASHING

DURING A CLASH PHASE, THE ATTACK PLAYER CHOOSES CARDS WHICH THEY WOULD LIKE TO ATTACK WITH, THEY THEN CHOOSE THEIR TARGETS. UNLESS THERE IS NOTHING PREVENT A TARGET FROM BEING CHOSEN ANY CREATURE OR PLAYER CAN BE TARGETTED.

CREATURES CAN ONLY ATTACK ONCE UNLESS IT STATES OTHERWISE IN THEIR ABILITY.

ONCE ATTACKERS AND TARGETS ARE DECLARED, DEFENDING PLAYER CHECKS FOR ANY RESPONSE THEY MAY HAVE IN THE FORM OF TANK CREATURES ().

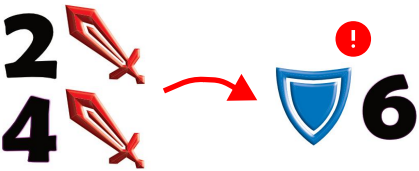
ONCE ALL ATTACKING CREATURES ARE DESIGNATED AND DEFENDING PLAYER HAS CHOSEN THEIR DEFENDERS (IF ANY) DAMAGE RESOLVES SIMULTANEOUSLY. CHECK FOR TRIGGERS AS A RESULT OF CLASHING AND RESOLVE TRIGGERS, THIS WILL REPEAT IF A TRIGGERED EFFECT RESULTS IN ANOTHER TRIGGER.

DAMAGE

CARDS IN CREATOR CLASH DO NOT HAVE HEALTH POINTS, BUT INSTEAD A DEFENCE VALUE. FOR A CARD TO BE DESTROYED THE OFFENCE VALUE DIRECTED AT THE DEFENDING CREATURE MUST EQUAL OR EXCEED THE DEFENCE VALUE.



THE 4 ATTACK DISPLAYED IN THIS EXAMPLE WOULD NOT BE ENOUGH TO DESTROY THE 6 DEFENCE CREATURE. WHERE IS 2 CARDS TEAMED UP TO TARGET THE SAME CREATURE IT WOULD YIELD DIFFERENT RESULTS.



WHILE AN OPPONENT HAS CREATURES, THIS DOES NOT PREVENT ATTACKERS OR DAMAGE BEING DIRECTED AT A PLAYERS LIFE. THE ONLY WAY TO PREVENT DAMAGE BEING DIRECTED TO A PLAYER WOULD BE THROUGH PREVENTING IT, FOR EXAMPLE FROM A TANK.

ABILITIES

THERE ARE NUMEROUS CARD EFFECTS IN THE FORM OF ABILITIES. THESE CAN RANGE TO SINGLE INSTANCE EFFECTS TO CONTINUOUS ON-GOING EFFECTS:

WHEN PLAYED EFFECTS - CARDS WHICH STATE "WHEN PLAYED" REFER TO BEING PLAYED FROM HAND OR ANOTHER ZONE, THESE ARE SINGLE USE EFFECTS THAT TRIGGER AT THE POINT OF PLAYING THE CARD.

When played, remove all cards from the battlefield, return them to their Decks then shuffle. This card costs 2  less if an opponent controls 5 or more creatures.

WHILE IN PLAY EFFECTS - CARDS WHICH STATE "WHILE IN PLAY" REFER TO A CONTINUOUS EFFECT THAT IS CONSTANTLY IN FORCE ON THE BATTLEFIELD, BE-IT FOR BOTH SIDES OF THE BOARD, OR A SINGLE SIDE.

While in play, creatures on your opponents battlefield that cost 5  or more receive -2 .

SINGLE USE - CARDS WHICH STATE NEITHER WHILE IN PLAY OR WHEN PLAYED ARE CONSUMED ON USE AND NEVER TOUCH THE BATTLEFIELD. ONCE USED AND THEIR EFFECT APPLIES TO THE GAME THEY ARE INSTANTLY SENT TO THE VOID.

Deal 3 damage to a target, 4 damage if the target is a  or .

CREATURE ABILITY LINES - THERE ARE SOME CARDS WHICH WILL HAVE NEITHER WHEN PLAYED, OR WHILE IN PLAY STATED IN THEIR ABILITY. THESE ARE CHARACTERISTICS OF THE CARD ITSELF AND HOW IT FUNCTIONS ON THE BOARD OR EVEN IN HAND GENERALLY IN REGARDS TO ATTACKING, DEFENDING OR EVEN COST.

This creature's  is reduced by 1  for each point of damage you took on your opponent's last turn.

BUILDING A DECK

DECK BUILDING AND BLENDING MULTIVERSES OF CREATORS AND THEIR COMMUNITY QUIRKS IS PART OF THE FUN IN CREATOR CLASH! YOU CAN CHOOSE WHICH CHARACTERS, CLASSES AND TACTICS YOU LIKE TO SUIT YOUR PLAY!

THERE ARE MULTIPLE WAYS TO APPROACH BUILDING A DECK. THE EASIEST WAY TO GET STARTED WOULD BE SWITCHING CARDS FROM AN EXISTING PRE-CONSTRUCTED DECK.

YOU CAN ALSO BUILD A DECK FROM SCRATCH USING CARDS YOU'VE COLLECTED! THIS METHOD IS A BIT MORE WORK, BUT IT'S A LOT OF FUN!

CREATOR CLASH DECKS MUST FOLLOW THESE RULES FOR THE STANDARD FORMAT:

- YOUR DECK MUST HAVE AT LEAST 40 CARDS.
- DECK CAN'T CONTAIN MORE THAN 2 OF EACH CREATURE.
- DECK CAN'T CONTAIN MORE THAN 1 OF EACH LEGENDARY CREATURE.
- DECK CAN'T CONTAIN MORE THAN 1 OF EACH ITEM.

SPECIAL SUB-TYPES



CONSUMED ON USE - ITEM IS INSTANTLY SENT TO THE VOID UPON PLAYING.



ITEM REMAINS IN PLAY IN THE PERIPHERAL SECTION OF THE BATTLEFIELD.



USED AS AN INDICATOR FOR A TANK THAT MUST BE DESTROYED BEFORE ANY OTHER ENEMY CREATURE.