




SCRATCH WARS

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RULES: TWO PLAYER DUEL

Start with these game rules. They will take you 2 minutes to learn and are the basis for more strategic and advanced rules.

Both players put their chosen hero card on the table. **Each player also places at least one or a maximum of five weapon wheels** next to his hero and sets (*by moving a bead*) the amount of his hero's lives  on the stick. The players then spin their weapons once, and the one with the highest number decides who starts. **The first player** has a slight advantage and so has to remove **2 lives on his stick**.

HOW TO SPIN?

Spin the weapon wheel on the stick with a circular motion of your hand, then stop the motion. The wheel will come to rest in one of the notches and thus pick the strength of the attack on the opponent's hero.



Players take turns to play. The active player has 4 actions. 1 action = 1 spin of a weapon of his choice.

Turn: You use 1 action (*remember you only have three left*), spin the weapon wheel and get a **number - the attack's strength**. **The color of the slot** in which the number is, determines whether you can use the attack and continue your turn or have to end your turn immediately (*and lose any remaining actions*). You can use a different weapon (*in your hero's inventory*) for each action (*spin*).

The attack will take as many lives from your opponent as indicated by its number value. Ignore the pictures of the effects (*e.g. helmet, shield...*) in this basic version of the game, and use only numbers and colored slots. Your opponent will mark the lost lives **by sliding the bead** on his stick.

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The slots are in these colors (like traffic lights):



Green - GO

Use the attack and take your opponent's lives. You can then continue your turn (*if you have enough actions left*). Should the effect not match your needs, you do not have to use it and you can also continue the move (*if you have actions left*).



Orange - DECIDE

You must decide whether to use the attack and thus end your turn (*lose the other actions*) or not to use the attack and continue your turn (*if you have enough actions left*).



Red - STOP

Use the attack and then you have to end your turn (*even if you have remaining actions left*).

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If you end your turn and still have some actions left, you lose them. **Actions cannot be transferred to another turn.**

E.g.: You got **an attack of strength 2 in the orange slot** **A** in the very first action. Now you must decide whether to use the attack (*inflict 2 damage points on your opponent*) and end your turn or use one of the 3 remaining actions for another spin.



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If you take all of your opponent's lives, you're the winner!

TIP Check the tutorial videos at www.scratchwars.com or the game tutorial in the Scratch Wars mobile app to help you understand the game rules!



RULES: LEVEL 2

Each player gets their hero ready in the same way as in the basic level. The hero can be equipped with **no more than five weapons**.

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ATTENTION! The hero can only have one weapon of each type (e.g. only one 'Bamboo Bow'). You begin the game and take turns moving as in the rules for level 1.

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Look at the hero's card. There are four times of day listed and underneath is **a column with bonuses**. **Each time of day represents one round** of the game in which both players play their turns. For example, you begin and play your

turn in the morning, then your opponent plays his turn in the morning, later you continue your turn at noon....

The time of day alternates until the game is over. **Morning comes again after night.** Remember what time of day it is or make a note of it.

To use your hero's bonuses, you have to spin the same effect (**the exact icon**) on your weapon as is listed in your hero's bonus column for that time of day. Should you use the achieved effect, you can add the value of the hero's bonus to it and increase the strength of the effect. If the "bonus" is **negative**, the player **must use it**. The negative effect decreases the strength of the effect.



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ATTENTION! Each hero's bonus can be used only once per turn (time of day). You can only use the bonuses for the time of day in which you are playing your turn (usually a maximum of two)!
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There are four actions in each turn. At this level, you can continue playing as in level 1, meaning each spun effect is an attack on your opponent. You can also try to differentiate the effects and play according to the rules described at the end of this manual (*protective shields, combos, healing etc.*). Consider the "energy effect" as a blank action, meaning if you get it nothing happens, you only lose one action.

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ATTENTION! During their four actions, players can change the weapons they are using. They can pay the action, meaning: spin one of the weapons and then change it, spend another action and continue with a different weapon.

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TIP Heroes' bonuses imply that players should **think carefully and combine their heroes with certain weapons**. To do this, you can e.g. swap weapons with your friends.

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!SUDDEN DEATH RULE! If you are starting the third day (you have already played eight rounds), each player must deduct five lives before the first player starts his turn in the morning (and again at each subsequent time of day). The fight might end in a draw.

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RULES: LEVEL 3

FULL VERSION OF THE DUEL GAME

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You already know how to fight with weapons and how to use the hero's bonuses. Simply continue playing according to the established rules but **add one new rule: you pay for energy when using weapons**. When moving, you will have to manage not only actions but also energy and choose your weapons accordingly.

To mark the energy level, turn a **different hero's card** face down and use the numeric scale (1 - 12) on its sides.

Place your hero on the scale so it covers the scale all the way **up to the number that marks your energy**. You will find the information about energy **1** on the hero's card under the time of day symbol **2**. When starting, the value of your initial energy is in the first column 'morning'. You pay energy for using the weapons.



Look at the hero's weapons!

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ATTENTION! Each spin of a weapon costs you an action (you already know this) and now also 1-3 energies.
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The **weapon color** and also the white number in a black circle with a small flash icon tell you the **specific price** of the spin (e.g. *all red weapons cost 3 energy*). Make sure that **before each spin** you move your hero on the scale and **subtract the energy**. Remember the action.



Your turn ends when you either use up all the actions or use up all the energy. However, in contrast to actions, you can keep **unused energy** for your next turn. During the next turn, you can add the hero's energy for that specific time of day to the unused energy from the previous turn. The maximum energy you can have at one time is twelve. You can end your turn voluntarily without using up all your actions (e.g. *if you want to save energy for other turns*).

On the right side of your hero's card and next to the picture, there are various types of weapons the hero can use (e.g. bows and swords). You can use a different weapon but each spin on such a weapon will cost you **one energy more** (e.g. spinning with a red sword which your hero does not know how to use will cost four energies instead of three).

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SUMMARY: During your turn, **you pay for each spin not only with one action but also with energy**. E.g. in the morning, your hero has three energies. You choose an orange weapon for two energies. **Before the spin** on the weapon, you have to deduct one action and pay two energies.



TIP Changing weapons during your turn is strategic. E.g. first use more expensive weapons and then use cheaper ones with the remaining energy.

SUMMARY OF A PLAYER'S TURN

- 1) Add the energy for your turn
 - 2) Choose your weapon
 - 3) Deduct the energy for using the weapon
 - 4) Remove 1 action for using the weapon
 - 5) Use the weapon and evaluate the action
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If you have enough energy and actions, continue again with **steps 2 to 5**.

At the **end of your turn**, evaluate the **stored effects**. Your opponent plays his turn starting with step 1.



LIST OF EFFECTS

The numeric value for all the effects indicates the strength of the effect, e.g. how many lives a player can take away from the opponent or how many lives they heal.

The color of the field states whether you can **continue** playing the game (*green*), **decide** to use the effect and end or continue (*orange*) or whether **you have to end your turn** immediately (*red*).

Single-use effects



ENERGY

You will get as much energy as the value of the effect.



ATTACK ON THE HERO

You take as many lives off your opponent as the value of the effect.



ATTACK ON THE WEAPON

You can attack any weapon or stored effect of your opponent if its resistance is lower or the same as the value of your attack.

If the attack is **equal to or higher** than the resistance of the weapon, you managed to break it. You can turn this card face down. If it was **an attack on a stored effect** you managed to cancel it.

The weapon **returns to the hero's inventory** (*it is not broken, you can break the weapon with a further attack on the weapon itself*).

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ATTENTION! If the value of the attack is higher, you cannot use the remainder of the value e.g. to attack another weapon.

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REPAIRING A WEAPON:

You pay **one action and as much energy** as it would cost your hero to spin the particular weapon. Then, using a spare wheel (*of a weapon you are not using in the game*) mark the repair of the weapon **A**. In **the next turn**, discard the spare wheel, turn over the weapon and use it again.



UNIVERSAL ATTACK

You can choose whether you attack a weapon, a stored effect or the opponent's hero.



HEALING

The hero will gain as many lives as the effect says. **The number of lives cannot exceed the maximum indicated on the hero card.**

STORED EFFECTS

If you spin one of the following effects, you can put away the weapon and mark the effect. You can use the **effect later** (*shield, combo*) or repeatedly (*permanent attack on the hero*). You can mark the stored effect on the reverse side of the weapons you are not using in the game (*the ones you have not equipped your hero with*).



You can **only have one marked effect** on each weapon. If you want to spin something different on your weapon, you can **cancel the effect without the loss of the action** and return the weapon to the hero's inventory. You can **use** this returned weapon **immediately** (*if you have enough action and energy*).

You can **attack a hero's stored effect and cancel it with an attack** on the weapon or with a universal attack. You will cancel the effect if **your attack is the same as, or stronger than, the resistance of the effect** **A**. If the effect is canceled, the weapon returns to the opponent's inventory.



PERMANENT ATTACK ON THE HERO

A player can store this effect. He then deals damage to the opponent's hero at the end of each of his turns. The opponent can **defend his hero with a shield**. Using the stored effect does not need any action or energy. The effect lasts until the opponent cancels it with an attack or until the player cancels it himself.



DEFENSIVE SHIELD

A player can store this effect. The shield **can be used during an opponent's turn** for defending a weapon or a hero. Subtract the shield value from the value of the opponent's attack. **Using it costs nothing**, but the shield is canceled and the weapon is returned to the hero's inventory. **A player may use multiple shields at once** in the same turn, and sum their values.




COMBO

A player can store this effect. **Once he has 2 or more combos stored at the end of his turn, he can launch them without any cost to actions or energy**. He sums their values and attacks the opponent's hero, weapon or stored effect. If the player does not launch the combo at the end of his turn, it will stay ready for his next turns (*until canceled by him or the opponent*).

Weapons are returned to the hero's inventory after being used, and may be spun again in the following turn.

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ATTENTION! The end of the turn is when you have neither action nor energy left or if the red colored slot stops you. You can also end your turn voluntarily. You can always use your stored effects, such as the permanent attack or combo, when you declare the end of a turn.
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Hero's special bonuses

Bonuses can be used only in the specific time of day, indicated on the card (it is sometimes advisable to wait for a convenient bonus, for example when launching a combo). The bonuses for the stored effects are marked on the hero's cards like this .



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ATTENTION! Remember that the hero can only use one bonus per spin. Each bonus can be used only once per turn! If the bonus is negative, you have to apply it when this effect is spun.
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BLESSING

The player can add the bonus value to any **single-use effect** (attack, energy or healing).



COMBO BONUS

Increases the strength value of the launched combo effect. The player has to launch **at least two stored effects** to use the bonus.



COMBO LAUNCHER

Using this bonus, you **can also launch a single stored combo effect** (you do not have to have the two effects which are normally required). Add the value of the bonus to the strength of the attack (or sometimes subtract it).

INTRODUCTION

A QUICK OVERVIEW OF THE STORY

The huge **space demon Pelicamort** has attacked the **planet Overcorner**. The heroes who were depended on cowardly ran away and the planet has been defended, at great loss, by magicians – **Overgamers**. The magicians cursed the heroes for their cowardice and petrified them with the most absurd and unbreakable curse in the known universe.

"Only a player from another dimension who scratches off the scratching layer of the playing card, releases the hero or the weapon from the curse." By playing the game, heroes fight in duels and the heroes' bravery is trained. **Give your heroes their courage back** and break their curse forever!

MORE INFORMATION

CHECK HOW RARE A CARD IS – DO YOU HAVE A TREASURE AT HOME?

Each card (*hero, e.g. Monkey Sorcerer or weapon*) has 1 to 4 stars, showing how rare it is (*4-star cards are very rare*).

In addition to the stars, each card has its strength. The strength is always measured compared to the same kind of hero. E.g. we can ask, "What is the strength of

this Monkey Sorcerer compared to all the issued Monkey Sorcerers?" The strength usually ranges from **-8 to +8** (*the highest*) and is distributed so that most cards have strength 0. A card with strength -8 or +8 is **very rare**; often there is only one of each of these strengths issued. (*If you have found any card with strength +7 or +8, then congratulations! You have found a treasure! :*)

Each card is also available as a glossy foil card with special printing finish. If you find a **4-star foil card with strength +8**, you have a truly unique card of **extraordinary value!**

Find out the strength **by scanning the card** into the app, by visiting **www.scratchwars.com** or by learning how to calculate it straight from the card.

MOBILE APP

Download the **free** Scratch Wars mobile **app for Android and iOS** (*Apple*) phones and tablets, **and scan the physical cards**. You can play using the same rules as you know from the physical game. In addition, you can **level up your hero**, equip him with spells, play PvP, **get leaderboard rankings**, beat evil bosses and play with your friends. You can also try some new heroes and weapons through the market. As you know, Scratch Wars

is the only game in the world where **you have the same collection of cards physically and in the app**, where each card is completely unique, where you can level up your hero and then trade him, and where you have always more to explore (**see www.scratchwars.com**).

COINS ON THE WEAPON CARDS

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You will find 3 coins on each of the weapon cards. **ATTENTION:** These coins are primarily intended as bets in duels. You and your opponent will bet a predetermined amount of coins, you play a Scratch Wars game and the winner takes all the coins (*i.e. his bet and also the opponent's bet*).

Find more about coins at **www.scratchwars.com**.

THE SCRATCHWARS.COM WEBSITE

Here you can find useful video tutorials on Scratch Wars. You will learn where you can buy the playing cards in your country, and which social networks we are active on. You can keep up to date with our innovations and, last but not least, get news about planned events and tournaments. In addition, you will also find lots of tips as well as rules for other game modes (such as multiplayer or card deck). A website really worth visiting :)

Hero card

- 1** Number of hero's lives for a 'duel'
- 2** Number of lives for the 'team vs team'
- 3** The hero's origin symbol
- 4** Unique hero name and type
- 5** Card rarity (*the chance of getting it*)
- 6** After **scanning the QR code** with your mobile you will receive a 3D hero in the app
- 7** Hero's ability (*part of planned development*)
- 8** Type of weapons the hero specialises in
- 9** Time of day
- 10** Energy
- 11** Hero's weapon effect bonus (*at a certain time of day - e.g. in the morning*)
- 12** Hero's bonuses/penalty for the stored effect (*flag*)
- 13** Strength of the bonus (*added to the value of the same effect spun on the weapon*)
- 14** Average strength of the particular hero type. You will find more information about determining the rarity of your card on page 14 of this manual.



Weapon card

- A** Name of the weapon
- B** Average strength of the weapon (to determine the rarity)
- C** After **scanning the QR code** with your mobile, you will receive the weapon in your app in 3D
- D** Type of weapon (bow, axe, sword, wand)
- E** Resistance of the weapon/effect (the weapon or effect is destroyed by an attack of the same or higher value than the resistance)
- F** Energy cost per spin/action, also specified by the color underneath the weapon's picture (e.g. red = 3)
- G** Rarity of the card (chance of getting it). Four-star cards are the rarest.
- H** Colored slot (go, decide, stop)
- I** Background according to the weapon type (e.g. wooden for a bow)



- J** The picture indicates the effect type
- K** The number indicates the effect strength
- L** Stored effect
- M** Unique code and picture of the weapon
- N** Reward for team players. You can play for this or exchange it as you please

You can use an unused
weapon wheel to mark the
current time of day (*Morning,*
Noon, Evening, Night).



www.scratchwars.com