

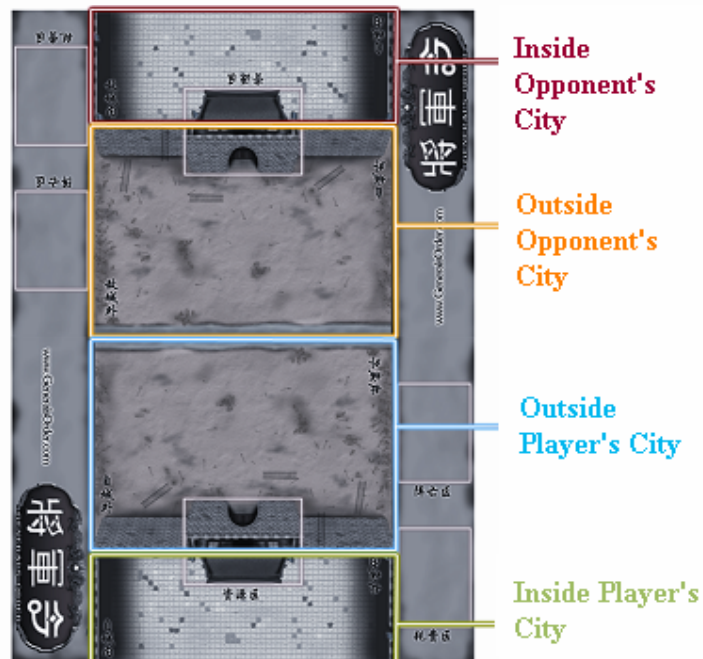


Welcome to Generals Order game world!

Generals Order is a game that simulates ancient battles which combines wisdom (when devising tactics), courage (deploying generals), and calculation (resource planning). In this game of wits and valor, you are the commanding general that led your generals in your conquest.

Knowing the battlefield and goal of the game

The battlefield is divided into 4 zones and they are, inside player's city, outside player's city, outside opponent's city and inside opponent's city. Besides the battlefield there are also an expended zone and defeated zone.



Knowing the card types

Generals Order cards are divided into 4 card types and they are, General cards, Equipment cards, Event cards and Special cards. General cards are generals each with a special ability to assist the players in the attack or defend of his castle resources. Equipment cards are cards that enhance the generals military or intelligence points permanently unless removed. Events cards are cards with special events that will affect the outcome of the battle, its effect usually last only a turn or gone after resolved. Special cards are cards that you can use on your opponent's turn and it can only be activated after a specific event has happened.



General Card



Event Card



Equipment Card



Special Card

Winning Criteria

1. During your opponent's turn draw phase, there is no more resource card for him to draw.
2. Opponent doesn't have enough resource cards to pay for the damage dealt by your generals.
3. Opponent doesn't have enough resource cards to pay for the upkeep for his generals.
4. Special victory is awarded to player when card(s) declared that he is the winner when its criteria are fulfilled.

Game Play



1. Place your deck (min 40 cards, max 60 cards) onto the battlefield as resource cards. Ensure that not more than 3 cards of the same name are included in the deck.
2. Declare how many factions are included in your deck (note that the number of factions in your deck will affect your maximum hand size. 1 faction = 10 cards, 2 factions = 8 cards, and 3 or more factions = 6 cards.) During your end turn when your hand size exceeds your maximum hand size, you must discard cards until you do not exceed the maximum hand size.

- Decide who will move first. (One way is to cut your deck and compare the cost of the cards to that of your opponents, whoever has the higher cost will decide who will move first)



- Both players now draw 5 cards each as your starting hand size.



- Draw phase**, the player will draw a card during the draw phase of his turn. (Note: the player that goes first will not draw a card at the start of his first turn.)



6. **Deployment phase**, Step 1, declares which general you want to deploy. Step 2 places the general onto the battlefield. Step 3 pay the cost to deploy the general by putting cards from your hand size onto the expended zone. (note that when cards are send to the expended zone, they should be placed facing down)
7. The deployment cost of the general = the base deployment cost of the general indicated on the top left hand corner of the card – the number of generals of the same faction as the deployed general.
8. Unless indicated on the card, generals that were deployed must be placed inside player's city in the first turn.
9. Generals that just deployed cannot move or attack unless indicated on the card but can activate its special effect. Every turn after that, each general can move or attack once and activate its special effect. Special feature automatically activates as long as the criteria is fulfilled.

10. After deployment, the general can immediately be equipped with equipment cards or Activate Special Effects.

11. **Planning phase** can be divided into 4 sections as below,

- a. Equipped a general with equipment cards: There are 2 types of equipment cards, item cards and troop cards. Each general can only be equipped with 1 item card and 1 troop card. Declare the card you want to equip to which general, pay the cost of the card and then put the card with the general. The equipped card is effective as long as it remains on the field. If the general leaves the battlefield, the equipped cards are place onto the expended zone.
- b. Using event cards: Declare the card you want to activate, pay the cost of the card, send the card to the expended zone and then resolve the card effect.
- c. Activate general's special effect: Every general can activate its special effect once per turn. Declare which general's special effect to activate, pay the cost of the special effect, and then resolve the special effect. (Note that generals can move or attack either before or after activating general's special effect)
- d. Movement of general: Moving towards outside opponent's city, if there is no opponent's general outside your city, your general can move unobstructed to any zone on the battlefield. (Note that you cant move to inside opponent's city) If there is 1 opponent's general outside your city, 1 of your general has to block the opponent's general so that the rest of your generals can move to outside opponent's castle. (The blocking ratio is 1 to 1, means if there is 3 opponent's general, you need 3 general to block 3 of them.) When moving towards inside your castle, all your generals are unobstructed regardless of whether there is opponent's general or not.



12. **Attacking Phase**, this is the phase when you command your generals to attack opponent's general or castle resources. (Note that a general can only move or attack each turn, therefore if a general has moved, it can't attack anymore and vice versa)
13. Attacking can be subdivided into attacking opponent's general or attacking opponent's castle resources.
14. Attacking opponent's general can be further divided into Military attack or Intelligence attack. (Note that you must choose to use only 1 form of attack only)

For Military attack, declare which of your general to attack which of the opponent's general in the same zone.

- a. If your general's military point is higher, send the opponent's general to the defeated zone.
- b. If both your general's and your opponent's general's military is the same, send both generals to their own defeated zone.
- c. If your general's military point is lower, send your general to the defeated zone.



For Intelligence attack, declare which of your general to activate the event card, pay the cost of the event card then resolved the attack. If your general's intelligence point is higher than targeted opponent's general intelligence point, send opponent's general to the defeated zone.

15. Attack castle resources: When your generals are outside opponent's castle and there is no opponent's general to defend the castle, your generals can attack opponent's castle resources. The number of resource cards send to the expended zone = the military point of the general. If there is 1 opponent's general outside opponent's castle protecting his resources, your generals cannot attack opponent's castle resources directly even if you outnumber his generals.
16. You can choose not to move or attack with your generals.
17. **End Phase**, when a player has executed all his commands and decided to end his turn, he will declare end and pay the upkeep cost for all of his generals still in the battlefield (excluding those in the defeated zone). Note if the player's hand size exceeds the maximum cards that he can hold, he got to discard cards to the expended zone until the maximum cards he can hold.

18. For every general in the battlefield, the player will send 1 card from the castle resources to the expended zone. (if 2 generals, send 2 cards)

Note: After draw phase, then is deploy, planning and attacking phase. These 3 phases are inter-changeable. (Means you can deploy, planning, deploy, attack deploy etc.)

A Flow Chart of the Game Play

Flowchart Of Gameplay:

