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## ABOUT THE GAME

In the HitPoint Trading Card Game, two or more players battle each other using a variety of Attack, Ability, Spell, Weapon, and Armor cards to defeat their opponents and be the last one standing.

### **Craft a Deck**

Between booster packs and starter sets, you can create and customize your decks with your favorite cards. Each player has their own unique deck, which makes every encounter exciting!

### **Battle with Legendary Equipment and Abilities**

It's fun to trade and collect the different cards available to create your own combos and unleash their full potential in battle.

## THINGS YOU NEED TO PLAY

### **HitPoint Deck (HP Deck)**

Your deck represents your health, which quickly decreases throughout the game as you play cards and take damage.

- You may only have up to 3 copies of the same card in your HP Deck.
- Your deck size is determined by the game mode you're playing.
  - o For a list of game modes, see [WAYS TO PLAY](#).

### **Equipment**

- Armor
  - Head
  - Chest
  - Arms
  - Legs
- Weapons
  - One-Handed
  - Two-Handed

### **Dice**

Many cards require a dice roll. A standard set of seven polyhedral dice is required. There are many free online dice rollers (e.g., [Google dice roller](#)) you can use.

### **Counters**

You may use counters or dice to keep track of certain effects, your total bonuses, or your total armor value throughout your turn.

Counters for conditions and temporary effects are provided in some products for easy tracking.

## THINGS TO ASSIST WITH GAMEPLAY

These items are optional but greatly enhance gameplay.

### **Calculator**

There is a lot of quick math involved in HitPoint. Rolling one or more dice, totaling them up, adding bonuses, and subtracting your opponent's armor will be easier with a calculator.

### **Card Sleeves**

Plastic sleeves can prevent your cards from getting bent or scratched. If you use card sleeves, they all must be the same, so your cards aren't marked. Unique card sleeves also help you identify which cards are yours in case some move around to other players during the game.

# GAME CARDS

## Equipment – Armor

### Name

This is the name of the card and how it's identified during gameplay.

### Type

Describes the card on a specific level. Other cards may interact with a card's specific type.

### Category

This is the [Equipment Zone](#) used when playing this card. This is unique to Armor and Weapons.

### Bonus

The number added to rolls from any items you have equipped. Since this has a "+1" in the icon on the top left, it will give a +1 bonus to all other cards and effects activated with a matching icon. Remember, ***"If the icons in the left corner match, add the bonus."***

### Defense

The amount of damage blocked. This is unique to Armor and Shields.

### Card Description

This is where the card's effect is located.

### Set/Rarity/Card ID

This is how to [identify the card](#) and determine its [rarity](#).



## Equipment – Weapons



### Name

This is the name of the card and how it's identified during gameplay.

### Type

Describes the card on a specific level. Other cards may interact with a card's specific type.

### Category

This is the [Equipment Zone](#) used when playing this card. This is unique to Armor and Weapons. Weapons either use one or two hands.

### Bonus

The number added to rolls from any items you have equipped. Since this doesn't have a "+X" in the icon in the top left, it will receive the bonus from your Armor with a matching icon. Remember, ***"If the icons in the left corner match, add the bonus."***

### Power

The number of dice rolled to activate an effect. This can be damage, healing, or a variety of other effects.

### Card Description

This is where the card's effect is located. The "A" in the effect indicates that effect will use 1 Action. The same applies to Reactions with "R".

### Set/Rarity/Card ID

This is how to [identify the card](#) and determine its [rarity](#).

# Attacks

## Name

This is the name of the card and how it's identified during gameplay.

## Type

Describes the card on a specific level. Other cards may interact with a card's specific type.

## Exhaust

The number of additional cards you must [Exhaust](#) from the top of your HP Deck to play a card. All cards must Exhaust themselves after being played unless otherwise stated. You may choose to [Exhaust](#) cards from your hand to pay for a cost instead of randomly from the top of your deck.

## Bonus

The number added to rolls from any items you have equipped. Since this doesn't have a "+X" in the icon in the top left, it will receive the bonus from your Armor with a matching icon. Remember, ***"If the icons in the left corner match, add the bonus."***

## Power

The number of dice rolled to activate an effect. This can be damage, healing, or a variety of other effects.

## Action/Reaction/Free Action

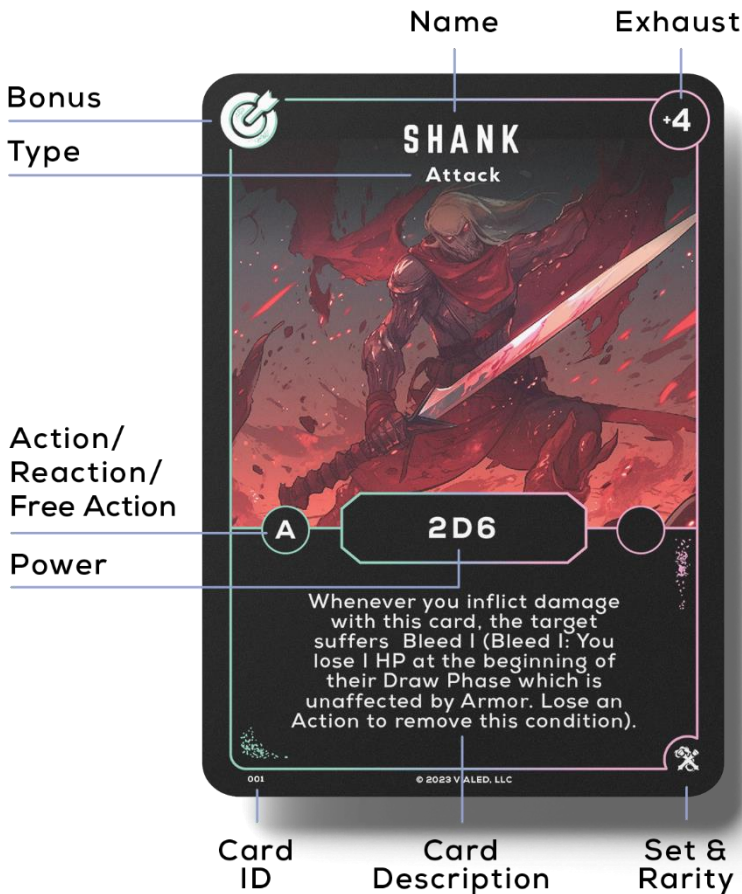
Identifies the type of action needed to play this. An "A" signifies an Action is used. A "R" signifies a Reaction is used. If a card has both "A" and "R", you may use it as an Action on your turn or as a Reaction. If a card doesn't have an "A" or "R", it's a Free Action and can be used on your turn without using an Action or Reaction.

## Card Description

This is where the card's effect is located.

## Set/Rarity/Card ID

This is how to [identify the card](#) and determine its [rarity](#).



# Abilities

## Name

This is the name of the card and how it's identified during gameplay.

## Type

Describes the card on a specific level. Other cards may interact with a card's specific type.

## Exhaust

The number of additional cards you must [Exhaust](#) from the top of your HP Deck to play a card. All cards must Exhaust themselves after being played unless otherwise stated. You may choose to [Exhaust](#) cards from your hand to pay for a cost instead of randomly from the top of your deck.

## Bonus

The number added to rolls from any items you have equipped. Since this card doesn't have Power, you don't add any bonuses to it.

## Action/Reaction/Free Action

Identifies the type of action needed to play this. An "A" signifies an Action is used. A "R" signifies a Reaction is used. Since this card has both "A" and "R", you may play it as an Action on your turn or as a Reaction. If a card doesn't have an "A" or "R", it's a Free Action and can be used on your turn without using an Action or Reaction.

## Card Description

This is where the card's effect is located.

## Set/Rarity/Card ID

This is how to [identify the card](#) and determine its [rarity](#).





# Spells

## Name

This is the name of the card and how it's identified during gameplay.

## Type

Describes the card on a specific level. Other cards may interact with a card's specific type. **Spells** function exactly like Abilities and Attacks except they have the Arcane type.

## Exhaust

The number of additional cards you must [Exhaust](#) from the top of your HP Deck to play a card. All cards must Exhaust themselves after being played unless otherwise stated. You may choose to [Exhaust](#) cards from your hand to pay for a cost instead of randomly from the top of your deck.

## Bonus

The number added to rolls from any items you have equipped. Since this doesn't have a "+X" in the icon in the top left, it will receive the bonus from your Armor with a matching icon. Remember, **"If the icons in the left corner match, add the bonus."**

## Power

The number of dice rolled to activate an effect. This can be damage, healing, or a variety of other effects.

## Action/Reaction/Free Action

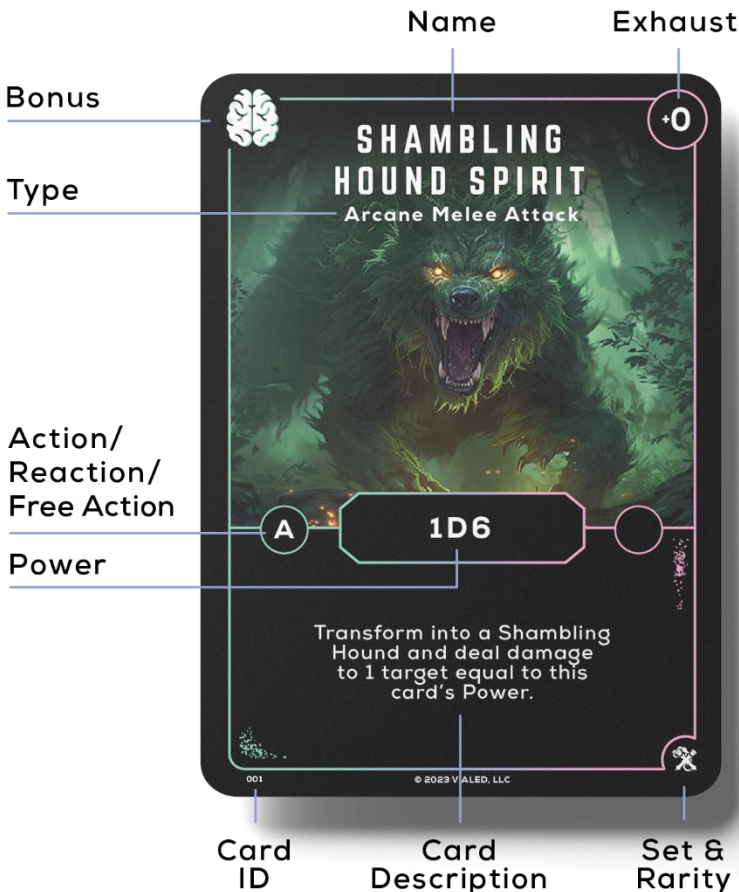
Identifies the type of action needed to play this. An "A" signifies an Action is used. A "R" signifies a Reaction is used. If a card has both "A" and "R", you may use it as an Action on your turn or as a Reaction. If a card doesn't have an "A" or "R", it's a Free Action and can be used on your turn without using an Action or Reaction.

## Card Description

This is where the card's effect is located.

## Set/Rarity/Card ID

This is how to [identify the card](#) and determine its [rarity](#).



**Flavor Text** provides a backstory for the card. Not all cards will have this.

## PLAYMAT

The playmat helps you organize your cards during a game. When you use your cards, you place them on the playmat. Different kinds of cards are placed in different zones.

Each player should have their own playmat while battling. A paper playmat is provided in some products. The cards you “control” are the cards on your side of the field.

Once you learn the basics of the game, feel free to reorganize your field as you see fit.



### 1. HP Deck Zone

At the start of a game, your HP Deck is placed facedown here after shuffling. You draw or [Exhaust cards](#) from the top of your HP Deck to your hand or to the Exhaust Zone, respectively. If a card requires you to reveal cards from your HP Deck, or look through it, shuffle it and put it back in this space afterwards.

### 2. Exhaust Zone

When cards are played, paid for a cost, or you incur damage, they're sent face-up to this space. The contents of all players' Exhaust Zones are [public knowledge](#). Your opponent can look through your Exhaust Zone at any time and vice versa. The order of the cards in the Exhaust Zone may not be changed.

### 3. **Equipment**

This is where you put your [equipped items](#). You can have up to one card in each equipment zone. Two-handed weapons use both hand zones.

### 4. **Inventory**

This is where you put your [unequipped items](#). You could only have one item equipped per zone at a time. You may switch your equipped items from this zone with your equipment during your [Equip Chapter](#).

### 5. **Burnt Out**

Place cards face up here when they are removed from the game. They do not go back to your deck when healed.

## HOW TO PLAY

### *Winning*

You win the game when all opponents' HitPoints are reduced to 0 or they run out of playable cards, and you have cards remaining in your HP Deck or your hand.

If you and your opponent both reach 0 HitPoints at the same time, the game is declared a draw.

An important thing to note – if you lose all your health playing a card or activating an ability, that card or ability resolves, and then you lose. Think of it as your final attempt to overcome your opponent before you collapse.

### *Turn Sequence*

Each turn is divided into chapters.

#### **1. Prelude**

Resolve any effects before the Draw Chapter.

#### **2. Draw Chapter**

This is the first phase. The Active Player draws 1 card from the top of their HP Deck. A player with no cards left in their HP Deck does not draw and must play with the cards remaining in their hand.

#### **3. Equip Chapter**

In this phase, the Active Player may equip or swap 1 piece of [Equipment](#) from their Inventory. Only one piece of equipment may be equipped per turn.

#### **4. Action Chapter**

This is when most cards are played. Any card with an Action may be played here. Alternatively, the Active Player may attack with a [weapon\(s\)](#) they have equipped. Each Action Chapter is divided into smaller phases:

##### **A. Action**

The Active Player may choose a weapon to attack with, activate an effect, or play a card from their hand. That player must choose the targets (if any) before rolling dice.

Players get one Action per round unless otherwise specified.

### **B. Reaction**

Once the Active Player's action is declared, any player may play a card from their hand as a Reaction (starting with the player to the left and continuing clockwise).

Players get one Reaction per round unless otherwise specified.

### **C. Resolution**

Once all players have played their Actions and Reactions, the turn moves to Resolution. This is where all cards are resolved in a stacked order (see the [Order of Consequence](#)) and final totals are calculated.

## **5. Catchup Chapter**

If the Active Player used no Actions on their turn, they move to the Catchup Chapter. The Active Player draws an additional card from the top of their HP Deck and then moves to the Final Chapter.

## **6. Final Chapter**

The end of the turn is announced during this phase and any card effects activate before moving to the next player's turn.

### *Exhausting Cards*

Exhausting is one of the main mechanics of HitPoint. To do this, you take the top card of your HP Deck and put it in your [Exhaust Zone](#). Repeat this for each card you must Exhaust. Some circumstances you'll need to Exhaust are:

- When cards are played
  - o In this instance, you may choose cards in your hand and Exhaust them instead of from the top of your HP deck.
- When you take damage
- To pay for a cost

### *Reactions*

During the Reaction phase, players can only play cards or activate effects with a Reaction (R).

#### Order of Consequence

The Order of Consequence is a way to order the resolution of multiple cards/effects played in a single chapter.

When a card is played, the opponent is always given the opportunity to respond with a Reaction, adding that card to the Order of Consequence. Players may add effects to the Order of Consequence until all players choose not to add anything else, then each card is resolved in the reverse order, starting with the last card played.

You must always be careful not to resolve the effects of cards before asking opponents if they wish to play anything.

### *Calculating Totals*

Calculate totals based on the dice rolls, adding or subtracting any outside effects. For example: bonuses, reactions, etc.

For example: If you're attacking an opponent with a dagger:

1. Roll 1d6 and add your bonus to Precision.
2. Take this total and apply any effects from opponents' cards.
3. Take this total and subtract your opponent's Armor.
4. The result is the total amount of damage inflicted from your dagger attack.

## OTHER RULES

### **Public Knowledge**

The number of cards in a player's hand and HP Deck, the cards in their [Exhaust Zone](#), and the cards in the [Inventory/Equipment](#) are all public knowledge. Any player may verify these items at any time. If asked, you must answer truthfully. You are allowed to pick up and view the cards in each player's [Exhaust Zone](#), with their permission, but cannot change the order in which cards appear.

### **Rules vs. Card Effects**

If there is a discrepancy between the basic rules and a card's effect, the card effect takes precedence. The only exception to this rule is the adjustment of maximum HitPoints. This number may not change throughout the game since it would require players to add or remove cards from their HP Deck.

### **Player Priority**

The Active Player always starts with Priority. This is the choice to act first. If that player has Priority, opponents may not play cards or effects except for cards that trigger automatically.

Players must pass Priority around the table, starting with the person to their left when moving through the phases of their turn.

### **Looting the Hoard (Optional Mechanic)**

Whenever a player runs out of HitPoints (they run out of cards in their HP Deck and hand), whatever equipment they had on them is available for looting. Each piece of [Equipment](#) is auctioned off to the person who pays the highest Exhaust.

For example, if Player 1 loses all their HP and has a Long Sword equipped with a Long Bow in their Inventory, that player will choose which item goes up for auction first. Starting with the player on the left, each player will either pass or bid on that item using Exhaust.

Player 1 chooses to put the Long Sword up first.

Player 2 will bid 2 Exhaust for the Long Sword.

Player 3 will bid 5 Exhaust for the Long Sword.

Player 2 will then pass, and Player 3 will get the Long Sword and Exhaust the 5 cards.

This will be repeated for the Long Bow. If no one bids for an item, that item is removed from the Hoard and play continues.

### Conditions

Some cards leave long-lasting conditions (e.g. Poison, Burn, Bleed, etc.). For a comprehensive list of conditions, see [Appendix A – Conditions](#).

### Dual Wielding Weapons

When selecting [Equipment](#), players have a choice of 1 two-handed weapon or 2 one-handed weapons. When you choose to attack with your dual-wielded weapons, roll the total power on both cards (using one Action).

Some One-Handed Weapons allow you to equip an identical copy during 1 [Equip Chapter](#).

### Conflicts

Roll 1d20 and add the appropriate [bonus](#). Whoever rolls higher wins.

## WAYS TO PLAY

### *Combat*

Deck Size: 40 Cards Total (5-6 Equipment)

### Preparing to Play

Before starting a game, follow these steps.

1. Gather all items outlined in the section, "[THINGS YOU NEED TO PLAY](#)".
2. Set your [Equipment](#) in your [Inventory](#).
3. Shuffle your HP Deck thoroughly. Then you may shuffle and cut your opponent's cards. Be careful when handling cards that you don't own.
4. After cutting the decks, place your HP Deck face-down in the [respective zone](#) on the table.
5. Roll a die. The player with the highest roll goes first. For the next game, the winner goes first. If the last game ended in a tie, roll another die to determine who goes first.
6. Draw 5 cards from the top of your HP Deck. This is your starting hand.
7. Starting with the first player, it's time to battle!

### Format Specific Rules:

- You may only equip [Equipment](#) during the [Equip Chapter](#) of your turn and may only choose 1 item at a time.
- When blocking damage, you add up the total [Defense](#) of your Armor and subtract that number from the incoming damage. Your Armor stays equipped for the remainder of the game unless it's removed by a card effect.

## Chaos

Deck Size: 80 Cards (Any number of [Equipment](#))

### Preparing to Play

Before starting a game, follow these steps.

1. Gather all items outlined in the section, "[THINGS YOU NEED TO PLAY](#)".
2. Combine your [Equipment](#) with the rest of your HP Deck.
3. Shuffle your deck thoroughly. Then you may shuffle and cut your opponent's cards. Be careful when handling cards that you don't own.
4. After cutting the decks, place your HP Deck face-down in the [respective zones](#) on the table.
5. Roll any dice. The player with the highest roll goes first. For the next game, the winner goes first. If the last game ended in a tie, roll another die to determine who goes first.
6. Draw 7 cards from the top of your HP Deck. You may Equip any Armor or Weapons immediately. The remaining cards become your starting hand.
7. Starting with the first player, it's time to battle!

### Format Specific Rules:

- When blocking damage with Armor, you have to declare which Armor you're blocking with. You may choose as many as you want, as long as you have them equipped. Add up the total [Defense](#) of your Armor and subtract that number from the incoming damage. Once the Action resolves, any used Armor is Exhausted.
- You may play/equip [Equipment](#) from your hand or [Inventory](#) at any point on your turn.
- You start with no items in your [Inventory](#).

## SET AND RARITY



**ORDINARY**

**UNCOMMON**

**UNIQUE**

**LEGENDARY**

**ANCIENT**

## APPENDIX A – CONDITIONS

### Bleed

You lose X HP at the beginning of your [Prelude](#) (ignoring Armor). You can use your [Action](#) to stop the bleeding and remove the condition.

X is equal to the level of Bleed inflicted.

*For example:* Being inflicted with Bleed III will cause you to lose 3 HP at the beginning of your [Prelude](#).

### Poison

You take X damage at the beginning of your [Prelude](#) for 1d4 turns (ignores armor).

X is equal to the level of Poison inflicted.

*For example:* Being inflicted with Poison II will cause you to lose 2 HP at the beginning of your [Prelude](#).

### **Burn**

You take X damage whenever you draw a card for 1d4 turns (ignores armor).

X is equal to the level of Burn inflicted.

*For example:* Being inflicted with Burn I will cause you to lose 1 HP whenever you draw a card from your HP Deck.

### **Burden**

Whenever you roll a card's Power or roll for a [Conflict](#), roll twice the number of dice (keep them separate) and take the lowest total.

## APPENDIX B – DEFINITIONS

### **Control**

Cards you action on/with are considered under your control.

### **Owned**

Cards that you start the game with are considered owned by you.

### **Reveal**

To show your opponents.

### **Cost**

The cost is the requirement needed to play or activate a card.

### **Round**

A round is a full rotation of turns. For example, one round from when you play a card will conclude when you complete your next turn.

### **Turn**

A single player's turn from beginning to end.

### **Discard**

Select a card from your hand and place it face down on the bottom of your HP Deck.