

# CABALS

## THE CARD GAME

# Playing Cabals

In 10 easy steps



# Overview



- Two player game, against AI or in online multiplayer
- Players have their own deck of cards
- Long-term goal: improve the deck

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# The Game Board

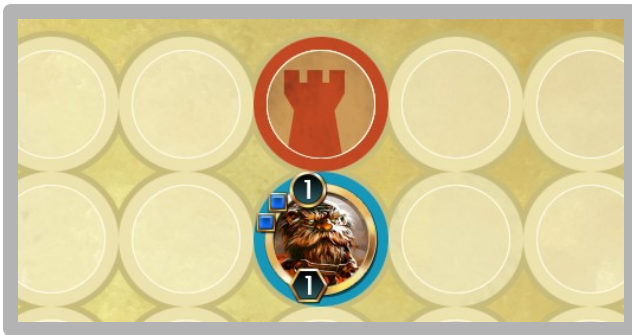


- Matches are played on a board. It has:
- two strongholds, one for each player
  - regular locations
  - resource locations
  - deployment locations

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# The Goal



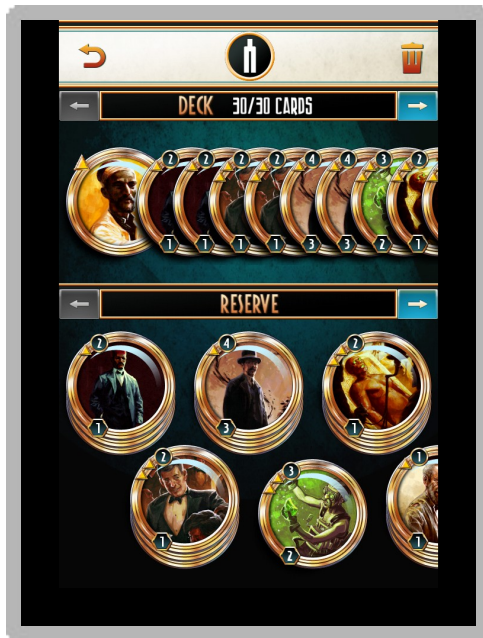
Win the match by

- Capturing opponent (red) stronghold
- or
- Collecting 60 Domination points

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# The Deck



Both players have their own deck. Each deck has 30 cards, including:

- 1 hero, with once-per-game ability
- unit and action cards
- max. 3 of each card

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# Card Cost



Each card has a resource cost:

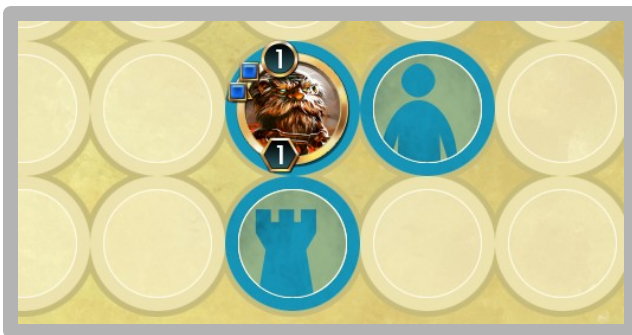
- Base cost (number at top left)
- Loyalty cost (icons, for each cabal)

Each matching loyalty icon already in play decreases the loyalty cost by one.  
Your hero has one loyalty icon

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# Playing Units



Units can be played in:

- your stronghold
- deployment location (on right in the image) you control

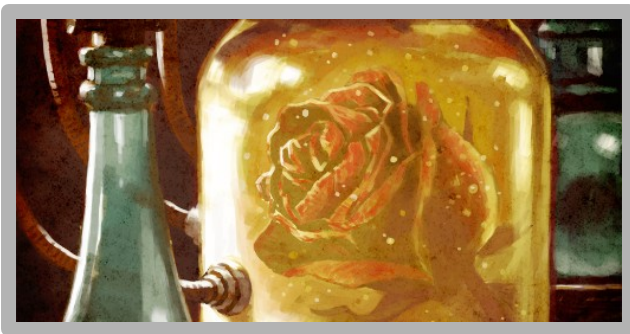
Once played, the unit can move immediately

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# Playing Actions



Actions can be played by:

- choosing a target if action is targeted
- or
- pressing on the hero name if action is not targeted

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# Start of Turn



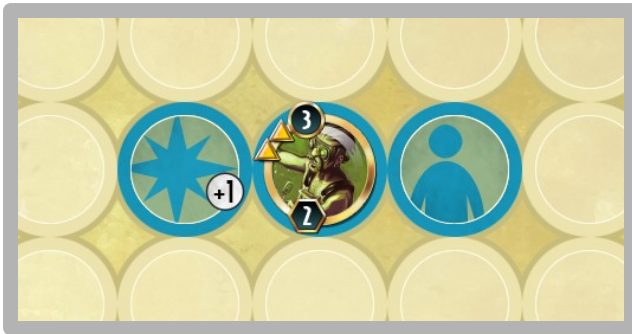
At the start of each turn, you gain:

- 1 card
- Resources – from stronghold, resource locations
- Domination points – 1 from each stronghold and location

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# Locations



Capture locations to gain their benefit each round:

- Extra resources (left)
- Deployment location (right)

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# Combat



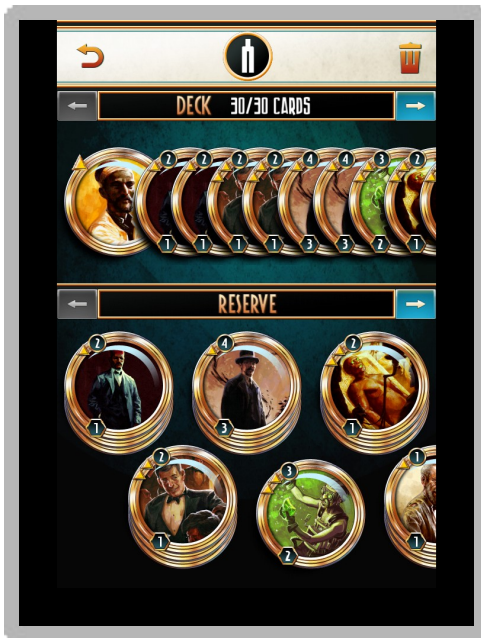
Combat basics:

- units deal damage equal to their power (number in bottom left)
- damage = unit power → unit dies
- units with fast attack deal their damage first. Units with slow attack deal their damage last

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# Advanced



The game is about developing your deck and playing against opponents:

- Get new cards from Cabals store or by playing the game
- Use deck editor to tweak your decks
- New cards added in regular updates

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