



# HOW TO PLAY

## CONTENTS

- Overview**..... 2
- Decks**..... 3
- Card Types** ..... 4
- Points**..... 5

# OVERVIEW

Sleight of Hand: Dominion is a turn based combat oriented game of cards. In the beginning of each match, players will be dealt the amount of cards based on the game length that was chosen. At the beginning of each round, players will be dealt the guaranteed cards depending on the deck that was chosen, with the remaining cards being randomly chosen from the pool of all available cards in the game.

The game runs for two rounds. Players will take turns in placing the cards on the game board and attacking opponent cards to score points. Each card will grant a certain number of points when defeated. To learn more about points system, please refer to the "Points" section of this document.

When the game ends after two rounds, the player with the most points winds the game.

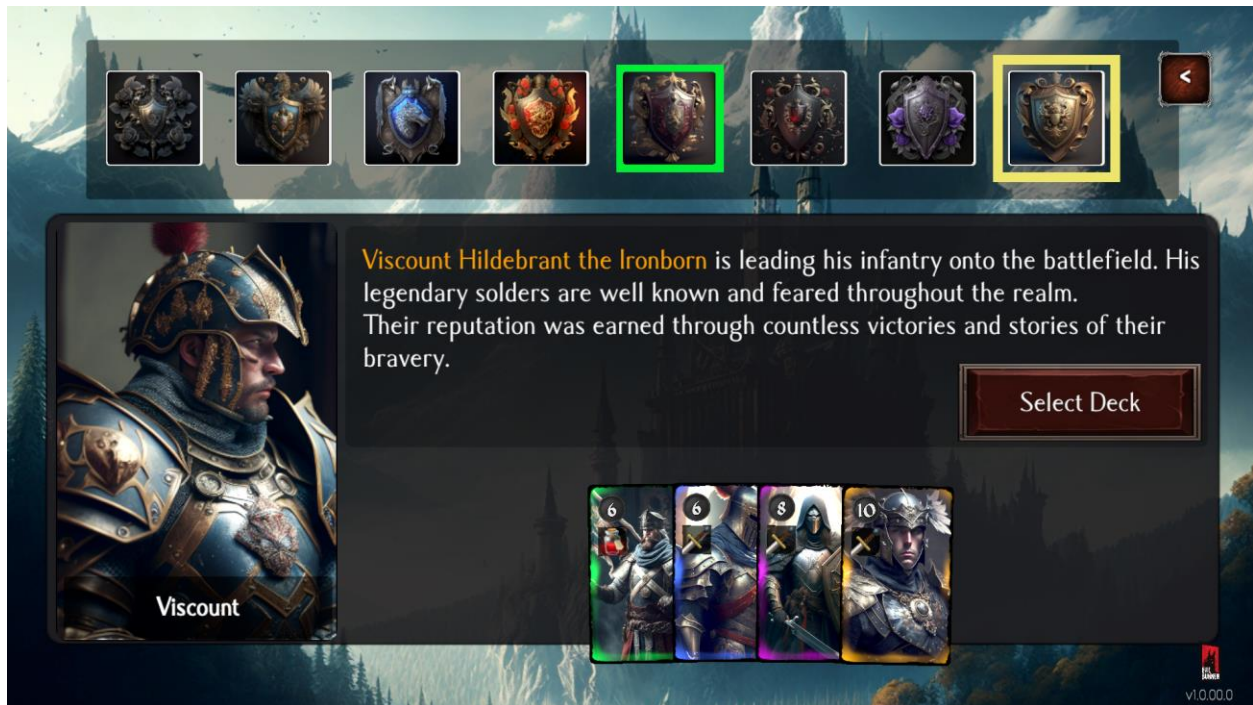


## DECKS

There are different decks available for players to choose. Each deck has guaranteed cards that will be dealt to the player at the beginning of each round during the game.

Each deck has a guaranteed uncommon, rare, epic and legendary card.

The active deck is shown in the main menu on the title screen, to change it click the “Active Deck” button and click on desired deck, then click on “Select Deck” button to confirm selection.



Players can not change their deck between the rounds. The active deck will also be used during the Online game mode.

## CARD TYPES

There are two primary card types in the game, Organic and Skill types. An organic card type can be placed on the game board and will remain there until defeated. The skill card type can be used by players and will be destroyed after it is used.

### ORGANIC CARDS

The organic cards have several purposes and stats, some are attacking cards and some are support cards. A card description will provide a detailed information about the card and its abilities. Attacking cards will have an initial attack ability that will deal damage to one or more opponent cards. The support cards will fortify other organic cards already placed on the board by increasing their hit points.

Based on the cards abilities, organic cards can either be placed in the melee (front) row or the ranged (back) row on the game board. Attacking cards with melee only ability can not attack the cards placed in the ranged row, however, will retaliate with a counter if being attacked by a ranged card.

Cards with both ranged and melee abilities, can be placed in any desired row. However, keep in mind that based on the card placement, it will use either ranged or melee ability, which will vary in effects.

Cards power and stats will vary based on the card's rarity. Rare cards have less chance to be dealt to player's hand.

### SKILL CARDS

Skill cards can have attack or support abilities. Attack skill cards will deal damage to one or more opponent cards on the game board. Support skill cards will fortify players cards already placed on the game board. Some skill cards will affect one row and others will affect both rows, read the card description for details.

Skill cards cannot be countered.

## POINTS

Every time player places a card on the game board, points will be awarded based on the cards hit points. Points are also awarded for dealing damage to the opponents cards, each point of damage worth 1 game point. If a card is defeated, it will yield a number of points that is displayed in the cards information tab under the Points on Death.

The game mechanics will calculate the sum of points to be gained and will display the projected points to be gained on the left side of the screen during the attack.



The Points on Death card stats will vary, based on the card power and rarity.