

Plants vs Kirby Instructions v1.0 by Zhipu & Tyler

Game Prototype Instruction Document

Rules:

1. Decide who will attack and who will defend.
2. Shuffle the attacker deck and the defender deck.
3. Place both decks face down.
4. Both players draw the top 4 cards from their respective decks.
5. Attacker places down 1 hero card on the playing grid. The card can be placed only in the Kirby Army spawn zone (red zone). Only 1 hero can and must be active on the playing grid at a time.
6. Defender places down 1 card from hand on the playing grid. The card can be placed only in the plant spawn zone (green zone). If you do not want to place a card, you can discard a card to the bottom of the deck, and draw a new one from the top of the deck. Defender also can choose to discard one card from the playing grid to the bottom of the deck. Discarding can be done once each turn, it will either be on-grid discarding or in-hand discarding.
7. Attacker places down 1 card from hand on the playing grid. The card can be placed only in the Kirby Army spawn zone (red zone). If you do not want to place a card, you can discard a card to the bottom of the deck, and draw a new one from the top of the deck. Attacker also can choose to discard one card from the playing grid to the bottom of the deck. Discarding can be done once each turn, it will either be on-grid discarding or in-hand discarding.
8. Defender chooses to use the ability of a card currently on the play grid. If the ability successful hits the opponent's character, it's a K.O. The dead card needs to be removed and placed on the bottom of the deck. After doing so, repeat step 6.
9. Attacker chooses to use the ability of a card currently on the play grid, or they can choose to move a card forwards. If the ability successful hits the opponent's character, it's a K.O. The dead card needs to be removed and placed on the bottom of the deck. After doing so, repeat step 7.
10. Go back to step 8.

Character Description/Abilities:

Attack Types:

Projectile

Laser

Melee

Fume

Plants:

Peashooter(Projectile) - Shoot 1 Pea 3 Grid Units Forward, hits only front enemy in the row.

Chomper(Melee) - Eats anything that walks into it.