

Perfectus Empatheia

Perfectus Empatheia is a single-player card game. The purpose of the game is to survive the journey through the Dungeon, by eliminating all Monster_Cards from the Monster_Deck without dying.

Terminology & Legend

Monster_Deck

The deck of 40 cards that holds all Monster_Cards, and Healing_Cards (Hearts).

- Card Order: 5, 6, 7, 8, 9, 10, Jack (11), Queen (12), King (13), Ace(14).

Monster_Card

A card found in the Monster_Deck.

- Card number signifies the Monster's total Health_Points.
- Card suit signifies the Monster's weakness against an Attack_Type.

Healing_Card

A card found in the Monster_Deck.

- Card number signifies the Health_Points of the card.

Attack_Deck

The deck of 43 custom cards that holds all Attack_Cards.

- Card Order: 4, 6, 8, 10.

Attack_Card

A card with 2 Polarities found in the Attack_Deck. For each Polarity:

- Card number signifies the Attack_Points.
- Card suit signifies Attack_Type.

Attack_Types

- Cut (Nullifies Poison).
- Poison (Nullifies Burn).
- Burn (Nullifies Cut).

Health_Points

The Player begins with 50 Health_Points. The Player's Health_Points cannot surpass 50.

Room

Set of 4 cards (Monster_Card or Healing_Card) drawn from the Monster_Deck.

Dungeon

The entirety of the Monster_Deck.

Move

The action of executing an Attack against Monster_Cards in a Room.

Graveyard

A deck where dead Monster_Cards and Healing_cards are accumulated.

Memory

A deck where used Attack_Cards are accumulated.

Attack_Deck Composition

The Attack_Deck is composed of 42 Attack_Cards with 2 Polarities each. The Attack_Deck contains every combination of Attack_Card Polarities with Damage_Points of 4, 6, 8, and 10, where:

- Each Polarity on the Attack_Card cannot be combined with another Polarity whose Damage_Points are higher than 4 additional Damage_Points, or lower than 4 less Damage_Points.
- Each Polarity on the Attack_Card cannot be combined with another Polarity of the same Attack_Type.

Monster_Deck Composition

The Monster_Deck is composed of 40 cards. It contains all cards of a regular deck, excluding any cards with a number under 5. So, it contains each of the 4 suits of 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace.

Gameplay Guidelines

Draw Phase

Draw 4 Monster_Cards, and lay them out in order of draw.

Draw 5 Attack_Cards.

This is a Room.

Strategy Phase

Place Attack_Cards under Monster_Cards to attack them.

Combat Phase

Calculate Damage_Points applied to Monster_Cards.

Calculate Attack_Type nullification towards self.

Calculate Damage applied to self.

Recovery Phase

Place eliminated Monster_Cards into Graveyard.

Place used Attack_Cards into Memory.

Choose which Healing_Cards to use, and place used Healing_cards into Graveyard.

Place unused Healing_Cards into the Monster_Deck, and reshuffle it.

Draw Attack_Cards until you have 5.

Room Clear

When the Room is cleared, draw another 4 Monster_Cards. This starts a new Room.

Repeat from Strategy Phase.

Setup

The game is played with 2 decks: One Monster_Deck and one Attack_Deck. Each of these decks is shuffled in the very beginning of the game. The two decks are positioned face-down, and are kept separate throughout the game. The cards from these decks must always be drawn from the top.

Setting the Field

- The Player begins by drawing 4 cards from the Monster_Deck, and laying them out in order of draw, from left to right. This constitutes a Room.
- The Player then draws 5 Attack_Cards.

Combat

To attack, the Player must place one or more Attack_Card(s) under a Monster_Card.

- The Polarity of the Attack_Card(s) facing the Monster_Card determines the Damage_Points and Attack_Type that will be applied onto the Monster.
- The Polarity of the Attack_Card(s) facing the Player determines the Damage_Points and Attack_Type that will be applied onto the Player.

Damage to Monster_Cards

- The Damage_Points applied onto a Monster_Card is equal to the Attack_Card's number.
- The Damage_Points applied onto a Monster_Card is doubled if the Monster_Card is weak to the Attack_Type of the Attack_Card.
- If there are multiple Attack_Cards under the same Monster_Card, the Damage_Points applied onto the Monster_Card is equal to the sum of the Attack_Cards' Damage_Points.

Damage to Player

- The Damage_Points applied onto the Player are calculated from the Attack_Cards under the Monster_Cards, from top to bottom, and then left to right.
- The Damage_Points applied onto the Player is equal to the Attack_Card's number.
- Nullification: If an Attack_Card is immediately preceded by an Attack_Cards whose Attack_Type is nullified by the Attack_Card in question, then the Damage_Points applied by the preceding Attack_Card and the Attack_Card in question is halved.
- If an Attack_Card was used as a nullifier, it cannot be nullified by any following Attack_Cards.
- The total Damage_Points applied onto the Player is equal to the sum of all Attack_Cards' Damage_Points.

Healing

- If there are Healing_Cards among the 4 drawn cards in a Room, the Player can use them at any point during this Room.
- The number of Health_Points applied to the Player upon usage of a Healing_Card is equal to the Healing_Card number.
- The Player's Health_Points cannot surpass 50 Health_Points.
- Used Healing_Cards are discarded into the Graveyard.
- At the end of the Room, unused Healing_Cards are re-inserted into the Monster_Deck, which is then re-shuffled before starting the next Room.

Making a Move

After the Player is satisfied with the distribution of their Attack_Cards, they may finish their Move. Finishing a Move means that the Player must now calculate the Damage_Points applied to both them, and the Monster_Cards.

Monster Death

- The Monster_Card is killed if the sum of the Damage_Points applied to it is equal to, or surpasses its Health_Points.
- Killed Monster_Cards are discarded into the Graveyard.
- Attack_Cards under the killed Monster_Cards are moved to the Memory.

Monster Survival

- The Monster_Card survives if the sum of the Damage_Points applied to it is less than its Health_Points.
- The Monster_Card's new Health_Points are equal to the difference between the Monster_Card's Health_Points and the sum of the Damage_Points applied to it.
- The new Monster_Card's Health_Points are applied as Damage_Points to the Player.
- Attack_Cards used against Monster_Cards are kept on the Field as a reminder of the Monster_Card's difference in Health_Points.
- Used Attack_Cards are not re-used in calculating the Damage_Points towards the Player in subsequent Moves.

Player Health

- The Player's new Health_Points are equal to the difference between the Player's Health_Points and the sum of the Damage_Points from their Attack_Cards and the surviving Monster_Cards applied to them.

- If the Player's new Health_Points are less or equal to 0, the Player dies, and the game is over.

Progression

Finishing a Move

- After the Player has finished their Move, the Player must draw cards from the Attack_Deck until the Player has 5 Attack_Cards in their hand.
- If there are no more Attack_Cards left in the Attack_Deck, the Player must re-shuffle the Attack_Cards in the Memory and make that their new Attack_Deck.
- If there are surviving Monster_Cards in the Room, the Player must execute another Move.
- If the Player wishes, they may draw additional cards from the Monster_Deck during a Room, with a maximum of 4 Monster_Cards or Healing_Cards being allowed on the Field at any given time.

Clearing a Room

- After the Player has killed all the Monster_Cards in a Room, the Player must draw another 4 cards from the Monster_Deck, and lay them out in order of draw, from left to right. This starts a new Room.

Winning

- After the Player has killed all the Monster_Cards in the Dungeon, the Player has won.

Nullification Sheet

