

How to Play — Quick Guide

Everything you need to duel across the timelines.

Objective & Win Conditions

Reduce your opponent's Hero HP to zero, or force them to run out of cards. First to meet either condition wins the match.

- **Match win:** opponent's Hero HP hits 0.
- **Deck out:** opponent has no cards left to draw.
- **Best-of-three:** first to two match wins takes the game.

Deck Building & Setup

Deck Requirements

- Each deck contains exactly **40 cards**.
- Max **3 copies** of any single card (**1 copy** for Legendary).
- Every deck must include **one Hero card** in your Hero Zone.

Starting the Match

- 1 Shuffle your deck and place it in your Draw Zone.
- 2 Each player draws **5 cards** for their opening hand.
- 3 Place your Hero card in the Hero Zone at full HP.
- 4 Highest card number goes first. Coin flip on ties.

Turn Structure

Each turn moves through four phases in order:

1. Draw Phase

Draw one card from the top of your deck.

2. Charge Phase

Gain 1 Charge (max 10). Charges are spent to play cards and activate abilities.

3. Action Phase

Play Strike, Support or Legendary cards by paying their Charge cost. Attack with your Hero or any played Strike cards.

4. End Phase

Resolve end-of-turn effects, then pass. Hand size cap is **7 cards**.

Card Types

Hero Cards

Your champion. Each Hero has an HP total and a signature ability. Timeline J, Titan Jr., Storma, Flashbyte and Glitch each play very differently.

Strike Cards

Offensive cards with an attack value. Play them into your Battle Zone to damage the opposing Hero or trade with enemy Strikes.

Support Cards

Bufs, heals, tech and disruption. Support cards resolve immediately unless they say otherwise.

Legendary Cards

Once-per-match game changers costing 6+ Charge. Only one copy per deck; only used once per match.

Evolution Cards

Layer on top of a matching Hero or Strike to upgrade stats and unlock a new ability. Higher levels (II, III, V) require the previous level in play.

Combat & Damage

- 1 Declare an attacker (Hero or Strike) during your Action Phase.
- 2 Your opponent may block with any Strike in their Battle Zone.
- 3 Compare attack values — the lower card is destroyed and sent to the Discard.
- 4 If no blocker is declared, damage equal to the attack value hits the opposing Hero.
- 5 Ties destroy both cards. A Hero attacks once per turn; each Strike attacks once per turn.

Quick Reference

Deck size	40 cards	Opening hand	5 cards
Max Charge	10	Max hand size	7
Legendary copies	1 per deck	Match format	Best of 3

Full rules, FAQ and glossary: jforcestudios.com/how-to-play

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