

# Silver Spell Frenzy

## Silver Spell Rule Summary

Josiah Lebowitz

### **Silver Spell (Battle System/Card Game)**

Battles can contain an unlimited amount of participants and teams but each participant can have no more than three cards in play at any given time. Each person can only have one deck and each deck must contain exactly thirty cards. In battle, people can search through their decks at will and use any card at any time (provided it doesn't exceed the three card limit). Battles take place in real time, there are no turns. The goal is to knock out the opposing player(s).

Each card can only be used once per battle but will recharge once the battle ends. Some cards remain on the field until they are destroyed, others activate instantly and then vanish.

### Card Attributes:

- HP: Health Points (depleting the HP destroys the card, monsters and players only)
- Facets: Rarity, the higher number the rarer the card
- ATK: Attack (the amount of damage the monster deals with its normal attacks)
- SPD: Speed (the speed of a normal attack)

When declaring an attack, the player can choose to target an opposing monster or player. The defender has a set amount of real time to react before the attack lands. The defender can choose a monster with a speed that's equal or higher to intercept, taking the hit instead of the target. Magic spells can also be used before the attack lands.

Three unique deck styles exist in Silver Spell.

Tamer Style: Tamers command monsters in battle using them both to protect themselves and attack enemy players and monsters. Their decks often contain about ten to fifteen monsters with the remaining cards being various offensive and supporting magic.

Pros: Lots of protection for the Tamer. Uses multiple monsters so if one is destroyed the Tamer can simply summon another.

Cons: Each monster card in play uses one of the Tamer's three card slots, cutting back on the amount of magic that can be used. Since one third to one half of their deck is made up of monsters there is less room for magic.

Morpher Style: Morphers fight with a single blob like monster that can change into a seemingly infinite number of forms when various magic cards are used on it. They use their monster for both attack and defense. Morphers have a single monster card and between ten and twenty form cards, leaving the rest for offensive and defensive magic.

Pros: Form changing cards only occupy a card slot when they are first activated, letting the player have up to two magic cards active at one time. With a well built deck, form monsters can be changed to adeptly fight off any threat.

Cons: If their lone monster is destroyed Morphers lose both their offense and defense and are extremely vulnerable to attack. Since so much of the deck is dedicated to form cards they can't carry as many offensive and defensive spells as other players.

Fighter Style: Fighters eschew fighting with monsters all together and instead attack enemy players and monsters themselves. Their decks are made up entirely of magic which they use to enhance their own abilities. Most also carry more ordinary weapons (swords, staves, guns, etc).

Pros: Without any monsters on the field, Fighters are free to have up to three magic cards in play at any time. With the right spells they can become quite powerful. They are often masters of their respective weapons, unlike Tamers and Morphers who often don't even carry weapons.

Cons: Without any monsters to protect them, Fighters are in far more danger than Tamers and Morphers during any given battle.

### **Monster Types**

A monster takes an extra 20 damage when attacked by a type it is weak against. However, when attacked by a type it's strong against, damage is reduced by 20.

#### Basic Type:

- Neutral (players, some Morpher monsters): Weak vs. Nothing; Strong vs. Nothing

#### Elemental Types:

- Flamer (fire, pyromaniacs): Weak vs. Liquid; Strong vs. Green Party
- Green Party (plants, environmentalists): Weak vs. Flamer; Strong vs. Dirt
- Dirt (earth, rocks): Weak vs. Green Party; Strong vs. Live Wire
- Live Wire (electricity, lightning): Weak vs. Dirt; Strong vs. Wind Bag
- Wind Bag (air, wind): Weak vs. Live Wire; Strong vs. Freezer Burn
- Freezer Burn (ice): Weak vs. Wind Bag; Strong vs. Liquid
- Liquid (water, soda, etc...): Weak vs. Freezer Burn; Strong vs. Flamer

#### Special Types:

- Cheese (cheese): Weak vs. Everything; Strong vs. Everything
- Hocus Pocus (magic): Weak vs. Nothing; Strong vs. Nothing