

## ENTER THE KARROT

### GAME SETUP

1. Players choose which class they will play by picking out a card from the 3 class cards.
2. The boss cards are then shuffled, with the “Kevin the Karrot” card at the bottom. Kevin is always the final boss.
3. The player cards are then shuffled and each player gets 3 cards for their opening hand.
4. The boss controller draws the top card from the boss card pile and places it face up. This will also summon a corresponding minion along with the summoned boss.
5. The DPS moves first, then the TANK, then the SUPPORT, then the MINION, and lastly, the BOSS. This counts as one turn.
6. Each HERO draws one card from the deck during their turn.
7. HEROES take turns in taking actions during their turn. Only one action per turn is allowed.
8. HEROES must kill each boss to progress through the entire boss gauntlet.
9. MINIONS persist even after the boss they came with dies
10. The game is over when the final boss has been slain or when all the heroes have been killed.

### GENERAL MECHANICS

1. Only ONE action per turn is allowed.
2. Buffs will always make you deal +1 extra damage for the next physical attack instance.  
A) In case of a double strike, the buff will apply only to the first hit (3+1, 3 and NOT 3+1, 3+1)
3. Nerfs will make anyone take +1 extra damage for the next physical attack instance.  
A) In case of a double strike, the nerf will apply only to the first hit (3+1, 3 and NOT 3+1, 3+1)
4. The DEFEND basic action can be targeted on other HEROES.
5. The HEAL basic action can only be self-targeted.

### HERO MECHANICS

1. Heroes can use any of the basic actions listed in their hero cards, or they can use activated abilities by using ability cards drawn from the deck. Note that only one action can be taken.
2. Using basic actions that are not native to the hero class will require the hero roll a six-sided die (1d6). The hero must get a positive result in order for the cross-class basic action to succeed. The farther away from the class the basic action is, the higher the result must be.  
A) DPS:
  - Must roll a 4, 5, or 6 to heal. A 1, 2, or 3 causes the action to miss
  - Must roll a 6 to block. Any result other than that will cause the action to missB) TANK:
  - Must roll a 4, 5, or 6 to attack. A 1, 2, or 3 causes the action to miss
  - Must roll a 6 to heal. Any result other than that will cause the action to missC) SUPPORT:
  - Must roll a 4, 5, or 6 to block. A 1, 2, or 3 causes the action to miss
  - Must roll a 6 to attack. Any result other than that will cause the action to miss
3. Abilities used will go on cooldown and cannot be used for that duration. The duration is equal to the ability's display number on the class card. (e.g. using ability #2 will cause the ability to go on cooldown for 2 turns).

## BOSS MECHANICS

1. Boss characters do not have a deck with which they can use to activate their abilities.
2. Bosses may use basic attacks, or use activated abilities. The “Action Per Turn” rule applies.
3. Bosses come with 1 summoned minion when they enter. They can use their one-time-only “SUMMON” ability to summon an extra minion.
4. ALL boss abilities have a ONE-TURN-COOLDOWN.
5. Boss characters do a set 5 attack damage for their basic attacks.
6. Boss HP values are as follows:
  - LV1 = 10
  - LV2 = 10
  - LV3 = 10
  - LV4 = 13
  - LV5 = 16
  - LV6 = 19
  - LV7 = 22
  - LV8 = 25
  - LV9 = 28
  - LV10 = 35
7. Bosses can be instantly killed by using the PRISON SHANK card, except for Kevin The Karrot. Because... c'mon, he's the final boss.

## MINION MECHANICS

1. Minions can only use basic attacks.
2. Minions only have 7 health and have 3 attack damage.
3. Minions persist even after the boss they came with dies. The same applies for minions summoned by the boss' summon ability.

## CARD MECHANICS

1. The PRISON SHANK and RESET COOLDOWN cards can only be used once in the game. After they are used, they are removed from the game.
2. Minus the class cards, there are 45 cards in the player deck. Card distribution is as follows:
  - A) Use Ability – 24 pcs
    1. Ability #1 – 12 pcs
    2. Ability #2 – 9 pcs
    3. Ability #3 – 3 pcs
  - B) Lomi – 8 pcs (RESTORES 5HP TO TARGET)
  - C) Remedy – 6 pcs (REMOVES STATUS EFFECT ON TARGET)
  - D) Reshuffle – 1 pc (RESHUFFLES THE GRAVEYARD INTO THE MAIN DECK)
  - E) Prison Shank – 1 pc (INSTANTLY KILLS THE CURRENT BOSS; USABLE ONLY ONCE; REMOVE FROM GAME AFTER USE; CANNOT BE USED ON KEVIN THE KARROT)
  - F) Defib – 2 pcs (REVIVES THE PLAYER TO 25% HP)
  - G) Manipulate Dice – 2 pcs (MANIPULATE THE OUTCOME OF DICE ROLLS)
  - H) Reset Cooldowns – 1 pc (RESETS THE COOLDOWNS OF ALL ABILITIES; USABLE ONLY ONCE; REMOVE FROM GAME AFTER USE)