SKYLANDERS

BATTLECAST

PHYSICAL COLLECTABLE CARDS
PLAY INSTRUCTIONS

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TYPES OF CARDS

There are several different types of cards in Skylanders Battlecast:

1 **CHARACTER CARDS:** Select three of the 24 character cards to create your ultimate team to take into battle. Characters are available from previous games in the franchise.

HEALTH: Indicates the health points of a character

POWER: Indicates the Attack power of the character prior to any buffs

50 · 340

SPYRO

SKYLANDER

Dragon Breath
Blast each enemy for 10 damage.

SPECIAL ABILITY: This is the special ability of the character that becomes available when you reach Rank 2 in a match. Please see Appendix for additional information

2 **SPELL CARDS:** Enables Battlecasters to cast powerful spells to attack enemies, heal and more. Spells can be character-specific, element-specific or usable by any character.

CRYSTAL COST: Indicates cost to play the card

3

9TH DEGREE BURN

3 **GEAR CARDS:** Provides boost to character's stats or add an effect during the battle. Gear can be character-specific, element-specific or usable by any character. Gear used in battle can be placed on either an enemy, yourself, or an ally. Gear is in effect until it is destroyed.

CRYSTAL COST: Indicates cost to play the card

1

AMULET OF HEALING

At the end of your turn, restore 10 health to caster.

4 **RELIC CARDS:** Helps to change battle dynamics by adding a relic to the battleground. Relics can be attacked and character-specific, element-specific or usable by any character. Relic cards have Health, can be attacked, and only one per team can be on the playing field at a time.

4 · 60

BRIMSTONE

You and your allies get x2 spell damage.

HEALTH: Unlike gear cards, relic cards have a health associated with them and can be directly attacked

CARD SUB-DIVISIONS

Spell, gear and relic cards are broken down into sub-divisions based on who can use them and deck building rules:

CHARACTER-SPECIFIC CARDS:

These cards can only be used by the character denoted in the icon in the top center of the cards. You may add these cards to your 30-card deck if this character is in your three-character team.

ELEMENTAL CARDS:

These cards can be used by any Skylander during a match, but can only be added to your deck if you have a Skylander of that element in your three-character team.

NON-ELEMENTAL CARDS:

These cards can be used by any Skylander during a match and can be added to your deck regardless of what three-character team you have.

GAME TERMINOLOGY

1 FRONTLINE: Refers to the one Skylander that you've decided will be on your frontline for battle. All actions typically come from this Skylander.

2 SIDELINE: Refers to the other two Skylanders on a three-character team that are on the sideline and inactive for the moment.

3 SWAPPING: Once each turn, you can swap a Skylander from your sideline to the frontline. Unless a special card is used to generate additional swaps or force a swap, you may only swap once a turn.

4 HEALTH: Each Skylander character card has a set amount of health denoted at the top left hand side of the card. The total health denotes how much damage must be dealt to the card to knock it out of play. The total Health a Skylander has can be increased by different methods in the game.

5 POWER: Each Skylander character card has a set amount of power denoted at the top right hand side of the card. The total power denotes how much damage this Skylander can deal with his basic attack. The total Power a Skylander has can be increased by different methods in the game.

6 BASIC ATTACK: The frontline character can execute one Basic Attack each turn. The amount of damage done to the opposing enemy is equal to the amount of Power the frontline character has at the moment of the attack. Once a Basic Attack is used by a player, it cannot be used again until the next round. For example, you cannot use a Basic Attack, swap the character, and use a Basic Attack again.

7 CRYSTALS: Every action in the game outside of the Basic Attack and Swapping will cost you Crystal points. They are also referred to in the game as energy on occasion. The amount of Crystals a spell costs is denoted on the top left hand side of the Spell/Gear/Relic cards. Each player starts the game with one Crystal and in each subsequent round, the Crystal count for each player increases by one. Unused Crystals cannot be carried over to subsequent rounds.

8 XP: In a match, your character cards can gain XP for executing moves. You receive XP from executing a move that cost Crystals (except for when you use a Special Ability) and by executing your Basic Attack. Swapping and Special Abilities do not give you XP. On occasion, there are cards that will give your characters XP.

9 RANKING UP: While in a match, your characters have the ability to "Rank Up". Ranking up occurs when a frontline character has gained three XP. You can Rank Up a total of two times for each character in a match and can move from rank 1 to rank 3. Every character starts at rank 1.

    A At rank 2, the character gains the ability to use their Special Ability. The Special Ability is noted on the character card. At the end of the guide, we will include a list of how many Crystals it takes to execute a character's Special Ability. Special Abilities can be executed once every turn only and only by that character (Reference page 7).

    B At rank 3, the character will gain a stat boost. At the end of the guide, we will include a list of how much of a stat boost in Health and Power each character gains (Reference page 9).

10 SPECIAL ABILITY: Every character has a Special Ability that is denoted on their character card. This special ability will cost you some amount of Crystals and it can be used once a turn once that character reaches rank 2 (Reference page 7).

11 MUTE: When this effect is cast on a character card, that character cannot use any Spell/Gear/Relic cards until the effect has worn off. Unless otherwise noted, the effect on the character only lasts for their next turn.

12 SNARE: When this effect is cast on a character card, that character cannot swap until that effect has worn off. Unless otherwise noted, the effect on the character only lasts for their next turn.

13 SUBDUE: When this effect is cast on a character card, that character's next attack will do no damage. Unless otherwise noted, the effect on the character only lasts for their next turn.

RULES AND HOW TO PLAY

HOW TO BUILD A DECK

There are some general rules to deck building. Before you start, you must select 3 Skylanders Character Cards to build a playing deck for. There are a total of 24 different character cards for you to choose from.

After your three characters are selected, the next step is to build a 30-card deck to battle with. The rules are as follows:

1 You can only add Character Gear/Spell/Relic cards to your deck if you have that Skylander in your 3-character team. For example, 'Torchnado' is a Spitfire spell card that can only be used by Spitfire. You can only add 'Torchnado' to your 30-card deck if Spitfire is one of the three characters on your team.

2 You can only add Elemental Gear/Spell/Relic cards to your deck if you have a Skylander of that element on your three-character team. For example, 'Resurrection Ring' is a Life Elemental Gear card. To add this to your deck, you need to have a Life Skylander (Tree Rex, Stealth Elf, or Food Fight) on your three-character team. Keep in mind that during a match, an Elemental Gear/Spell/Relic card can be used by any character on your team.

3 Decks can only contain one copy of any card

4 A total playing deck consists for 30 spell/gear/relic cards and 3 Skylander character cards. Keep within the rules above to build a 30 card deck for your team..

WHAT YOU NEED TO PLAY

1 Two people (including yourself)

2 A complete deck, which consists of three character cards and a 30-card play deck

3 A coin

4 Three six-sided dice

5 Pen and paper to keep track of stats

HOW TO PLAY

A Battlecast game is played with one other person in a one-on-one match up. The goal is to knockout each of your opponent's character cards to win. A character card is knocked out when you've reduced the Health of the character to zero. Alternatively, you can win if all cards from an opponent's deck have all been used.

Before you begin a match:

1 Select three character cards you'd like to battle with.

2 Construct a 30-card deck for those three characters. Keep in mind the deck building instructions above.

When playing Battlecast, you will have one character on the frontline while the other two are on the sidelines. The Skylander that is put on the frontline is the only Skylander that can cast Spell/Gear/Relic cards. Unless specified otherwise on the card, the effect of the card typically only affects the frontline Skylander (both on your team and the opponent's team).

Your other two characters are on the sideline. They can take damage, but usually cannot commit to any actions such as using a basic attack or a Spell/Gear/Relic card.

SETTING UP THE GAME

1 Choose the character you want to place on the frontline and place the other two characters on the sideline.

2 Shuffle your deck of 30 cards and leave them in a pile facedown. Draw the first three cards for your first hand.

3 Keep a pencil, three six-sided die, and a scrap piece of paper on hand to track your game stats. The scrap paper will come in handy to remember stat boosts that are casted and effects that are in play (such as Mute, Snare, or Subdue).

4 Flip a coin to decide who goes first. Heads, player one goes first. Tails, player two goes first.
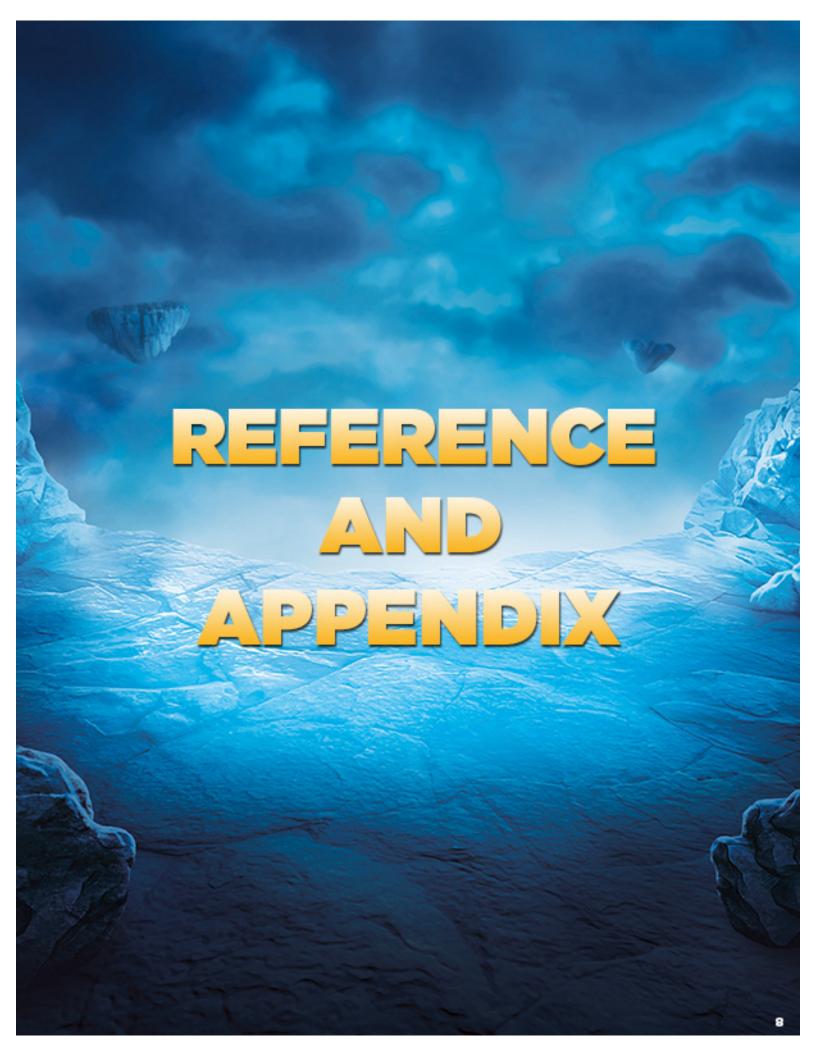
PLAYING THE GAME

1 Each player starts with one Crystal. For the player that is going second, they get one extra Crystal that they can use at anytime only once. Mark that on a scrap piece of paper.

Every turn after the first round, a player will draw a card before they play their turn.

After the second player takes their turn, increase the Crystal count by one for each subsequent round.

For example, in round one, each player has one Crystal to use. In round two, each player will have two Crystals to use and so forth.

2 During a turn, a player can take the following actions:

A Execute a Basic Attack (no cost, only once per turn) and damage is equal to the attack power noted on the character card plus any stat boosts in play

B Swap (no cost, only once per turn)

C Play a Spell/Gear/Relic card (constrained by the amount of Crystals that card costs to play) Note that when a Relic card is played, it is placed next to the frontline character. When a Gear card is equipped, it is placed under the equipped character where the ability is visible

D Play a Special Ability (constrained by the amount of Crystals that Ability costs to play)

3 Each time you perform a Basic Attack or Play a Spell/Gear/Relic card, that character will earn an XP point. Please note that using a Special Ability and Swapping does not give you an XP point. Three XP points will Rank Up your character in battle and provide additional character benefits:

A Rank 2: Enables your character to use their special ability. The special ability is noted on the character card. Refer to the References and Appendix for details on ability cost (Reference page 8)

B Rank 3: Will provide an attack bonus to your character. Please refer to the References and Appendix for details on power boost. (Reference page 10)

4 Note that Swapping and Special Abilities DO NOT provide XP to your character.

5 Once you've exhausted the amount of actions you can take, it is the other player's turn.

6 Continue to take turns with the opposing player until one player has knocked out all the opposing characters or someone runs out of cards. A character is knocked out once the Health has been depleted to zero.

7 Please refer to References and Appendix for additional information on Character Special Abilities, Character Rank Up Stat Boosts, and special card effects (Reference page 7-13).

REFERENCE AND APPENDIX

CHARACTER CARD SPECIAL ABILITIES (CONTINUED)

CHARACTER	SPECIAL ABILITY NAME	CARD SPELL EFFECT	CRYSTAL COST
SNAP SHOT	SHARPSHOOTER	SHOOT AN ENEMY FOR 20 DAMAGE	3
WASH BUCKLER	MUCKSHOT	GIVE THE ACTIVE ENEMY -30 POWER UNTIL YOUR NEXT TURN.	2
STORMBLADE	FEATHER BLADES	SLICE A RANDOM ENEMY FOR 20 DAMAGE	1
RIP TIDE	FISH FEAST	RESTORE 10 HEALTH TO EACH ALLY.	1
ERUPTOR	SCORCHING FUMES	YOU AND YOUR ALLIES GET +10 SPELL DAMAGE THIS TURN	1
FLASHWING	SHIELD LATTICE	UNTIL YOUR NEXT TURN, GIVE EACH ENEMY -20 DAMAGE WHILE FLASHWING IS ACTIVE.	2
SPITFIRE	NITRO BLAST	BLAST THE ACTIVE ENEMY FOR 40 DAMAGE	4

CHARACTER CARD SPECIAL ABILITIES:

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CHARACTER	SPECIAL ABILITY NAME	CARD SPELL EFFECT	CRYSTAL COST
JET VAC	ERRATIC VORTEX	SWAP IN A RANDOM SIDELINE ENEMY	1
CRUSHER	GOLEM'S STRENGTH	GIVE CRUSHER +10 POWER.	1
SMASH HIT	GROUND POUND	SNARE THE ACTIVE ENEMY	4
PRISM BREAK	GEOMANCY	CREATE A GLOWING GEODE AND GAIN ONE ENERGY IN YOUR NEXT TURN.	1
ROLLER BRAWL	FEARSOME CHARGE	BASH A FRONTLINE ENEMY FOR 10 DAMAGE, IF ROLLER BRAWL SWAPPED THIS TURN, BASH IT FOR 40 DAMAGE INSTEAD	2
KRYPT KING	GRAVE RESOLVE	RESTORE 30 HEALTH TO KRYPT KING IF HE HASN'T SWAPPED THIS TURN.	2
TREE REX	OVERGROWTH	GIVE TREE REX +20 MAX HEALTH	2
FOOD FIGHT	FRUITS AND VEGGIES	RESTORE 10 HEALTH TO A RANDOM ALLY. SHOOT A RANDOM ENEMY FOR 10 DAMAGE.	1
STEALTH ELF	ENCHANTED BLADES	GIVE STEALTH ELF +20 POWER UNTIL THE END OF YOUR NEXT TURN	3
COUNTDOWN	SHORT FUSE	BLAST A FRONTLINE ENEMY FOR 40 DAMAGE. BLAST COUNTDOWN FOR 20 DAMAGE.	1
JAWBREAKER	OVERCLOCK	GIVE JAWBREAKER +50 POWER THIS TURN	3
SPYRO	DRAGON BREATH	BLAST EACH ENEMY FOR 10 DAMAGE.	1
NINJINI	GENIE'S HIDEOUT	BOTTLE UP NINJINI	2
POP FIZZ	STRANGE BREW	GAIN A NON-CHARACTER SPELL.	3
TRIGGER HAPPY	CUSTOM MODS	GIVE AN ALLY WITH A GEAR +10 POWER UNTIL ITS GEAR IS DESTROYED	1
HIGH NOON TRIGGER HAPPY	WITCH'S CURSE	GAIN A RANDOM GEAR FROM YOUR DECK IN YOUR HAND.	1
HEX	GENIE'S HIDEOUT	GIVE AN ENEMY -10 MAX HEALTH	1
WHIRLWIND	DRAGON'S WISDOM	GIVE EACH OTHER ALLY +1 XP.	2
SONIC BOOM	HATCH A PLAN	GAIN A CARD THAT COSTS 1.	3
HOT HEAD	BOILING OVER	GIVE HOT HEAD +10 POWER THIS TURN. IF HE WAS DAMAGED LAST TURN, GIVE HIM +30 POWER INSTEAD	2
OBSIDIAN HOT HEAD	FIERY OUTBURST	BASH HOT HEAD FOR 20 DAMAGE. GAIN AN ENERGY.	0

CHARACTER RANK UP STAT BOOSTS

When characters in a match execute three qualified actions (Basic Attack or Cast a Spell/Gear/Relic card), you rank up. Once a character gets to Rank 3, they receive a stat boost.

BOOSTS FOR EACH CHARACTERS ARE AS FOLLOWS:

CHARACTER NAME	ATTACK BONUS
COUNTDOWN	30
CRUSHER	40
ERUPTOR	40
FLASHWING	50
FOOD FIGHT	30
HEX	50
HIGH NOON TRIGGER HAPPY	50
HOT HEAD	30
JAW BREAKER	30
JET-VAC	30
NINJINI	60
OBSEDIAN HOT HEAD	30
POP FIZZ	50
PRISIM BREAK	30
RIP TIDE	40
ROLLER BRAWL	40
SMASH HIT	30
SNAP SHOT	30
SONIC BOOM	30
SPITFIRE	50
SPYRO	40
STEALTH ELF	40
STORMBLADE	40
TREE REX	40
TRIGGER HAPPY	50
WASH BUCKLER	40
WHIRL WIND	30

CARD NAME	CARD SPECIAL EFFECT	OFFICIAL RULING
CALL TO ARMS	GIVE RANDOM GEAR TO EACH ALLY	LOOK THROUGH YOUR DECK AND PULL ALL GEAR CARDS (INCLUDING DISCARD). SHUFFLE CARDS AND HABE OPPONENT RANDOMLY CHOSE A GEAR CARD AND RANDOMLY ASSIGN THE CARD BEFORE REVEALING. AFTER CARDS HAVE BEEN REVEALED AND ASSIGNED, RETURN DISCARDED GEAR TO THE DISCARD PILE AND NON DISCARDED GEAR TO THE PLAY DECK. RESHUFFLE THE ENTIRE PLAY DECK PRIOR TO CONTINUING GAME. IF NO GEAR CARDS ARE PRESENT, DEFAULT ASSIGN COG OF WAR. COG OF WAR: GIVES +10 POWER, +40 MAX HEALTH
CHAIN SWEEP	BASH EACH ENEMY FOR 30 DAMAGE	ROLL ONE DICE. 1-2 CASTS THE FRONTLINE CHARACTER, 3-4 CASTS THE SIDELINE CHARACTER, AND 5-6 CASTS ON THE SECOND SIDELINE CHARACTER.
ERRATIC VORTEX	SWAP IN A RANDOM SIDELINE ENEMY	FLIP A COIN. IF IT LANDS HEADS, CAST ON FIRST SIDELINE CHARACTER. IF IT LANDS TAILS CAST ON SECOND SIDELINE CHARACTER.
FEAST OF FURY	EACH ALLY ATTACKS A RANDOM ENEMY	ROLL A DICE FOR EACH CHARACTER STILL ALIVE. 1-2 CASTS ON THE FRONTLINE CHARACTER, AND 5-6 CASTS ON THE SECOND SIDELINE CHARACTER.
FEATHER BLADES	SLICE A RANDOM ENEMY FOR 20 DAMAGE	ROLL ONE DICE. 1-2 CASTS THE FRONTLINE CHARACTER, 3-4 CASTS THE SIDELINE CHARACTER, AND 5-6 CASTS ON THE SECOND SIDELINE CHARACTER.
FIZZ! BANG!	SHOOT A RANDOM ENEMY FOR 50 DAMAGE	ROLL A DICE FOR EACH ACTION. 1-2 CASTS ON THE FRONTLINE CHARACTER, 3-4 CASTS ON THE FIRST SIDELINE CHARACTER, AND 5-6 CASTS ON THE SECOND SIDELINE CHARACTER.
FRUITS AND VEGGIES	SHOOT A RANDOM ENEMY FOR 50 DAMAGE REMOVE A RANK FROM A RANDOM ENEMY. SNARE A RANDOM ENEMY	ROLL ONE DICE. 1-2 CASTS THE FRONTLINE CHARACTER, 3-4 CASTS THE SIDELINE CHARACTER, AND 5-6 CASTS ON THE SECOND SIDELINE CHARACTER.
GRAVEYARD GRUDGE MATCH	TWO RANDOM ENEMIES ATTACK EACH OTHER.	ROLL ONE DICE TWICE, ONE TIME TO IDENTIFY ATTACKER ONE AND ANOTHER TIME TO IDENTIFY ATTACKER TWO. 1-2 CASTS ON THE FRONTLINE CHARACTER, 3-4 CASTS ON THE FIRST SIDELINE CHARACTER, AND 5-6 CASTS ON THE SECOND SIDELINE CHARACTER.
HORNS FIRST	BLAST THE ACTIVE ENEMY FOR 100 DAMAGE. SWAP IN A RANDOM SIDELINE ENEMY.	FLIP A COIN. IF IT LANDS HEADS, CAST ON FIRST SIDELINE CHARACTER. IF IT LANDS TAILS CAST ON SECOND SIDELINE CHARACTER.
LANDSLIDE	RANDOMLY CRUSH YOUR ENEMIES FOR 150 DAMAGE.	ROLL ONE DICE FOR EACH CHARACTER. THE NUMBER THAT IS ROLLED FOR A PARTICULAR CHARACTER WILL BE THE NUMERATOR. THE SUM OF THE DICE WILL BE THE DENOMINATOR. ALLOCATE DAMAGE BASED ON THE PRECENTAGE OF EACH CALCULATION FOR EACH CHARACTER. ROUND NUMBERS TO NEAREST 10 AND ONLY ALLOCATE DAMAGE EQUAL TO TOTAL DAMAGE DEALT- NOT ANY MORE OR ANY LESS.

CARD NAME	CARD SPECIAL EFFECT	OFFICIAL RULING
MAGIC MAYHEM	RANDOMLY SHOCK YOUR ENEMIES FOR 120 DAMAGE.	ROLL ONE DICE FOR EACH CHARACTER. THE NUMBER THAT IS ROLLED FOR A PARTICULAR CHARACTER WILL BE THE NUMERATOR. THE SUM OF THE DICE WILL BE THE DENOMINATOR. ALLOCATE DAMAGE BASED ON THE PRECENTAGE OF EACH CALCULATION FOR EACH CHARACTER. ROUND NUMBERS TO NEAREST 10 AND ONLY ALLOCATE DAMAGE EQUAL TO TOTAL DAMAGE DEALT- NOT ANY MORE OR ANY LESS.
MERCHANT OF MENACE	GIVE A RANDOM UNGEARED CHARACETR YOU CONTROL COG OF WAR. GIVE A RANDOM ENEMY HOT PANTS.	ROLL A DICE FOR EACH ACTION. 1-2 CASTS ON THE FRONTLINE CHARACTER, 3-4 CASTS ON THE FIRST SIDELINE CHARACTER, AND 5-6 CASTS ON THE SECOND SIDELINE CHARACTER. COG OF WAR: GIVES +10 POWER, +40 MAX HEALTH HOT PANTS: AT THE END OF OWNER'S TURN, AFFLICT IT FOR 20 DAMAGE.
MINE BLOWN	BLAST EACH ENEMY FOR 30 DAMAGE SWAP IN A RANDOM SIDELINE ALLY.	FLIP A COIN. HEADS SWAPS IN THE FIRST SIDELINE CHARACTER AND TAILS SWAPS IN THE SECOND SIDELINE CHARACTER.
PORTAL RUPTURE	RANDOMLY SHOCK YOUR ENEMY FOR 70 DAMAGE.	ROLL ONE DICE FOR EACH CHARACTER. THE NUMBER THAT IS ROLLED FOR A PARTICULAR CHARACTER WILL BE THE NUMERATOR. THE SUM OF THE DICE WILL BE THE DENOMINATOR. ALLOCATE DAMAGE BASED ON THE PRECENTAGE OF EACH CALCULATION FOR EACH CHARACTER. ROUND NUMBERS TO NEAREST 10 AND ONLY ALLOCATE DAMAGE EQUAL TO TOTAL DAMAGE DEALT- NOT ANY MORE OR ANY LESS.
POWER PUMMEL	JAWBREAKER ATTACKS UP TO TWO RANDOM ENEMIES.	ROLL ONE DICE TWICE. ONE TIME TO IDENTIFY THE FIRST RECIPIENT AND A SECOND TIME TO IDENTIFY THE SECOND RECIPIENT. 1-2 IS FOR THE FRONTLINE CHARACTER 3-4 IS FOR THE FIRST SIDELINE CHARACTER, 5-6 IS FOR THE SECOND SIDELINE CHARACTER.
PYROCLASTIC BLAST	RANDOMLY BLAST YOUR ENEMIES FOR 80 DAMAGE. AT THE END OF YOUR NEXT TURN, REPEAT.	ROLL ONE DICE FOR EACH CHARACTER. THE NUMBER THAT IS ROLLED FOR A PARTICULAR CHARACTER WILL BE THE NUMERATOR. THE SUM OF THE DICE WILL BE THE DENOMINATOR. ALLOCATE DAMAGE BASED ON THE PRECENTAGE OF EACH CALCULATION FOR EACH CHARACTER. ROUND NUMBERS TO NEAREST 10 AND ONLY ALLOCATE DAMAGE EQUAL TO TOTAL DAMAGE DEALT- NOT ANY MORE OR ANY LESS.
SPYROMANIA	RANDOMLY BLAST YOUR ENEMIES FOR 140 DAMAGE. IF AN ENEMY IS DEALT 40 OR MORE DAMAGE THIS WAY, DESTROY ITS GEAR.	ROLL ONE DICE FOR EACH CHARACTER. THE NUMBER THAT IS ROLLED FOR A PARTICULAR CHARACTER WILL BE THE NUMERATOR. THE SUM OF THE DICE WILL BE THE DENOMINATOR. ALLOCATE DAMAGE BASED ON THE PRECENTAGE OF EACH CALCULATION FOR EACH CHARACTER. ROUND NUMBERS TO NEAREST 10 AND ONLY ALLOCATE DAMAGE EQUAL TO TOTAL DAMAGE DEALT- NOT ANY MORE OR ANY LESS.
STINK OR SWIM	SNARE EACH ENEMY. WHEN ANY ENEMY ATTACKS OR PLAYS A CARD NEXT TURN, SWAP IN A RANDOM SIDELINE ENEMY.	FLIP A COIN. IF IT LANDS HEADS, CAST ON FIRST SIDELINE CHARACTER. IF IT LANDS TAILS, CAST ON THE SECOND SIDELINE CHARACTER.

CARD NAME	CARD SPECIAL EFFECT	OFFICIAL RULING
STRAFING RUN	SHOOT THREE RANDOM ENEMIES FOR 80, 60, 40 DAMAGE.	ROLL A DICE FOR EACH ACTION. 1-2 CASTS ON THE FRONTLINE CHARACTER, 3-4 CASTS ON THE FIRST SIDELINE CHARACTER, AND 5-6 CASTS ON THE SECOND SIDELINE CHARACTER.
SUDDEN SWARM	STING TWO RANDOM ENEMIES FOR 20 DAMAGE EACH.	ROLL ONE DICE TWICE. ONE TIME TO IDENTIFY THE FIRST RECIPIENT AND A SECOND TIME TO IDENTIFY THE SECOND RECIPIENT. 1-2 IS FOR THE FRONTLINE CHARACTER 3-4 IS FOR THE FIRST SIDELINE CHARACTER, 5-6 IS FOR THE SECOND SIDELINE CHARACTER.
TEN GALLON HAT	AT THE START OF YOUR TURN, RANDOMLY GIVE YOUR ACTIVE ALLY +10 POWER OR +20 MAX HEALTH.	FLIP A COIN. HEADS GIVES YOUR FRONTLINE CHARCTER +10 POWER AND TAILS GIVES +20 HEALTH.
THE TEMPEST	DISCARD YOUR ELEMENTAL CARDS. RANDOMLY SHOCK YOUR ENEMIES FOR 10 DAMAGE FOR EACH ENERGY THOSE CARDS COST.	ROLL ONE DICE FOR EACH CHARACTER. THE NUMBER THAT IS ROLLED FOR A PARTICULAR CHARACTER WILL BE THE NUMERATOR. THE SUM OF THE DICE WILL BE THE DENOMINATOR. ALLOCATE DAMAGE BASED ON THE PRECENTAGE OF EACH CALCULATION FOR EACH CHARACTER. ROUND NUMBERS TO NEAREST 10 AND ONLY ALLOCATE DAMAGE EQUAL TO TOTAL DAMAGE DEALT- NOT ANY MORE OR ANY LESS.
THORNCASTER	AT THE END OF YOUR TURN, IF OWNER IS ACTIVE ADD 1 TO THE COST OF A RANDOM CARD IN THE ENEMY HAND.	CHOSE A CARD AT RANDOM IN YOUR OPPONENTS HAND WHILE NOT LOOKING. NOTE THE COST OF THE CARD HAS INCREASED BY 1 ON PAPER.
TINY TWISTER	SWAP IN A RANDOM SIDELINE ENEMY. CRUSH THE ACTIVE ENEMY FOR 10 DAMAGE.	FLIP A COIN. HEADS SWAPS IN THE FIRST SIDELINE CHARACTER AND TAILS SWAPS IN THE SECOND SIDELINE CHARACTER.
TORCHNADO	BLAST A FRONT LINE ENEMY AND ANOTHER RANDOM ENEMY FOR 60 DAMAGE.	FLIP A COIN. HEADS DAMAGES THE FIRST SIDELINE CHARACTER AND TAILS DAMAGES THE SECOND SIDELINE CHARACTER.
TRICK SHOT	SHOOT A SIDELINE ENEMY FOR 80 DAMAGE. SOHOT A RANDOM FRONTLINE ENEMY FOR 60 DAMAGE.	FLIP A COIN FOR EACH ACTION. FOR THE SIDELINE DAMAGE, HEADS CASTS ON THE FIRST FRONTLINE CHARCTER AND TAILS CASTS ON THE SECOND FRONTLINE CHARACTER. FOR FRONTLINE DAMAGE, ONLY FLIP A COIN IF A RELIC IS IN PLAY. OTHERWISE DAMAGE IS FULLY DIRECTED AT THE FRONTLINE CHARACTER WHILE TAILS DAMAGES THE FRONTLINE RELIC.

If you think you have a better ruling for how a card should be used, feel free to create a new rule!
We want this game to be fun for you and as long as your opponent agrees, it works!

RANDOM ELEMENT ALLOCATIONS:

There are a number of cards associated with random damage allocation or some type of other randomized action that is inflicted on an opponent. The easiest way to decided how random factor cards play out is with the use of dice. You can make up your own rule on how to deal with random effect cards but here's our way to deal with the random element:

1 Random damage dealing: Roll one dice for reach character. The number that is rolled for a particular character will be the numerator. The sum of the dice will be the denominator. Allocate damage based on the percentage of each calculation for each character. Round numbers to nearest 10 and only allocate damage equal to total damage dealt – not any more or less.

2 Random Actions: Random Actions are any cards that randomly afflict an opponent. Roll one dice. If it lands on 1 or 2, cast spell on frontline character. 3 or 4, cast spell on first sideline character. 5 or 6, cast spell on second sideline character.

3 Random swap: Roll one dice. An even number swaps in the first sideline character. An odd number swaps in the second sideline character.

4 random gear assignment: When cards execute random gear assignment, look at deck (and discard pile) and draw ample amount of gear cards. Opponent will pick cards and randomly assign without revealing. Reveal only after cards have been assigned. Return rest of Gear cards to respective pile they were in. Re-shuffle play deck.

5 Random Card Drawing: If type of card is specified, pull out all cards that meet criteria by looking through your discard pile and play deck. Shuffle and randomly pick a card for your hand or for assigning. Return rest of cards to respective locations they were pulled from and reshuffle play deck for play.

FOR FURTHER EXPLANATION ON SPECIFIC CARDS:

CARD NAME	CARD SPECIAL EFFECT	OFFICIAL RULING
ABRA-KABOOM	BLAST ENEMY FOR 50 DAMAGE	ROLL ONE DICE. 1-2 CASTS THE FRONTLINE CHARACTER, 3-4 CASTS THE SIDELINE CHARACTER, AND 5-6 CASTS ON THE SECOND SIDELINE CHARACTER.
ARCANE PRISM	WHEN YOU PLAY A SPELL, SHOCK A RANDOM ENEMY FOR 40 DAMAGE	ROLL ONE DICE. 1-2 CASTS THE FRONTLINE CHARACTER, 3-4 CASTS THE SIDELINE CHARACTER, AND 5-6 CASTS ON THE SECOND SIDELINE CHARACTER.
AUTO FIRE	RANDOMLY SHOOT YOUR ENEMIES FOR DAMAGE EQUAL TO SPITFIRE'S POWER	ROLL ONE DICE FOR EACH CHARACTER. THE NUMBER THAT IS ROLLED FOR A PARTICULAR CHARACTER WILL BE THE NUMERATOR. THE SUM OF THE DICE WILL BE THE DENOMINATOR. ALLOCATE DAMAGE BASED ON THE PRECENTAGE OF EACH CALCULATION FOR EACH CHARACTER. ROUND NUMBERS TO NEAREST 10 AND ONLY ALLOCATE DAMAGE EQUAL TO TOTAL DAMAGE DEALT- NOT ANY MORE OR ANY LESS.
BEAM BARRAGE	RANDOMLY SLICE YOUR ENEMIES FOR 110 DAMAGE	ROLL ONE DICE FOR EACH CHARACTER. THE NUMBER THAT IS ROLLED FOR A PARTICULAR CHARACTER WILL BE THE NUMERATOR. THE SUM OF THE DICE WILL BE THE DENOMINATOR. ALLOCATE DAMAGE BASED ON THE PRECENTAGE OF EACH CALCULATION FOR EACH CHARACTER. ROUND NUMBERS TO NEAREST 10 AND ONLY ALLOCATE DAMAGE EQUAL TO TOTAL DAMAGE DEALT- NOT ANY MORE OR ANY LESS.
BOO!	AFFLICT A FRONTLINE ENEMY FOR 20 DAMAGE. SWAP IN A RANDOM SIDELINE ENEMY	FLIP A COIN. HEADS SWAPS IN THE FIRST SIDELINE CHARACTER AND TAILS SWAPS IN THE SECOND SIDELINE CHARACTER.

TIPS AND TRICKS + DECK CHECKLIST

STRATEGY TIPS AND TRICKS

Skylanders Battlecast is a fun card battle game full of strategy and fun! Here is a deeper look into the game strategy and how to build decks around the way you like to play:

Generally, each element has a play speed and a combo style.

There are two types of play speeds: fast and slow.

Fast elements have cards that will help you end matches early. Fast element spells usually have a lower mana crystal cost that let you cast them earlier in the game to take down your foes.

Fast elements are Magic, Fire, Air, and Water. An example of a fast spell card is Shock, which only costs 1 mana crystal and does 40 damage to your enemy!

Slow elements have cards that build up power over time and hit hard in longer matches. These cards usually cost more mana crystals, but they deal massive damage or can change the tide of battle in one move!

Slow elements are Tech, Life, Earth, and Undead.
An example of a slow spell card is Arkeyan Battle Armor which adds +30 power and max health every turn your Skylander is active!

Now onto the two different combo styles: Chain and Impact.

Chain elements have cards that work best when you combine and use them together. Playing these cards in combos will give you the upper hand.

Chain elements are Magic, Fire, Tech, and Life. An example of some chain cards are Arkeyan Battle Armor and Surprise-A-Tech. Arkeyan Battle Armor gives you +30 power and max health each turn and Surprise-A-Tech takes advantage of that by dealing damage equal to your Skylander's power!

Impact elements have great cards that work on their own. You won't need to play them in combos to maximize their potential.

Impact elements are Air, Water, Earth, and Undead.
An example of an impact spell is Meteor Strike, which costs 9 mana crystals, but deals 250 damage!

To quickly recap, here's what the elements look like on our play speed and combo style grid.

SKYLANDERS BATTLECAST	FAST	SLOW
CHAIN		
IMPACT		

When putting together your three hero Skylander team, you'll want to try and pick elements that share a play style.

Now that you know the strategy, pick the speed and style that suits you best and grab the cards within those elements to build YOUR ultimate deck.

DECK CHECKLIST:

Check out deck checklists for all the characters on the following pages.