

HELLPATH – TRADING CARD GAME

Core Rules (Base Rule Set)

1. Objective of the Game

The goal of HELLPATH is to defeat your opponent by reducing their Life Total to zero or by leaving them unable to continue the game.

Each player represents a corrupted path of power fueled by dark energies.

2. Card Types Overview

A. Creature Cards

Main combat units with Energy Cost, Attack values, Health points and one or more attacks. Require Energy cards to charge attacks.

B. Energy Cards

Used to charge attacks and activate abilities. Types: Blood, Fear, Mana, Light.

C. Curse Cards

Instant or lasting effects. Can destroy, weaken or remove cards from play. Do not require energy.

D. Relic Cards

Provide protection, buffs or attack enhancement. Usually remain in play once activated.

3. Deck Construction Rules

Deck size: 60 cards. Max 4 copies per card. Max 1 Relic per deck. Recommended 20–24 Energy cards. Up to 2 Energy types per deck.

4. Game Setup

Shuffle deck, draw 7 cards. Determine starting player randomly. Starting player skips first draw.

5. Game Zones

Deck, Hand, Battlefield, Energy Zone, Graveyard, Exile.

6. Turn Structure

Draw Phase, Energy Phase, Main Phase, Attack Phase, End Phase.

7. Energy & Attack Charging

Creatures have Energy Points (EP). Attacks require specific energy types and may be charged over multiple turns.

8. Combat & Damage

Attacks reduce Health. At 0 Health, cards go to the Graveyard.

9. Curse Cards

Played during Main Phase. No energy required. Can destroy or exile cards. Curse cards override standard rules.

10. Relic Cards

Remain on Battlefield. Provide protection, cost reduction or damage boosts. Can be destroyed by effects.

11. Graveyard & Exile

Graveyard holds defeated cards. Exile removes cards permanently.

12. Victory Conditions

Life Total reaches 0, inability to draw, or card effect declares defeat.

13. Rule Priority

Card text > Curse cards > Relics > Creatures. Active player resolves first.

14. Expandability

Supports new energy types, multiplayer, bosses, campaigns and tournaments.

HELLPATH

Charge your power. Choose your moment. Pay the price.