

## **How To Use Lackey.**

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### **How To Install Lackey And Set Up A Player Profile**

1. Open the downloaded folder. Open the folder inside called "Lackey CCG"
2. Click the Run.Exe. Picture of a hand holding cards.
3. First thing you need to do now, is set up your own profile which involves choosing your name and adding a little picture. Look along the top of the program and you will see four tabs "Game : Solitaire. Deck Editor, Server and Preferences
4. Click preferences, this will open a new page of information. Find a smaller tab under the 4 tabs called Player Profile. Click player profile.
5. Now change the name to your preferred name in "Player Name" bar.
6. Ignore Account password, ignore Email, info and your colour. Go to the button "browse" next to Select Avatar. This will then give you an option to change your avatar picture, select which one you would like and click Choose.
7. Click Save Profile.
8. Now return to the solitaire view by clicking "Game: Solitaire." In the bottom left under the giant card back image you can see your newly chosen name next to your avatar picture.

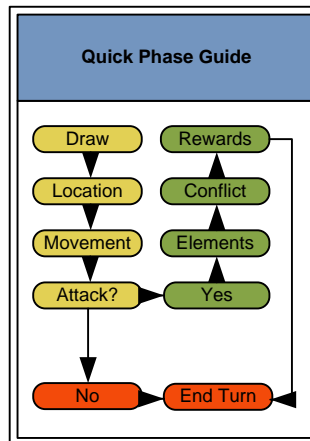
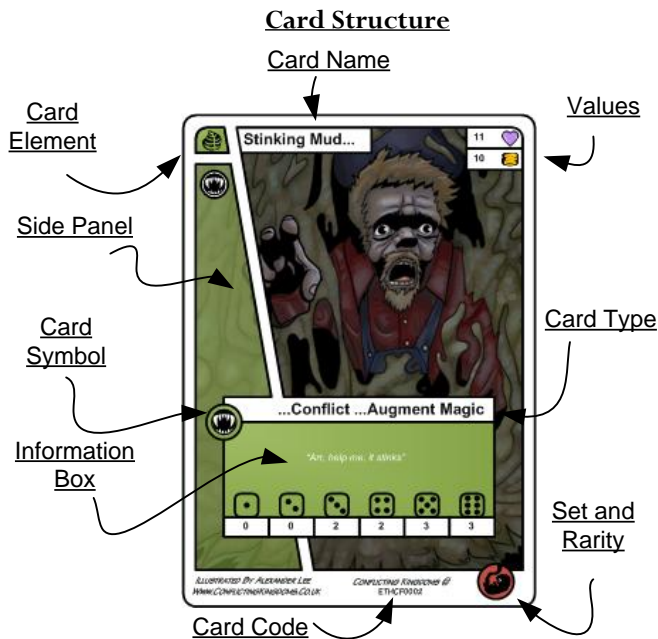
## Using Lackey's Basic Controls

1. Right click your avatar picture.
2. Scroll down to "Load Recent Decks". A drop down menu will appear to the right of your cursor with 3 different premade decks for you to choose from. "Drake, Cactus and Gust"  
Any custom made decks will also appear here. To make your own deck please see "Making Your Own Deck".
3. Click the deck you wish to load and this will take your 50 cards and put them in your deck.
4. Look at your avatar picture again and you will notice 3 values next to it. Life, Conflict Life and Gold. These are just values that will go up and down throughout the course of a game. The add and minus buttons will adjust those numbers.
5. You will also have a second picture of your avatar in the far top right. Underneath your avatar are 4 tabs Hand, Deck, Void and Starting. Click Deck. Now in the right hand area you should see this area filled with the card backs of your deck. That's because you have assigned this area as your "DECK" area.
6. Look underneath this and you will see a few buttons that interact with your deck and gives you the current status of these cards.

The shuffle button will shuffle your deck and put them in a random order.

The Hidden to owner button is telling you that the cards are face down to you and hidden, pressing this will turn this button to "Shown to owner". Meaning you will be the only player who can see the cards. The same is true for "Hidden to others".
7. Look at the empty space going across the middle near the bottom. You should see the same four tabs again. "Hand, Deck, Void and Starting." Click Hand.
8. You have now assigned this area as your hand, (but you will notice you have no cards, no worries just yet !)
9. Above your hand, is a few buttons, the only two you need to use is "Draw" and "Roll1D6". We shall look at these later.
10. Now its time to play conflicting kingdoms.

# Page 3 : A Brief Look At the Cards (Don't worry this is more for reference)



**Elements**  
The Elements that can be used if the player chooses to attack From top to bottom Air, Fire, Water, Earth, and Players choice

## Location Card...



**Movement & Value**  
The number of movement required to land on the Location Cost to purchase

**Conflict Points**  
This is the Conflict points allocated to the defending player if attacked

**Rewards**  
Rewards to be added after the attack phase... From left to right; Add life, Gold & Draw cards from deck

## Conflict Card...

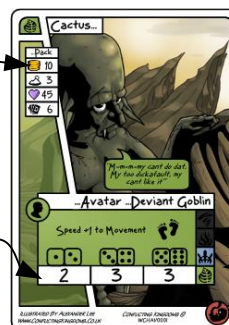


**Conflict Level**  
One Mouth Per Level

**Starting Life & Purchase Value**

**Conflict Hit Points**  
When more than one conflict card is played, the points are added and it becomes one conflict card

## Avatar Card...



**The Pack**  
This is what you start with

**Hit Points**  
The damage caused when attacking...

**Avatar's Elements**  
This is the elements that the Avatar can use

## Ability Card... Defensive



**Element Cost**  
The number of elements needed to put card into play from hand

**Purchase Value**  
Cost to purchase this card, purchased cards go into your hand

**Movement**  
Increases Avatar's movement die roll

**Burn**  
Every time the Avatar is attacked, the attacker receives this number of damage

**Heal**  
Every time the Avatar is attacked their life goes up by this number

**Shield**  
Every time the Avatar is attacked the damage inflicted is reduced by the number on this shield

## Ability Card... Attack




**Element Cost**  
The number of elements needed to put card into play from hand





**Purchase Value**  
Cost to purchase this card, purchased cards go into your hand


**Ability Hit Points**  
Add to the Avatars hit points for every attack.

**Special Instructions**  
Any writing in bold black will be an instruction that must be actioned

## Page 3 : Setting Up The Game

- 1) Search your Deck for the Avatar card. This is your Avatar and you play this character. To win the game you must defeat the opposing player by reducing their Avatar life to zero. To do this, look at where you loaded your deck, and click "Hidden To Owner" button at the bottom. This will reveal your deck to you. Find your avatar in this deck and drag it from the deck to the game table.
- 2) Look at the values in the side bar in the top left of the Avatar card which will tell you what this Avatar starts with. Set the amount of gold it states on the Gold counter found next to your avatar picture on the left. This number is found under your chosen player name. Do the same with your life. 


...Pack	
 10	Gold
 3	No. Of Locations
 55	Life
 6	Starting Hand Size

- 3) This pack also has an image of a mountain  this is how many Locations this Avatar must start with. Search your deck and choose that number of location cards to lay as starting Locations. It is advisable to choose a level 1, a level 2 and a level 3 location for your first game ( it states this on the left hand side of the card with a small black mouth and number ). Again using the hidden to owner button, search for these cards the same way you searched for your avatar.



- 4) Drag these three locations in front of your Avatar and your opponent must do the same so that there is a distance of two cards in between ( see diagram )
- 5) Now double click the location you wish your avatar to start on. When your avatar moves off a location, you must double click the location you are moving off and double click the location your moving onto. Its recommended that you start on a level 1.

This is to tell your opponent where your avatar is on the board. In the real printed card game, a player would use the special metal cast figurines which are available to buy online. However for this online version there are no such tokens or figurines.

- 6) Shuffle your deck using the shuffle button underneath your deck. Ensure that the cards are face down so that they are not revealed to you or anyone else. The buttons should say "Reveal to owner" suggesting that pressing this button will do just that, click draw to how many cards your avatar starts with. 
- 7) Both players press "ROLL1D6 ". This will display a random number between 1 and 6 in the white chat box. This is the number you have rolled. Highest rolling player, goes first.



## Page 4 : Playing the Phases

### PLAYING THE GAME...

- 1) Draw: Draw 1 card from the top of your game deck by pressing "Draw".
- 2) Location: If you have any Location cards in your hand, you may now choose to lay 1, it must be laid adjacent to any Location you have in play, it cannot be laid behind any Location.

You may only play one location per turn unless specified..... ( do not worry if you don't understand when is a good idea to play a location, if this is your first game and or first turn, locations will not make too much sense to you, until you use them. So if you feel you do not understand , do not worry playing locations at an earlier point in the game it is not necessary).

- 3) Movement: Roll one die by pressing the Roll 1D6 Button, you may now move to another Location card using this number rolled; The Locations have a footprint in the top right ( Values Box ) that determines what movement number you need to move onto it. Example; *you throw a three: If any adjacent Location ( including opponents ) has a footprint three or less then you may move onto that Location.* Please note that some Avatars have special abilities that increase their movement points each turn, there are also abilities that do this.

You may move across as many Locations as you wish within one turn; provided the combined movement score allows this...remember to let your opponent know what location you're on to do this keep the location turn on its side to suggest where your avatar is.

- 4) Attack or End Turn: You must now decide whether you would like to attack your opponent. You may attack your opponent from your Location and if they are on another Location this is called a long range attack but if you are on the same Location then it is referred to as a close combat attack. If you decide to attack, proceed to elements, otherwise it is now the end of your turn...
- 5) Elements: You may now use the elements of the Location you are on, this is stated on the side panel ( see card structure ) to put ability cards from your hand into play: Check to see how many elements are given by the Location, For Example; *if it awards two air ( yellow ) and one fire ( red ) then you can search your hand and play any abilities up to the value of two air and one fire.* The ability element cost is in the side panel of the ability card ( see card structure ) You may play any number of abilities provided this does not exceed the value of elements provided by the Location. The two types of Ability cards are attack and defend, attacking cards will increase the damage you inflict and the defensive ones will reduce the damage you receive....
- 6) Conflict: Having used the elements you must now attack your opponent; state that you are attacking them. Your opponent now has two choices: a) Play conflict cards to intercept the attack or b) Take the hit; the opponent must take the hit if they are unable to play a conflict card or if they are in close combat ( if situated on the same Location card as the attacker ) Note: Even if the player has Conflict cards in their hand they do not have to play them but must take the hit...

A) Conflict Laid: The opponent may lay conflict cards ( from their hand ) to the value stated on the Location. The Conflict points are dictated by the Location that the attacker is on, it is the black mouth symbol in the side panel and it states the point number next to it, if more than one conflict is laid the card points are added together to create one conflict, this is both the attack points and the life. Conflict player throws the die to attack first, the number on the die will tell you, on the card how much damage this inflicts on the Avatar ( less any shield that Avatar may have in play ) this damage is deducted from the Avatars life counter. The Avatar then takes his turn to attack, adding up his Avatar hit points and any attack abilities that he has in play, again using one die. The attack continues until either the Conflict or Avatar have zero life remaining. If the Avatars life is zero, this is the end of the game, if the Conflict's life is reduced to zero, the attacking player proceeds to the rewards phase .

B) Take the Hit: If the defending player chooses to "take the hit" the attacking Avatar throws one die and inflicts damage on the defending Avatar less any shield or defensive abilities that Avatar may have in play. The damage amount is determined by the Avatar hit points and attack abilities that are in play and as indicated by the die roll. Following this attack, the attacking player proceeds to the rewards phase...

- 7) Rewards: Player collects the rewards at the bottom of the location his Avatar is located on. This is gold, life and or draw cards... This is the end of the players turn...

Note : Whenever you lose or add life, you have 3 counters by your avatar picture on the left. Life, Gold and Conflict life. This is used to keep track of all these variables. Your opponent will also have them next to their avatar.

# How to Deck Build Using Lackey...

1. Click deck editor in the top 4 tabs.
2. Click new deck, just under the “Deck editor” tab. This will clear any previous information or opened decks.
3. There are now two boxes. The top box shows all the cards in your deck, this is what you’re going to add to.
4. The bottom box contains all the cards that are available to you. Click the card and a large image of the card will appear in the image box for you to inspect the card details.
5. Go to the bottom of the screen and you will see “Select +1, Select +4 , Select +10”. These will add that number of cards, of the selected cards.
6. If you look to the left, you will see some greyed out filters. Name, Set , Element, Type. These are repeated over and over, so you only need to pay attention to the top 4.
7. Notice the “OFF” button next to the filter name for example “Element”. Click that and it will become “ON” and allow you to type something into the white box.
8. In this white box, type “Air”. This will in turn, filter all the air element cards, so that you can only see the air cards in the bottom box.
9. These filters are used for seeking particular cards.
10. So put your 1 avatar, 3 locations , conflicts and abilities into your deck. You can change how many of each card you would like. Then once you are done, click on the giant white bar in the top right and type in the name of the deck next to where it says “Deck Name”.
11. Click “save deck” underneath the name.

NOTE. You must have a minimum of 50 cards in your deck.

You must have only 1 avatar in your deck.

You must have a minimum of three locations.

# How To Host and Join A Game

1. Click on the server tab.
2. Click connect to server from IP address. (don't worry everything you need is already typed in).
3. The only box you need to look at is the top left box. This contains games that are being played online by other people, however you will only be able to join the games that use your plugin. In this case, its Conflicting Kingdoms. These will be highlighted by green writing.
4. Host a game by clicking "Host a game..." under the top white box.
5. Chose the number of seats (players) you would like to play. Make sure that both tick boxes are ticked, otherwise you will not be able to host a game that other conflicting kingdoms players will be able to join.
6. Name the game whatever you wish.
7. Tell your friend or fellow beta tester the name of the game and optional password.
8. Click Host.
9. You will be sent back to the original solitaire game, but if you are hosting correctly you will notice where it would say solitaire game, it says " Game Hosting 1." That number will increase as players arrive in your online game.

Set your life, deck and various values to what you need. Wait for your friends to enter the game.

## IF YOU ARE JOINING A GAME.

1. Follow steps 1-3 from earlier. Find a green highlighted game.
2. Click this game and then click "Join selected game" underneath the top white box.