



# THRONE OF VALOR

INSTRUCTION MANUAL

# THRONE OF VALOR



Welcome to Throne of Valor, the real-time strategy card game. In this game both you and your opponent will be gathering resources, building your city, raising an army, recruiting heroes, creating powerful spells, and setting devastating traps in fast paced real time.

## INTRODUCTION

In the box you will find:

- 202 cards
- 16 green dice, 8 blue dice and 6 black dice
- 2 play mats

You will need to download the Throne of Valor app which is available at the Apple App Store and the Google Play Store. It is free to download and use.

Go to [www.throneofvalor.com](http://www.throneofvalor.com) to find out more.

This is a competitive 1 versus 1 game where you are trying to destroy all of your opponent's buildings. Here are some examples of buildings:



The way to destroy all of your enemy buildings is build units that can attack.

Units refer to both heroes and non-heroes like soldiers or beasts. Heroes are more powerful but they require resources.

Soldiers are weaker but they do not require resources. It is good strategy to have a mix of heroes and soldiers in your army.



Building units happens in the build phase. There are 3 phases to the game: The Build Phase, the Check Phase and the Battle Phase.

### BUILD PHASE

Real-time  
60 second  
countdown

### CHECK PHASE

Real-time  
4 second  
countdown

### BATTLE PHASE

Turn Based.  
Each Card  
Gets a turn

During the Build Phase you are racing against the clock to do as much as possible to dominate your opponent. In this phase you are gathering resources and assembling them to build units and buildings. You are also gathering other types of cards such as Action cards which allows you to execute powerful actions such as spells during the Battle Phase.

During the check phase you are deciding whether to check whether your opponent is bluffing. This is explained in the "Bluffing and the Check Phase" section.

During the battle phase, each card on the battlefield gets to be used once.

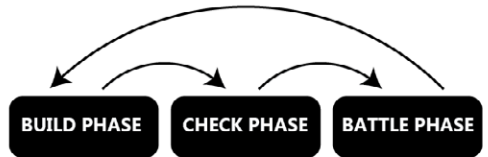
If it is a soldier, the soldier gets to attack



If it is a hero, it gets to attack and then use or skip each of its abilities. Abilities are used in order from top to bottom.



At the end of the battle phase, the game goes back to another build phase. This process cycles until one player loses all their buildings.



In the next section you will learn how to setup a game.

If it is an action card you get to decide whether to use it or skip it.

## GAME SETUP

The game setup includes the Battlefield, the Phone, the Left and Right Piles, the City, the Card Line and the Hand.



The Battlefield is where you place units and action cards (such as spells) to be used during the battle phase. You need to overcome your opponent in the battlefield so that you can destroy all of their buildings.

The Phone in the center of the table tells you whose turn it is and also provides you with the countdown timers for the Build Phase and the Check Phase.

The Left Pile and Right Pile are where your cards start. In the beginning of the game, all of your 100 cards are placed either on the Left or Right pile. You also start with a single building which is the Town Center card.

The City is where you put all your buildings. You need to protect them because if you lose all your buildings, you lose the game. You protect them by filling up the Battlefield with units.

The Card Line is where you spread out cards which are taken from your Left or Right Pile. It is from these spread-out cards that you choose what to do such as building a soldier, hero or building.

Your Hand is where you keep cards aside to be used for later. You may be saving up resources for a particularly expensive unit or hiding traps called "Reaction Cards".

## STARTING A GAME

Players assemble the game as follows: Place your mat down near you. Place your Town Center card at the left side of the mat. Place your shuffled pile of 100 cards at the position of the Left Pile or Right Pile. Check the previous image to see where this is. Load the Throne of Valor app and place the phone in the center of the table.



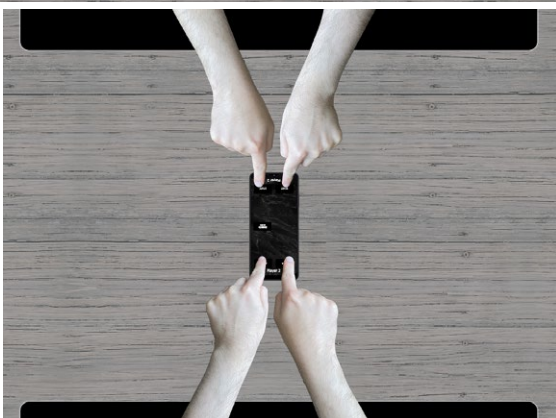
### Tutorial - Building Soldiers:

Here is a simple example of how two players build soldiers:

#### Step 1 - Start the build phase:



To start the game, both players need to hold down the start buttons on the app.



Each button is pressed by each hand. Players let go when the “Go!” message appears.

#### Step 2 – Spreading cards into a Card Line:

Both players grab about 30 to 40 cards from the pile.



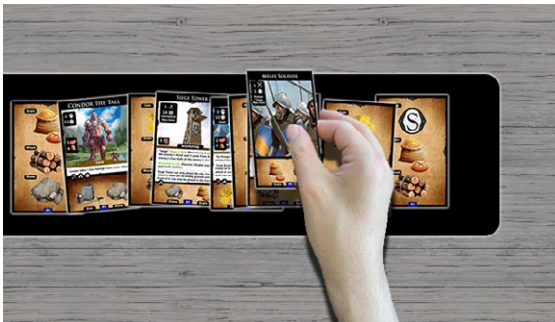
Then those cards are spread across the mat.



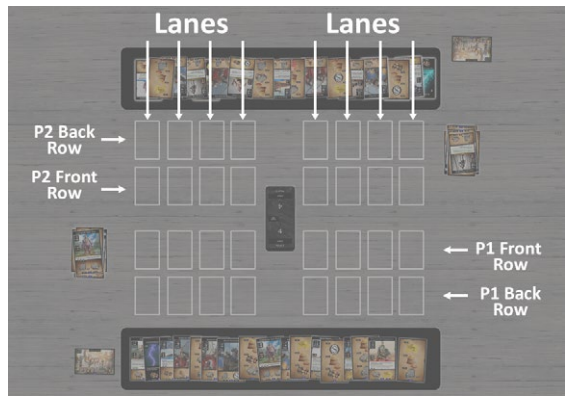
This is called the "Card Line".

### Step 3 – Building a Unit:

Both players grab a unit card from the line. In this example it is a soldier:



They place them the battlefield. The below image shows the lanes and rows that make the battlefield:



Each player has a front row and a back row. Each player also has 8 lanes. There are 4 lanes on either side of the phone. Each player therefore has 16 positions to place their cards.

In this example, player 1 will place a soldier card into this battlefield position:



They then keep picking up soldier cards from the line and placing them on the battlefield. Players do not wait for their turn. Instead, this is a real-time process. The faster players can build their army the sooner they will overwhelm their opponent.

In the image below, you can see that each player has placed 3 soldiers each onto the battlefield



### Step 4 – Hitting END TURN:

Both players need to hit their "END TURN" buttons before the end of the 60 second Build phase. Players must make sure that they each hit "END TURN" button with a separate hand. When a player hits both END TURN buttons they will get a "SUCCESS" message. This means they hit end turn correctly.

The image below shows both players hitting end turn correctly. You do not need to hold the buttons you can just press them.



### Step 5 – Penalties:

If they fail to hit END TURN buttons in time, they will get a PENALTY message on the app. A penalty means that the opponent gets to choose which card of theirs gets instantly removed from the battlefield.

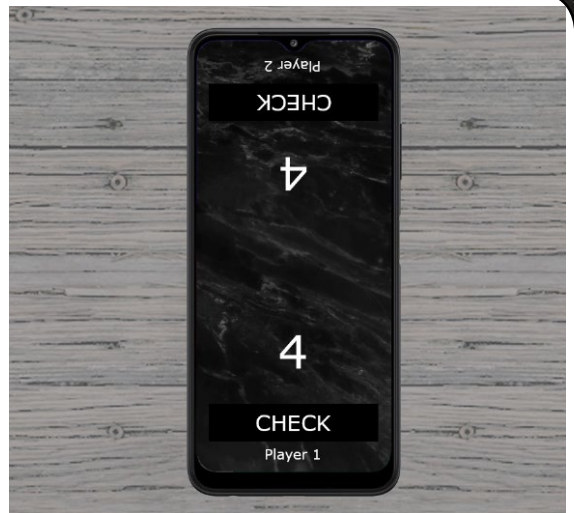
The image below shows what a penalty looks like on the app.



If both players fail to hit end turn in time, then neither player gets a penalty and the phase will move from the Battle Phase to the Check Phase.

### Step 6 – The Check Phase:

Once the build phase ends, the game moves to a 4 second check phase. This is where players have 4 seconds to decide whether they want to check whether their opponent has bluffed. They do this by pressing the CHECK button.



Bluffing is an advanced technique and is explained in section “Bluffing and the Check Phase”.

### Step 7 – The Battle Phase:

The Build Phase and the Check Phase are both the real-time sections of the game. The Battle Phase is where players go through and use or skip each card on the battlefield one at a time without a countdown clock. The order of the cards that gets to be used is based on whose turn it is. The app will randomly determine whose turn it is for the first battle phase.

The below picture demonstrates the numbered order of cards being used. The order goes from 1 all the way to 32. This order is based on the fact that it is player 1’s turn.



If it is player 2’s turn then the order goes in the opposite direction, meaning it is position 32, then 31, then 30, all the way to 1.

Another way to think of the order of the turns is that the order of the lanes moves from left to right from the point of view of the person whose turn it is. Within each lane, the order moves from back to front from the point of view of the player whose turn it is.

In the below example, since position 1 is empty, the first card that gets to be used is the card in position 2 which is player 1’s soldier card. The soldier deals 1 damage.



There is no player 2 units in front of the soldier in position 2 so it deals its damage directly to the enemy's city.



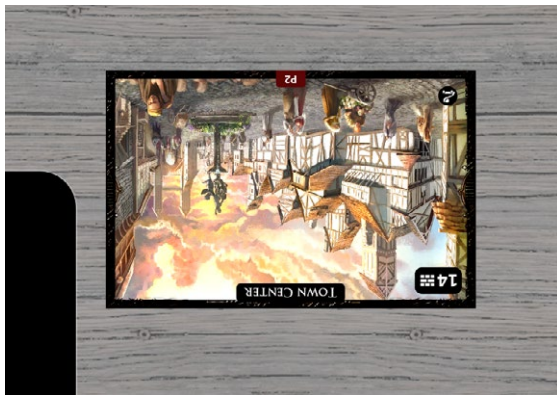
That is the end of the turn for the soldier in position 2. The next card's turn is the card in position 7 which is player 2's soldier card. The opponent's soldier is unblocked. Since there are no units in position 5 or 6 it will deal 1 damage to player 1's Town Center:



The opponent's city only has 1 building which is the Town Center. It starts with 14 health points.



Player 1 must place the dice on their town center to show the remaining 13 health:



After receiving the 1 damage it has 13 health points remaining which is represented by using the green dice. Place the green dice on top of the enemy building to represent 13 health.

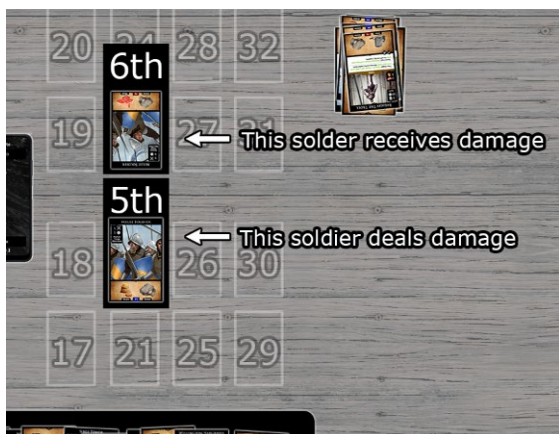


The next card's turn is the card in position 9. This is player 1's soldier. The soldier will deal 1 damage to player 2's building, leaving it with 12 remaining health points:



The next card is in position 16 which is player 2's soldier. It deals 1 damage to player 1's building, which will have 12 health remaining.

The next card is the card in position 22. This is Player 1's soldier. In this example it is being blocked by Player 2's soldier:



So Player 2's soldier will take the damage dealt by Player 1's attack. Player 2's soldier has 1 health point and is receiving 1 damage point which is enough to kill it.

When a unit is killed, it is removed from the battlefield, Then flipped upside down...



Then the flipped card is placed on either the Left or Right Pile:



In this example, player 2 has chosen to place their card on their left pile position:



That is the end of the first round! In this round you learned how to setup a game and run through the first build, check and battle phase.

## RESOURCES, SOLDIERS AND HEROES.

Resource Cards have 3 resources on them.



Throne of Valor has 7 resources: Iron, Wood, Stone, Grain, Coin, Meat and Skill:



Soldiers do not require you to gather any resources to build them, you can just take soldiers from your Line and put them on the battlefield:



In this example, this soldier card is actually three cards in one. It is a soldier, but the card also can be used as a grain card and a wood card to build other heroes.

## Tutorial - Building Heroes

Building a hero is similar to building a soldier, except that heroes require resources. For Hayg Lancaster, you need to collect 3 iron and 1 grain.



This is an example of 3 cards that would be sufficient to build Hayg:



As you can see there are 3 iron and 3 grain which is enough for Hayg's requirement of 3 iron and 1 grain.

Simply collect all the cards as well as Hayg into a pile like this:



Then slide those 3 cards under Hayg like this:



Now you can place Hayg anywhere on the battlefield and he is ready to be used.

Here is another example. This time with Sir Arthur Percival.

The resources at the bottom of the card cannot be used to pay for Hayg himself, you need to collect resources from other cards.



As you can see, only 3 cards are needed to achieve the 4 resources necessary to pay for Arthur.

## Types of Units

Units can be either heroes or non-heroes. Here are some examples of non-hero units:

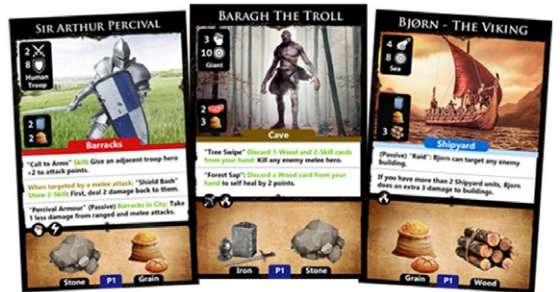
Arthur needs 2 iron and 2 grain. You can pay for Arthur with these cards:



All units that are not heroes have the term "Non-hero" in their stat panel.

These are 2 soldier cards and 2 hero cards. But they also can be used as resource cards. In this case 2 iron and 2 grain is achieved by these 4 cards and that is enough to pay for Arthur. You can now slide those cards under Arthur to pay for him.

Here are some examples of hero units:



These units are heroes because they do not have the term "Non-hero" in their stat panel. By default a unit is a hero unless specified otherwise.

Units can be ground units or air units. All air units have "Air" in their stat panel:

Then you can place Arthur in the battlefield.

Here is another example of cards that you can use to pay for Arthur:



would be dealing 1 damage to him.



Sea units have "Sea" in their stat panel:



Hayg has 6 health points so he would be left with 5 health points. Remaining health points are represented with a green die. The opponent simply places a green die showing 5 on Hayg.



## Soldiers and Farms

Soldiers are the most simple kind of unit. Soldiers do not require resources to be placed into the battlefield. Although soldiers are a quick and easy way to get units onto the battlefield, the number of soldiers you can have on the battlefield are limited by the number of farms you have.

If you have no farms in your city, you can only have 2 soldiers in the battlefield. For every farm in your city you can build an additional 4 soldiers.

After your soldiers turn, it would be Hayg's turn. His damage is 3 which is more than enough to kill your soldier in 1 turn.

When killed, you need to remove your soldier card from the battlefield and place it onto either the left or right pile. It is your choice. Don't forget to turn the card upside down before putting it into the pile.

## Attacking The Enemy City

Attacking the enemy city is the key to win the game. You do this when your unit is not blocked by an enemy unit. In the below example, Arthur has no enemy units in front of him. That means that he is able to target the enemy's city.



## Units Taking Damage

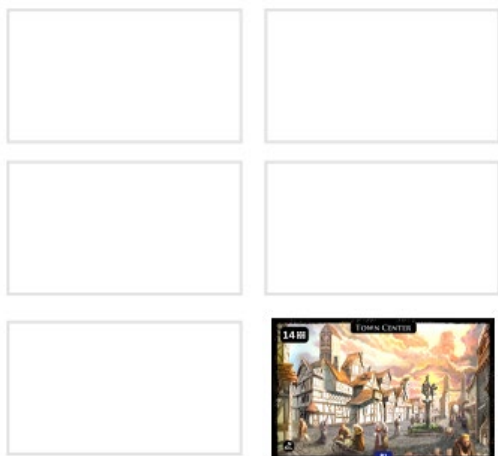
Most units in the game have more than 1 health point so it is possible for them to be damaged but not killed. In this example, if your soldier attacks the enemy hero, he



top right and a War Camp on the bottom left. There are 2 more positions for buildings in the middle. When attacked, the enemy can either choose to target the left column or the right column. If the left column is chosen to be targeted, then the Armoury is attacked first because it is in the highest position. If the right column is targeted, then the Barracked is attacked first because it is in the highest position. That means that the war camp is protected by the Armoury and the Town Center is protected by the Barracks.

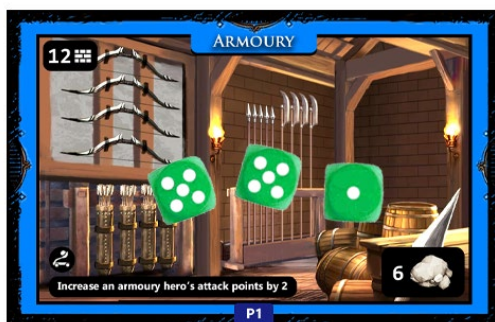
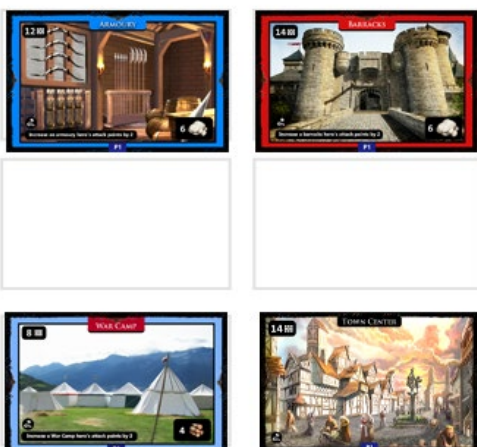
If the opponent attacks your base with a soldier, which has 1 attack point, and they choose to attack your left column, you would have to remove 1 health point from the Armoury. The Armoury has 12 health points so it would be left with 11. You would represent remaining health by placing green die on top of the armoury which add to 11. For example you could put two dice showing 5 and one dice showing 1.

The city is a grid of 2 columns and 3 rows in which you place your buildings. The city is placed on the left side of your card line.



Within the city grid, The Town Center card is placed on the bottom right square.

In the below example, you have built another 3 buildings.



Or you could put one dice showing 6 and one dice showing 5. It doesn't matter, as long as the sum of the dice is 11.

Attack damage does not roll over to the next target. So for example, if the Armoury had 1 health points left, and it received 4 damage, that would be enough to destroy the Armoury but the remaining 3 damage points do not carry over to the War Camp behind it.

## Attack/Damage Types and Weaknesses

There are 10 attack/damage types in Throne of Valor:

- |  |              |  |                  |
|--|--------------|--|------------------|
|  | <b>Melee</b> |  | <b>Ranged</b>    |
|  | <b>Brute</b> |  | <b>Fire</b>      |
|  | <b>Ice</b>   |  | <b>Lightning</b> |
|  | <b>Magic</b> |  | <b>Siege</b>     |
|  | <b>Bite</b>  |  | <b>Sea</b>       |

If a unit is weak to a certain type of attack, they receive double damage.

There is an Armoury on the top left, a Barracks on the

In the below example, Syrana Krinn has melee attack

type. So if she attacks someone who is weak to melee damage, they will receive double damage which is 4 instead of 2. She is weak to Brute and Ice attack so if she was to receive 1 brute or ice damage, she would lose 2 health points. If she receives 2 brute or ice damage, she would lose 4 health points and that would be enough to kill her.

**Melee attack type**

**Weakness Icons**



With Fire, Ice Lightning and Magic attack types, your unit can target any ground or air unit in the same Lane. If there are no enemy units in the same Lane, then your unit can target the enemy city.



Bite attack type is identical to melee except that Bite attack type units cannot target the enemy city.



Units with sea attack type can only target other sea units but they can attack them from anywhere and cannot be blocked.

Filch has a ranged attack type (he deals ranged damage). He is weak to melee and magic damage. If he were to receive 5 melee damage, that means he would lose 10 health points which would be enough to kill him. If Syrana were to attack him, he would receive 4 damage instead of 2.

**Ranged attack type**

**Weakness icons**



## Units Being Blocked From Attacking

Units can be blocked from attacking the enemy. For example in the below image, your melee hero is in the back line and you have a soldier in front of him in the front line. Because the hero has melee damage and is blocked by a ground unit in front of it, it is unable to attack the enemy units or city. It is blocked from attacking altogether. This also applies to Brute, Siege, Ranged or Bite damage. If there is an air or sea unit in front of the unit, it is not blocked.

## Targeting

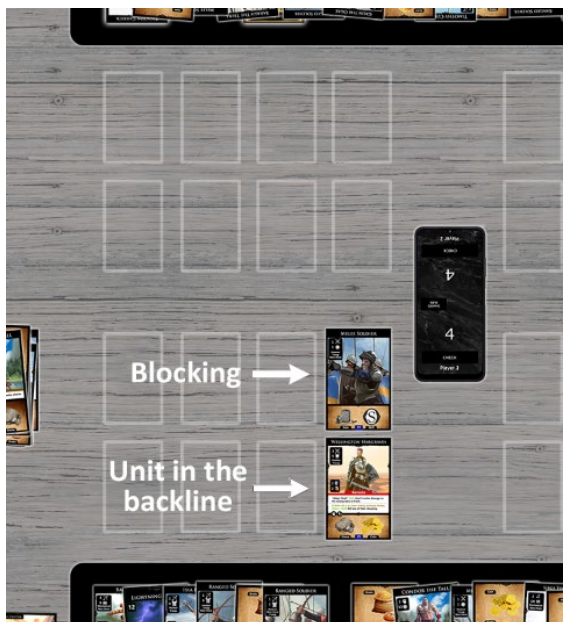
Different attack types target enemy units differently. Melee is the most basic attack type.



With Melee, Brute and Siege attack types, your unit can only target the enemy ground unit that is in front of it. If there is an empty space between your melee unit and the ground unit in front, your unit can still target it. If there are no ground units in front of it, then your unit can target the enemy's city.



With Ranged attack types, your unit can attack the enemy



If an enemy melee unit was in the same Lane, it would only be able to target your soldier because your hero is

blocked by your soldier.

There are some exceptions to this. If the unit in the back line has ranged attack type, it is still blocked from attacking the units in front of it or the city but it can target any air units wherever they are on the battlefield. Ranged attack types cannot be blocked from targeting any enemy

## Reach

Units can avoid being blocked if they have "Reach". This is only the case if it is specified on the card. If a unit has "Reach +1" that means it can ignore the friendly or enemy unit in front of it and target the unit behind that unit. Think if it like being able to "Reach over" or ignore a unit in front of it and target the unit or city behind it.

So if you had a unit in the frontline and you also had a unit in the back line with Reach +1, the backline unit would be able to "reach over" your front line unit so that it can target the enemy in front of it.

If you have a unit with Reach +1 in a Lane and the enemy has a unit in the same Lane, your unit can reach over the enemy unit and target the enemy city behind it.

If you had a unit with Reach +1 in the front line and there were two enemy units in the same Lane, your unit can target either the front or back enemy unit.

If a unit has reach +2, it could reach over up to 2 units in front of it. If a unit has Reach +3, that means it can reach over up to 3 units in front of it and target the enemy city directly.

## Air units targeting advantage.

Air units can target any enemy unit in the battlefield regardless of where it is or what units are in front of it. The disadvantage of an air unit is that air units can be targeted by enemy ranged attack units wherever they are. Also, enemy units with Fire, Ice, Lightning and Magic attacks can also target your air unit but they need to be in the same Lane as your air unit.

## Empty Positions

Melee, Brute, Siege, Ranged or Bite attack units are able to target the enemy ground unit in front of them even if there is empty space between the two units. For example, if your Melee unit was in the backline, and you have nothing in your front line and the enemy ground unit was in the enemy's backline, your Melee unit can still target the enemy unit. Empty positions do not hinder these attack types from reaching their targets.



## Bluffing and the Check Phase

You are allowed to bluff with how you pay for units and buildings.

In the below example, Condor requires 1 meat and 4 grain but these cards have 0 meat and 2 grain. Nevertheless, you can use these cards to pay for Condor. Just slide them under conder and put them in the battlefield. You can then use Conder as normal as if he was paid for with the correct resources.



If your opponent notices you doing this, they can catch your bluff. They do this during the Check Phase. All they need to do is press the check button during the Check Phase and then say "I call Condor". You then double confirm by touching the card and they would say "yes". Then you are forced to reveal the cards under Condor. Since you were caught on a bluff you instantly lose the game! In an alternate scenario, if they call you on a bluff and you had the correct resources under the card, you instantly win the game! You can bluff with buildings as well.

It may seem too dangerous to bluff because you risk losing the game instantly but keep in mind that it is for this reason that the opponent is less likely to think you would try such a risky move. They also do not want to risk calling a bluff incorrectly and lose the game themselves.

Try to make sure your bluffs are not too obvious and that your opponent does not see the cards you collect when bluffing. Bluffing is powerful because it can turn the battle in your favor quickly.

If you did not mean to bluff and put the wrong resources under a hero by mistake and the opponent still calls a bluff on that card you still lose the game. Your original intentions do not matter, what matters is if the card had the right resources under it when called.

## Refreshing your Card Line

As the Build Phase progresses, you will be constantly moving cards from the Card Line to the battlefield so that you can build up your army. You will inevitably run out of useful cards from your Card Line. You can actually refresh your Card Line with new cards.

All you need to do is pick up all the remaining cards in the Card Line, turn them upside down and then put them into either the left or right Card Piles. Once you have done this you can pick up another stack of cards either from the left or right Card Piles and then spread them across your Card Line. This all happens during the Build Phase.

If you are a fast player, you will be able to quickly use cards from your Card Line then refresh your Card Line and use those cards within the same Build Phase. The faster you do this and the more cards you use, the faster you will overwhelm your opponent. For this reason, Throne of Valor is a fast-paced and action-packed real time game.

There is a limit of 20 cards on your card Line when the Build Phase ends. You can check an opponent to see whether they have more than 20 cards. This happens in the Check Phase. Simply hit the check button and say "Check your card line". If the opponent has more than 20 cards you win the game.

## Your Hand

Your hand is the section on the right side of your Card Line where you keep cards that you intend to use later.

Let's say you have a few cards left in your Card Line. You want to refresh your cards so you can get 20 new cards to choose from but there is a powerful hero card in your Card Line that you want to use. Unfortunately, you do not have the resources in your Card Line for that hero and you do not want to bluff to pay for it with incorrect resources. There is another option. You can move that hero card to your hand. Then you can refresh your Card Line. That powerful hero card stays in your hand and does not get discarded. Let's say that with the new Card Line you can see the resources needed for that powerful hero card you have kept aside in your hand. You can now pick up the hero and the correct resources and place it into the battlefield. You have successfully used your hand to gather cards that you want to keep for later use.

Hand Cards cannot be turned upside down. You can stack all your hand cards into one pile so that your opponent can only see the card on top.

## Action Cards

Action cards work differently to units or building cards. Action cards do not require resources to be kept under them. You can simply take an action card from the Line and place it into the battlefield during the Build Phase.

During the Battle Phase, when the turn moves to the action card, you can choose to either use the action card or skip it. When using the action card, you need pay for it by removing cards from your Line.



For example, this action card has the number 6 on the top left. That means it costs 6 cards in your line to use it. You will need to take 6 cards from the leftmost side of your Line plus the Conjure Hurricane card, turn them upside down and place them either in your left or right Pile. That means you have now paid for the Action card and the action is now triggered. In this case it is "Deal 6 damage to all Air units."

In the example below, this action card called "Fireball" costs 10 and when using it, you need to discard this card and 10 leftmost Line cards. It is always the cards from the leftmost position that are used when paying for all action cards. In this example, you get to deal 5 fire damage to a unit in the same Lane as the Fireball card. You can always skip using Action cards even if you have the Line cards to pay for it.



## Reaction Cards

Reaction cards are useful to defend against action cards from the enemy. With action cards, you keep them in your hand. Once they are in your hand, they can be activated when your enemy activates an Action Card.



For example, if your enemy activates Fireball you can prevent the fireball card from dealing the damage to your hero. If you have the Prohibit hard in your hand, you can

use it in response to Fireball. The opponent thinks they will have successfully damage your unit but after they activate Fireball, you reveal your Prohibit card from your hand and say "I use Prohibit". Then you take Prohibit plus 8 leftmost cards from your Card Line and discard them (turn them around and place them into either the Left Pile or Right Pile). You then get to trigger the action of Prohibit which is "After the enemy activates an action or reaction card, first discard it and it's required Line cards."

Not only does the opponent have to discard their Fireball card before its action is triggered but they also need to discard the cards used to activate it. You have caught your opponent by surprise.

You can only activate Reaction cards that are in your Hand. Your hand cards can be spread out or you can have them all in one pile. You can decide to hide your Reaction cards by placing another card on top of it. Thereby catching your opponent off guard when they try to activate their Action cards.

## Hero Abilities

Heroes have abilities that can be devastating. Quite often Abilities use Skill Cards.

In the below example, Gaten has an ability called "Smash" The green coloured word "Skill" means that it costs one skill card to use this ability. Skill cards are used only from your hand. You have to take the skill card from your hand and discard it. Don't forget to turn it upside down before placing it into either the Left Pile or Right Pile. Once you have discarded the Skill Card you can trigger the ability. In this case, the ability is "A facing troop receives 3 melee damage and cannot use abilities in their next turn"



“Facing” means a unit in front of Gaten. This includes units that have empty positions between Gaten and them.

He also has an ability called “Battle Experience” This is a passive ability that is free. When he kills a unit, his attack points are increased by 1, up to a maximum of 8.

In the example below, Gron the Ogre has an ability called “Rage”. With this ability, you need to spend a skill card to increase Gron’s total attack points by 1.

Gron also has a passive ability called “Thick hide”. With this ability he heals himself by 2 points. Since there is no mention of Skill in this ability that means that the ability is free.



Certain units are not heroes but they do have abilities. In the example below, Seige Tower is not a hero but it has 2 abilities. The first is called Seige. With seige you are require to show but not discard 2 skill cards. Showing skill cards is always done from your Hand, not your Line. You are not allowed to flip Hand cards at any time but you can spread out your Hand cards to show required Skill cards.



Once you successfully shown your opponent that you have the required 2 Skill cards in your hand you can activate the ability which is “Discard any 3 cards from the enemy’s Hand and 4 cards from the enemy’s Line both of the enemy’s choosing” This means that your opponent picks 3 cards from their Hand and 4 cards from their Line to be discarded. They get to pick which cards are discarded.

The advantage of Seige is that it tries to starve your opponent of resources so that they are not able to support and replenish their army as fast.

Seige Tower’s second ability is passive. With this ability you are able to disable the opponen’ts Keep and Castle abilities. This makes the Seige Tower a powerful unit to have in order to apply a large amount of pressure considering its cost is 5 resources.

There are a few disadvantages to Seige Tower. One is that it must be placed in the front line. If all your front line positions are filled then you are not able to deploy Seige Tower. Also Seige Tower can only attack the City. If the enemy places a ground unit in front of Seige Tower then Seige Tower is unable to attack and can only use it’s abilities.

Buildings have abilities as well. In the below example, the Barracks has the ability “Increase a barracks hero’s attack points by 2”.



An example of a barracks hero would be William Kent. William is a Barracks hero because he has the word Barracks under his image.



After being upgraded his attack points would change from 3 to 5. You would need to place a blue dice showing 5 to represent his new attack points.

Here is another example of a building with an ability. The Keep has an ability to allow you to build a troop from your hand without needing resources. Instead you would need to pay for it with 6 line cards and 3 hand cards. Those cards do not need to go under the hero. They are simply discarded back into the pile and you can place the hero onto the battlefield as normal. When burning Line cards, you always use the leftmost cards.



## Items

Units are able to hold an item to become more powerful or gain an extra ability. All units can hold a maximum of one item. All you need to do is slide the item card under the unit when building it.

The item below called Chain Mail is an item that can be held only by a Hero that is also a Troop. When held, the hero receives 2 less damage when targeted by a unit with a melee attack type.



The image below is an example of a correct stack of cards that has a hero, an item he is holding and his required resources to build the hero. Wellington needs 2 iron and 2 grain. z



Please note that all items cards can either be used as item cards or resource cards but not both at the same time. So in the above example, the Chain Mail card has stone and grain. Those are not counted towards the total resources since Chain Mail is being used as an item.

Make sure to keep the name of the item card and its ability in view when placing the stack into the battlefield so that your opponent can see what item the unit is holding.



## Congratulations!

This concludes the introduction on how to play Throne of Valor. These are only the basic rules. More tutorials and examples including video tutorials can be found on [www.throneofvalor.com](http://www.throneofvalor.com)

