



GAME SUMMARY

A TRADING CARD / DICE GAME

FROM JEEZLE PETES! LLC

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Patent Pending

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OVERVIEW - What makes Throes of War different... and better!

Throes of War (ToW) is a collectible card/dice battling RPG that is simple to learn and fun to play. Each player controls a customizable **CHARACTER** that represents them in the game. There are many characters you can be in Throes of War with an infinite number of ways you can customize your character to fit your specific play style. Using a limited number of accompanying cards you arm yourself with **WEAPONS, SHIELDS, CRAFT ITEMS, PETS, and MAGIC SPELLS**. Unlike other TCGs that use arbitrary numbers as hit points (or life points), in Throes of War your dice are your life!

"THROWS" OF WAR - There are 120 collectible dice... 10 will decide your fate!

There are 8 symbols in Throes of War: Energy, Luck, Strength, Vision, Magic, Ingenuity, Life and Death. With only six sides on each dice, not every symbol appears on every dice. You can improve by optimizing the dice you use to match the specific **WEAPONS, SHIELDS, CRAFT ITEMS, PETS, and MAGIC SPELLS** your **CHARACTER** uses.



YOUR DICE ARE YOUR LIFE - Lose your last die... you die!

Players begin with 10 selected dice that are used as both randomizers AND life points. Players roll all of their available dice on each offensive and defensive turns to determine which available cards in play can be used successfully. Each time a player receives damage they lose dice! Every dice lost reduces the probability of rolling what's needed for attacking and defending. A player's **CHARACTER** literally gets weaker as the game progresses resulting in a much more accurate representation of warfare. There is also a psychological effect on players as they are permitted to roll fewer and fewer dice each time they receive damage. When a player runs out of dice they die! Using dice as life points not only makes for interesting gameplay, but also intensifies the meta-game as "weaker" cards (those with lesser attack/defend values but a higher probability of use) have value and are needed as much if not more than the "stronger" cards (those with greater attack/defend values but lower probability of use). The winner in Throes of War will be the better more balanced player and not simply the player with the better more powerful cards.

STRATEGY - If you don't realize the amount of strategy in Throes of War... you will lose quite often!

PRE-GAME: Throes of War is all about giving players complete control over the identity of their **CHARACTER** with the ultimate goal of building an unbeatable killing machine. BUT, for every strength there is a weakness, so players must carefully choose before each battle how best to prepare for war. Do you go with a heavy attack, or dig in with a strong defense? Do you lean your focus toward a single symbol, or spread your options across multiple symbols? How do you balance between the "stronger" and "weaker" cards? Drawing first blood is as critical in Throes of War as it is in real combat, and each game brings new choices as players continuously enhance and modify their **CHARACTER** on a crusade for total domination.

IN-GAME: Throughout the game players face difficult decisions that could mean the difference between victory and death. Choices include whether or not to sacrifice cards/items in order to preserve dice, which of your dice you choose to lose when taking damage, and when to discard items to replace with new ones from your inventory. With a limited number of dice you will not be able to use ALL of your cards successfully on each turn, so what you choose to attack or defend with is important to your survival. With each regrettable move comes a strategy lesson you'll never forget.

DUELS & QUESTS - Two ways to play... with your friends, or against them!

DUELS pit opponents against one another to the death. Two-player duels last between 5-20 minutes allowing players time to play multiple games. While duels are generally between two players, the game is flexible enough that any number of players can fight either in teams, or in a battle-royal with each player fending for their own life.

QUESTS offer players a more social gaming experience as players work together to accomplish common goals. Each quest follows a specific storyline and can be as simple as a group battle versus a common enemy, or a more elaborate mission with many enemies and twists and turns along the way.

ADDITIONAL FEATURES - Fun and fantasy beyond the game! www.throesofwar.com - coming soon!

Interacting with the [ThroesofWar.com](http://www.throesofwar.com) website allows players to join one of four Alliances, and earn badges for a multitude of accomplishments which can also earn them a promotion as they rise in rank for their Alliance. Scrap cards (dragon eggs, scrolls, resources, gold, etc.) can be redeemed for unique **WEAPONS, SHIELDS, CRAFT ITEMS, PETS, and MAGIC SPELLS** that cannot be acquired any other way. The Quest Finder offers hundreds of printable quests to play, and the Quest Builder allows for user-generated quests to be constructed.

THE CARDS

The illustration to the right outlines areas of information on a card.*

HOW TO PLAY

The illustration below shows the basic layout of the 11 cards needed to play Throes of War. Your **CHARACTER** card is supported by 2 *Hand-Held* cards (**WEAPONS** and **SHIELDS**), and 4 *Stock Pile* cards (any combination of **PETS**, **CRAFT ITEMS**, and **MAGIC SPELLS**), plus 4 *Inventory* cards which are kept face down until you bring them out to replace other cards that have been destroyed or discarded.

To attack (or defend) simply roll all ten dice, (or any number you still have in play) and allocate the symbols turned up by placing them on the cards that require them. Those cards can then be used to deal or defend damage (or any other special ability it may have).

In the example below, the Highland Dwarf is attacking with 10 dice (6 gray **INGENUITY** dice, 3 purple **STRENGTH** dice, and 1 black **DEATH** die). There are 8 dice colors, each representing a symbol that appears on TWO of the faces for greater chance of rolling it.

This dice roll allows for the attacker to use the **CHARACTER** card, the Storm Hammer, and the White Wolf. If the attacker deals a total of 7 damage, and the defending player can only prevent 6 damage, the attacker "hits" the defender for a total damage of 1 (7 - 6), thus the defending player loses one of their dice. The first to eliminate all of their opponent's dice wins!

OFFENSE: Amount of damage done.

Name of ITEM

Type of card

DEFENSE: Amount of damage avoided or blocked.

The required symbols needed to use this card successfully.

Description of the card's unique special ability.

Specifies that this special ability can be used on the **OFFENSIVE** turn (left of description) and **DEFENSIVE** turn (right of description).

* The card art is our own, except for the graphic of the item. We are currently using place-holder art for our prototype and testing until our artists finish originals for Throes of War.

VISION, STRENGTH, and LIFE are unused.

LUCK and DEATH symbols are used to attack with the White Wolf.

INGENUITY and STRENGTH symbols are used to attack with the CHARACTER card.

GRAY cards represent the second type of hand-held item, a WEAPON.

ENERGY, STRENGTH, and DEATH symbols are used for the Storm Hammer.

GREEN cards represent PETS, BLUE cards are CRAFT ITEMS, and RED cards are MAGIC SPELLS. You can have four Stock Pile Cards (any combination of PETS, CRAFT ITEMS, and MAGIC SPELLS).



Four Inventory cards that can be brought out during battle to replace existing cards that are discarded or destroyed.