

Cool People We Like

We made this game ourselves. Well, some people helped with some cards. Specifically, these people and these cards:

Shannon S	- Felix the Flying Fox
Fredna H	- Merwolf
Marc B	- Rum Jug
Joel W	- Scissor-Saw Gauntlet
Camron W	- Hey, Check This Out!
Alan R	- Pan Dimensional Hub
Ralph C	- Sleepy Kitty
Brita O	- Wiggles the Sea Otter
Matthew B	- Punches McGavish
Tim M	- Podcaster
Mike O	- Todd the Sun God
Roberto U	- Little Sally Skyscraper
Henry H	- The Giving Stick
Daemon S	- Righteous Seraph
Alexander H	- Heroic Greatsword
Kevin K	- Laughing Gas
Steven M	- SHAAAAAVE!
Josh N	- Horrifically Ugly Wallpaper
Brad L	- Universal Healthcare
Majid AQ	- Cryptozoological Veterinarian
Tim M	- Blue Flamingo
Sandy L	- Cursed D20
Nicholas B	- Explody Toad
Darin S	- Elixir of Mostly Death
John W	- The Burden
Gabriella G	- Phillip the Beaver
Jared H	- Terrifying Teacher
Lindsey S	- Internet Rainbow Cat
Coffee Stain Studios	- The Goat From Goat Simulator!

Super Secret Damage Formula

Sometimes it can be tricky to sort out all those rolls! Here's a handy sequence to help.

- 1) Determine Attack
The Wizard attacks with his Lightning Bolt for 4 Damage
- 2) Roll Attackening
The Wizard rolls a 3, which means normal damage (4).
- 3) Apply Roll Modifiers
The Attackening roll (3) is reduced by 1, because of an opponent's Kitty Cat Pet. The roll is now 2, which means half damage (2).
- 4) Apply Extra Bonuses
The Wizard injected himself with a Damage Solution, increasing his damage done by 1d6. He rolls a 4, which means his total damage is now 6.
- 5) Determine Attackening Damage
The Wizard's total Damage output is 6.
- 6) Mitigate Damage
With the total Damage output determined, the defending foe can now mitigate the damage using whatever they have on the Battlefield, such as Armor, Pets, etc.

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Do not write on this page.
We're serious.**