

HOW TO PLAY GWITTERS

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Gwitters may appear to be a daunting game to play, but it really isn't that hard. Just follow four steps.

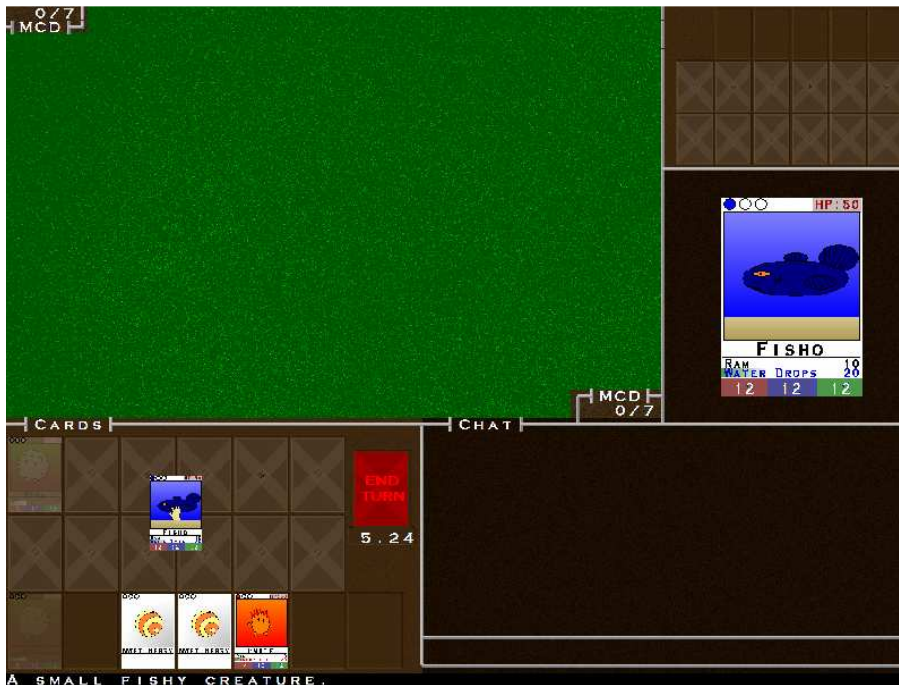
Step 1: Draw Cards

Click on the amount of cards you wish to draw. There are two kinds of cards, monster cards (which fight) and non-monster cards (that support the monster cards). You must have a monster card on the feild at the end of you turn otherwise you will be penalised.



Step 2: Play Cards

Simply drag and drop cards onto the table in front of you. The table is divided into thirds, as you may have three monster cards played at a time, and three non-monster cards attached to each monster card.



Step 3: Attacking

Either wait out or end your turn. When your turn ends, you cards are played. Your opponent will play his/her turn and then it is yours again. To attack, click a desired monster on the field, and then select an attack from the menu. Then click on a target.



When you end the turn, your cards will attack.

If a monster is killed, the owner's MCD (monster card deaths) raises by one. When it reaches 7, that player loses. The match ends when MCD is 7 (or whatever the max is, 7 for tournament battles), NOT when you run out of cards or when you have no monsters on the field.

For each turn that you have no monster cards on the field, you accumulate a 1 MCD penalty.

More on Attacking:

Each card has elemental properties, as designated by the coloured circles at the top of the card.

Below is a table of the elements:

Element	Colour	Strong Against	Weak Against	Weakness
Fire	Red	Stone	Fire, Water, Enigma	Water
Water	Blue	Fire	Water, Stone, Enigma	Stone
Stone	Grey	Water	Fire, Stone, Enigma	Fire
Physic	Pink	Steel	Physic, Fighting	Fighting
Fighting	Brown	Physic	Fighting, Steel	Steel
Steel	Silver	Fighting	Physic, Steel	Physic
Enigma	Rainbow	Enigma	None	Enigma

Special Attack

Special attack is a complicated thing. Every monster has an attack stat, a defend stat and a special attack. Damage is calculated as follows:

$$\text{Damage} = (\text{Attack Stat} + \text{Attack Power}) - (\text{Opponent's Defence} \times \text{Elemental Multiplier})$$

(The elemental multiplier is x2.0 for each weakness and x0.5 for each strength. I.e., a water attack on a fire monster would have a x0.5 multiplier, or a fire attack on Dragfire (fire/enigma) would gain a $x2.0 \times 2.0 = x4.0$ multiplier. The multiplier is applied to the opponents DEFENCE and not your attack)

As a monster accumulates damage, a blue bar fills under their stat bar. When it is full, it glows rainbow, and their special attack is now active. This means the monster's special stat is added to its special attack, i.e.,

$$\text{Damage} = (\text{Attack Stat} + \text{Special Stat} + \text{Attack Power}) - (\text{Opponent's Defence} \times \text{Elemental Multiplier})$$

This effectively deals a heck of a lot more damage.