

# Game Rules

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## Battles

A **Battle** in Clash5 is a competitive, five-round matchup between two players. Each player enters the battle with a deck of **five unique cards**.

### Battle Structure

- Each battle consists of **5 rounds**.
- In every round, one card from each player's deck is matched.
- Each card is used once per battle.
- The player who wins **3 out of 5 rounds** wins the battle.

### Objective

The primary objective is to win the majority of rounds (at least three) to secure overall victory.

## Individual Rounds

Each round produces a single, definitive winner. Draws are not possible.

### Determining the Round Winner

Round outcomes are determined using the following hierarchy:

1. **Attack vs. Attack**
  - The card with the higher **Attack** value wins the round.
2. **Defense Tiebreaker**
  - If Attack values are equal, the card with the higher **Defense** wins.
3. **Team Synergy Tiebreaker**

- If both Attack and Defense are equal, the player with the higher **Team Synergy** wins the round.

#### 4. **Final Tiebreaker**

- If all values remain equal, a deterministic “coin flip” system determines the winner.

## **Team Synergy**

Team Synergy is a pre-battle statistic used exclusively as a tiebreaker.

### **Calculation**

Team Synergy is calculated as:

**Sum of Defense values of all five cards in a player's deck**

Team Synergy does not directly affect normal round outcomes, only tie situations.

## **Ranking and Leaderboards**

Player rankings in Clash5 are dynamic and update after every battle.

### **Rank Changes**

- **Winning a battle** increases your rank.
- **Losing a battle** decreases your rank.
- Defeating a higher-ranked opponent results in a larger rank gain.
- Losing to a lower-ranked opponent results in a larger rank loss.

### **Leaderboards**

- Tournament and seasonal leaderboards are based on player rank.
- Higher-ranked players appear higher on the leaderboard.
- Rankings determine tournament positioning and rewards.

# Card Attributes

Each card in Clash5 has core attributes that determine battle performance.

## Primary Attributes

### Attack

- The most important stat for winning rounds.
- Higher Attack increases the chance of victory.

### Defense

- Used as the primary tiebreaker.
- Contributes to Team Synergy.
- Improves performance in tied Attack situations.

# Card Rarities

Cards are divided into four rarity tiers:

- **Common**
- **Rare**
- **Epic**
- **Legendary**

## Rarity Impact

- Higher-rarity cards are harder to obtain.
- Higher rarities generally offer better upgrade potential.
- Legendary and Epic cards typically have higher maximum stats.

Rarity does not guarantee victory but increases long-term competitive potential.

# Card Levels and Upgrades

## Starting Level

- All cards begin at **Level 1**.

## Upgrade Process

- Players collect duplicate copies of a card.
- When enough duplicates are obtained, the card becomes eligible for an upgrade.
- Upgrades are performed through the in-game upgrade system.

## Upgrade Effects

Upgrading a card can either increase **Attack**, increase **Defense** or increase both. Upgrading cards improves overall battle effectiveness and enhances the contribution to Team Synergy

Higher-level cards provide stronger performance and greater strategic value.

## Deck Construction Rules

### Deck Requirements

- Each deck must contain **exactly 5 cards**.
- All cards in a deck must be **unique**.

### Strategic Considerations

Players should balance:

- High Attack for round dominance
- Strong Defense for tiebreakers
- Team Initiative for close matchups
- Rarity and upgrade levels

Successful deck construction is a key element of competitive play.

## Fair Play and Determinism

Clash5 uses deterministic systems wherever possible.

- Tie-breaking coin flips are seeded and reproducible.
- Outcomes are consistent and verifiable.
- No manual intervention affects battle results.

This ensures fairness and transparency for all players.