ISSUE 1 · NOVEMBER 2026

★ EVERY HERO · EVERY BOSS · EVERY FOLD ★

NEW 1.0.14

PLICA

STRATEGY GUIDE

4 HEROES · 51 STEPS · 5 ACTS · EVERY BOSS

FREE! IN YOUR BROWSER

30 PAGES OF TIPS!



EVERY BOSS BEATEN!

FOLD SCHOOL

MASTER THE FOLD!

Chain one suit to **x3** at MAX FOLD and turn a fair fight into a rout

HERO GUIDE

ALL 4 HEROES RATED!

Passives, decks and how each one wins

THE CLIMB

51 STEPS TO THE BLANK KING

Act by act, boss by boss

3 wares a visit!



NEW IN 1.0.14

QUIRE'S PAPER STALL

Win gold, then spend it twice an act. What to buy, when to reroll.

INSIDE!

- **Cheat Corner:** where to hunt for Hidden Folds
- **10** pets & **20** Magical Items
- **40** badges, **5** of them secret
- Boss Busters: every boss file
- The Daily Fold & gifting



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FREE

Issue 1
Nov 2026

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CONTENTS

ISSUE 1 · FOR PLICA 1.0.14 · EVERY HERO

IN THIS ISSUE

03 
START HERE
PLICA AT A GLANCE
The story, the numbers, the five acts and everything new in 1.0.14.

04 
SECTION 1
FOLD SCHOOL
Energy, Block, intents and statuses, then the big one: chaining a suit from x1 ➡ x1.5 ➡ x2 ➡ x3.

10 
SECTION 2
THE HEROES
Warrior, Guardian, Hexweaver and Rogue: passives, starting decks, signature cards and how to build them.

16 
SECTION 3
THE CLIMB
Reading the map, enemy files for all five acts, the bosses, the Blank King, and how to spend gold at Quire's Paper Stall.

24 
SECTION 4
THE COLLECTION
Badges, pets, Magical Items, Hidden Folds, the Daily Fold and gifting to friends.

HOW TO READ THIS GUIDE

HOT TIP! Advice that wins runs.

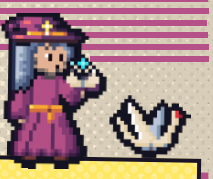
COMBO KING Cards that are better together.

WATCH IT! Traps, threats and hard hits.

BOSS BUSTERS How to take a boss down.

Cheat Corner Secrets: hints, no spoilers.

NEW! New in version 1.0.14.



WELCOME!

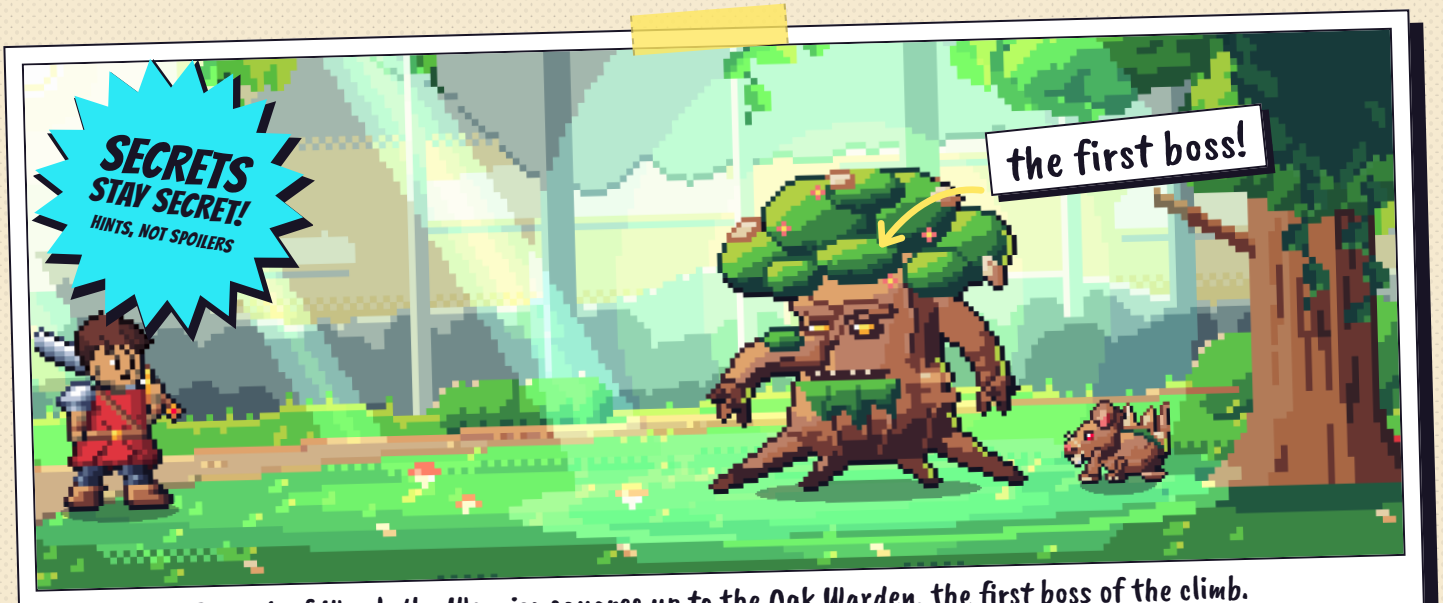
EVERY CARD IS A FOLDED MEMORY. LEARN TO FOLD THEM HARDER.

Plica looks simple: draw 5 cards, spend 3 energy, end your turn. Then you notice that two Blades in a row hit harder than one, that a Fate card keeps the chain alive, and that the hand you were about to play in the wrong order could have won the fight. This guide is about that moment, and every number in it comes straight from version 1.0.14 of the game.

Happy folding!

QUICK FINDS

Quire's Paper Stall	18
Boss files	22
The Blank King	23
Pets & Magical Items	26
Hidden Folds & Daily	27
Gifting & sync	28
20 quick tips	29



Paperleaf Wood: the Warrior squares up to the Oak Warden, the first boss of the climb.

START HERE

PLICA AT A GLANCE

168 CARDS!

The Blank King is erasing every story ever written. The last page got away, folded into a deck of cards, and that deck has picked you to climb his spire and stop him.

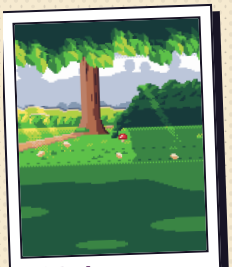
Plica is a roguelike deckbuilder. You choose one of 4 heroes, make them your own, and climb a branching map of 51 card battles across 5 acts, with the Blank King waiting on the last step. Win a fight and the spoils make your deck stronger; lose all your HP and the run ends, unless the Last Page saves you (once per run). Every run deals a new map, new rewards and new choices.

The twist is **the Fold**. Every card belongs to one of four suits, and each card you play in the same suit as the last one is stronger: **x1 → x1.5 → x2 → x3** at MAX FOLD. Fate cards are wild and ride any chain. Fights are quick. Learning to fold well takes a little longer.

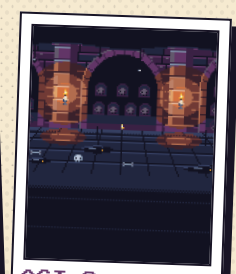
Blade	Strength. Hard-hitting attacks.
Shield	Defence. Block that keeps you standing.
Hex	Magic. Burn and other statuses.
Fate	Luck. Wild: rides any fold.

4	168	44	46	51	x3
HEROES	CARDS	ENEMIES	TREASURES	STEPS	MAX FOLD

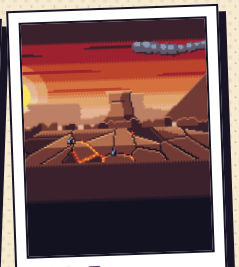
THE ROAD TO THE BLANK THRONE



ACT 1
PAPERLEAF WOOD
Boss: The Oak Warden
Steps 1-10



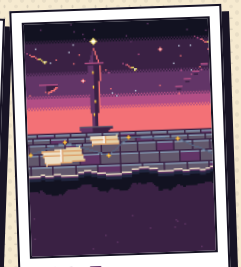
ACT 2
INK CATACOMBS
Boss: The Lich Scribe
Steps 11-20



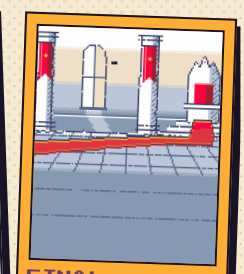
ACT 3
EMBER WASTES
Boss: The Forge Tyrant
Steps 21-30



ACT 4
FROSTPEAK
Boss: The Winter Queen
Steps 31-40



ACT 5
STARFALL SPIRE
Boss: The Star Devourer
Steps 41-50



FINAL
THE BLANK THRONE
The Blank King
Step 51

NEW IN 1.0.14

- **Gold and Quire's Paper Stall.** Win fights for gold. Twice an act, Quire's Paper Stall opens on the map: 3 wares, one paid reroll per visit, and more stock unlocks as you progress.
- **Rare Magical Items.** Now and then Quire sells a rare Magical Item. Buy it and it is yours for good.
- **Gifting.** Gift a pet or a Magical Item to a friend from the Collection, with a link, a QR code or a code.
- **Card zoom.** Tap a card choice to read it big, then SELECT or BACK. Hold any card to peek at it.
- **Full screen.** Plica now fills your phone or tablet screen, and a blinking sync icon reminds you when PlicaSync has progress to upload.

WHERE TO PLAY

Free in the browser on desktop, phone and tablet. No sign-up, no in-app purchases. Add it to your home screen on iPhone, iPad and Android.

playplica.com



FOLD SCHOOL

3 Energy, 5 cards and one rule that changes everything: play the same suit again and it hits harder. Learn the Fold and every hand becomes a puzzle you can solve.

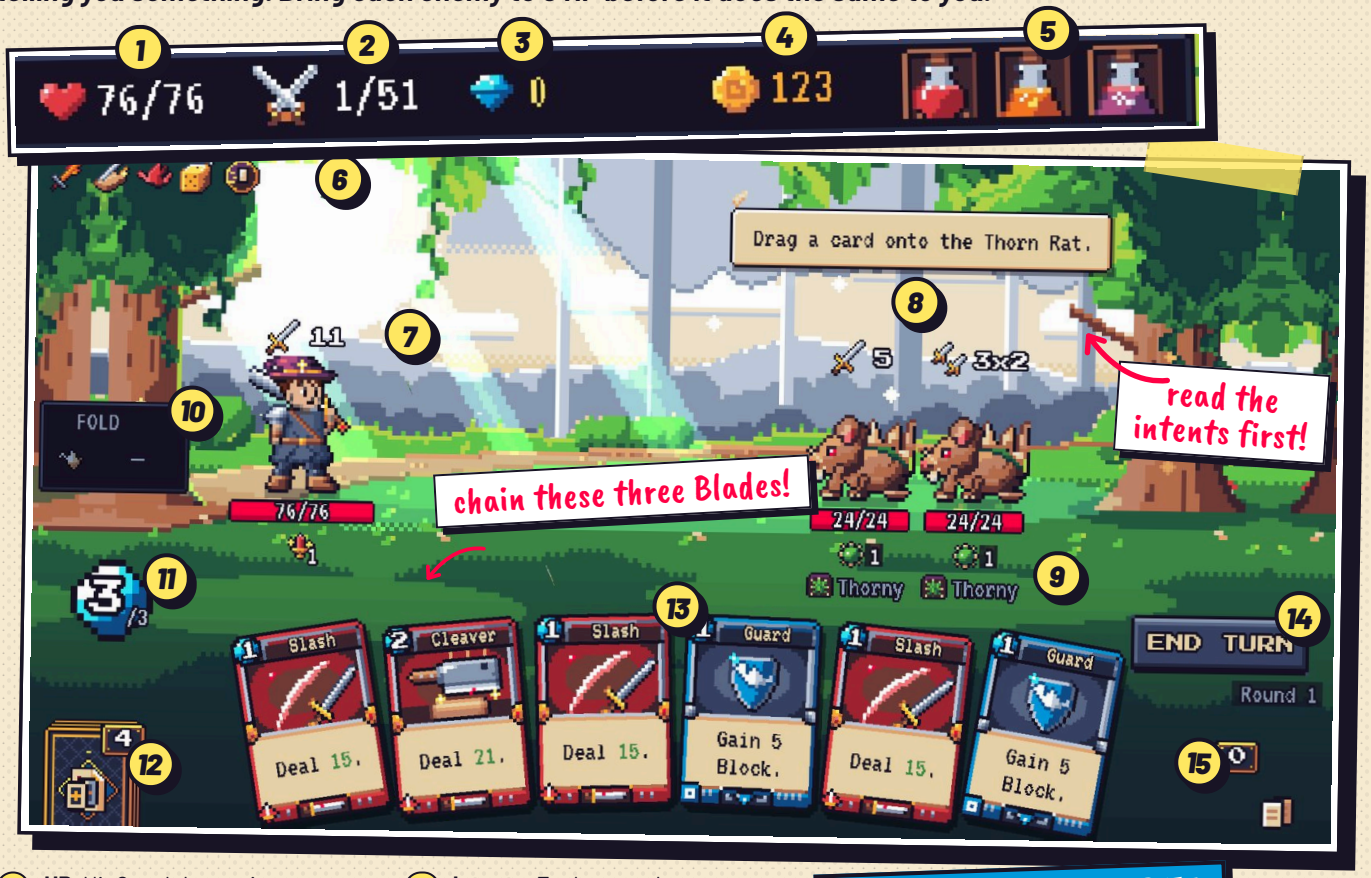
IN THIS SECTION

1	Anatomy of a battle	5
2	The Fold, with a worked hand	6
3	Stats, crits and statuses	7
4	Keywords and cards	8
5	10 rules for winning fights	9

LESSON 1 · THE BATTLEFIELD

ANATOMY OF A BATTLE

Win 51 fights and the Blank King falls. Every one of them happens on this screen, and every corner of it is telling you something. Bring each enemy to 0 HP before it does the same to you.



1. **HP.** Hit 0 and the run is over, unless your Last Page saves you.
2. **Step.** Which of the 51 fights you are on.
3. **Score.** Wins, kills and big Folds all add to it.
4. **Gold.** Every run starts at 0 (this test screen was topped up). Win more in fights; spend it at Quire's stall.
5. **Potion belt.** 3 slots. Potions cost no Energy.
6. **Treasures.** Weapons and trinkets, working all run.
7. **Incoming.** All the attack damage heading your way.
8. **Intents.** Each enemy's next move. **3x2** means 3 damage, twice.
9. **Statuses and powers.** Stacks under the HP bar; a named badge is a power.
10. **FOLD meter.** Your chain and its multiplier.
11. **Energy.** 3 a turn. What you don't spend is lost.
12. **Draw pile.** Tap it to see what's left in it.
13. **Your hand.** 5 new cards a turn; drag one onto its target.
14. **End Turn** and the round counter.
15. **Discard pile.** Shuffled back in when the draw pile runs dry.

YOUR TURN, BEAT BY BEAT

1. **Start.** Burn on you ticks, your Block drops to 0, Energy refills to 3, the Fold resets and you draw 5.
2. **Play.** Pay each card's cost. The order is everything.
3. **End Turn.** Unplayed cards go to the discard pile.
4. **Enemies act,** left to right: their Burn ticks, their Block drops, then they do what the intent said.

WATCH IT: THE INK DRIES!

From round 5, every enemy gains Might at the start of each of its turns: 3 in Act 1, rising to 6 in Act 5. Bosses too. Slow fights turn ugly fast.

READ THE INTENT

ATTACK
Hits you once for the number shown.

MULTI-ATTACK
Several hits; Block meets each one.

BLOCK
Soaks your damage until its next turn.

BUFF
Might, for itself or for every enemy.

DEBUFF
Weak, Exposed or Burn, aimed at you.

HEAL
Itself, or every enemy at once.

SUMMON
A new enemy joins. Field full? Block instead.

STUNNED
It skips its next action.

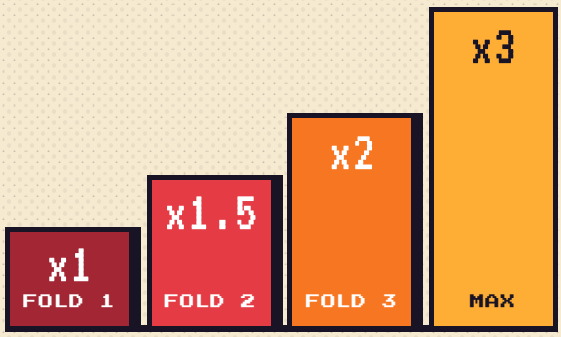
LESSON 2 · THE FOLD

CHAIN IT OR LOSE IT

Every card has a suit. Play one in the same suit as the card before it and the Fold climbs: x1, x1.5, x2, then x3 on the 4th card in a row. That is MAX FOLD. Switch suit and you are back to x1.

The multiplier works on a card's printed numbers: **damage, Block, healing and the statuses you give enemies**. It never touches Draw, Energy, Lose HP, the number of hits, Stun or buffs you give yourself. Your stat bonus, Might and the Warrior's Fury are added after the multiplier, flat.

- **Fate is wild.** A **Fate** card plays at the current multiplier and keeps the chain alive, but doesn't raise it (unless a treasure says so).
- **Break.** Changing suit after a Fold of 2 or more is a Break: cards with **Break:** pay out. The breaking card plays at x1.
- **Every turn starts at zero.** The Fold resets when your turn begins.
- **Folds score.** +30 for each card at Fold 3, +50 for each at MAX FOLD.



Slash damage	5 · 7 · 10 · 15
Guardian's ***Guard*** Block	6 · 8 · 11 · 16
Hexweaver's ***Spark*** Burn	3 · 4 · 5 · 7

THE LADDER *One card at each step, rounded down. Slash is shown without stats; the Guardian adds +1 from DEF 3; the Hexweaver's Kindling adds +1 Burn.*

WORKED EXAMPLE · ONE HAND, THREE WAYS

Warrior (STR 3, Fury +5), step 1. A Wood Goblin with 46 HP intends to Attack 8. Your hand: Slash, Slash, Cleaver, Guard and Coin Toss, with 3 Energy.

PLAY	CARDS	DAMAGE 1ST+2ND	GOBLIN	YOU LOSE
A Safe	Slash, Slash, Guard	13+10	23	3
B Big first	Cleaver, Slash	19+10	17	10
C Fold it	**Coin Toss, Slash, Cleaver**	**13+19**	**14**	**10**

C wins. Same cards as B, +3 damage: the x1.5 lands on Cleaver's 11, not Slash's 5, and Fury's flat +5 doesn't care where it goes. Free Coin Toss rides the Fold, so play it first. A stops at exactly half HP, short of the goblin's Enrage (+2 Might), and takes only 3. C takes 10, but the goblin's next move is only Block 6: two Slashes (23) finish it before that Block ever goes up.





COMBO KING

SLASH, WILD CARD, SLASH

Wild Card (Fold +2) rides the first Slash, then lifts the Fold to 3. The second Slash lands at Fold 4: MAX FOLD, x3, 18 damage for the Warrior.

WATCH IT!

A Shield card dropped into the middle of a Blade chain resets it to x1. Play your defence first or last, never in between. Only Fate cards can sit inside a chain.

HOT TIP!

Pick up a card and the game tells you the multiplier it will play at, as in "x1.5 next". Check it before you let go: a grey x1 means this card gets no boost at all.

NOW THAT IS A FOLD!

The narrator, at your first MAX FOLD of a run

LESSON 3 · THE NUMBERS

STATS, CRITS AND STATUSES

Each stat feeds one suit. The higher it is, the harder that suit's cards hit.

STAT	SUIT	ON ITS CARDS	ALSO GIVES
STR	Blade	+STR	+1 Might at the start of every fight per 5 STR
DEF	Shield	+half DEF	+2 Max HP per DEF
MAG	Hex	+MAG	+1 stack on every status your cards give, per 10 MAG (not Stun)
LCK	Fate	+LCK	+3% crit (max 45%) and +1% rare rewards (max +15%) per LCK

The small print. A stat only adds to a card's *first* number (damage, Block or heal), added flat after the Fold. Cards that cost 0 or hit more than once get half the bonus, rounded down: with STR 3, a free Jab gets +1.

FACT FILE: CRITS



Every attack card rolls once. A crit multiplies the whole hit by x1.5 (x2 for the Rogue), stat and Might included. A card that hits all enemies rolls once for all.

Always crits skips the roll. The Rogue's ***Jackpot*** deals 10 and always crits: with LCK 3, that's **26** a hit.

THE SIX STATUSES

The little icons under a health bar. The number beside each one is how many stacks are left.

BURN

At the start of its turn it loses HP equal to its Burn, ignoring Block, then Burn drops by 1.

Burn 3 deals 3, then 2, then 1: 6 in all.

ENEMIES OR YOU

WEAK

Its attacks deal 25% less. Weak counts attacks, not turns: each attack uses up 1.

Weak 2 softens the next two attacks, however long they take to come.

ENEMIES OR YOU

EXPOSED

Attacks against it deal 50% more. Each attack uses up 1, however many times it hits.

Exposed 1, then a "Deal 10": it takes 15.

ENEMIES OR YOU

STUN

It skips its next action. Never more than 1 and never twice in a row.

Act bosses and the Blank King shrug it off.

ENEMIES ONLY

MIGHT

+N damage on every hit of every attack, for the whole battle.

Might 2 turns Twin Cut's "Deal 3 twice" into 5 + 5.

YOU OR ENEMIES

THORNS

Whoever hits it loses N HP per hit, Block or not. Lasts the whole battle.

Thorns 2 against a 4-hit Flurry: you lose 8.

YOU OR ENEMIES

FACT FILE: BLOCK

Block soaks damage before your HP does, one hit at a time. It drops to 0 when your next turn starts (the Guardian keeps up to 5). Burn, Thorns and Lose HP go straight past it.

COMBO KING

STATUSES FOLD TOO

Down a Hex chain, the Hexweaver's Spark gives Burn 3, 4, 5, then 7 at MAX FOLD. Three Sparks in a row pile 12 Burn on one enemy.

HOT TIP!

Every status clears when the battle ends. **Cleanse** wipes your Burn, Weak and Exposed at once but keeps your Might and Thorns, so save it for a pile-up.

LESSON 4 · THE SMALL PRINT

READ THE CARD

KEYWORD	WHAT IT DOES
Block	Soaks damage before your HP. Gone when your next turn starts.
Draw N	Take N more cards. Your hand holds 10; extra draws are discarded.
To all	Hits or affects every enemy at once.
Twice, three times	Separate hits: Might, Block and Thorns count each one.
Vanish	Leaves this battle once played. Back in your deck next fight.
Power	Played once, lasts all battle. Powers always Vanish.
Fold +N	Pushes the Fold up by N after the card resolves. The suit stays.
Fold N+:	A bonus only if this card is played at Fold N or higher.
Break:	A bonus when this card changes suit and ends a Fold of 2+.
Wild	Fate cards. Ride any Fold without raising or breaking it.
If Burn / Weak / Exposed:	A bonus if the target already had that status. Apply it first.
Slam	Deal damage equal to your Block (+Might). Your Block isn't spent.
Bookmark	Stays in your hand at End Turn. You still draw 5.
Lose HP	You pay in health. Block can't stop it; the Fold never grows it.
Always crits	Skips the crit roll: every hit is a crit.
Frozen	The Winter Queen freezes a card in your hand until the turn ends.

THREE TYPES

91	65	12
ATTACKS	SKILLS	POWERS

FIVE RARITIES

Starter	8
Common	60
Uncommon	55
Rare	34
Legendary	11

A card reward offers 3 cards: Rare 5% of the time after a normal fight, 20% after an elite, always after a boss. Legendaries only come from Scrolls.

HOT TIP!

You never have to take a card. A card reward can remove one of yours instead, or be skipped for +1 Max HP (up to 20 times a run). Not sure? Tap a card to read it big first (page 9).

KEYWORDS IN ACTION





UPGRADE IT *At a Forge, each card can be upgraded once and gains a +. Printed numbers shown; in game a card shows live numbers with your stats added.*

- **Costs 2 or more?** It costs 1 less.
- **Otherwise** its first number gets +3: "Deal 5." becomes "Deal 8."
- **No number?** Its first status gets +1. Some cards, such as Coin Toss and Wild Card, have nothing to upgrade.

COMBO KING

SLASH, SLASH, SNAPBACK?

No: Snapback is a Blade, so it just continues the chain. Break cards pay out when they *change* suit. Build a Shield Fold, then Snapback; or a Blade Fold, then Counterfold.

LESSON 5 · PRO SCHOOL

10 RULES FOR WINNING FIGHTS

TIPS & TACTICS

1. **COUNT BEFORE YOU CLICK.**
Read the whole hand first. Which suit has the longest run? What can a Fate card glue together? Then play in that order, not left to right.

2. **BIG NUMBERS GO LATE.**
The multiplier only grows a card's printed number. Lead with small cards and land your biggest one on the highest Fold.

3. **FREE CARDS FIRST.**
A 0-cost Fate draw like Coin Toss rides the Fold and costs nothing, so play it before you plan the rest: more cards, more options.

4. **BREAK ON PURPOSE.**
Switch suit only once a chain has paid off. With Break cards in the deck, every Fold of 2+ is a loaded spring.

5. **BLOCK THE NUMBER, NOT THE PANIC.**
The number over your hero is all the attack damage coming. Block that much, spend the rest on damage: Block is gone next turn anyway.

6. **EXPOSE, THEN HIT HARD.**
Exposed is used up per attack, not per hit. Follow it with a multi-hit card or your biggest swing.

7. **LEARN THE CYCLE.**
Every enemy repeats a set pattern of moves. Remember what follows its big hit and plan two turns ahead.

8. **FINISH BEFORE ROUND 5.**
From round 5 the ink dries (page 5). A fast kill beats a slow, safe one.

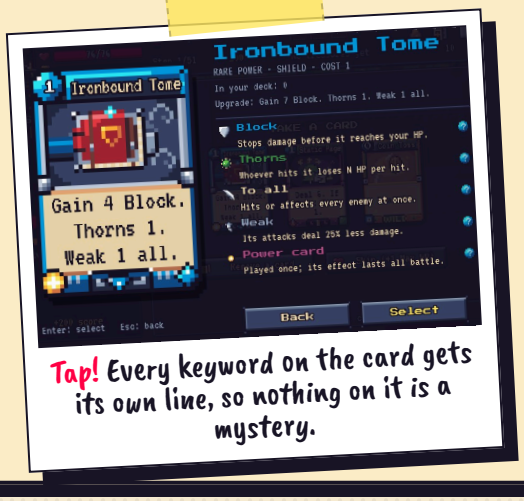
9. **FOCUS FIRE.**
A dead enemy deals no damage. Two enemies at half HP still hit you twice: finish one, then turn.

10. **THIN THE DECK.**
Fewer weak starters means your best cards come round sooner. A card reward can remove a card instead (while you have more than 8), or skip for +1 Max HP.

NEW IN 1.0.14: CARD ZOOM

TAP TO READ

Tap a card choice (a reward, the Remove and Forge pickers, a Hidden Fold gift) and it opens big: rarity, type, suit, cost, how many are in your deck, its upgrade and every keyword explained. **SELECT** takes it, **BACK** puts it down.



Tap! Every keyword on the card gets its own line, so nothing on it is a mystery.

HOLD TO PEEK

In battle, **hold** any card to peek at it with live numbers: your Might, your Weak and the multiplier it would play at right now. Let go and nothing is played, so you can check before you commit.

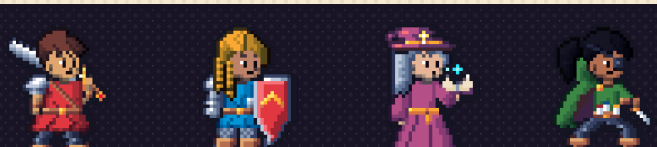


Hold! Peek mid-fight, then let go and carry on.

COMING UP NEXT · SECTION 2

PICK YOUR HERO!

4 heroes, 4 ways to fold. Turn the page.



02

ALL 4 RATED!

SECTION 2

THE HEROES

IN THIS SECTION

1	Warrior	11
2	Guardian	12
3	Hexweaver	13
4	Rogue	14
5	Deckbuilding 101	15



HEAD TO HEAD

Four heroes, four suits, four ways to fold. Here is how they measure up. Turn the page to see how each one wins.

HERO	MAX HP	STR	DEF	MAG	LCK	PASSIVE	LEARNING CURVE	BOT WINS
WARRIOR — Blade	76	3	1	0	1	**Fury.** Your first Blade attack card each turn deals +5 damage per hit.	■■□□□	47%
GUARDIAN — Shield	70	2	3	0	1	**Bulwark.** Up to 5 Block carries over into your next turn.	■■■□□	49%
HEXWEAVER — Hex	68	0	1	3	1	**Kindling.** Statuses applied by your Hex cards get +1 stack (not Stun).	■■■■□	36%
ROGUE — Fate	65	1	1	0	3	**Lucky Break.** Your critical hits deal x2 instead of x1.5.	■■■□□	49%

Max HP at level 1: base HP plus 2 per point of DEF. **Learning curve** is our rating, from 1 (pick up and play) to 5 (homework required). **Bot wins**: how many of 200 test runs per hero the game's own autoplay bot won. It plays every hero the same plain way, so read it as a rough guide, not a ceiling.



HERO FILE 01 · Blade

THE WARRIOR

A sellsword who hits first and hits hardest. Chain your Blades, open with your best one, and let Fury do the rest.

76	3	1	0	1
Max HP	STR	DEF	MAG	LCK

RATINGS — THE GUIDE'S VERDICT

ATTACK	9
DEFENCE	5
DIFFICULTY	4
FUN	9

The guide's opinion, not game data.

PASSIVE

FURY

Your first Blade attack card each turn deals +5 damage per hit.

Learning curve · Crit chance 3% · Win it: **Blade of the Book**

STARTING DECK — 10 CARDS

- 4x **Slash** — Deal 5.
- 3x **Guard** — Gain 5 Block.
- 2x **Cleaver** — Deal 11.
- 1x **Coin Toss** — Draw 1.

SIGNATURE CARDS

Cleaver	Crusher	Berserk	Cleaving Fold	Rolling Edge	Final Crease
2	2	0	2	1	3
ATTACK	ATTACK	POWER	ATTACK	ATTACK	ATTACK
Deal 11.	Deal 14.	Gain 3 Might. Lose 6 HP.	Deal 7 to all. Fold 3+: +1 Might.	Deal 7. Fold 3+: +1 Energy.	Deal 12. Fold 4+: Deal 12.
STARTER	FROM THE START	FROM THE START	FROM THE START	FROM THE START	STEP 31

HOW TO PLAY

Play Blades in a row and make the first attack count. **Fury** adds 5 to every hit of your first Blade attack card each turn, after the Fold multiplier, so it loves cards that hit more than once.

You have the most HP of the four, so you can trade blows early. Keep a Shield card or two for the big intents and play them before or after your Blade chain, never in the middle.

HOT TIP!

Fury waits for your first Blade *attack*. Play ***Berserk***, Shield or Fate cards first and Fury is still there for your big hitter.

47% BOT WINS of 200 test runs, see page 10

COMBO KING

FLURRY FIRST

Open your attacks with ***Flurry*** and Fury lands on all four of its hits: **32** damage instead of 12.

COMBO KING

SLASH, SLASH, ROLLING EDGE, SLASH

Rolling Edge plays third at x2 and hands back 1 Energy, so a fourth Blade hits MAX FOLD (x3) on the same turn.

LEVEL-UPS

STR. It adds to every Blade card, and each 5 STR starts every fight with +1 Might. You start on 3: 2 points away.

BUILD PLAN

EARLY

Blade attacks, multi-hit first: ***Twin Cut***, ***Flurry***. One extra Block card is plenty.

MID

Fold helpers like ***Crease Cut*** and ***Rolling Edge***. ***Berserk*** buffs every hit for the whole fight.

LATE

Final Crease (Step 31): "Deal 12. Fold 4+: Deal 12." At MAX FOLD both hits land at x3.

WATCH IT!

Common mistakes. Wasting Fury on a lone Slash. Breaking the chain with Guard mid-turn. Swinging Blades at Ethereal foes, the Candle Wraith in Act 2 and the Star Wraith in Act 5: they take half damage from Blade cards.



OVERALL **84%**

RATINGS — THE GUIDE'S VERDICT

ATTACK	5
DEFENCE	10
DIFFICULTY	6
FUN	7

The guide's opinion, not game data.

▸ HERO FILE 02 · Shield

THE GUARDIAN

An oath-bound wall of steel. Soak the hits, save some Block for tomorrow, then hit back with the shield itself.

70	2	3	0	1
Max HP	STR	DEF	MAG	LCK

PASSIVE

BULWARK

Up to 5 Block carries over into your next turn.

Learning curve ■■■□□ Crit chance **3%** Win it: **Unbroken Spine**

STARTING DECK — 10 CARDS

- **4x Slash** — Deal 5.
- **2x Guard** — Gain 5 Block.
- **3x Shield Bash** — Deal 8. Gain 2 Block.
- **1x Coin Toss** — Draw 1.

▸ SIGNATURE CARDS



HOW TO PLAY

Shield cards are your Block and your damage. **Bulwark** keeps up to 5 Block into your next turn, so a solid defensive turn is never wasted.

Your big hits are **Slam** cards: they deal damage equal to your current Block and keep the Block. Slam ignores the Fold, so fold Shields for Block first and Slam last. Your real enemy is time: the ink dries from round 5 (page 5).

HOT TIP!

Slam counts the Block that Bulwark carried over. Start a turn on 5 Block and ***Rebound*** hits before you have played a thing.

49% BOT WINS of 200 test runs, see page 10

COMBO KING

GUARD, GUARD, REBOUND

With 5 Block carried over, two Guards stack it up. ***Rebound*** Slams for all **19**, then adds its own Block on top.

COMBO KING

SIDESTEP, GUARD, PAPER MOUNTAIN

Paper Mountain lands third at x2: **41** Block from one card, all for 3 Energy.

LEVEL-UPS

DEF. Each point is +2 Max HP, and every two add 1 to each Shield card. A little STR helps your 4 Slash cards too.

BUILD PLAN

EARLY

Shield cards that hit: ***Shield Edge***, ***Rim Sweep***. Fast kills matter more than you think.

MID

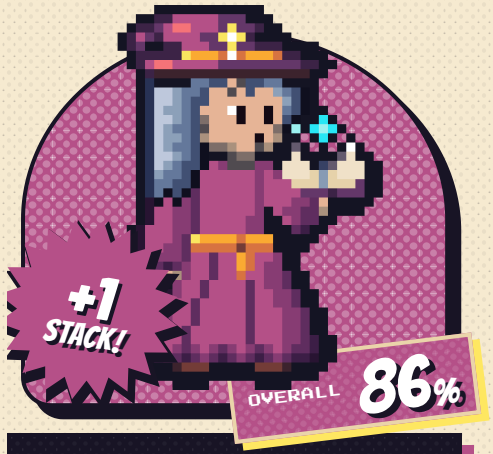
Slam cards (***Shoulder Check***, ***Avalanche Tome***) and cheap Shields to fold into them.

LATE

Paper Mountain and ***Fortress*** for boss turns. ***Iron Skin*** punishes multi-hit attackers.

WATCH IT!

Common mistakes. Slamming before you build Block. Turtling past round 5, when the ink dries. Over-blocking: only 5 carries over.



▸ HERO FILE 03 · Hex

THE HEXWEAVER

The scribe's runaway apprentice writes fire into the air. Stack Burn, weaken everything and let the ink do the work.

68 Max HP	0 STR	1 DEF	3 MAG	1 LCK

PASSIVE

KINDLING

Statuses applied by your Hex cards get +1 stack (not Stun).

Learning curve ■■■■■ Crit chance 3% Win it: **Final Spell**

RATINGS — THE GUIDE'S VERDICT

ATTACK	6
DEFENCE	3
DIFFICULTY	8
FUN	9

The guide's opinion, not game data.

STARTING DECK — 10 CARDS

- 2x **Slash** — Deal 5.
- 3x **Guard** — Gain 5 Block.
- 3x **Spark** — Deal 4. Burn 2.
- 1x **Firebolt** — Deal 8. Burn 3.
- 1x **Coin Toss** — Draw 1.

▸ SIGNATURE CARDS

Firebolt (2)	Ember Script (1)	Wildfire (2)	Ashen Tome (3)	Ignite (1)	Weaver's Loom (1)
ATTACK	SKILL	SKILL	ATTACK	SKILL	SKILL
Deal 8. Burn 3.	Burn 3. Draw 1.	Burn 5 to all.	Deal 18. If Burn: Stun 1.	Burn 4. Fold 3+: Burn 4 to all.	Burn 2. Fold +2.
STARTER	FROM THE START	FROM THE START	FROM THE START	STEP 21	STEP 31

HOW TO PLAY

Burn ignores Block: a burning enemy loses HP equal to its Burn at the start of its turn, then the Burn drops by 1. **Kindling** adds +1 stack to every status your Hex cards apply (never Stun), after the Fold, so many small doses beat one big one.

You are no tank, so use **Weak** to blunt big hits and area cards to Burn whole packs at once.

HOT TIP!

Kindling counts every enemy. ***Arc***'s Burn 1 to all becomes Burn 2 on each of them.

36% BOT WINS of 200 test runs, see page 10

COMBO KING

WEAVER'S LOOM, IGNITE

Weaver's Loom pushes the Fold to 3, so Ignite lands at MAX FOLD: Burn **13** on every enemy and **29** on your target, for 2 Energy.

COMBO KING

EMBER, ASHEN TOME

Ember sets Burn 4. Ashen Tome follows at x1.5 for **30** damage and Stuns the burning target.

LEVEL-UPS

MAG. It adds to each Hex card's main number, and every 10 MAG adds +1 stack to every status you apply. You start on 3.

BUILD PLAN

EARLY

Cheap statuses: ***Ember***, ***Arc***, ***Smudge***. Each one gets Kindling.

MID

Spread it: ***Wildfire***, ***Fireball***, ***Margin Fire***.

LATE

Big finishers for bosses: ***Ashen Tome***, ***Meteor***.

WATCH IT!

Common mistakes. Burning an enemy that dies this turn anyway. Relying on Burn against the Salamander (Act 3): it is immune. Planning around Stun in a boss fight: bosses are immune to it.



HERO FILE 04 · Fate

THE ROGUE

A grinning card-sharp who has never lost a bet. Ride every fold with wild Fate cards, and when you crit, crit double.

65	1	1	0	3
Max HP	STR	DEF	MAG	LCK

PASSIVE

LUCKY BREAK

Your critical hits deal x2 instead of x1.5.

Learning curve ■■■□□ Crit chance 9% Win it: **House Always Wins**

RATINGS

THE GUIDE'S VERDICT

ATTACK	8
DEFENCE	4
DIFFICULTY	6
FUN	9

The guide's opinion, not game data.

STARTING DECK 10 CARDS

- 3x **Slash** Deal 5.
- 3x **Guard** Gain 5 Block.
- 2x **Loaded Dice** Deal 4 twice.
- 2x **Coin Toss** Draw 1.

SIGNATURE CARDS



HOW TO PLAY

Lucky Break makes your crits x2 instead of x1.5, but your crit chance starts at only 9% (3% per LCK). So don't wait for luck: cards that say **Crits** skip the roll and hit double every time.

Fate cards are wild: they never break a Fold, and they ride whatever multiplier you have built. Start a short chain with another suit, then cash it in with Fate.

HOT TIP!

A hand of Blades and Fate is one long Fold. Play the Blades first, then let every Fate card ride the top multiplier.

49% BOT WINS of 200 test runs, see page 10

COMBO KING

SLASH, WILD CARD, DOUBLE DOWN

Wild Card pushes the Fold to 3 without breaking it. Double Down rides at x2, crits and hits twice: **52** damage.

COMBO KING

MARKED CARD, JACKPOT

Expose first, then Jackpot. Both are Fate, so it lands at x1, but a sure x2 crit on an Exposed target carries it: **39** damage for 2 Energy, and you still draw a card.

LEVEL-UPS

LCK. +3% crit chance a point (up to 45%), a bigger main number on Fate cards and +1% rare rewards.

BUILD PLAN

EARLY

Sure crits: ***Card Sharp***, ***Lucky Penny***, ***Coin Spin***. Grab ***Tarot*** for Expose.

MID

Fold boosters (***Wild Card***, ***Destiny***) and one suit to chain.

LATE

All In and ***Double Down*** close out bosses.

WATCH IT!

Common mistakes. Firing a big Fate attack at x1 that a short chain would have powered up. Counting on random crits at 9%. Spreading Expose thin: each attack uses up one stack, so spend it on your biggest hit.

EVERY HERO · EVERY RUN

DECKBUILDING 101

+1 MAX HP A SKIP!

You start with 10 cards, and almost every fight asks you to change that. The best decks stay small, fold easily and know exactly what they are for.

TAKE, REMOVE OR SKIP

After a won fight you are shown 3 cards. Take one, or **remove** a card from your deck (never below 8), or **skip** for +1 Max HP (on your first 20 skips). A card that does not fold with your plan is a dead draw, so skipping is often the strong pick.

CARD RARITY ODDS	COMMON	UNCOMMON	RARE
Normal fight and vault	65%	30%	5%
Elite	30%	50%	20%
Boss	0%	0%	100%

Base odds. Each point of LCK adds +1% to your chance of rare rewards (up to +15%).

HOT TIP!

Skipping is not a waste: your first 20 skips add +1 Max HP each, and your deck stays lean.



THE FORGE *Before and after, side by side: the Warrior's Slash goes from 8 to 11. Cards show live numbers: his STR 3 is already added.*

UPGRADES

A Forge upgrades 1 card, and each card can be upgraded once. Cards costing 2 or more get 1 cheaper. Otherwise the main number gets +3, or failing that, the first status +1. Quire's stall (page 18) sells the same services: **Erase a Card** and **Sharpen a Card**.

YOUR CARD POOL

Each hero draws from 117 shared cards plus 8 class cards, and class cards turn up 3 times as often. You get 4 of them from your first run. Reach step 21 and then step 31 with that hero to add two more each time.

HERO	FROM THE START	STEP 21	STEP 31
Warrior	Crusher, Berserk, Cleaving Fold, Rolling Edge	Rampage, Iron Will	Bloodfold, Final Crease
Guardian	Iron Skin, Fortress, Rebound, Avalanche Tome	Shield Slam, Oathkeeper	Paper Mountain, Ironbound Tome
Hexweaver	Meteor, Wildfire, Ember Script, Ashen Tome	Ignite, Spellbook	Spreading Glyph, Weaver's Loom
Rogue	Jackpot, All In, Card Sharp, Ace Up the Sleeve	Double Down, Marked Card	Sleight of Hand, Card Castle

LEVELS AND TALENTS

Every level adds +5 Max HP and a stat point. At levels 4, 8, 12 and 16 you still get the HP, but pick one of 3 talents instead of the stat point (up to level 20).

- **Quick Draw** — +1 card drawn on turn 1.
- **Opening Gambit** — Your first card each fight costs 0.
- **Vigor** — +10 Max HP.
- **Thick Skin** — Start each fight with 6 Block.
- **Deep Pockets** — +1 potion slot.
- **Head Start** — Turn 1 starts at Fold 1.
- **Lucky Strikes** — Your crits heal 2.
- **Field Medic** — +4% heal after fights.

RULE ZERO — **SMALL DECKS FOLD. FAT DECKS FUMBLE.**

TIPS & TACTICS

1. **PICK A LANE.** One suit to chain, Fate to ride it. Off-suit cards break your folds.
2. **THIN THE STARTERS.** Once better cards arrive, remove Slash and Guard cards so you draw the good stuff.
3. **UPGRADE THE EXPENSIVE.** A 2-cost card at 1 cost changes every turn it shows up.
4. **TAKE THE CLASS CARD.** They are built around your passive, and the best of them only turn up later in a run.

03

SECTION 3

THE CLIMB

IN THIS SECTION

1	Spoils and potions	17
2	Quire's Paper Stall	18
3	Enemy files	19-21
4	The act bosses	22
5	The Blank King	23



51 steps, 5 acts, one Blank King at the top. Every step is a fight, so the real choice is which fight, and what it pays.

51 STEPS TO HIS THRONE!

HOW TO READ THE MAP

EVERY NODE IS A FIGHT

The map is 4 paths wide and climbs one row per step, 10 rows to an act. Until the boss row, each node links to at least 2 nodes on the next row; then every path meets at the boss, and after it you may start the next act on any path. What differs is the reward:

FIGHT	Heal 8% after, then pick a card.
ELITE	A tough fight. Heal 20%, a treasure, a potion and a better card.
VAULT	A guarded chest: a treasure and a card. Its guards are tougher.
CAMP	Win, then rest: heal 35%.
FORGE	Win, then upgrade a card.
BOSS	Ends the act: full heal, 1 of 3 rare treasures, a rare card.

TREASURE ROW

Step 5 of every act always holds at least one Vault.

GATEKEEPER ROW

Step 8 always holds at least one Elite.



ACT 2, STEP 12 *The game marks both rows on the map. (1) A tent: Quire's stall opens after this step.*

THE ROUTING RULES

- The first 2 steps of Act 1 are always plain Fights.
- No Elite on the first or last path step of an act.
- Never two Elites in a row in the same column (a path that moves sideways can still meet two).
- After the first 2 steps, neighbours on a row are never the same kind of node.

THE DICE, BEFORE THOSE RULES

45	15	15	15	10

Each node rolls its type with these weights; then the rows and rules above shape the map.

HOT TIP!

Trace two or three steps ahead before you tap. A Camp straight after the Gatekeeper row, or a Forge before the boss, is worth a detour.

CHEAT CORNER

Each act hides one Hidden Fold in the map's margin, beside an edge path. Look for creases. More on page 27.

AFTER EVERY WIN

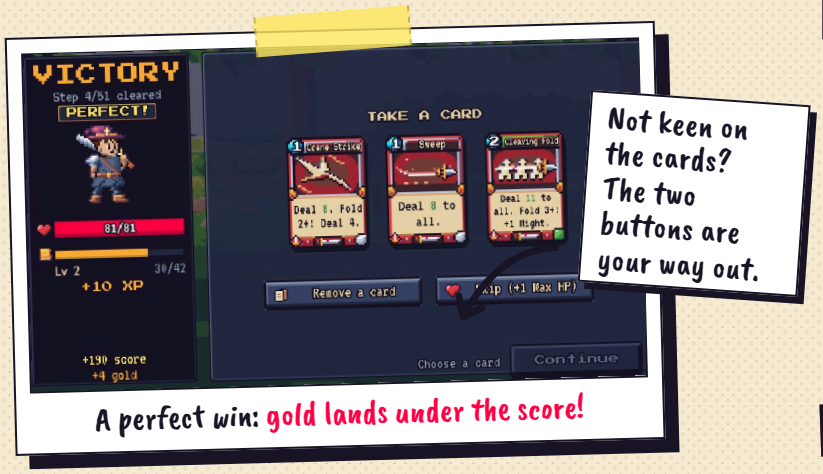
SPOILS OF THE STEP

46 TREASURES!

Win a fight and the page pays out: a heal, a card, gold, and on the right nodes a treasure. Know the table and you can plan your route around it.

NODE	HEAL	CARDS C/U/R %	ALSO
Fight	8%	65/30/5	–
Vault	8%	65/30/5	Treasure 55/35/10
Elite	20%	30/50/20	Treasure 25/50/25 + potion
Camp	35%	no card	–
Forge	8%	no card	Upgrade a card
Boss	**full**	**100% rare**	**1 of 3 rare treasures**

Every card choice offers 3 different cards, and your hero's own cards turn up 3 times as often as shared ones. Take, Remove or Skip: see page 15.



A perfect win: gold lands under the score!

POTIONS: THE BELT OF 3

Potions cost no Energy. Every Elite pays one, chests can hold them, and Quire's first shelf sells them.

- **Red Potion** Heal 20. *Late in a long fight, when no HP is wasted.*
- **Fire Flask** Deal 12 to all enemies. *Pairs, packs and summoners.*
- **Stone Tonic** Gain 15 Block. *The turn a big Attack is coming.*
- **Blue Potion** Gain 2 Energy. *A hand with more good cards than Energy.*
- **Giant's Draught** Gain 3 Might. *Before multi-hit cards: Might adds to every hit.*
- **Swift Tonic** Draw 3 cards. *Dig for the card that finishes a Fold.*
- **Fold Elixir** Fold +3. *Before your first card: it lands at MAX FOLD.*
- **Golden Elixir** Heal half your Max HP. *Your emergency button. Save it for a boss.*

TREASURE, FOUR WAYS

- **Weapons (12).** One in hand. A new one: equip it or keep yours.
- **Trinkets (15).** Keep every one you find.
- **Potions (8).** A belt of 3 slots. Full? Swap or leave it.
- **Scrolls (11).** Each adds a powerful card to your deck.

Your first chest of a run (Vault, Elite or Greedy) never holds a common treasure.

WATCH IT! THE LAST PAGE

Lose a fight once and the deck unfolds its Last Page: you come back with 30% Max HP and replay that fight from round 1. Once per run, and your final score is x0.8.

HALL OF FAME

Grab these on sight!

THE GUIDE'S PICKS

- **STAR COMPASS** Fold 3+ multipliers +0.5. Fold 3 hits x2.5, MAX FOLD x3.5.
- **ORIGAMI CROWN** Reach Fold 4: +1 Energy.
- **PAPER FAN** Each turn starts at Fold 1.
- **JESTER'S DAGGER** +2 LCK. Fate cards raise the Fold.
- **HEART LOCKET** +8% heal after fights.
- **VAMPIRE FANG** Attack cards heal 2.
- **FOLD ELIXIR** Fold +3. Drink it before your first card and that card lands at MAX FOLD.
- **GOLDEN ELIXIR** Heal half your Max HP.

NEW IN 1.0.14 GOLD AND QUIRE'S PAPER STALL

SPEND IT OR LOSE IT!

Every fight you win pays gold, and twice an act a paper merchant called Quire sets up shop on the map, after steps 5 and 9: 10 stops a run, at steps 5, 9, 15, 19, 25, 29, 35, 39, 45, 49. Gold lasts one run only. It never counts towards your score, the purse tops out at 999, and the Daily Fold has none at all. So spend it.

GOLD PER WIN	ACT 1	ACT 2	ACT 3	ACT 4	ACT 5
Fight	3	4	5	6	7
Vault, Camp, Forge	2	2	3	3	4
Elite	8	11	13	16	18
Boss	20	25	30	35	40
Perfect win (no HP lost)	**+1**	**+2**	**+3**	**+4**	**+5**





Step 5, Act 1: 3 shelves, one reroll. A new profile sees 10 wares locked.

FACT FILE: REROLL

Once per visit you may redraw all 3 shelves. It costs 15 gold in Act 1, +5 for each later act and +5 for every reroll you have already bought this run (never more than 75).

NEW! RARE MAGICAL ITEM

From step 25 on, each visit has a 5% chance that Quire's third shelf holds a Magical Item you don't own yet: 200 gold, at most one per run, and it is yours for good, in every future run. About 26% of full runs see one. A reroll never takes it away.



QUIRE'S PRICE LIST

cut out 'n' keep

PRICES IN GOLD

SHELF 1 potions and care

WARE	ACT 1	ACT 5
Common potion	30	50
Uncommon potion	45	70
Rare potion *Out of the Woods*	70	110
Ink Mend: heal 30%	30	50
Extra Page: +5 Max HP *win 10 fights*	45	70

SHELF 2 cards and services

WARE	ACT 1	ACT 5
Common card	35	55
Uncommon card	55	90
Rare card *Ink and Bone*	85	135
Erase a Card *+25 per Erase bought*	60	95
Sharpen a Card	60	95

SHELF 3 the good stuff

WARE	ACT 1	ACT 5
Common trinket	90	145
Uncommon trinket *win 5 fights*	125	200
Rare trinket *Through the Embers*	170	270
Uncommon weapon *win 25 fights*	110	175
Rare weapon *The Thaw*	170	270
Uncommon scroll *Ink and Bone*	105	170
Rare scroll *The Last Fold*	155	250

Each act adds 15% of the Act 1 price, rounded to 5. Italics: what unlocks a ware (a badge, or fights won over all your runs). The Magical Item needs *Out of the Woods*.

1 DON'T PANIC AT STEP 5.
The first stop is often lean. If nothing fits, carry the gold on to step 9.

2 ERASE EARLY.
Every Erase costs more than the last, and a thinner deck draws your best cards more often.

3 SHOP FOR THE BOSS.
The second stop sits just before the boss: top up potions, or buy Ink Mend if you are hurt.

▸ ACTS 1 AND 2

ENEMY FILES

EVERY FOE!

HP and moves are each enemy's base at the start of its act. Every step further in adds 5% HP and 3% to its numbers; a Vault guard gets x1.4 HP. Moves play left to right, then repeat; in a pair, the second enemy starts on its second move.



▸ ACT 1 · STEPS 1–10

PAPERLEAF WOOD

BOSS: THE OAK WARDEN



WOOD GOBLIN

46 HP

Attack 8 ➡ Block 6 ➡ Attack 4x2

Enrage. The first time its HP drops below 50%, it gains 2 Might.

TIP! Burst it from half HP to 0 in one turn.



INK SLIME

44 HP

Attack 7 ➡ Block 5 ➡ Attack 3x2

Split. On death, splits into 2 Ink Droplets.

TIP! Save damage for its two Droplets (12 HP each).



THORN RAT

24 HP

Attack 5 ➡ Attack 3x2 ➡ Block 4

Thorny. Starts the battle with 1 Thorns.

TIP! One big hit beats a flurry of small ones.



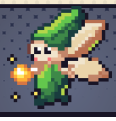
MUSHLING

36 HP

Weak 1 on you ➡ Attack 8 ➡ Attack 8

Spores. On death, you gain Weak 1.

TIP! Kill it last: its spores leave you Weak.



LEAF SPRITE

30 HP

Attack 3x2 ➡ Heals every enemy 5 ➡ Weak 1 on you

Flutter. Gains 3 Block at the start of each of its turns.

TIP! Focus it first, before it heals the whole group.



BRAMBLE KNIGHT — ELITE

95 HP THORNY

1 Block 10 2 Attack 13

3 Attack 6x2

Starts the battle with 2 Thorns.

BEAT IT: its first move is Block, so turn 1 is free to set up. Its Thorns punish multi-hit cards: hit it with single big ones.



OWLBEAR — ELITE

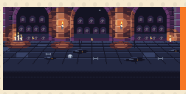
110 HP ENRAGE

1 Attack 10 2 Gains Might 2

3 Attack 7x2 4 Attack 15

The first time its HP drops below 50%, it gains 3 Might.

BEAT IT: take it from above half HP to 0 in one turn so Enrage never fires, and have Block ready once its Might is up.



▸ ACT 2 · STEPS 11–20

INK CATACOMBS

BOSS: THE LICH SCRIBE



SKELETON

78 HP

Attack 11 ➡ Block 8 ➡ Attack 5x2

Reassemble. The first time it would die, it revives at 20 HP.

TIP! Plan to kill it twice.



BONE BAT

51 HP

Attack 4x3 ➡ Attack 9

Lifesteal. Heals HP equal to the unblocked damage it deals.

TIP! Block every hit of its flurry and it heals nothing.



CANDLE WRAITH

68 HP

Burn 4 on you ➡ Attack 11 ➡ Exposed 1 on you

Ethereal. Takes half damage from Blade cards.

TIP! Hit it with Hex, Shield or Fate cards.



GHOUL

98 HP

Attack 14 ➡ Weak 1 on you ➡ Attack 7x2

Regrowth. Whenever another enemy dies, it heals 15.

TIP! Kill it first, or finish the group in one turn.



CRYPT SPIDER

62 HP

Weak 2 on you ➡ Attack 6x2 ➡ Block 7

Venom. Its hits that deal unblocked damage also Burn 1.

TIP! Full Block stops the venom too.



GRAVE KNIGHT — ELITE

200 HP ARMOURED

1 Block 17 2 Attack 22

3 Attack 9x2 4 Gains Might 2

Starts the battle with 15 Block.

BEAT IT: it hides behind Block for your first two turns. Spend them building Block and a Fold, then burst.



BANSHEE — ELITE

168 HP WAIL

1 Weak 2 on you + Exposed 2 on you

2 Attack 7x3 3 Attack 19

The first time each turn your 3rd card resolves, you gain Weak 1.

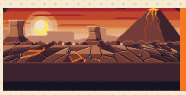
BEAT IT: keep turns to two big cards, or make your 3rd card a Block card. Block hard when her flurry follows the Exposed.

▸ ACTS 3 AND 4

ENEMY FILES

HOT & COLD!

Ember Wastes foes pile Burn on you (the Salamander is immune to yours); Frostpeak foes pile on Weak behind Armoured and Hardened shells. Same rules as page 19.



▸ ACT 3 · STEPS 21-30

EMBER WASTES

BOSS: THE FORGE TYRANT



FIRE IMP

92 HP

Attack 13 +
Burn 2 on you ➡
Attack 7x2 ➡ Gains Might 2

Combust. On death, deals 8 damage to you (ignores Block).

TIP! Keep the HP to spare when it pops.



MAGMA GOLEM

184 HP

Block 18 ➡
Attack 27 ➡
Attack 15

Thorny. Starts the battle with 3 Thorns.

TIP! Its first move is Block: a free turn to set up.



SALAMANDER

141 HP

Burn 5 on you ➡
Attack 19 ➡
Heals 14

Fireproof. Immune to Burn.

TIP! Burn does nothing here. Bring raw damage.



ASH HOUND

109 HP

Attack 9x2 ➡
Attack 20 ➡
Exposed 1 on you

Pack. +3 damage per hit while another of its kind is alive.

TIP! Kill one hound fast and the other hits softer.



CINDER CULTIST

121 HP

Every enemy gains Might 2 ➡ Attack 15 ➡ Block 12

Martyr. On death, every other enemy gains 3 Might.

TIP! Kill it last, or everything in one turn.



FLAME DJINN — ELITE

294 HP REKINDLE

1 Burn 6 on you · 2 Attack 12x2
3 Attack 28 · 4 Block 19

The first time its HP drops below 50%, it heals 35.

BEAT IT: plan for the heal when it drops below half. Its Burn keeps ticking, so end the fight fast or Cleanse.



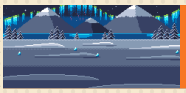
OBSIDIAN BRUTE — ELITE

336 HP HARDENED

1 Attack 31 · 2 Block 26
3 Attack 15x2

Takes 3 less damage from each hit.

BEAT IT: Hardened shaves every hit, so few huge hits beat many small ones. Have Block up for its opener.



▸ ACT 4 · STEPS 31-40

FROSTPEAK

BOSS: THE WINTER QUEEN



ICE WOLF

157 HP

Attack 10x2 ➡
Attack 20 ➡
Weak 1 on you

Hunter. Its attacks deal x1.5 damage while you are Weak.

TIP! Cleanse your Weak, or out-Block it.



YETI

261 HP

Block 21 ➡
Attack 28 ➡ Gains Might 3

Armoured. Starts the battle with 20 Block.

TIP! Its first move is Block: one free turn, then a big hit.



FROST WISP

121 HP

Weak 2 on you ➡
Attack 10x2 ➡ Heals every enemy 14

Chill. The first card you play each turn does not change the Fold.

TIP! Lead with a cheap card you don't need folded.



SNOW GOBLIN

165 HP

Attack 15 ➡
Attack 7x3 ➡
Block 15

Enrage. The first time its HP drops below 50%, it gains 4 Might.

TIP! Burst it through half HP in one turn.



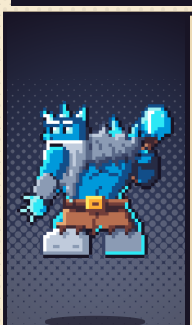
ICE ARCHER

147 HP

Attack 22 ➡
Block 12 ➡
Attack 9x2 +
Exposed 1 on you

Piercing. Before each of its attacks, you lose up to 5 Block.

TIP! Gain that much extra Block on top of its attack.



FROST GIANT — ELITE

450 HP HARDENED

1 Attack 38 · 2 Block 31
3 Attack 18x2 · 4 Weak 2 on you

Takes 4 less damage from each hit.

BEAT IT: Block its opener first, then strike with big single cards while it walls up.



GLACIER WYRM — ELITE

405 HP THORNY

1 Attack 9x4
2 Exposed 2 on you · 3 Attack 33
4 Heals 30

Starts the battle with 4 Thorns.

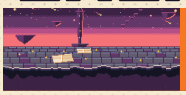
BEAT IT: Thorns punish multi-hits. Push hard before its heal comes round, and Block its four-hit opener in one go.

▸ ACT 5 AND THE MIMIC

ENEMY FILES

LAST ACT!

The last act before the throne, and the Mimic that hides in its Vaults. Two foes here are Hardened, shaving damage off every hit: favour big single hits. Same rules as page 19.



▸ ACT 5 · STEPS 41–50

STARFALL SPIRE

BOSS: THE STAR DEVOURER



VOID EYE

213 HP

Exposed 2 on you ➔ Attack 28 ➔ Attack 14x2

Gaze. When it appears, you gain Exposed 1.

TIP! You start Exposed: Block big on turn 1.



STAR WRAITH

174 HP

Attack 10x3 ➔ Burn 7 on you ➔ Attack 26

Ethereal. Takes half damage from Blade cards.

TIP! Blades do half: lead with Hex, Shield and Fate.



CLOCKWORK SENTINEL

298 HP

Block 26 ➔ Attack 19x2 ➔ Gains Might 3

Hardened. Takes 5 less damage from each hit.

TIP! Few big hits. Small ones bounce off.



SHADE

203 HP

Attack 31 ➔ Weak 2 on you ➔ Attack 14x2

Lifesteal. Heals HP equal to the unblocked damage it deals.

TIP! Block its big hit and it cannot heal.



MIMIC — VAULT SPECIAL

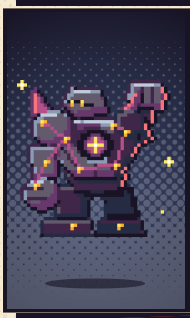
406 HP **GREEDY**

1 Attack 39 2 Block 20

3 Attack 11x3

When killed, drops 1 extra treasure. That's +5 gold too.

BEAT IT: each Act 5 Vault has a 35% chance to hide a Mimic. It hits like an elite, but the extra loot makes it worth it if you arrive healthy.



ASTRAL GOLEM — ELITE

551 HP **HARDENED**

1 Block 36 2 Attack 45

3 Attack 18x3 4 Gains Might 4

Takes 5 less damage from each hit.

BEAT IT: Hardened eats small hits whole. Save your biggest single blows for it, and Block before its flurry once its Might is up.



SEER SOL — ELITE PAIR

290 HP **BOND**

1 Attack 16x2

2 Burn 8 on you

3 Heals every enemy 24

When another Bonded enemy dies, it heals 60 and gains 6 Might.

BEAT IT: split your damage so both Seers drop in the same turn. Kill one alone and the other heals and hits far harder.



SEER LUNA — ELITE PAIR

290 HP **BOND**

1 Weak 2 on you

2 Attack 38

3 Block 26

When another Bonded enemy dies, it heals 60 and gains 6 Might.

BEAT IT: she stands second, so she starts on her second move: Attack 38 on turn 1. Block it, and keep both Seers' HP falling together.

WATCH IT!

Act 5 regulars swing harder than the first boss. A lone Shade opens with **Attack 31**; the Oak Warden's biggest single hit is **Attack 14**. Arrive with Block cards you can upgrade.

▸ ENEMIES GROW

ONE GOBLIN, FOUR SIZES

The same goblin in Act 1 gets tougher the further in you meet it, guarding a Vault, or on Folded difficulty (page 27).



HOT TIP!

Elites never stand on the first or last path step of an act, and the Gatekeeper row always has one. If your deck is weak, plan a path that meets only the gatekeeper. If it is strong, Elites pay more gold and better loot than any Fight.

▸ STEP 10 OF EVERY ACT

THE BIG FIVE

Each act ends with a boss. Win and you heal to full, then pick 1 of 3 rare treasures and a rare card. The numbers below are exact for a standard run.



THE OAK WARDEN

BOSS · STEP 10

170 HP — **Regrowth:** Whenever another enemy dies, it heals 10.

1. Attack 9 + summons a Thorn Rat
2. Attack 14
3. Block 10 + Weak 1 on you
4. Attack 6x3

BOSS BUSTERS! leave the Thorn Rats (24 HP) alone if you can: every one that dies heals the Warden. Burn the tree down and Block its three-hit swing.



THE LICH SCRIBE

BOSS · STEP 10

264 HP — **Ink Curse:** On odd rounds, the first card you play costs 1 more.

1. Attack 8 + summons a Skeleton
2. Attack 14 + Burn 3 on you
3. Block 18
4. Attack 7x3
5. Gains Might 3

BOSS BUSTERS! open odd rounds with your cheapest card, so the curse never prices your big one out of reach. Its Skeleton (63 HP) gets back up once: ignore it and race the Lich.



THE FORGE TYRANT

BOSS · STEP 10

476 HP — **Furnace:** At the start of its turn, gains 6 Block per Energy you left unspent.

1. Attack 27
2. Gains Might 3 + Block 18
3. Attack 11x3
4. Attack 13 + Burn 4 on you
5. Summons a Fire Imp + attack 9

BOSS BUSTERS! spend every Energy, every turn: each one you leave becomes Block on the Tyrant. Its Fire Imp (66 HP) explodes when it dies, so kill it with HP to spare.



THE WINTER QUEEN

BOSS · STEP 10

630 HP — **Frozen Hand:** At the start of your turn, 1 random card in your hand is Frozen.

1. Attack 14 + Weak 2 on you + Exposed 1 on you
2. Attack 33
3. Summons an Ice Wolf + attack 12
4. Attack 13x3
5. Block 28

BOSS BUSTERS! she opens with Weak and Exposed, and her Ice Wolf (105 HP) hits harder while you are Weak. Bring Cleanse or heavy Block, and keep a spare card for the frozen one.



THE STAR DEVOURER

BOSS · STEP 10

780 HP — **Devour:** Whenever you play a card at x1, it gains 5 Block.

1. Attack 42
2. Attack 12 + Exposed 2 on you + Burn 5 on you
3. Attack 16x3
4. Block 37 + gains Might 3
5. Summons a Void Eye + attack 18

BOSS BUSTERS! every card played at x1 feeds it Block, and each turn's first card is one. Make that opener cheap, then chain its suit. Its Void Eye (147 HP) arrives with a stare that leaves you Exposed.

▸ WHAT A BOSS PAYS

ACT 1	ACT 2	ACT 3	ACT 4	ACT 5
+20 gold +400 points	+25 gold +800 points	+30 gold +1200 points	+35 gold +1600 points	+40 gold +2000 points

WATCH IT: THE INK DRIES

From round 5, every enemy gains Might at the start of each of its turns: 3 / 4 / 5 / 6 / 6 Might in Acts 1-5. A summon with no room on the field gives its boss Block instead (10 per act number). Long boss fights get ugly fast.

STEP 51 · THE BLANK THRONE

THE BLANK KING

FINAL BOSS!

The last fight of the climb, in two phases and 1365 HP. He erases the lazy turn: play at x1 and he barely feels it.



PHASE 1

THE BLANK KING

665 HP

Blank Ward: Cards played at x1 deal half damage to it.

1. Attack 40
2. Block 37 + Weak 2 on you
3. Attack 17x3
4. Summons a Shade + attack 15
5. Gains Might 4 + attack 25

His Shade has 140 HP and heals from every hit that gets through your Block.



PHASE 2

THE UNBOUND KING

700 HP

Unbound: At the start of each of its turns, gains 2 Might.

1. Attack 22x2
2. Attack 15 + Weak 2 on you + Exposed 2 on you
3. Attack 50
4. Attack 15 + Burn 4 on you

Unbound stacks: by his 5th turn every hit carries +10 Might, before the ink adds its share.

THE TURN OF THE PAGE. When phase 1 falls, everything else on the field vanishes, you heal 20% of your Max HP, your Fold resets, and the Unbound King starts from his first move.

BOSS BUSTERS

1. **NEVER HIT HIM AT X1.** Each turn's first card plays at x1, so make it a cheap card of the suit you will chain, not your big hitter.
2. **ARRIVE WITH POTIONS.** Quire's last stop is step 49: turn your spare gold into potions there.
3. **RACE PHASE 2.** He gains Might every turn, and the ink dries on top (page 22). Save your burst for him.

1365 HP IN ALL

5000 POINTS FOR THE WIN

No gold for this one: the final fight pays 0. The win is all that matters.

COMBO KING

PAPER FAN VS BLANK WARD

"Each turn starts at Fold 1." So even your first card is already folding, and nothing you play has to land at x1.

04

SECTION 4

IN THIS SECTION

1	Badge hunting	25
2	Pets & Magical Items	26
3	Modes and scoring	27
4	Gifts, sync, options	28
5	20 quick tips	29

40 BADGES TO WIN!

THE COLLECTION

Badges, looks, 10 pets and 20 Magical Items. Every run you play adds to a shelf that never empties. Here is how to fill it.

BADGES: THE BASICS

40 BADGES. ONE SHELF.

Everything you collect in Plica comes from badges. There are 40 of them in 6 categories (Progress, Mastery, Collection, Style, Challenge and Secret), and once you earn one it is yours for good, whether that run ends in victory or not.

33 badges unlock something: a new look for your hero, a pet or a Magical Item. When a badge brings a Magical Item, the game makes a fuss about it: `MAGICAL ITEM UNLOCKED`. The 5 secret badges hide as **???** until the moment you earn them.

TIER	BADGES	POINTS
Bronze	9	10
Silver	15	25
Gold	12	50
Platinum	4	100
All badges	**40**	**1465**

Points are per badge. The Badges screen adds them up against the 1465 on offer.



BADGE HUNTING

EIGHT BADGES WORTH CHASING

Some badges arrive just by playing. These ones you have to go out and get. Here is the exact condition from the game, what each one unlocks, and how to make it happen.

MAXIMUM FOLD — BRONZE

Reach MAX FOLD (Fold 4).

UNLOCKS Eyes: Green. Eyes: Amber. Magical Item: Crease Stone

HOW: four cards of one suit back to back. A Fate card in between keeps the chain alive, so it can help you get there.

QUICK STUDY — BRONZE

Win a fight on your first turn.

UNLOCKS Accessory: Headband. Magical Item: Midnight Oil

HOW: early Act 1, a lone weak enemy and a hand of one suit. Go all in on turn one.

FIVE OF A KIND — SILVER

Play 5 cards of the same suit in a row in one turn.

UNLOCKS Accessory: Bandana. Magical Item: Paper Shuriken

HOW: Fate counts as its own suit here, so a Fate card breaks the streak. Cheap cards and extra draw do the rest.

LUCKY STREAK — SILVER

Land critical hits with 3 attack cards in a row in one fight.

UNLOCKS Hair: Bun. Hair: Mohawk. Pet: Lucky Frog

HOW: stack LCK. Skills played in between don't break the streak: only an attack that fails to crit does.

HEAVY CREASE — SILVER

Deal 50 or more damage with a single hit (before Block).

UNLOCKS Hair colour: Red. Hair colour: Blue

HOW: save your biggest attack for MAX FOLD, with Might on you and Exposed on the target.

MINIMALIST — SILVER

Defeat an act boss without taking a card reward earlier in that act.

UNLOCKS Magical Item: Lullaby Page

HOW: skip every card for one act. Careful: a card bought at Quire's stall counts as taking one.

POCKET EDITION — GOLD

Defeat an act boss with only 8 cards in your deck.

UNLOCKS Magical Item: Ink Blotter

HOW: 8 is the smallest a deck can go. Skip card rewards and pay for removals.

ORIGAMI MASTER — PLATINUM

Reach MAX FOLD 3 times in one turn.

UNLOCKS Magical Item: Folded Star

HOW: one giant turn. Only the card that lifts the Fold to 4 counts, so climb to 4, switch suit (back to Fold 1) and climb again, three times. Fold +N effects (Wild Card, Destiny, Mirror Fold, Fold Elixir) shorten each climb.



DRESS FOR THE CLIMB

Before every run you build your hero on five tabs: Look, Hair, Cape, Pet and Magic. Give them a name of up to 12 letters, numbers and spaces, or press RANDOM.

36 looks are badge rewards. 9 more come from milestones: reaching step 11, beating each act boss, your first MAX FOLD and your first win.

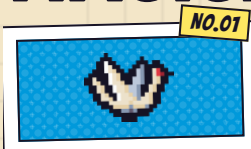
SECRETS

5 badges stay hidden as ??? until you earn them. We won't spoil them. Play boldly, try odd things, read the margins.

PETS & MAGICAL ITEMS

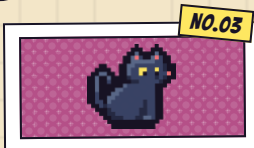
Take one pet and one Magical Item into every normal or Folded run (never the Daily Fold). Earn the badge and it is yours for good.

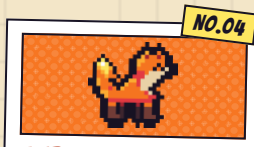
NEW IN 1.0.14 Late in a run, Quire's stall may offer a Magical Item you have never owned, for 200 gold, and a friend can gift you one (page 28).

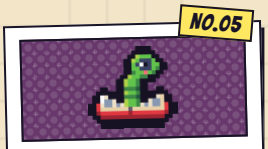
NO.01

PAPER CRANE
Draw 1 extra card on your first turn of each fight.
Win your first fight

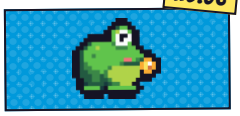
NO.02

MOSS TORTOISE
Start each fight with 4 Block.
Defeat the Oak Warden (clear Act 1)

NO.03

INK CAT
Enemies start each fight with 1 Exposed.
Defeat the Lich Scribe (clear Act 2)

NO.04

EMBER FOX
Enemies start each fight with 1 Burn.
Defeat the Forge Tyrant (clear Act 3)

NO.05

BOOKWORM
+6 Max HP.
Have 25 or more cards in your deck

NO.06

LUCKY FROG
+5% critical hit chance.
Land critical hits with 3 attack cards in a row in one fight

NO.07

PAPER BAT
Heal 2 HP whenever you defeat an enemy.
Own 5 treasures at once (weapon, trinkets and spells)

NO.08

STAR OWL
Heal 4% of your Max HP after each fight you win.
Defeat the Star Devourer (clear Act 5)

NO.09

GLASS BEETLE
The first time an enemy hits you in a fight, gain 5 Block.
Finish 20 runs

NO.10

GOLD DRAGONLING
Once per turn, when you reach MAX FOLD, deal 3 damage to all enemies.
Defeat the Blank King and win a run

11 **CREASE STONE**
Every 2nd turn starts at Fold 1.
Maximum Fold: Reach MAX FOLD (Fold 4)

12 **THORNED QUILL**
Start each fight with 1 Thorns.
Untouched: Win a fight without losing any HP

13 **MIDNIGHT OIL**
+1 Energy on your first turn of each fight.
Quick Study: Win a fight on your first turn

14 **DOG-EARED PAGE**
Every 2nd turn, draw 1 extra card.
Secret badge: ???

15 **MENDING GLUE**
Every 3rd turn, heal 4 HP.
Secret badge: ???

16 **EMBER WICK**
When an enemy dies, all other enemies gain 2 Burn.
The Thaw: Defeat the Winter Queen (clear Act 4)

17 **PAPER SHURIKEN**
Once per turn, playing a Skill deals 4 damage to a random enemy.
Five of a Kind: Play 5 cards of the same suit in a row in one turn

18 **BINDING THREAD**
Once per turn, playing a Power gains 1 Energy and draws 1 card.
Legend in the Deck: Add a legendary card to your deck

19 **WHETTED BOOKMARK**
The first time each fight you play a Blade card at Fold 3+, gain 2 Might.
Sharp Edges: Win a run with Blade as your deck's dominant suit

20 **PAPER WALL**
Whenever you play a Shield card at Fold 2+, gain 2 Block.
Paper Fortress: Win a run with Shield as your deck's dominant suit

21 **FADING INK**
Once per turn, a Hex attack at Fold 2+ applies 1 Weak.
Inkcraft: Win a run with Hex as your deck's dominant suit

22 **FORTUNE SLIP**
Once per turn, playing a Fate card draws 1 card.
Twist of Fate: Win a run with Fate as your deck's dominant suit

25 **LULLABY PAGE**
The first enemy to damage your HP each fight is Stunned (bosses resist it).
Minimalist: Defeat an act boss without taking a card reward earlier in that act

24 **BRITTLE SPINE**
-10 Max HP. Start each fight with 2 Might.
No Second Draft: Win a run without using the Last Page

25 **LIFELINE THREAD**
Once per fight, when a hit leaves you below half HP, heal 15% of your Max HP.
Secret badge: ???

26 **BOOKBINDER'S SEAL**
Start boss fights (and the Blank King) with 3 Might.
Not a Scratch: Defeat an act boss or the Blank King without losing any HP

27 **INK BLOTTER**
At the start of each turn (after Burn ticks), remove your Burn, Weak and Exposed.
Pocket Edition: Defeat an act boss with only 8 cards in your deck

28 **APOTHECARY'S SATCHEL**
Elite fights drop 1 extra potion.
Alchemist: Drink every kind of potion (8) across all your runs

29 **WISHING RIBBON**
Critical hits deal +0.5x damage (1.5x becomes 2x).
Secret badge: ???

30 **FOLDED STAR**
Once per turn, reaching MAX FOLD draws 2 cards.
Origami Master: Reach MAX FOLD 3 times in one turn

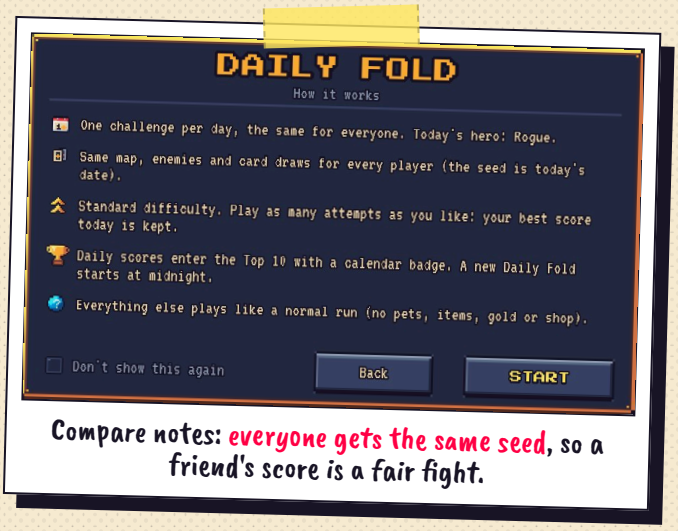
MODES, SECRETS AND SCORES

SAME DECK, NEW RULES

THE DAILY FOLD

One challenge a day, the same for everyone: the map, the enemies and every card draw come from today's date. The hero is chosen for you and the 4 heroes take turns, day by day.

- Standard difficulty, and as many attempts as you like: your best score of the day is kept.
- No pets, no Magical Items, no gold and no shop. Pure skill.
- Daily scores enter your Top 10 with a calendar badge. A new Daily Fold starts at midnight.
- Finish it on 3 different days for the Daily Reader badge.



Compare notes: everyone gets the same seed, so a friend's score is a fair fight.

FOLDED DIFFICULTY

Win one run and Folded unlocks: the same climb, but every enemy is tougher.



Win on Folded for Folded Twice, a Platinum badge.

CHEAT CORNER

HIDDEN FOLDS

Every act's map page hides one loose fold in the margin. Spot a crease, walk the edge path beside it (within a step), tap it, and pick a small gift. Walk past and it is gone for that run. Stuck? The game's own hint: tap the big landmark on the page.



PICK ONE *Every fold offers a choice. Take the one your run needs most.*

HOW YOUR SCORE ADDS UP

HI-SCORE TABLE

SCORE LINE	POINTS
Steps cleared (every fight you win)	100
Enemies defeated	10 X act
Spawned foes	5
Elites	60 X act
Act bosses	400 X act
The Blank King	5,000
Fold bonus: each card at Fold 3 / at MAX FOLD	**30 / 50**
Perfect fights (no HP lost)	50 X act
Final level	100 X level
HP remaining (only if you win)	10 X HP

Then the total is multiplied: **x1.25** on Folded, **x0.8** if the Last Page saved you. Your best runs fill a Top 10.

Do the maths. A full win banks 5,100 for steps, 6,000 for the five act bosses and 5,000 for the King. The Bestseller badge wants 50,000: the rest comes from the Fold bonus, kills and perfect fights.



Show it off: the share button beside a high score copies a picture of your run.

NEW IN 1.0.14 GIFTING

FOLD IT FORWARD



Gift it or keep it: the game tells you exactly what you give up before any code is made.

Got a pet or a Magical Item a friend would love? Give it to them.

1 OPEN COLLECTION
from the main menu, pick a pet or Magical Item you own and press Gift.

2 SEND IT.
You get a QR code, a link and a code. Your friend scans, opens or pastes it in Collection, Redeem Gift.

3 IT MOVES.
The item is theirs for good, and you no longer own it, unless you had more than one.

WATCH IT!

A gift can't be taken back, and each code works once per player: share it only with your friend. One profile can hold 48 gifts and purchases in all.

HOT TIP!

Gave away the pet you are using? It stays with you until the current run ends. Gifts never join the Daily Fold.

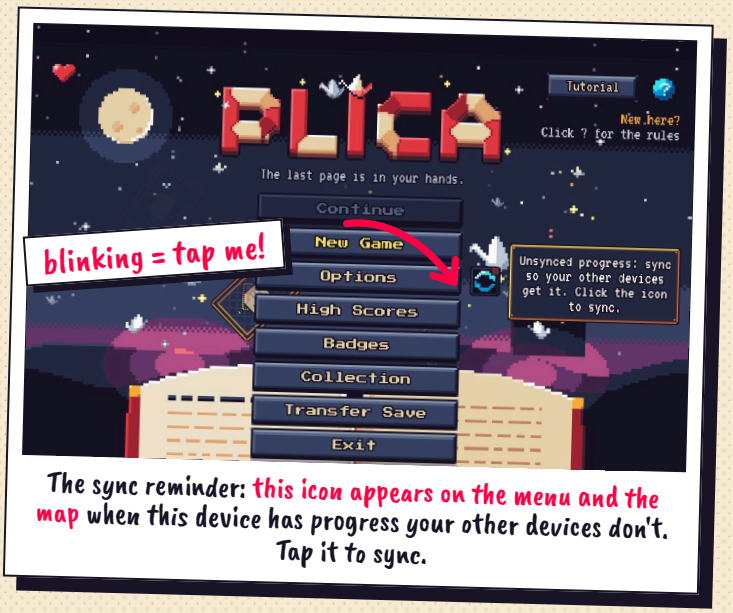
PLICASYNC AND TRANSFER SAVE

PlicaSync keeps one save on all your devices. In Transfer Save, make a 6-character code, type it once on each device, then press Sync. Badges, unlocks and high scores from every device are combined; only a run in progress can clash, and then you choose which to keep. Each device can Sync 30 times a day.

The QR code in Transfer Save holds your save itself: scan it with the other device and nothing is uploaded. Offline? Copy link and Paste code do the same.

30 SYNCS A DAY!

one code, every device!



The sync reminder: this icon appears on the menu and the map when this device has progress your other devices don't. Tap it to sync.

OPTIONS WORTH KNOWING



- **Battle speed: Fast.** Once you know the enemies, fights fly by.
- **Effects: Reduced.** No drifting particles, softer shakes and flashes.
- **Show story.** Turn off the intro before each new run.
- **Need help?** Tap help@playplica.com at the bottom of Options.

NEW! IN 1.0.14

Full screen. Plica now fills your phone or tablet screen, edge to edge.

BEFORE YOU GO

20 QUICK TIPS

CUT OUT 'N' KEEP!

1. **COUNT SUITS FIRST.**
Before you play a card, find the longest run of one suit in your hand and play it in a row.

2. **FATE IS A BRIDGE.**
A Fate card rides the Fold at its current multiplier but doesn't raise it.

3. **BLOCK IS FOR NOW.**
It disappears at the start of your next turn (the Guardian keeps a little). Block for the hit you can see.

4. **FINISH FAST.**
From round 5 the ink dries: enemies gain 3–6 Might every turn, depending on the act.

5. **SKIP WITH PURPOSE.**
Skipping a card reward gives +1 Max HP, up to 20 times a run.

6. **THIN DECKS FOLD.**
Fewer suits in the deck means longer chains in your hand.

7. **ROUTE FOR HEALTH.**
Fights heal 8%, elites 20%, camps 35%, and a boss heals you to full.

8. **SPEND YOUR GOLD.**
It never counts towards your score and is gone when the run ends.

9. **LOOK BEFORE YOU PICK.**
Tap a card choice to read it big, then SELECT or BACK. Hold any card to peek.

10. **EXPOSE, THEN STRIKE.**
An Exposed enemy takes x1.5 damage. The Ink Cat gives every enemy 1 Exposed at the start.

11. **THE LAST PAGE IS NOT A PLAN.**
It revives you once at 30% HP, but your score drops to x0.8.

12. **PERFECT PAYS.**
A fight with no HP lost adds 50 × the act number to your score.

13. **MATCH PET TO PLAN.**
The Moss Tortoise suits a careful start; the Gold Dragonling suits a deck that hits MAX FOLD every turn.

14. **MIND THE TRADE.**
Brittle Spine costs Max HP for Might every fight. Great for fast decks, risky for slow ones.

15. **SAVE FOR THE RARE STOCK.**
From the step-25 stop on, Quire may offer a Magical Item for 200 gold.

16. **PRACTISE ON THE DAILY.**
No pets, no items: it shows how well you really fold.

17. **READ THE MARGINS.**
A crease on the map page can hide a Hidden Fold.

18. **EVERY HERO, EVERY BADGE.**
Winning with each hero earns its own gold badge, and all four earn a Halo.

19. **GO FAST.**
Battle speed Fast in Options keeps long sessions moving.

20. **SYNC BEFORE YOU SWITCH.**
A blinking sync icon means this device has progress to share.

READERS' QUESTIONS

Q **Do I lose my badges if a run ends badly?**
A No. Badges, looks, pets and Magical Items stay unlocked for good (unless you gift one away).

Q **Why is my pet missing in the Daily Fold?**
A Pets and Magical Items never join it, so every daily score is comparable.

Q **I gifted my only copy. Can I get it back?**
A Only if a friend gifts you one.

Q **How do I unlock Folded?**
A Win a run.

Q **Does gold add to my score?**
A No: it only lasts for the run. Spend it at Quire's stall.

Q **Something went wrong. Who do I tell?**
A E-mail help@playplica.com. Press: press@playplica.com.



ADVERTISEMENT

NO SIGN-UP!

PLICA

YOUR NEXT RUN STARTS NOW!

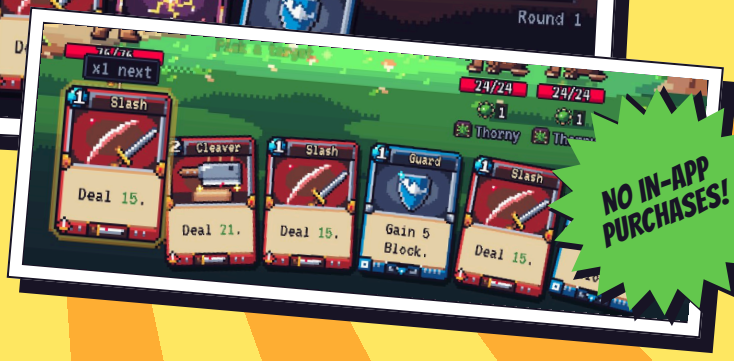
FREE! TO PLAY

Boss fight: The Forge Tyrant!





Quire's Paper Stall



NO IN-APP PURCHASES!

chain a suit: up to x3!

- - - - CUT ALONG THE DOTTED LINE - - - - - - - - - - - -



FREE PLAY VOUCHER

playplica.com

DESKTOP, PHONE AND TABLET · SCAN, TAP, FOLD

Redeem by opening it in any browser. Add it to your home screen on iPhone, iPad and Android.



Plica is created by Jonathan Bonett. Built with Defold.

Press: press@playplica.com. Help: help@playplica.com

Strategy guide for version 1.0.14. Fonts: Barlow, Press Start 2P, VT323, Bangers and Caveat Brush (SIL Open Font License 1.1). Game art and screenshots from Plica.