# *Introduction*

Welcome to <u>GOD GAME</u>, a card game created by SocksBX, Rox300, and Phi.
This is a card game that has been developed for several years, since around 2018, as a game for us and our friends to play together.

Now, beginning in the year of 2023, after hundreds of hours of Twitch streams, <u>GOD GAME</u> is PLAYABLE BY **YOU!** This document will serve as a Player's Guide to getting started, includes explanations for *most* of the game's rich mechanics that we stole, tips, trivia, jokes, and more.
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Please enjoy our game. Thanks for playing!

# *FAQ*

## What is GODGAME?
GODGAME is a "trading" card game inspired by games like Pokemon TCG, Magic The Gathering, The Binding of Isaac: Four Souls, Mario Party, Calvinball, and more. It features lots and lots of characters, items, and locations from different medias that we like

It's been described as the "Calvinball" of card games, with rules that change at a moment's notice, and a strong encouragement to play the game how you'd like, making up your own house rules the more you play.

Up until September 5th 2023, GODGAME was only experienceable through Twitch Streams hosted by [SocksBX](#), [Rox300](#), and more.

## What does the public version entail?
GODGAME Public Release differs greatly from the game you may be used to seeing on the big screen. The game features all cards from the "Base Set", including *Alpha, Beta, Gamma,* the brand new for Public Release *Delta,* as well as the later-released expansions *Auburn Soul*, *Slug Warriors,* and *Hazy Depths*.
This means that cards from later expansions, such as Nuclear, Chaos Rising, Calamity Carnival, Arcana, etc, are *not* currently featured, but are planned to be released over time as "definitive" versions of those expansions.
You'll also notice a brand new table, lots of polish, rebalanced cards, etc… a lot of work was put into this!

## Why are there missing cards? Where is my favorite card
Currently, the public release features cards from *Base Set*, *Auburn Soul, Slug Warriors* and *Hazy Depths*.
Expansions are planned to be released over time, with new and reworked cards included.

We ask that any cards that have been posted elsewhere by us not be imported.

## Is there a list of cards anywhere, or any sort of wiki?

As of March 1st, 2026, there now, in fact, is an official *GOD GAME Wiki*, self-hosted (NOT FANDOM!!) by community member perpetuareality! Peruse to your liking, or contribute if you are a diehard GOD GAME FAN… The world is yours to shape.

## Something happened and it doesn't make sense. HELP!!!

If you've happened upon a combination of cards that contradict one another or don't make sense: FIGURE IT OUT! Work it out with your table or a third party judge to figure out how it should be ruled. Do whatever you want!!!

## I've submitted a card to stream before, can I play with it?

YES! There are separate uploads for EVERY SINGLE card created by viewers of both SocksBX and Rox300 ; this totals to over 2000 ADDITIONAL CARDS to use. Use them at your own risk!!! Have fun.

## I'm new to God Game, any advice?

You should play with just Thrillhouse Edition! It's recommended to only think about playing with cards from the "Viewer Expansions" or any custom sets once you're more comfortable and familiar with the game. Obviously, you can just do whatever you want, but this is the recommended way to start.

## I have a card idea. Can you add my card

You can discuss card ideas in the SocksBX or Rox300 discord servers. Sometimes, we also do streams where we make cards sent in by viewers live, so keep an eye out for those!

## Can I make my own cards?

Absolutely! Please don't recreate the original templates or any of the assets created for the game, though. You're very encouraged to create your own custom templates! You can go crazy really. Make this game into your own and play with friends.

## Can I use any of the game's original assets (GODGAME "eye" logo, custom art etc.) elsewhere?

Nope. They're custom made, so they're for our use only. Please keep it that way.

## How do I put Stamps/Stickers on cards?

You can open the Decal Tool (F9 by default in Tabletop Simulator) to stamp Numbers, Statuses, and other fun stuff on cards to make stuff easier to keep track of. Or, if you prefer, don't! It's all up to you.

## Can I stream this?

YES!!! If you do, make sure you pop into our discord servers and post in the promo/godgame channels so we can check out the stream!

## A card told me to contact a developer. What should I do?

godgamedeveloper@gmail.com

Please note that if you're contacting us about an effect of a card, please provide proof (preferably video proof, though images may be acceptable for certain card effects) that this effect happened.

## I've played another version of God Game; what's this?

You may be thinking of the *God Game 0.1.0.0 April Fools* drop, a fake release of God Game including wholly original cards, rules, and mechanics separate from the base game and made in an afternoon on a whim. THIS version of God Game is the *real deal*. It's since been unlisted, but you can find it at the link above!

## I have a suggestion for the game

Please forward 100 dollars to my Paypal

## I drew a card and I don't like it

It's OK

## Why are the overwatch cards back

It's OK

## Can we kiss

Yes

# *Getting Started*

GodGame is intended for 2-4 players. You can play with more, but good luck.
Shuffle all decks and give each player 12 Coins.
Flip all decks over so their tops are not visible.
Set the **Chapter Counter** to 0 and the **Allowance Counter** to 5.
Each player chooses a **Player Token** from the Reactive Icons bag to play with.

Have each player roll a D6, and the highest number is assigned to be the first **God** of the game; choose a **God Tracker** token and give it to them.

Begin "Prologue Phase"; deal each Player **3 Explore Cards, 3 Basic Cards,** and **3 Skilled Cards.** If any Player is dealt a **Boss** or **Visitor** card, shuffle it back into the Explore Deck and draw again.

This is your personalized **Prologue Shop**. Using your 12 Coins, choose to purchase cards that will enter your starting hand; Explore Cards cost 1 Coin, Basic Cards cost 2 Coins, and Skilled Cards cost 5 Coins. Cards you do not purchase are shuffled back into their deck. Coins you do not spend will be kept in your **Wallet**.

After each Player has confirmed their starting hand, deal the starting **God** three **Environment Cards.** They will choose one to go into play immediately, one to be placed on top of the Environment Deck, and one to be placed on the bottom. Begin the game.

Set the "Chapter Counter" to 1. Deal each Player 5 Coins of "Allowance".

The Game starts with 3 **Basic Shop Slots** and 3 **Skilled Shop Slots.**
Begin the first turn. God always goes first.

# *Turn Structure*

GodGame is played in sets of Turns called "Chapters". A Chapter always starts and ends with the God's turn; in a four player game, this means Chapters will always last 5 turns, assuming no cards alter or elongate this.

**Turn Start**
1. "Unexhaust" any already active cards on the player's field, allowing them to attack.
2. Perform any "Start of Turn" effects. If multiple, perform them from left to right, in counter-clockwise order starting from the active player's field.
    a. *Priority goes: Environment -> Boss -> Active Player Cards -> All Else*
3. Unflip that player's Player Token if it was used.

**Your Turn**
During your turn, you may choose to do any of the following actions in any order.

- You may draw one Explore card from the Explore deck (known as "Exploring").
- You may play *(also known as Summon)* any Character Cards from your hand, so long as your field can fit them.
    a. *You have Six default Character Slots, and one purple Champion Card slot.*
    b. *A card you play comes out "Exhausted"; turn it 90 degrees. It can't act or attack.*
    c. *If the card you played has a Battlecry, it triggers as soon as you play it.*

- You have two **Explore Plays;** this allows you to play up to two "Consumable" or "Attachment" cards during your turn. This is called the "Explore Limit".
    d. *Characters from the Explore Deck are free and do not cost an Explore Play.*
    e. *Bosses and Visitors enter play immediately and do not cost an Explore Play.*

- Purchase from the Shop; Basic Cards cost 2 Coins, Skilled Cards cost 5 Coins, and Champions cost 10 Coins if they're in play.
    - f.   *You may also purchase random cards from the top of these decks for the same price.*
    - g.   *After a card is purchased, restock it with the top of its deck.*

- Any cards that are "Unexhausted" may attack or act.

- You may draw an Explore Card if you have yet to do so.

## Turn End

1. Perform any "End of Turn" effects. If multiple, perform them from left to right, in counter-clockwise order starting from the active player's field.
    - a.   *Priority goes: Environment -> Boss -> Active Player Cards -> All Else*

2. Perform any "In Between Turn" effects, if any.

3. If you have more cards than your current Hand Limit in your hand, discard cards until you're underneath it. The Hand Limit is almost always 10, save for a few cards that modify it.

4. If you are God and it is your second turn of this Chapter, the Chapter ends.

5. Turn passes to the next player clockwise.

## Chapter End

1. Perform any "End of Chapter" effects. If multiple, perform them from left to right, in counter-clockwise order starting from the active player's field.
    - a.   *Priority goes: Environment -> Boss -> Active Player Cards -> All Else*

2. Discard the current Environment(s).

3. Increase the Chapter Counter by 1. Increase the Allowance Counter by 2.

4. Give each player Coins equal to the current Allowance Counter.

5. The "God Token" moves to the next player Clockwise. They are now God.

6. The new God draws three Environment Cards. Choose one to go into play, one to go on top of the deck, and one to go onto the bottom.

7. Shuffle all cards in the shop back into their decks, then restock them.

8. If it's at least Chapter 4, add three Champion Cards to the Shop.

9. Perform any "Start of Chapter" effects. If multiple, perform them from left to right, in counter-clockwise order starting from the active player's field.
    a. *Priority goes: Environment -> Boss -> Active Player Cards -> All Else*

**While It's Not Your Turn**
Each player has a "Player Token", which doubles as what is called a "Reactive Action".

At *ANY TIME*, in response to ANYTHING, you may "Flip" this token to the monochrome side to play a Consumable or Attachment card from your hand.

This happens *before* whatever you are reacting to, for example:
1. John uses his card, Goomba, to deal 1DMG to Winston, who is at 1HP. Winston dies.
2. Dave declares a "Reactive Action" and flips his token.
3. Dave plays "Geopebble", defeating Goomba before the attack takes place.
4. Since there is no Goomba to attack, Winston survives this hit.

After a Reactive Action is used, it's GONE! You can't use it again, until the start of your next turn, where it unflips again.

Certain cards may allow you to perform "Once Per Turn" effects, too, which activate even when it's not your turn. Get creative, and have fun.

# *Winning The Game*

The goal of GOD GAME is to set all other players to 0HP while you still have at least 1HP. You can do so through characters attacking, cards that deal damage, etc.

While at 0HP, so long as at least two other players are above 1HP, you are not actually out of the game; in fact, you can still play exactly the same as before, but unless you are able to heal yourself, you are unable to win the game.

Certain cards may completely alter the Win Condition too, allowing early wins if certain circumstances are met.

# *Card Types*

**Character Cards**
Character Cards are the heart of GodGame, and come in five varieties:
1. Basic
2. Skilled
3. Champion
4. Explore
5. Gimmick

When a Character Card is played onto the field, it becomes Exhausted and cannot attack until your next turn, when it becomes Unexhausted.

Each Character card has a "DMG" (Damage) value, located on its right side.
This is how much damage it will deal when attacking or counter-attacking.
If a Character is attacked, it will usually Counter-Attack, dealing its damage value back to the target.

Each Character card has an "HP" (Health Points) value, located on the left side.
This is how much damage a card can take before being discarded.
Use the numerical counters above character slots to keep track of this.

Some cards may have special Keywords/Statuses; refer to the "Terms & Mechanics" and "Status Effects" sections to see more.

**Basic Characters**
Purchased from the Shop for 2 Coins.

**Skilled Characters**
Purchased from the Shop for 5 Coins.

**Champion Characters**
Purchase from the Shop for 10 Coins.
Must be played in your rightmost slot, also known as the Champion Slot.
Not purchasable until Chapter 4.

**Explore Characters**
Rare cards that may be drawn from the Explore Deck.

**Environment Cards**
Special sets of Rules that alter how the game is played, in simple or complex ways.
Chosen at the start of a Chapter, there is usually only one Environment in play.

**Consumable Cards**
Drawn from the Explore Deck.
Has an effect that happens as soon as it's played. Then, discard the Consumable.

**Attachment Cards**
Drawn from the Explore Deck.
Attached to a specific character card. Has an effect that applies to that card.
When a character is removed from play in any manner, discard all of that card's Attachments.

**Visitor Cards**
Comes into play IMMEDIATELY. Drawn from the Explore Deck.

Has an effect that happens as soon as it's drawn, and cannot be avoided.
Only affects the player that drew the Visitor unless the card says otherwise.
At the end of the turn, discard all Visitors in play.

**Boss Cards**
Comes into play IMMEDIATELY.
A rare and powerful card type that can be drawn from the Explore Deck.
When a Boss is killed, the player that killed it gains that Boss' VP, which they have instead of a DMG stat.
BY DEFAULT, Bosses are NOT included in the Explore Deck - instead, at the start of Chapter 4, Shuffle the entire "Boss Deck" (it can be found in the utility bag) into the Explore Deck. Under typical circumstances, there can only be one Boss in play at a time. If you draw another, shuffle it back and draw again.

**Terrain Cards**
Terrain cards are played in the square-shaped slots above character slots. Terrain typically has positive and/or negative effects for the character in that slot.
A Terrain's Land Points (LP) are, effectively, its HP. When a Terrain reaches 0 LP, it is deleted.
LP can't be targeted directly. Instead, once per turn per Terrain, the Active Player may discard an Explore Card to remove 1d4 LP from a Terrain.
On a 4, that Player may also Explore.
*When drawing Terrain, make sure to shuffle a copy of the Terrain you draw back. The Terrain deck is more for utility, similar to the Status card decks, than a deck in and of itself.*

**Rule Cards**
Special "Cards" or "Sheets" called upon in rare circumstances for specific other cards.

# *Terms & Mechanics*

## General

### Attack
Cards that are not Exhausted can Attack either a card or a player, applying their damage value to that card. Unless instructed otherwise by any effect, you may choose what a card targets.

### Counter-Attack
A card that is attacked will deal its damage value back to the attacker.
Certain cards, such as ones with Flight or Ranged, are immune to Counter-Attacks.

### Indirect damage
Damage from any source other than an Attack, such as damage from Poisoned or Burned, or Explore cards.

### Act/Action

An action used in place of a card's Attack that certain cards may be capable of.
For example, a card with "This card may use its Action to gain +1HP" loses its Attack when using its Action.
Attacks are also considered Actions.

### Exhaustion

A card is Exhausted when you play or summon it, and is turned 90 Degrees Clockwise to show this. A card is also Exhausted after it uses all of its available Actions.
An Exhausted Card cannot use Actions/Attacks.
At the start of your turn, "Unexhaust" all cards on your field, turning them back.

### Explore

A Player may "Explore", or "Draw an Explore Card" once during their turn.

### Explore Limit

Players may, by default, only play up to two of any combination of Consumables and Attachments during their turn. This may be altered by certain card effects.

## Card text + Keywords

### Keyword

Denoted by colored text of some kind with a colon (e.g. "Deathrattle:") followed by other descriptive text. Keywords have distinct rules to go along with them.

### To Play

A Keyword that signifies that a condition must be met or an action you must perform so the card can be played. If a card with a To Play condition would be Summoned without its condition being met, instead add that card to your hand.

### Battlecry

A Keyword that triggers its effect as soon as the card enters play.

### Deathrattle

A Keyword that triggers its effect as soon as the card dies.
NOTE: Deathrattles do NOT trigger if a card is deleted or force discarded (i.e, a card that says "Discard any Character Card" does not trigger a Deathrattle, because it did not actually "Die")

### Showstopper

A Keyword that you may trigger at the start of your turn. Doing so immediately ends your turn. Even if you have multiple Showstopper cards in play, by default you can only trigger a single Showstopper at the start of your turn, and by default a card can only trigger its Showstopper once per turn. Start-of-turn and End-of-turn effects on cards still trigger as normal.

Showstoppers can be on any card type, and works a little differently depending on the type of card.

- **Character cards** - as described above.
- **Consumable** - The same as Character cards.
- **Attachment** - An Attachment with a Showstopper just means that whatever card it's Attached to has access to that Showstopper.
- **Environment** - If an Environment has a Showstopper, it's available to anyone. The Active Player can do it at the start of their turn just like the Showstopper of a card they own.
- **Boss** - Works the same as Environments.
- **Visitor** - A Visitor's Showstopper will end your turn if you choose to do it, and you have to choose whether or not to activate it as soon as the Visitor appears. You can't trigger a Visitor's Showstopper if it's not your turn.

1. If a Consumable or Visitor has both an Ability and a Showstopper, you activate the Ability no matter what, and then choose whether or not to trigger the Showstopper.
2. *No matter what*, if you trigger a Showstopper during your turn (including if you trigger the Showstopper of a card on another field), your turn ends, unless an effect specifically states that triggering that Showstopper doesn't end your turn.

**Overdrive**
A Keyword effect.
At any time during your turn, you may expend your VP to trigger the card's Overdrive effect. Overdrives are denoted via a VP cost. For example - "Overdrive 2: Draw an Explore card."
You may trigger Overdrives as often as you can afford them during your turn, and any kind of card can have an Overdrive.

1. If a card's Overdrive cost is X, then the Overdrive expends all VP you have.
2. If you were to trigger a Showstopper at the start of your turn, you may not also trigger an Overdrive, as triggering an Overdrive is a manual activation, which would mean you're doing something during your turn. Obviously
3. If any Keyword would be changed into an Overdrive, always treat the VP cost as 5VP, unless it was a Showstopper, in which case treat the cost as 15VP.
4. To trigger an Overdrive, unless specifically stated otherwise, which should be **extremely** rare (for example "After this card attacks a Player, you may trigger its Overdrive without meeting its VP cost."), you must always meet the VP cost.
5. A card's Overdrive cost can **never** be reduced below 1VP.

- **Character cards** (Basic, Skilled, Champion, Explore, and all Gimmick cards) work as described above.
- **Consumable** - When you play the Consumable, its Ability will trigger, and then you may trigger the Consumable's Overdrive too, if you can meet the VP cost.

- **Attachment** - An Attachment with an Overdrive just means that whatever card it's Attached to has access to that Overdrive. Though niche, this does mean that because it's the Attachment's Overdrive and not that card's, it might be filtered out by effects such as 'Attachments have no effect'. It also means that pretty much any card can use that specific Overdrive since an Attachment can be put anywhere- but it can be taken away, too.
- **Environment/Boss** - If an Environment or Boss has an Overdrive, it's available to anyone. The Active Player can trigger an Environment or Boss' Overdrive at any time during their turn similar to the Overdrive of a card they own. It'll also work this way for Phenomenons when they get added.
- **Visitor** - The Visitor's Ability will trigger, and then you may trigger the Visitor's Overdrive too, if you can meet the VP cost.

## Ability
Any text on a card that isn't part of a Keyword effect.

## Written Text
*All* text on a card, including Keyword effects but excluding the Name, Stats, Statuses and Quote (obviously).

# Gameplay

## Summon
This is how cards are played. When you play a character from your hand to the field, you're summoning it. When a card states to summon another character card, treat that card as if it was played from your hand (so its Battlecry would trigger, if it has one).

## Move
When a card Moves, it shifts to a different open slot on your field. A card may Move at any time during your turn as long as it has an available Action (it doesn't use the Action to Move). Cards may not Move if your field is full. Champion cards may not Move out of the Champion slot, and non-Champions may not Move into the Champion slot, unless that card states it can "always Move".

## Upgrade
An effect that upgrades a card into a new one; you can find Upgraded Card variants in the "Special" deck. Upgrades keep any changes to the base card, any damage the original card took, any Attachments, Statuses or Counters they have and any stat changes carry over to the new card. Upgrades **do not** turn back into their base state when they die, and enter the discard pile in their Upgraded form.

## Transform

Transform is when a card temporarily becomes another card. Transform is typically just different states of a single card. The card keeps Attachments and any Counters if applicable, and has the same number of Actions.

Its current relative HP carries between forms, as well. For example, if a card with 5 Max HP that has taken 1DMG transforms into a card with 8 Max HP, the transformed card would have 7HP left.  If a card that has taken damage would Transform into a card with lower Max HP than the amount of damage it has taken, for example a card with 9 Max HP that has taken 5DMG Transforming into a card with 4 Max HP, that card is set to 1HP instead of dying.

If a card Acts and then Transforms, the transformation cannot act that same turn, unless the transformation has Speed (it then gets one Action). Cards that Transform typically have specific conditions to allow them to do so, and have conditions to allow them to Transform back, as well. When a Transformed card dies, it always Transforms back to its base state.

**Heal**
When something is healed, its HP is restored equal to the listed amount of healing. Cards and players cannot heal above their Max HP unless stated otherwise.

**Reveal**
When instructed to "Reveal" a card, show it to the entire table by placing it face-up until all Players have seen that card, then return it to where it came from.

**Cleanse**
A card that is Cleansed has all of its Statuses (including Statuses inherent to the card) and Attachments removed, and has its Max HP and DMG reset back to their base if they've been modified.

**Flipped**
When a card is Flipped, consider it to be ignored by the game mechanics. That card no longer does anything until it is Unflipped, which returns the card back to its prior state. Most effects of cards can't affect a Flipped card unless specified otherwise. Flipped cards can still be discarded from your field if any effect would do so.

**Pocket**
When a card is Pocketed, it is stored by the card that Pocketed it. You cannot use that card while it is Pocketed. During your turn, you may draw any Pocketed cards, though you may not play cards drawn from a Pocket on the turn you draw them. Cards have a Pocket limit of 1.

**Delete**
When prompted to Delete a card, take this literally and *delete* the card from that game using Tabletop Simulator's in-game delete function, or by putting it to an unlabelled banishment zone.

**Promotional Cards**

Special "non-canonical" cards that range greatly in variety. Some may have alternate art or effects for pre-existing cards, while others may be entirely new, entirely *stupid* cards.
(Mostly) not included in the decks by default, it is advised that experienced players dig through the Promotional Cards manually and decide which ones they would like to add.

### Amalgamation

When a character Amalgamates with another character , place both those cards in a single card slot. The Amalgamated card is considered to have the combined stats of both cards, any Status effects the cards had prior, as well as all written effects on both cards.
Amalgamations are only done on cards in play, and only to characters, unless stated otherwise.
If more than two cards are Amalgamated, do this for all involved cards.
If something would check the card type of an Amalgamated card, consider it to be ALL card types involved in the Amalgamation.
Amalgamated cards only have one Action typically, as they are one single card. If any card Acted, or is Exhausted, and is then Amalgamated, the Amalgamate cannot act that same turn.
When an Amalgamate leaves play, it separates into its component cards and is no longer considered an Amalgamate.

### Stopped Time

When a card creates Stopped Time, it creates a single instance of Stopped Time that varies in length depending on the card. Each increment of Stopped Time is called a 'Second'. All cards that can create Stopped Time are also able to Act during Stopped Time. For example, if an instance of Stopped Time has 2 Seconds, each Stopped Time card in play may act once during each Second, in turn order. Then, the number of Seconds decrements. Once the number of Seconds reaches 0, play resumes as normal.

### Extra Environment

When a card would call for an Extra Environment, it comes into play alongside the currently active Environment. Extra Environments stay in play until something would remove them from play. At the start of the Chapter, if you are God, you may discard any number of Extra Environments in play unless something would dictate otherwise.
If a card would have you draw more than 3 Environments - Split leftover Environments evenly among the top and bottom of the Environment deck. You choose if there's one leftover afterwards.

# Currency

Denoted by a circular shape. You can spend these in various ways.

### Coins

A currency primarily used to purchase Character Cards from the Shop during your turn.
Gained at the start of each Chapter as "Allowance".

### Victory Points (or VP)

A rare currency gained after defeating Boss Cards and rarely through other means.
You may exchange 5VP during your turn to draw a card from the Victory Deck.
VP can also be used in place of Coins to buy cards from the Shop or Shop decks at a 1:1 rate.
VP cannot be used in place of Coins for any other purpose.

## Counters

Denoted by a hexagon shape. These are usually called upon by card effects.

**Counter**
A tracker that may be used for some sort of card-specific effect. If a card refers to a 'Character Counter' or just a 'Counter' without specifying, it's the generic Counter and not any others. This is also true if any card references a specific Counter - for example, the Champion card Saitama references 'Exhaust Counters'. You just wanna use these and rename 'em.

**Shield**
When a card with Shield takes any form of damage, it loses Shield before losing HP.

**Ink**
When a card with Ink takes any form of damage, it takes extra damage equal to its Ink.
Then, remove all Ink from that card.

## Trackers

Denoted by a square shape. These don't actually have any gameplay effect and aren't called upon, it's just to keep track of something related to the card - usually its stats.
Trackers include +1DMG, +1HP, -1DMG and -1HP.

# Status Effects

There are three types of Status Effects:

**Regular Statuses**
Statuses that are applied to cards and can usually be removed. These are always negative.

**Special Statuses**
Statuses that cards start with and can sometimes be applied, but not easily removed.
Usually positive or have special and unique effects.

**Ultra Statuses**
Rare statuses that provide extreme buffs or debuffs to a card.

Status Effects can only be applied to character cards.

You can find a list of Status Effects and what they do on the table, but they're also included on the document here.

# Regular Statuses

**Poisoned**
The card takes 1DMG at the start of your turn.
At the start of every other Player's turn, flip a coin. If tails, the card takes 1DMG.

**Burned**
After this card Acts, it takes 2DMG.
Then, flip a coin. If heads, remove Burned.

**Asleep**
This card may not Act.
At the beginning of your turn, flip a coin for each card on your field that is Asleep.
If heads, that card wakes up.
When a card with Asleep takes damage, it wakes up.

**Buried**
The card cannot use its available Actions, and typically cannot be targeted by direct attacks.
A card without Buried can Act to remove Buried from any card that has it.

**Paralyzed**
Once a Paralyzed card Acts during your turn, you may not do anything else during your turn other than have Paralyzed cards Act.
At the end of your turn, flip a coin. If heads, remove Paralyzed from that card.

**Frozen**
Treat the card as if it has 0DMG.
At the end of your turn, thaw Frozen cards.

**Confused**
When the card Acts, flip a coin.
If heads, proceed as normal. If tails, instead deal the card's DMG to itself.
Then, regardless of the prior result, flip another coin. If heads, remove Confused from that card.

**Slow**
The card deals DMG after its target.
If a Slow card is dealt enough damage to kill it, it will not counterattack.

BLUE

You're blue now. As long as a card is Blue, it cannot gain Flight. If it had Flight, it loses it.

### Dancing
Card may not Act other than to Dance. Dancing is an Action that does nothing.
At the end of a Chapter, remove Dancing from all Dancing cards.

### Blind
This card ignores the effects of any Terrain in its slot, and cannot counterattack.
You may discard an Explore card from your hand during your turn to remove Blind.

## Special Statuses

### Taunt
The card must be removed from play before cards on your field without Taunt, or your Player HP, can be targeted by attacks.

### Flight
The card cannot be directly targeted for an attack unless there are only Flight cards on your field, or it is targeted by another card that has Flight.
Must be targeted before Elusive/Repulsive cards.
Flight cards typically take no counterattack damage when targeting a card without Flight.

### Speed
The card has an extra Action.
When played during your turn, the card may Act once during that turn instead of being Exhausted.

### Power
This card may ignore the effects of Taunt, Flight, Stealth, Buried and Elusive/Repulsive when attacking or being attacked.

### Stealth
Cannot be targeted by attacks or Consumables. As long as the card remains in Stealth, ignore anything that would target a whole field, would be considered for targeting purposes (such as if a Flight card is on your field), or checks if this is adjacent to another card.
When the card attacks, remove Stealth. It takes no counterattack DMG when it leaves Stealth.

### Armored
When the card enters play it gains Shield equivalent to its Max HP.
If Armored is removed, it loses all Shield.
If Armored is reapplied, it gains enough Shield
to have the same amount of Shield as its Max HP.

### Ranged

The card does not take counterattack damage.
The card can target and counterattack cards with Flight.

### Elusive/Repulsive

It naturally hides from battle… or simply uses its horrid nature to deter action.
The card cannot be directly targeted for an attack unless there are only Elusive/Repulsive cards on your field. Flight cards must be attacked before cards with this status.

### Enraged

The card deals x4DMG, but cannot target Players.
Apply the x4DMG multiplication after anything else that would modify the card's stats.

### Festive

At the end of your turn, give a card from your hand to another Player.
When a card moves hands in this way, give the Festive card responsible +1HP or +1DMG.
This card may Act to trigger this effect.

### Swift

The card deals DMG before its opponent does, rather than at the same time.
If the other card has lower HP than the Swift card's DMG, the Swift card kills without taking any DMG.

### Amped

The card deals +1DMG for every Status of any type it has, excluding Amped itself.

### Obviator

The card deals +1DMG for every Status of any type the targeted card has.
If the target has any Shield, all Shield is removed from the target before damage is dealt.

### Fearsome

If a card attacking or counterattacking this card would deal 2DMG or less to this card, negate the DMG and give this card +1DMG.

### Diving

After this card Acts, it Dives, becoming Flipped.
At the start of your turn, this card Surfaces, becoming Unflipped, and Unflipping any other cards on your field.

### Scout

This card may Act to Scout. Draw three random Terrains and place one in any open Terrain slot on your field. If a card with Scout attacks a Player, draw three random Terrains and place one in any open Terrain slot on that Player's field.

## Ultra Statuses

### Undying
An Undying card cannot fall below 1HP. If it were to, or is already below 1HP, set it back to 1HP.
The card cannot die under regular circumstances.

### Dead
The card is Dead. Activate its Battlecry if applicable when played, then kill it.
Discard it and activate its Deathrattle, if it has one.

### Deep Sleep
The card may not Act.
At the end of a Chapter, flip a coin for each card on your field that is in Deep Sleep.
If heads, that card wakes up.

### Hopeful
Your HP cannot be targeted by attacks while a Hopeful card is on your field.

### Despairing
Your HP can always be targeted while a Despairing card is on your field.

### Resolute
A card with Resolute is the only thing that can be targeted by any attacks from any card not on your field. This supercedes Taunt and any other targeting effects.

### Transient
After this card Acts, it immediately dies.
At the end of your turn, you may Haunt one discarded Transient card to your field.
When a card is given Transient, it retains Transient after being discarded.

# *Standard Decks*

### Characters
Stocks the shops underneath them with their respective Character Card Type.
Can also be purchased at random from the top of their deck.
Has three types: *Basic, Skilled,* and *Champion.*

### Explore
Contains item cards such as "Consumables" and "Attachments". Rarely, you may draw a Character, Visitor, or Boss card.

### Environment

Rule-Type cards that alter the game while they are active. Typically, only one Environment enters play at the start of a Chapter, but there is no actual limit on the amount of Environments that may be active at once.

**Victory**
An alternative form of the Explore Deck containing only the best cards in the game. Can only be drawn from by spending 5VP during your turn. Victory cards are otherwise treated as Explore cards for the purposes of discarding.

# Gimmick Decks

Gimmick decks are full of special cards that can only be drawn from under certain circumstances. You can play them just like any other character card.

Gimmick cards are a card type separate from Basic, Skilled or Champion cards.
If anything would call upon those kinds of cards, do not count Gimmick cards.
When discarding a Gimmick card, place it in the Basic discard pile.

Gimmick cards also have subtypes, based on the specific deck they're drawn from.

**Doge**
Cards depicting the "Doge" in different forms and varieties.
My cutey wutey doggy

# Other Decks

**Special Deck**
Not really a 'deck'. This deck is just storage for any cards that are summoned by other cards.
However, if something allows you to draw from 'any deck', you may draw from this.
Whenever you draw a card from this deck, make sure to shuffle a copy of the card you drew back into it.

**Hell**
A deck that consists of cards that aren't very good and will probably make you either lose the game or lose your friends by making them mad at how much the cards suck to play with.
Hell can never be searched. If a card would prompt you to search Hell, you may only search the top 1 card of Hell. When a Hell card would be discarded, it is instead shuffled back into Hell.
Also a deck space where the table can agree to put cards that make them mad. Yay

**Pseudogimmick Decks**
Certain decks are called upon by specific cards and enter play (i.e. are placed in a Gimmick Deck slot) from then on, only after they're called upon. These are treated as Gimmick decks for all gameplay purposes elsewise.

Psuedogimmick decks include: the Servbot Deck, London's Cards, the Incredible deck, and Blocks.

# *House Rules*

GOD GAME is a game that encourages you to make up your own house rules and find the fun in your own way. Play however you want! Make up rules on the fly! Just make sure you're having fun while you do it.

The *official* recommendation is to play by the book, but below is a list of optional House Rules we've written and officially endorse. Go crazy!

**Extra Players**
While GOD GAME officially only supports four players, you can actually play with however many you want (well, up to 10, per Tabletop Simulator limitations.)
Good luck figuring this one out though.

**Promotional Cards**
Play with the "Promotional Cards" by shuffling them into their respective decks.

**Unlimited Reactive Actions**
Players may play Consumables and Attachments from their hand whenever they'd like.

**No Reactive Actions**
Provides a more streamlined and simple gameplay experience: might be better if you're new to the game.

**No Bosses**
Don't shuffle the Boss Deck into the Explore Deck.

**I Love Bosses**
Shuffle the Boss Deck into the Explore Deck at the start of the game.

**Event Card Draw Again**
When drawing a Visitor or Boss, draw from the Explore Deck again after doing that card's effect.

**Champions Right Away**
The Shop starts with three Champion Slots.

**"I Hate This" Rule**
Send any cards you don't like for whatever reason to Hell.

**"Dat Boi" Rule**

Before your game, E-mail a developer your idea for a card of "Dat Boi". Then, don't play until we add it. We won't

**Play With My Cards**
No one may delete any cards from Homestuck, Dangan Ronpa, Overwatch or Osomatsu-san.

**Timed Turns**
Each player gets 5 Minutes per turn.

**Timed Turns (Punishment Clause)**
Each player gets 5 Minutes per turn.
Lasting longer than 5 Minutes means you will not gain Allowance at the start of a Chapter.

**Timed Turns (Prize Clause)**
Each player gets 5 Minutes per turn.
Lasting less than 5 Minutes on your turn gives that player 2VP.

**Calvinball**
Players may suggest their own interpretations of card wordings and rules, new mechanics, bring in new cards from different games, etc, and as long as they can argue it fairly, and all players agree with that argument being fair, then it's implemented.

**True Calvinball**
There are no longer any rules

**PARTY MODE**
A special mode created by SocksBX for Four Player modes.
Remove ALL INSTANCES of Player HP.
Give all players 20VP. Only 5VP may be spent per turn.

When dealing damage to a Player, steal that much VP from them.
The player with the most VP by the end of Chapter 6 wins. OR:
The first player to reach 100 VP wins.

**TEAM MODE**
A 2v2 mode where teams of two have a shared HP value of 50.

# Rulings and Interactions

**Q**: Something mentions "your cards" or "their cards" in relation to a card effect. What does that include? Is that just the field, or does that include cards in the hand?
**A:** This only includes cards on the field, unless the card effect itself states otherwise.

**Q**: A character card says to play it as soon as it enters your hand, but the field is full. What do you do?
**A**: Cards with effects like this typically specify what to do. If you have one that doesn't specify, then you should discard something on your field to play it. If you have a character that has a "To Play" condition that would be summoned in this way, if you can't fulfill that condition, just keep that card in your hand.

**Q:** A card mentions something about "visible" cards or decks. What does that mean?
**A:** A visible card typically means that it is in play, in a Shop display or the topmost card in a discard pile. However, cards can become visible through means such as the topmost card of a deck being revealed or a player's hand being revealed (through a card's effect such as Splinter or Kiyotaka Ishimaru). A card is *not* "visible" if it is on the table for utility reasons, such as a card's rule sheet or spare copies of any cards that a card would generate.

A visible deck is more specific - this *only* includes the Basic, Skilled and Champion decks, the Environment deck, the Explore deck, the Victory deck and any Gimmick decks in play. You may optionally also include the Special deck and Hell. It does *not* include any deck drawn from a utility bag, or any discard piles. That's because those aren't actually considered decks - they're just utility items.

**Q:** A card has a stat that isn't a standard number! What should I do?
**A:** Check the card first. If the stat is "?", there's typically a way for that card's actual stats to be determined within the written text of the card.
If there *isn't* a way, then… Any card that has ?HP or ?DMG that can't actually be defined is basically dead weight. It can't attack or be attacked, because it's impossible to determine what the result would be. It just takes up a slot until you can get rid of it somehow.
If the HP stat is "X", then just consider it to be unkillable by attacks. The only cards with XHP eventually leave play naturally thanks to their written effects. If the DMG stat is "X", that card's written text should always explain why and what that means.
If the stat is an Infinity symbol, then I can't help you. You should not have access to any cards with that symbol. You should also consider that card to be unkillable unless an effect relating to it would state otherwise.

**Q:** A card has an effect relating to cards in an opponent's hand. What does the wording mean? Can I see the cards before deciding on the effect?
**A:** So, there's a couple of different ways to write an effect like that. Let's go over them together.

In this example, you have a card that tells you to take a card from an opponent's hand at the start of your turn. So, do you look at the cards face-up or just the cardback?

"At the start of your turn, take a random card from an opponent's hand."
This wording means that you wouldn't get to look at their hand, and you don't get to pick the card. It's just up to chance what you get.

"At the start of your turn, take a card from an opponent's hand."
This wording means that you wouldn't get to look at their hand, but you do get to pick the card. That means you have to just pick based on the cardback.

"At the start of your turn, look at an opponent's hand. Take any card you like."
This wording means you, and not any other players, can look at that opponent's hand, face-up, and choose any card you like to take.

"At the start of your turn, reveal an opponent's hand. Take any card you like."
This wording means that everyone can see that opponent's hand, and you can choose any card to take.

Basically, the wording specifies when you're allowed to actually look at the cards face-up. In all other situations, you only look at the cardback, or not at all.

**Q:** These two statuses have opposite effects, and they're both on the same card. What's up with that?
**A:** All situations like that, the two Statuses cancel out, and there's no effect.
Using every example currently in the game…
   -   Swift + Slow. It cancels out.
   -   Hopeful + Despairing. It cancels out.
   -   Taunt + Repulsive/Elusive. It cancels out.
   -   Undying + Dead. It cancels out.

**Q:** A card has both Taunt and Flight. Am I unable to target it because of Flight?
**A:** A card that has both Taunt and Flight only Taunts for other cards with Flight. It does not affect your ability to target other cards on that player's field, or that player's HP.

**Q:** Despairing says a player's HP can always be targeted, but Resolute says it supersedes targeting effects. How does it work if a player has both of those on their field?
**A:** Just like the Resolute status card says, if a player has a Resolute card on their field, it must be targeted, even if that player also has a Despairing card. Once that Resolute card is removed from their field, their HP may be targeted.

**Q:** I can't draw from a deck, there are no cards left in that deck. What should I do?
**A:** You just can't draw from it. If you've completely exhausted a deck, you must deal with the consequences of your actions. Unless there's some effect that allows you to either draw from a discard pile, or shuffle a discard pile back into a deck, you're not getting any more cards from that deck. This also means you can't trigger any effects that would come about as a result of drawing a card from that deck.

# Credits

**GOD GAME created by…**
SocksBX

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Rox300

**With additional development from…**
Polyhex
Snoruntpyro

**And love and support from…**
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Chefmaeda
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Giggitynox
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Criken
Octopimp
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***And Additional Cards By…***
Jacknerik - Ancient Minister, Northern White Rhino, Light Blue Yoshi, Kurt, Duloc Arena, The Creature from the Black Lagoon, Nosferatu
GoldHero101 - Paper Mario
Artemis Bones - Oh? You're Approaching Me?
Plasmirror - Stone Pickaxe, Patrat, Watchog, Pidgey, Wobbufett, Raichu, Croagunk, Arena Ferox, Mantyke, Mantine
CluelessWanderer - Shy Guy, Goombeetle
Seththesloth - Territorial Oak, Moonside, The Great Pumpkin Patch, Peppermint Patty, Kris Kringle, Dolly for Sue, Duloc, Sweetums
cowlegz - Eternal Flower Floette
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SapphireKnight - Battle Castle, Discount Coupon, Shuckle, Metro Man Museum, Maniac Tunnel, Trophy Garden, ilikemenderman
Rogibivv - Shroob, Rhinovirus
LordSlimeapple - Octoomba
SumBuddy - Dry Bowser, Count von Count, Songs of Innocence
Atomnoise - Amazing Flyin' Hammer Bro, Antotto, Chikunto, Dokanto, Goronto, Inspector Gadget, Freeze Ray, Egghead Jr., Oil Slick, Simon Belmont
Aetherstar - Rocket Start, BloonChipper, Patrick The Star, Longator, Sandwich of Death, Iron Island, Wormwood
CapnThatGuy - Observer
WitchEggDog - Bionicles Cat
Abbis - Oranguru, Passimian, Dragapult
Siregulus - Blue Yoshi
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Okuyasu - Out of Jimmy's Head, Dr. Frankenstein
PokemonGod777 - XD001, Cramorant

perpetuareality - Coca-Cola™ Polar Bear, Ghost Girl's Alley, Elf on the Shelf, Lil' Gifted School for Lil' Gifted Kids, Spooky's Jump Scare Mansion, Mario 64 Gore Mod
CornHex - Power Strip, You Are Already Dead, Explosive Xmas Gift, Cartography Table, Hallowed Ground, Hell Valley Sky Trees
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Etharia - Cheap Trick, Lookout
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Vivirox - Boy In Balloon, Lakitu Bros.
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elluminance - Betty Crocker Barbasol Bomb
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Rixaramis - Geno
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YoAlie - Paula, Lego Pig, Nightmare Fredbear, Bugs Bunny
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SocksBX - Snoopy
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Sapphireknight - Brian Griffin, Jean Pierre Polnareff
gutstosis - The Prince, Baby Billy and Bobby Breadwinner
Bomber57 - Pig
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Plasmirror - Tito Makani
Aetherstar - Baby Billy and Bobby Breadwinner, Rampardos
chandlerhandle - Sami
ItsAxel - Jenny Wakeman, Nightmare Fredbear
Atomnoise - Sink Doge, Vector
Galeemmeme - Delibird, Shinobu Jacobs
magpieding - Berdly
zed - Rampardos
MissRoboto - Olivia
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PokemonGod777 - Berdly
ruefarm - Berdly
qwat - Ian Hawke
MacaroniMartian - Vector
superninja5506 - Harold
ThatBoyJackaboy - Ian Hawke

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