

Clash of Charactor TCG

Starting Off

“Charactor”- Noun. /'kerəktər'/

1) A combination of the words “Character” and “Actor”, unique to “Clash of Charactor” the game and story of the same name. See also:

2) To look like and act like your ideal self, but not actually be.

3) Spiritual armor used to protect your real body in the Clash of Charactor Universe.

Players *must* have Equal Number of Cards in each Deck. 40 Cards (Excluding the Main) is Standard, but Players may use 25 cards (min. Excluding Main) to play a quick game.

Each Deck **may not** contain more than 1 Copy of the Main Charactor Card (unless specified otherwise, like with the “Clone” ability), but no more than 3 of any Equip, Event, Environment, or Supporting Charactor Cards. You may have as many copies of Attack cards as you desire (unless specified otherwise). However, remember to have a proper balance for your own deck.

Players Choose 1 Charactor Card (of equal Shatter Cost is Recommended) to stand as a Vanguard (or Avatar, whatever you want to call them). The Main Charactor Card’s “Charactor” Effects will become active automatically (or by Cost or Trigger). Any and all “Support” Effects are Negated and Cannot be active at any point. The reverse is true for, any Charactor Cards played as “Support”, as they can use their “Support” Effects, but will have their “Charactor” Effects Negated and Cannot be Activated at any point.

Each player shuffles their own Deck, but the Enemy cuts the Deck before either player Draws their first hand.

Each player draws 5 cards. If a player has a “bad hand” he may reshuffle the Deck, have the Enemy cut it again, and redraw.

Players may flip a coin to determine who goes first.

Players may play any cards that they wish (including Attack or place Counters) on their first turn. (However, placing Counters on the first turn is highly recommended.)

Be courteous & Have fun!

How to Fight and Calculate Damage.

Each Character can use 1 Attack Card -OR- Place a Counter (See “What are Counters?”) When an Attack exceeds the Defense of the Target(s), [depending on the Target(s)] Damage will be dealt. If the Character is the Main (aka Vanguard) then the Difference between the Attack Power and the Defense Power shall be Discarded from the top of the Deck {Mind} to the Shatter Zone.

If the Targeted Character Card is a Support or a Counter Character {Shield} is successfully Exceeded, the Targeted Character is sent to the Shatter Zone. (If effects Apply when sent to Shatter Zone: Activate Now.) Send Cards from the Mind to the Shatter Zone equal to the Shatter Cost. (If effects Apply: Activate them in the order they are Sent to the Damage Zone, BUT: Active Cards on the Field Apply First.) If No Effects Apply: Send all Damage Cards to the Discard. If the Shield or Support Equal to the Attack: Nothing occurs.

If any Attack is Lower than the Defense of the Target (or Shield) Card, the Attacker must Discard from the Mind equal to the Difference (Divided by 100 like above). If for some reason, the Enemy takes control of your supporting Character Card(s) and it is Destroyed, neither Player pays the Shatter Cost {unless Effect Applies}.

The First player that is unable to Discard the correct number of cards from the Mind (after Applying Effects) is declared the Loser. If you are unable to draw until you have 6 cards, you may continue playing, but Surrendering is optional.

What are Counters?

Counters are Attack, Event or Character Cards (with Counter Effects) that are placed Facedown (sideways) on a Character card instead of being played right away. (This counts as the selected Character's 1 Attack.) When a Character with a Counter is Attacked: Counter Activates {unless the enemy Attack Card specifies otherwise}. Each Character may only have 1 Counter/Shield (active or inactive) at a time. Character Cards that already have a Counter at the start of the turn may still use another Attack card, but only as an Attack.

Equipment does not count as an Attack, but each Character can only be equipped with 1 unique Item and only up to three Items at any time (unless specified otherwise).

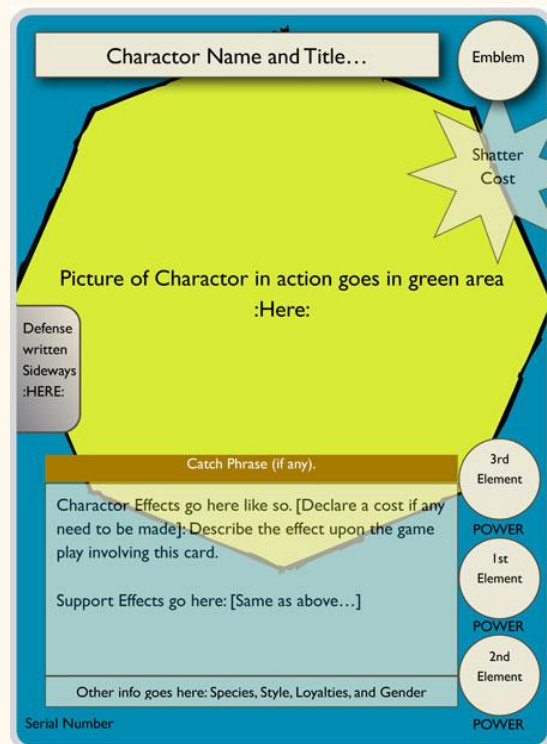
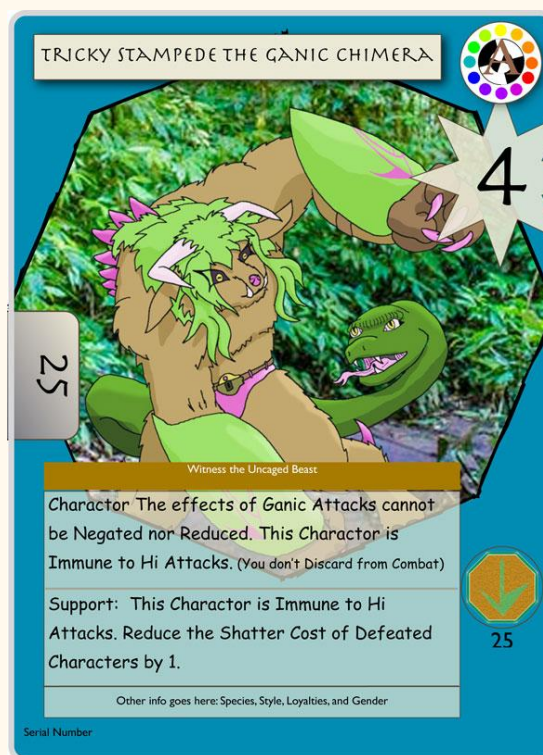
Your Hand (Drawing and Discarding)

At the start of the turn, Draw until you have 6 cards. At the End of the turn, if for some reason your hand is 6 or more, send cards from your Hand directly to the Discard until you have 5. If you are unable to draw until you have 6 cards, you may continue playing.

“Game Phases”

- 1) **Draw Phase:** As the turn player, you draw until you have 6 cards. If for some reason your hand is more than 6, you draw no cards.
- 2) **Main Phase 1:** As the turn player, you may play any non-Attack Cards to support your Main Character. Supporting Character cards go into the Support play areas.
- 3) **Battle Phase:** As the turn player, you may any Attack or Special Attack cards at this time. Your opponent can only use their Counters and Events when they are Triggered.
- 4) **Main Phase 2:** The same as Main Phase 1.
- 5) **End Phase:** As the current Turn Player, if you have 6 or more cards in your hand, discard until you have 5 or less. Then pass the turn over to your opponent.

Card Design. Old(left) versus the New (right)



Given these are some very quick samples.

