

Cafe Luntian's Original Cookie Run: Mix & Mash

Official Rulebook & Gameplay Guidelines

Welcome to **Cookie Run: Mix & Mash** — a chaotic 4-player royal rumble where alliances break, dice decide fate, and only one baker survives the battlefield.

1. Objective of the Game

The goal of the game is simple:

- Be the **last player standing**.
 - Eliminate all opposing players.
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2. Number of Players

- Minimum Players: **3**
- Maximum Players: **4**

The game is designed primarily for **4-player free-for-all battles**.

3. Game Setup

Before the game begins:

1. Each player prepares their deck according to standard deck-building rules.
2. Determine turn order using:
 - **High-roll dice**
 - The highest number goes first descending to the lowest as last.

3. Players place their starting cookies and prepare their field.
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4. First Turn Rules

During the **first round of turns**:

Allowed

- All Players may:
 - Draw cards
 - Activate abilities
 - Use effects

Not Allowed

- No attacks may be declared during the first turn cycle.

This rule applies to every player until all players have completed their first turn.

5. Ability & Effect Targeting Rules

Single Target Effects

Unless specifically stated otherwise:

- Only the **selected player** is affected by an ability or effect.

Keywords

- If an ability says:
 - **“Opponent”**
 - **“Enemy”**
 - **“Target player”**

→ Only the chosen player is affected.

Global Effects

If an ability specifically states:

- “All Cookies”
- “All Other Cookies”

→ Every applicable Cookie on the field is affected.

“Then” Abilities

If an effect contains a secondary effect using “then” wording:

Example:

“Deal damage, then discard a card, deal 1 damage.”

“Deal damage, then all your opponents' cookies take 1 damage.”

→ The player who was originally targeted or attacked is the only player affected by the follow-up effect unless stated otherwise (ex. Global effects).

6. Battle Phase Rules

Mandatory Attacks

During the Battle Phase:

- Once the dice is rolled, players **cannot choose to skip attacks**.
 - Attack targets are determined entirely through **dice rolls**.
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7. Attack Target System (4 Players)

When 4 players remain:

- A **6-sided dice (D6)** is used to determine attack targets.

Player Assignment

Assume the attacking player is Player A.

Dice Assignments

Dice Roll	Target
1 or 4	Next player clockwise
2 or 5	Second player clockwise
3 or 6	Third player clockwise

A new dice roll must be made for **every attack declared**.

8. Attack Target System (3 Players)

When only 3 players remain:

- Dice targeting changes to an **Odd/Even System**.

Assignment

Result	Target
Odd Number	One opponent
Even Number	The other opponent

Players should decide beforehand which opponent is assigned to Odd or Even.

Sudden Death

- When only 2 players remain, attacks no longer require dice rolls.
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9. Battle Interaction Rules

Once an attack target has been determined:

Only the Two Battling Players May:

- Activate cards
- Use battle-related abilities
- Respond to effects

Other players may not interfere unless a card specifically allows global interaction.

10. Pre-Attack Ability Window

After determining the attack target but before actual attack:

- The attacking player may still:
 - Activate abilities
 - Use effects
 - Trigger card skills

This occurs before the actual attack resolves.

11. Choosing Attacking Cookies

If the attacking player controls multiple Cookies:

- The attacker may choose which Cookie will attack.

Example:

- If a player has 2 Cookies on the field, they may select either one to perform the attack.
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12. Elimination Rules

A player is eliminated when:

- Their conditions for survival are no longer met according to standard gameplay rules.

Once eliminated:

- Their cards leave the game. (ex. Life stolen by Shadow Milk Cookie red effect)
 - They no longer participate in dice rolls or battle phases.
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13. Winning the Game

The winner is:

- The **last remaining player** still active in the match.
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14. Suggested House Rules (Optional)

These are optional additions for more fun chaos:

Chaos Roll

- Rolling the same number/player 3 times in a row forces a reroll.
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15. Spirit of the Game

Cookie Run: Mix & Mash is designed to be:

- Fast-paced
- Chaotic
- Unpredictable
- Competitive but fun

Expect:

- Random betrayals
- Unlucky dice
- Massive comeback plays
- Total battlefield madness

Only one Cookie can survive the Mix & Mash arena.