

# THE NSA TCG

How you play:

The main goal is to get a certain NSA student to favor you. You do this through their personal objectives. There are 3 of them in the game. Both players fight for them, however to win you must sway the actual person. You must have one of the objectives done before you can try and sway the main person.

There are several mechanics to the game:

## ***Play Factors:***

**Personal Objectives:** Requirements for access.

**The NSA Student:** How you win,

**Leader Characters:** Unique buffs and weaknesses that can help and hinder you and your opponent. Can choose a leader or have a random draw depending on the mode.

## ***Play Cards***

**Character Cards:** These are Cards that you play like pokemon cards, they have two attacks (see below).

**Back Up Support Cards:** these cards are things like spells, curses, upgrades, magic, warps, Events etc. These can buff your cards, take out and debuff others, sabotage leaders, make sure your cards aren't killed, not to mention negate other cards, debuffs, and requirements.

Play Cards:

The main thing about play cards is that it is the deck you can use, control on the playfield, and modify after games. These cards closely resemble pokemon cards, with some having special powers that can aid in battle, or deathly weaknesses that have great reward if you can pull them off.

There are two attacks:

- Damage: how you take out opponents cards.
- Influence: how you gain objectives and the NSA Student

You can only use one attack per turn unless specified.

There is also Stamina. You gain 1 stamina back per turn on each card. Some attacks take stamina, and some more than others. Usually the more stamina it takes, the more special effects or higher stats the attack does. Stamina is written as s/f. The "s" is starting stamina, some start at 0, and you have to build it up. The "f" is the full stamina, how much this character can store. When you first play a card, you can use its attacks and abilities unless otherwise stated, however it does not gain a stamina until the next turn.

## ***Personal Objectives/NSA student for each Variant:***

### **Trainer, First Games (Speed)**

Interaction:

- Slay 3 cards
- Have a influence level of 5

Let's be Friends:

- Have a influence level of 10 with this card

Trainer Speed:

- Slay 2 cards
- Have a influence level of 15 with this card

## **Trainer, First Games (Technical)**

Wiki Enjoyer:

- Put three cards in the Wiki Zone
- Slay 3 cards

Social Classiness:

- Have an influence level of 10 with this card.
- Have three different title types on your cards in the active area at the end of your turn.

Trainer Tech:

- Slay 3 cards
- Have two different title types on your cards in the active area at the end of your turn.
- Have a influence level of 10 with this card
- Have a card in the wiki zone.

## **Gabe Nelson, Normal Speed Game**

Start a War:

- Slay 3 people
- Have a influence level of 10 with this card

Social Entrepreneur:

- Have a influence level of 20 with this card

Gabe Nelson:

- Slay 3 cards from when you start on this card
- Have a influence level of 25 on this card
- buff/debuff:
  - A. Guarding Secrets: If you spend all three attacks on influence on this card, each attack is lowered by 1
  - B. Knowledge of NSA: All Wiki Zone cards are flipped up

## **Hudson Brott, The Original Game**

Starting the HFC:

1. Slay 5 of the Opponent's character cards
2. Have a influence level of 15 with this card

Dictator of the people:

1. Have influence level 30 with this card.
2. Buff/debuff:
  - Buff: Happy Lizard, If the same card does Influence twice in a row to THIS card (same or different turns) gain one influence with this card
  - Sad Lizard: If the same card does damage twice in a row (same or different turns) lose one influence with this card

Hudson Brott:

1. Slay at least 3 cards from when you start on this card
2. Have an influence level of 35 on this card.
3. Buff/debuff:
  - Giver of Happy Lizards: If the same card does Influence three times in a row to THIS card (same or different turns) gain three influence with this card.
  - Melter of Sad Lizards: if the same card does damage twice in a row (same or different turns) lose one influence.
  - The Boss: You win if you get this card
  - Changing agenda: by the payment of one of your own influence on this card at the end of your turn, you can switch between these two things
- A. Enemy Elimination: After slaying an opponent's character, reduce your influence by 1.
- B. Witch Hunt: After slaying an opponent's character, increase your influence by 1.

### **Status Affects and Special Words: (Prototypes)**

Poison: Flip a coin, do 1 damage for heads, for tails, do nothing. Three tails in any order takes off the poison, if an effect card hasn't already. Can only have one poison on each card.

iNSAne: After attacking (both kinds), Flip a coin, heads makes you do 1 more to the total damage or influence, tails takes off one from the total. Lasts three turns, unless removed by a card.

Shocked: Lasts one turn, before their turn, flip a coin, if heads the person snaps out, if tails, they may not attack, however some abilities may still be active.

Seeing Stars: After an action (attack, or ability) Play rock paper scissors, if you win, the action happens normally, if you tie, your character **bonks** themselves and you take the action, if you lose, the action does not happen. This condition lasts two turns.

Awesomeness: Flip a coin until you get tails, gain a **splendor** for each head.

Crush: Link one card of your opponents with a character card on your side, these cards cannot attack each other.

Grammar Check: Your opponent can challenge any coin flip from the character this token is on, you then do that flip over again. If challenged, remove the token from the character.

Procrastinating: Get rid of one of these tokens per attack or ability on the card this is on, this attack or ability does nothing.

**Classes of Titles:** (Titles are set on the card, unless there are cards that change these titles

Cards with no titles are considered neutral. It is possible to have multiple titles, however you can only have one title from each class. Some classes can be on Backup Support Cards.)

Minority class:

- Clown: Certain cards apply (**Clown Synergy**)
- Pookie: Certain cards apply (**Pookie Synergy**)
- Student Council: certain cards apply (**Stuco Synergy**)
- Role Player: certain cards apply (**Role Player Synergy**)
- Wiki Enjoyer: certain cards apply (**Wiki zone synergy**)

Social Credit class:

- Poverty: Certain cards apply (**Social Credit Synergy**)

- Peasant: Certain cards apply (**Social Credit Synergy**)
- Lord: Certain cards apply (**Social Credit Synergy**)
- Noble: Certain cards apply (**Social Credit Synergy**)

#### HFC Class:

- HFC Leadership: One per turn, flip a coin, if heads, Gain one more **influence** when using a influence action on a Objective/NSAstudent, Certain cards apply (**HFC Synergy**)
- HFC member: Some cards apply
- Public Enemy: Gains 1 **damage** per turn. Removed with 2 **influence** from an Objective/NSAstudent Card you do not have, to clear the effect. Certain cards apply (**HFC Synergy**)
- On Probation: Gains 1 **indoctrination** per turn. Remove 1 **indoctrination** with 1 **influence** from a Objective/NSAstudent Card you do not have. Certain cards apply (**HFC Synergy**)

#### Economics Class:

- Communist: Move 1 damage to another character, Some cards apply (**Econ Synergy**)
- Capitalist: Move 1 damage on a opponents character (this counts as a slay) Some cards apply (**Econ Synergy**)
- Socialist: Some cards apply (**Econ Synergy**)

#### Time at NSA Class:

- Newbie: Some cards apply
- NSAer: Some cards apply
- Old Guard: Some cards apply
- Oldie: Some cards apply
- Boomer: Some cards apply
- FCer: Some cards apply
- Ancient: Some cards apply
- Animal: (Applies to all character cards that are not humans), Some cards apply

**Bonks:** your character takes damage for every **bonk** they have at the end of their turn, discard the bonks. Bonks can be negated by damage reducing cards and Bonk specific cards.

**Indoctrination:** Certain cards apply

**Splendor:** Negate an action that takes away one of your Influence. If you do, take away 2 splendor tokens.

**Tag Team With [Card(s)] :** This card needs another card(s) with Tag Team and its name to work. Play at same time unless otherwise stated.

**Wiki Zone:** A zone where cards are played on top of each other and are lost from play. If a card allows you to take something from it, you can only take the top card (Make sure you know what cards you have)

### Leaders: (Prototypes)

Hudson 2099: (damage based).

- Hard Hitter: Each Character Card does 1 extra damage.
- Illusion of Power: When you do a influence attack, the character card that used the attack takes 1 damage

Gabe Nelson: (influence based).

- Mind Game Master: Gain 1 more influence for each Influence attack.
- Traitor Once, Traitor Always: Lose 1 more influence when you lose influence in any way.

Porter Lewis: (pookie synergy)

- Pookie's together in Insult: Each natural Pookie class Character card played on your turn does one damage, (stacks with every card played), but takes away a influence on a Objective/NSAstudent of your choosing (can't be affected by buffs/debuffs)

Nellie Garret: (clown synergy)

- Fool for the court: Each natural Clown class Character card played on your turn gains one influence on one Objective/NSAstudent of your choice (can't be affected by buffs/debuffs, stacks with every card played), But causes one damage on a card of your choosing.

Caleb Ingram: (HFC synergy)

- High Friends: If you play a character with the natural class "HFC leadership", draw a card
- Propaganda Master: Once per turn, If one of your cards is slayed, draw a card.
- Masses Dissent: At the start of your turn before you draw a card, if you have less than four cards in your hand, you opponent picks which Objective/NSAstudent objective loses 2 influence

Owen Brehens: (Wiki Zone synergy)

- Wiki Maker: Any time you take a wiki zone action to gain cards from the zone, you may take any card.
- Wishing for a Computer: if there is an arena card in play, the Wiki Maker power does not work.
- Historical Advertising: Every three cards you put in the wiki zone, put 1 influence on any Objective/NSAstudent objective active.

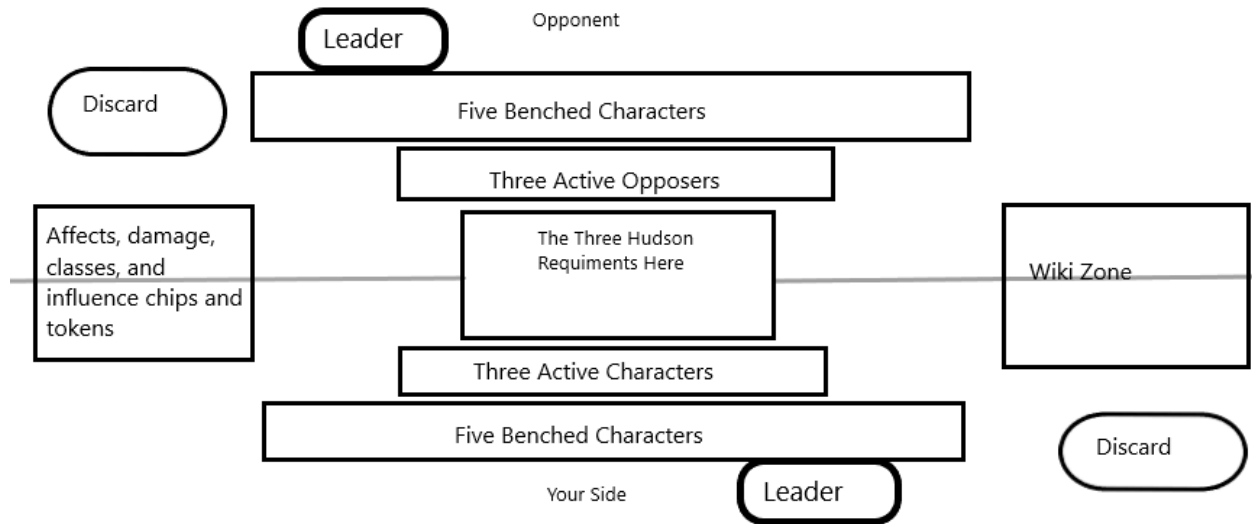
Cora Metzger: (Stuco synergy)

- StuCows FOREVER!: For each natural Stuco class card you play down in your turn, gain an influence on an Objective/NSAstudent of your choice.
- Inactive Leadership: At the start of your turn, if you do not have a Stuco class on your active board, lose 2 influence on a Objective/NSAstudent of your choice

Keira McC: (Neutral)

- Co Leader: One card can attack twice (split between the two types of attack, or the same type [if both are the same type, this does count as 2 to some card requirements]), but only once every other turn.

## How To Set up IRL format:



## Character Cards: (Prototypes)

- Mini Chad Hudson, Minion Enforcer, Propaganda Specialist, Goon Squad, Loyalist, Willing Participant, Audrey, Stalin Hudson: **(damage synergy)**
- Gabe [War Vet], Keria [spelled wrong], Caleb, Spy, Oldie, Stuco Member, War Vet, iNSAne Addict: **(influence synergy)**
- Xanthe, Jacob D [Pookie version], Pookie User, Pook Squad, Revolutionary, HFC Hater, Pookie Spammer, Public Enemy #1: **(pookie synergy)**
- The Joker, Clown Nellie, The Jester, Clownner, Funny Person, Magician, Rabbit, Crazy J's: **(clown synergy)**
- Avalong, Camren Watterbottle, Camren 4 Watt Battery, transPortertion, transPorter, Anesthesia Coleman: **(meme synergy)**
- Caleb [HFC leadership], Avalon, Elijah, Gabe [HFC], HFC Grunt, HFC Sectional Leader, HFC Spy, Camren. **(HFC synergy)**
- Owen [Wiki admin version], John Parsons, Gabe [Writer], Wiki reader, Lore Expert, Role Player, Wiki Admin, Noah Pendley. **(Wiki zone synergy)**
- Taquito Knight, Chicken of Nugget, Salem, Graham, Jack, Nilah, Nathan, NSAer, Nerd, Geek, Crusher, Public Schooler, Newbie, Hallie, Owen, Stuco President, Lesser StuCo Member, Slempdeeper, LightStalker, Dorkamasoarase, Friend from a Group, Club Leader, Issac [Bagel Lord], Issac, Lydia Yun, Lydia Novak, Melon Lord: **(Neutral)**

## Backup Support Cards: (Prototypes)

- Hudson's Awesome Helmet, Holy Hand Grenade, Hockey Stick for Peasants, Do a 35/23096 Turn in Celebration, New Member, Wonderful Society, New Power, New Teams Order, Debate club: **(damage synergy)**
- Gabe's Network, Warp Drive, Parallel Universe, NSA Lore, This is my Forte BABY!, Gabing Bomb, Boomer, Lady's Man, Seen a Thing or Two: **(influence synergy)**

- Pookie Empire, Pookie Revolt, Pookie Power!, Shuffle Like This, Do We Need You?, Recruitment, Pookie Spam, Pookie goes the Weasel, Plooko: **(pookie synergy)**
- Sad Clown, Happy Clown, What Doesn't Kill you..., Clown scream, ....Makes you Stranger, Crayz Plans, Crazy Plan, BWAHAHAH, Kmk: **(clown synergy)**

**Neutral:** Hooman Milkshake, DIAFOPL, NSA Wiki, Master Oogway, The Dark Knight, Terror of Pookie, Cookeh, Unawesome Sauce, Hooman cult, The Tragedy of Darth Plagueis the Wise, M4 Sherman, Tank, Shield Them!, I will be their Shield!, Ak-47, Are you sure about that?, Absolutely not!, Tag Teamer, A Purge is Near!, The HFC Empire, Shake up, Spilling the Tea, Crush Crusher, Ew!, The Main HFC Chat, The HFC Probation Chat, The HFC Rec Center, Neutral Ground, Arena Destroyer, The MC chat, The Star Wars Chat, Grammar Correction, Grammar Police Crackdown, Stuco President, Student Council Elections, Ruthie-ing Storm, Sword of Nobility, Friendship does Win in the End, Married to Jesus, Wut Doth Thou Mean? Yeetus Deletious, Speed Edit, Down Time, Active CHARGE, NSA Quotes Chat, Role to Play, Master Plan, Going DOWN, vOicE CrAcK, You played Yourself, Give Me liberty..., Teachers involved, ..or give me Death, Someone Remembers NaAT, Accusation, Finger Pointing, Chat Nuke, MSer's Join, MSer Destruction, Social Credit, Forming a Wiki, Dang Son, Let Me IN!, Crush Camp, Visco Gurl, HeHehe Ha, DumDumbs, Smarties, Night of the Slempeeper, Is NSA Lore True?, School History, Wiki Revolution, Wiki Raiders, Wiki Zone Active, Wiki Sucction, Wiki Room, Junk Removal, Junk Found, Its Wiki Time, Wiki Update, POV, Monkey Time, Out of Ideas, BrainStorm.tm, Administration comes Forward, Final Straw, Gosh Guns and Glory, Instant Glory, Hudson Unmasked, Traitor Revealed, Wiki Admin title.

Nilah:

Titles: Newbie, HFC

Health: 5

Stam: 1/2

1 influence

2 damage spend 1 stamina

Ability, Find a Friend: Spend 1 stamina to draw a card. What's Going On?: This card cannot take damage on the bench

Xanthe:

Titles: Pookie

Health: 7

Stam: 0/3

2 Influence spend 1 stamina

2 damage

Ability, Pookie search: Spend 2 stamina to search your deck for a Pookie class card

Crazy J's

Titles: Clown

Health: 2

Stam: 3/6

1 Influence

5 damage, spend 3 stamina

Ability, Surprise!: This card is played face down this turn, you do not have to tell your opponent which card this is. While this card is down, it is not affected by anything. Your next turn, before you draw, flip this card over. You do not get buffs, debuffs, or effects of this character's titles or abilities until this card is flipped over.

HFC Spy

Titles: HFC member

Health: 2

Stam: 3/6

2 Influence, spend 1 stamina

1 damage

Ability, Spy: spend 1 stamina to look at the top three cards of your deck and put them in any order. Spend 1 stamina to change your influence attack into a attack that takes that much influence away from another player

Oldie

Titles: Oldie

Health: 4

Stam: 2/4

3 Influence, spend 2 stamina

1 damage



Ability: twice per turn, you can use 1 stamina per turn to heal 1 health

Wiki Reader

Titles: Wiki Enjoyer, Newbie

Health: 5

Stam: 3/6

1 Influence

2 damage

Ability: once per turn, you can put a random card from your deck face down in the wiki zone, at any time spend 3 stamina to flip over a card in the wiki zone. What's Going On?: This card cannot take damage on the bench

Loyalist

Titles: Communist

Health: 6

Stam: 0/2

1 Influence

3 damage

Ability

Gabe [War Veteran]

Titles: Oldie, Role Player

Health: 11

Stam: 2/8

1 influence

3 Influence, spend 1 stamina

1 damage, if the target has a WAR class, do a extra damage to it, spend 1 stamina

5 damage, spend 2 stamina

Ability, Gabeing Bomb: once per turn, you can spend 3 stamina, do 1 damage to 3 characters on the opponents bench.

Mini Chad Hudson

Titles: Noble, HFC member

Health: 12

Stam: 4/4

1 Influence, can only be used to take away from the other opponents influence, spend 2 stamina.

4 damage, spend 4 stamina

Ability: Chad: Take one less damage per damage attack, cards are not affected

Owen [Wiki Administrator]

Titles: Oldie, Wiki enjoyer

Health: 7

Stam: 4/6

2 Influence

1 damage,

Ability: Wiki Administrator: After the end of your turn, you may choose to draw the top card of the Wiki Zone, this spends 1 stamina NSA History Nerd: Once per turn, arrange the order of the top three Wiki Zone cards, this takes 2 stamina, Edit Allow: After played, you can change/place the title of a card to Wiki Enjoyer, this only works once. This overrides any other MINORITY class title. Wiki Contributor: On your turn, you may place a card on the wiki zone

Spy

Titles:

Health: 5

Stam: 1/3

2 Influence

1 damage

Ability: Spend 1 stamina to look at your top three cards. Spend another stamina to put a card in your hand. Put them back in order.

John Parsons

Titles: Wiki Enjoyer, Outsider

Health: 7

Stam: 4/5

2 Influence, bump this attack up to 3 influence by spending 2 stamina

1 damage

Ability, Wiki Contributor: On your turn, you may place a card on the wiki zone. Secret Information: On any turn, once per cycle, you may put a card in your hand on top of the wiki zone, this costs a stamina. Spend a stamina to flip that card down before you place it. Outside of NSA: gain 1 more stamina every 3 turns.

Gabe [Writer]

Titles: Wiki Enjoyer, Boomer,

Health: 7

Stam: 5/6

2 Influence

2 damage

Ability, Wiki Contributor: On your turn, you may place a card on the wiki zone, Knowledge of the Underworld: At the start of your turn, If there is a title OLDIE character card, draw 1 more card for your beginning draw (Affected by cards). Get the Newbies Plugged In: during your attack phase, Change 1 NEWBIE character card per turn into an OLDIE.

Workout Kid

Titles:

Health: 12

Stam: 0/1

0 Influence

4 Damage

Ability, Bulk Up: once per turn Pay 1 stamina to heal 1 health.

Titles:

Health:

Stam:

Influence

Damage

Ability, :

Titles:

Health:

Stam:

Influence

Damage

Ability, :

Titles:

Health:

Stam:

Influence

Damage

Ability, :