FUZZYCARDS

THE FUZZY TCG



OFFICIAL RULEBOOK

GENESIS COLLECTION

2 PLAYERS · AGES 18+

PART I · WELCOME

WELCOME

TO THE FUZZY TCG

The Fuzzy TCG is a strategic trading card game set in the world of Fuzzybear. Two players deploy Heroes, equip Items and unleash Events to bring the other player's Life to zero.

Every card, every Force and every mechanic is rooted in XRP lore: the prophecies, the riddles, and the unstoppable movement that is $FUZZY, the #1 meme on the XRPL.

The goal is simple. Outsmart your opponent, manage your resources, and prove that you saw it coming before anyone else.

THE GENESIS COLLECTION

150	5	110	20	20	60
CARDS	FORCES	HEROES	ITEMS	EVENTS	HOLO CARDS

The Genesis Collection is the first 150-card set of the Fuzzy TCG, built on Fuzzybear and XRPL lore. Its 110 Heroes, 20 Items and 20 Events are divided across five Forces, and all 60 Rare, Epic and Legendary cards are holographic. Every card is designed for balanced play and long-term collectability.

HOW TO USE THIS BOOK

New to the Fuzzy TCG? Read The Game at a Glance (page 5), then Game Setup and Your Turn. After the Combat Example on page 19 you know enough to play your first game.

Look up everything else when it comes up. The Card Reference (page 32) explains every card in the set and the Quick Reference (page 39) has the essentials for the table.

WHAT IS NEW IN THIS EDITION

- **Relics and Items** are one card type. The type line says Relic and some card text says Item: both mean every Equip Relic and Field Relic.
- **Second Wind:** both players draw 5. Player 2 keeps the one-time Rush.
- **Mulligan** happens during setup only.
- **Counter Events:** four Events can be played on your opponent's turn.



18+ The Fuzzy TCG is a trading card game for players aged 18 and older. Not intended for children.

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NEW TO THE FUZZY TCG?

Read The Game at a Glance (page 5), Game Setup (page 13) and Your Turn (page 14), then follow Your First Game (page 25) with two Starter Decks. Everything else can wait until it comes up at the table.

WHAT YOU NEED

COMPONENTS AND TRACKERS

FOR EACH PLAYER

- **A 30-card deck**, called your Scroll. Each Starter Deck is a complete, ready-to-play Scroll.
- **A play mat** (optional). It shows where your cards go: the Altar, the Vault, your Scroll and your discard pile.
- **A Life tracker.** Life starts at 33.
- **An Energy tracker** from 0 to 5, rarely higher.
- **A 589 tracker** for the total damage you deal this game.

SHARED

- **Damage counters or dice** to mark damage on Heroes. Damage stays until the Hero is KO'd.
- **Small tokens** for Item timers.
- **A coin** for cards that flip, such as The Dealer.

CARD SLEEVES

Sleeves protect your cards, especially the holographic Rares, Epics and Legendaries. If you use sleeves, use the same sleeves for every card in your Scroll so no card can be recognized from the back.

TRACKING TIP

Dice, paper or an app all work. Many players use one die for Energy and pen and paper for Life and the 589 total, writing the running total after every hit.

THE PLAY MAT



(1) The Altar (front row) (2) The Vault (back row) (3) Discard pile (4) Scroll

Your side of the field. Your opponent's mat mirrors yours, with the two Altars facing each other (page 12).

THE GAME AT A GLANCE

EVERYTHING ON ONE PAGE

WIN THE GAME

Liquidation
Bring your opponent's Life from 33 to 0.

Scroll Out
Your opponent must draw at Decode and their Scroll is empty.

The 589
Deal exactly 589 total damage in one game.

YOUR RESOURCES

Energy pays for cards. You gain 1 at the start of each of your turns, up to 5, and unspent Energy carries over.

Cards come from your Scroll: you draw 1 on each of your turns. Keep up to 7 at the end of your turn.

THE FIELD

You have two rows of 3 slots. Heroes fight from the **Altar** (front row) and rest in the **Vault** (back row), where your opponent cannot attack or target them while your Altar holds a Hero.

YOUR TURN IN SIX PHASES

I Genesis	Gain 1 Energy (max 5).
II Decode	Draw 1 card.
III Activate	Play Heroes, Items and Events.
IV Settle	Move cards between your rows.
V Validate	Each Hero on your Altar may attack.
VI Exodus	Discard to 7. End your turn.

COMBAT IN ONE LINE

DAMAGE = ATK - ½ DEF + FORCE BONUS

Round down. Force bonus is +3. Every attack deals at least 1.

THE FIVE GOLDEN RULES

I **The card beats the rulebook.** When a card says something different from these rules, follow the card, unless a ruling in this book covers that card.

II **"Cannot" beats "can".** If one effect says a card can do something and another says it cannot, it cannot.

III **Round down.** Whenever you halve a number, round down.

IV **Do as much as you can.** If part of an effect cannot happen, the rest still happens.

V **"Any target" means your opponent.** It is one of your opponent's Heroes or their Life, never your own cards.

THE FIVE FORCES

Power → Clarity → Prophecy → Conviction → Wisdom → Power

Each Force beats the next one around the Cycle. A Hero attacking the Force it beats deals **+3 damage** (page 11).

CARD TYPES

UNDERSTANDING YOUR ARSENAL

HEROES
110 CARDS



The characters of the Fuzzy TCG. Heroes are played to the field and do the fighting.

- Have ATK, DEF and HP.
- Take a slot on your Altar or Vault.
- Attack from the Altar.
- Uncommon and up have an ability. Commons carry a quote.

ITEMS
20 CARDS



Tools, artifacts and treasures that power up your Heroes or change the field.

- **Equip Relic** (19): sits on one of your Heroes.
- **Field Relic** (1): takes a slot of its own.
- No ATK, DEF or HP.
- See page 9.

EVENTS
20 CARDS



Pivotal moments. Play an Event, do what it says, then put it in your discard pile.

- Never enter the field.
- Played in your Activate phase.
- **Counter Events** (4) can also answer your opponent.
- See page 10.

THE GENESIS COLLECTION BY FORCE

FORCE	HEROES	ITEMS	EVENTS	TOTAL
Power	25	3	3	31
Clarity	25	4	5	34
Prophecy	23	4	3	30
Conviction	19	4	5	28
Wisdom	18	5	4	27
All Forces	110	20	20	150

NEW IN THIS EDITION

Relic or Item? Both words mean the same card type. The type line reads EQUIP RELIC CARD or FIELD RELIC CARD, while some card text says Item. A card that mentions Items, such as The Meridian, Archive Warden, First Ledger Keeper or The Dream Reader, works with every Relic.

CARD ANATOMY

READING A HERO

I Force
One of the five Forces. It decides who gets the +3 Force bonus.

II Name
Every card has its own name.

III Cost
The Energy you pay to play it, from 1 to 5.

IV Artwork
Look closely: the art hides details from the lore.

V Ability
What the Hero does. Uncommon and up have one. Commons show a quote.

IX Rarity
Symbols and name, from Common to Legendary.

X Weak Against
The Force that beats this card. Its attacks deal +3 to this Hero.

XI Collector number
Its place in the 150-card Genesis Collection.



VI Attack (ATK)
Damage it deals when it attacks.

VII Defense (DEF)
Half, rounded down, blocks each attack.

VIII Health (HP)
At 0 HP the Hero is KO'd.

RARITY

RARITY	SYMBOL	CARDS	HOLO
Common	◇	50	No
Uncommon	◇◇	40	No
Rare	◇◇◇	30	Yes
Epic	◇◇◇◇	20	Yes
Legendary	◇◇◇◇◇	10	Yes

READING STATS

Stats are printed with two digits: ATTACK 08 means 8 ATK.

Effects can raise or lower stats. Always use the current value, including bonuses from Items and abilities.

A Hero's printed stats never change in your Scroll, hand or discard pile. Bonuses only exist while it is on the field.

CARD ANATOMY

READING ITEMS AND EVENTS



I Cost
The Energy to play it.

II Type line
EQUIP RELIC CARD or FIELD RELIC CARD. Relic and Item mean the same card type.

III Text
Which Heroes can carry it, what it gives and how long it lasts.

IV No stats
Items have no ATK, DEF or HP, so Weak Against reads N/A.

Type line I
EVENT CARD. Events have no stats.

Force II
On an Event, the Force symbol sits above the text. Items and Events have a Force too, and some effects count it.

Text III
Do what it says, in order, then discard it.

Weak Against N/A IV
Only Heroes can be attacked, so only Heroes have a weakness.



HERO STATS BY RARITY

RARITY	HEROES	COST	ATK	DEF	HP	ABILITY	HOLO
Legendary	10	5	10 to 13	9 to 12	17 to 18	Game-defining	Yes
Epic	14	4	8 to 11	7 to 10	11 to 14	Powerful	Yes
Rare	21	3	7 to 10	5 to 10	9 to 11	Tactical	Yes
Uncommon	30	2	5 to 8	4 to 8	6 to 8	Simple	No
Common	35	1	3 to 6	3 to 6	4 to 6	Quote only	No

Cost and stat ranges apply to Heroes. Items and Events cost 1 to 4, depending on their effect.

ITEMS

EQUIP RELICS AND FIELD RELICS

Items are the tools, artifacts and treasures of the Fuzzy TCG. The cards call them Relics: Relic and Item mean the same thing, in the rules and on every card. The kind of Relic is printed on its type line.

EQUIP RELICS

I. In your Activate phase, pay its cost.

II. Attach it to **one of your own Heroes** on the field, in the Altar or the Vault. Tuck it under the Hero so its text stays visible.

III. If it says Equip to a Power hero (or another Force), only a Hero of that Force can carry it.

IV. Its bonus applies at once. If it has ON DEPLOY, that happens now.

EQUIP RULES

- Equip Relics never take a slot.
- A Hero can carry any number of Equip Relics.
- You can only equip your own Heroes.
- It stays attached when the Hero moves between rows. It cannot be moved to another Hero.
- When the Hero leaves the field (KO'd, returned to hand or any other way), its Equip Relics go to your discard pile.
- No Hero to equip? Then you cannot play it.

FIELD RELICS

- In your Activate phase, pay its cost and put it in any open slot of your Altar or Vault. It takes up that slot.
- It cannot attack, be attacked or be targeted. For attacks, a row that holds no Heroes counts as empty.
- Its ability works on both players' turns.
- It lasts **3 of your turns** (see Item timers).

ITEM TIMERS

Some Items last a set number of turns: Discard after 2 turns, Lasts 3 turns, Remove after 3 turns. Field Relics always last 3.

I. When you play it, put that many counters on it (Memo Tablet: 3 counters, page 29).

II. At the end of each of **your** turns, remove one.

III. When the last counter comes off, discard it. Escrow Lock gives its +3 Energy at that moment.

Spark Plug (1 turn) is discarded at the end of the turn you play it.



ITEMS ON THE FIELD

Altar: Fuzzy Brawler carries **Spark Plug**, tucked underneath with its text showing. It takes no slot of its own.

Vault: **Hooks Protocol**, a Field Relic, fills a slot like a Hero would. It cannot be attacked.

RULING

Which cards count as Items? All 20: every Equip Relic and Hooks Protocol, the only Field Relic. Items on the field count as cards you control, for example for The Scales Balance.

EVENTS

AND COUNTER EVENTS

PLAYING AN EVENT

I. In your Activate phase, pay its cost.

II. Choose any targets now. "Choose" on an Event counts as targeting.

III. Do what the card says, in order.

IV. Put it in your discard pile. Events never enter the field.

EVENT RULES

- You may play as many Events as you can pay for.
- An Event that is negated still counts as played. Its cost stays paid and it goes to your discard pile.
- An Event played for free by another card (for example The Prophecy Unfolds) follows that card's timing.
- Effects that last "until end of turn" end at the end of the turn the Event was played.

COUNTER EVENTS

Four Events are **Counter Events**. They are Events in every way, and you can play them normally in your own Activate phase. In addition, each one can be played at **one specific moment, on either player's turn**, in response to something your opponent does.

COUNTER EVENT	FORCE	COST	MAY BE PLAYED IN RESPONSE TO
Case Dismissed	Clarity	2	Your opponent playing an Event, before that Event resolves.
Cross Examination	Clarity	1	One of your opponent's Heroes triggering or activating an ability, before it takes effect: On Deploy, On Attack, Activate, or any ability that happens at a set moment ("when", "whenever", "after", "each turn", "start of turn", "end of turn"), but not On KO. It chooses that Hero, even in the Vault.
No Retreat	Conviction	1	Your opponent attacking one of your Heroes (after the target is chosen, before damage), or an opponent's card about to move one of your Heroes.
Stand Your Ground	Conviction	2	Your opponent attacking one of your Guard Heroes (after the target is chosen, before damage).









Only these four cards are Counter Events. How responses work: page 22.

THE FIVE FORCES

THE CYCLE



Every Genesis card belongs to one of the five Forces. Each Force beats the next one around the Cycle.

THE FORCE BONUS

When your Hero **attacks** a Hero of the Force it beats, the attack deals **+3 damage**.

Only attacks get the bonus. Damage from card effects never does, and Heroes of the same Force never get it against each other.

The **Weak Against** icon at the bottom of each Hero shows the Force that beats it.

POWER	STRENGTH, DOMINANCE, THE FLIPPENING	Fast, aggressive damage. Rush Heroes, ATK boosts and direct burn.	BEATS: Clarity WEAK AGAINST: Wisdom	31 CARDS
CLARITY	TRUTH, JUSTICE, THE VERDICT	Control and answers. Reveals hands, silences and negates, and fields strong Guards.	BEATS: Prophecy WEAK AGAINST: Power	34 CARDS
PROPHECY	MYSTERY, RIDDLES, THE INEVITABLE	Sees the future. Looks at and reorders the Scroll, plays cards for free, doubles damage.	BEATS: Conviction WEAK AGAINST: Clarity	30 CARDS
CONVICTION	DIAMOND HANDS, HOLDING, FAITH	Endurance. Guard, DEF and HP gains, Heroes that grow stronger the longer they hold.	BEATS: Wisdom WEAK AGAINST: Prophecy	28 CARDS
WISDOM	KNOWLEDGE, PATIENCE, STRATEGY	Resources and patience. Card draw, extra Energy and Item synergies.	BEATS: Power WEAK AGAINST: Conviction	27 CARDS

RULING

Neutral Promos. The Promo Heroes **The Boss** and **The Architect** have no Force. Their attacks never gain the Force bonus, and attacks against them never do. Every other card, Promos included, belongs to a Force and follows the Cycle.

THE FIELD

WHERE EVERY BATTLE IS FOUGHT



Both players sit across the table with their Altars facing each other. Each side has 3 Altar slots, 3 Vault slots, a Scroll and a discard pile.

THE ALTAR

Your front row, 3 slots.
Heroes here **attack** and **can be attacked**.

THE VAULT

Your back row, 3 slots.
Heroes here **cannot attack**, and your opponent cannot attack or target them while your Altar holds a Hero.

OFF THE ROWS

Scroll: your deck, face down.
Discard: face up, open to all.
Hand: secret, 7 at end of turn.

SLOT RULES

- Each slot holds one Hero or one Field Relic. Equip Relics sit under their Hero and never use a slot.
- A Hero enters its normal row if a slot is free there (the Vault, or the Altar if it has Rush). If that row is full, it enters the other row. If both rows are full, you cannot play it.
- In the rules and on the cards, Front Row means the Altar and Back Row means the Vault.
- **Vault protection:** while your Altar holds a Hero, your Vault Heroes cannot be attacked, targeted or chosen by your opponent. Exceptions: The Internet of Value, Magnetic Enforcer, The Auditor, and Cross Examination in its response moment. Effects that say "all" reach both rows.

GAME SETUP

PREPARING FOR BATTLE

BEFORE THE FIRST TURN

I **Shuffle.** Each player shuffles their 30-card Scroll and places it face down.

II **The Genesis Flip.** Both players reveal the top card of their Scroll. The higher Cost chooses to go first (Player 1) or second (Player 2). Tied? Compare ATK, then DEF (Items and Events count as 0). Still tied? Shuffle and flip again. Afterwards, shuffle the revealed cards back.

III **Draw.** Both players draw 5 cards.

IV **Mulligan.** Player 1 may shuffle their whole hand into their Scroll and draw 5 new cards. Then Player 2 may do the same. Each player gets one Mulligan.

V **Set your trackers.** Life 33. Energy 0. 589 total 0.

VI **Second Wind.** Player 2's first Hero played from hand this game has **RUSH**.

VII **Begin.** Player 1 takes the first turn and skips the Decode draw on that turn only.

SECOND WIND

Going second is balanced by one surprise: the **first Hero Player 2 plays from their hand** has Rush. It enters the Altar and can attack that same turn.

- Only a Hero played from hand uses or receives it.
- Heroes put into play by an effect (The Prophecy Unfolds, Cipher Monk, Sir X Of Punkhouse, PHNIX Reborn, XRP Army General) neither use nor receive it.
- It is used even if that Hero already has Rush.
- Silence never removes it.

MULLIGAN

The Mulligan happens during setup only, before Player 1's first turn begins. After that, nobody can mulligan.

NEW IN THIS EDITION

Both players draw 5. In the first edition Player 2 drew 6 cards. Player 2 now keeps only the Rush from Second Wind, and the Mulligan is part of setup instead of something you can do later in the game.





EXAMPLE: THE GENESIS FLIP

Player A reveals **The Validator** (cost 3), Player B reveals **The Researcher** (cost 2). The higher Cost wins: Player A chooses to go first or second. Both cards are shuffled back before anyone draws.

STARTING POSITION

33	0	5	25	0
LIFE	ENERGY	CARDS IN HAND	CARDS IN SCROLL	589 TOTAL

YOUR TURN

SIX PHASES, IN ORDER, ALWAYS



I GENESIS — GAIN ENERGY

Gain **+1 Energy**, up to 5. Energy carries over from turn to turn. Then resolve your start-of-turn abilities in any order you choose.



II DECODE — DRAW

Draw **1 card** from your Scroll. If you must draw and your Scroll is empty, you lose (Scroll Out). Player 1 skips this draw on the very first turn of the game.



III ACTIVATE — PLAY CARDS

Play cards from your hand by paying their Energy cost, as many as you can afford, in any order. Heroes enter the Vault (with Rush: the Altar). Equip Relics go on one of your Heroes, Field Relics take a slot, Events resolve and are discarded. Use Activate abilities now.



IV SETTLE — MOVE

Move any number of your cards between the Altar and the Vault, as long as there is a free slot. It costs nothing. A Hero moved to the Altar can attack this turn, unless it was played this turn without Rush.



V VALIDATE — ATTACK

Each Hero on your Altar may attack once, one attack at a time. Choose the attacker and its target, then work out the damage (pages 17 and 18).



VI EXODUS — END THE TURN

If you have more than 7 cards in hand, discard down to 7. Then end-of-turn abilities and Item timers happen, "until end of turn" effects end, and unspent "this turn" Energy and any Energy above 5 are lost. Your opponent's turn begins.



REMEMBER

You may skip any phase you have nothing to do in, but never change the order: you cannot attack and then play more cards, and you cannot move cards after your attacks.

ENERGY

AND PLAYING CARDS

HOW ENERGY WORKS

- You start the game with 0 Energy.
- In Genesis you gain +1. You can never go above 5 this way.
- Unspent Energy **carries over** to your next turn.
- Anything above 5 is lost at the end of your own turn.
- Energy you gain "this turn" (Network Pulse) is spent first, does not count toward the cap, and is lost at the end of that turn.

PAYING FOR CARDS

- The cost is the number in the top right corner. Pay it from your Energy to play the card.
- Apply every cost reduction, then the minimum: no card costs less than 1 Energy.
- A card played **for free** pays no Energy at all.
- You can only spend Energy you have right now.

YOUR HAND

- Your hand is secret unless a card reveals it.
- There is no limit during your turn. In Exodus, discard down to 7. Cards you draw after that discard stay in your hand.
- Drawing from an empty Scroll with a card effect draws nothing. Only the Decode draw can cause Scroll Out.

START AND END OF A TURN

Start: Genesis, then start-of-turn abilities in the order you choose, then Decode.

End: discard to 7, then end-of-turn abilities and Item timers, then all "until end of turn" effects end, then unspent "this turn" Energy and Energy above 5 are lost.

EXAMPLE: PATIENCE PAYS

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6
1	1	2	1	2	3
○○○○○	●○○○○	○○○○○	●○○○○	●●○○○	○○○○○
	SAVED		SAVED	SAVED	
Plays Fuzzy The Builder (cost 1). 0 left.	Saves it. 1 left.	Plays The Researcher (cost 2). 0 left.	Saves it. 1 left.	Saves it. 2 left.	Plays The Validator (cost 3). 0 left.

The big number is your Energy after Genesis. Gold pips are Energy you keep, dim pips are Energy you spend that turn. Saving lets you play bigger Heroes sooner, or hold Energy back for a Counter Event.

REMEMBER

Above the cap. Only **The OG Wallet** and "this turn" Energy (**Network Pulse**) can take you above 5 Energy. You can spend that Energy normally. Unspent "this turn" Energy is lost at the end of that turn, and anything else above 5 at the end of your own turn.

PLACING HEROES

THE ALTAR, THE VAULT AND MOVING



A Hero without Rush enters the Vault. It cannot attack this turn, even if you move it to the Altar in Settle.



A Hero with Rush (Fuzzy Astronaut) enters the Altar and can attack the turn it is played.

ENTERING THE FIELD

- A Hero enters the **Vault** when played. A Hero with **RUSH** enters the **Altar**.
- If its row is full, it enters the other row. If both are full, you cannot play it.
- A Hero can attack the turn it is played only if it has Rush, wherever it is placed or moved.

MOVING IN SETTLE

- In Settle, move any number of your cards between your rows, if a slot is free. It costs nothing.
- Moving from the Vault to the Altar lets a Hero attack this turn (unless it was played this turn without Rush).
- Moving to the Vault protects a Hero: your opponent cannot attack or target it while your Altar holds a Hero.



EXAMPLE: SETTLE

Fuzzy The Builder was played last turn and waited in the Vault. In your Settle phase you move it to the free Altar slot. It costs nothing, and the Builder can attack in Validate this turn.

A Hero played this turn could make the same move, but without Rush it still could not attack.

MOVED BY AN EFFECT

- Cards like The Great Migration or Magnetic Enforcer move Heroes outside Settle. "Forced to move" means moved by any effect.
- If an effect would move a Hero into a full row, or the Hero cannot be moved, it stays where it is.
- Some cards stop movement: Diamond Paws cannot be moved from the Altar by any effect, Iron Will Badge stops forced moves, and No Retreat stops the chosen Hero from moving until end of turn.

COMBAT

ATTACKING AND TARGETING

MAKING AN ATTACK

I **Choose an attacker:** a Hero on your Altar that has not attacked this turn. A Hero played this turn can only attack if it has Rush.

II **Choose its target**, following the targeting order on the right.

III **Before damage:** the attacker's ON ATTACK abilities trigger. Your opponent may stop one with Cross Examination before it takes effect. Then the defender's "when attacked" abilities happen, and your opponent may respond with No Retreat or Stand Your Ground. An attack and its On Attack are one action, so each player may play one Counter Event.

IV **Deal damage** to the target (page 18).

V **Check for a KO.** A Hero at 0 HP or less is KO'd. Damage beyond its remaining HP Pierces into its owner's Life.

TARGETING ORDER

I — Heroes on their **Altar**? **Attack a Hero on their Altar.**

II — No Heroes on their Altar? **Attack a Hero in their Vault.**

III — A GUARD Hero in that row? **Your target must be a Guard Hero.**

IV — No Heroes in either row? **Attack their Life directly, with full ATK.**

COMBAT RULES

- Only the attacker deals damage. Defenders never strike back, unless a card says so (Wallet Guardian).
- Each Hero on your Altar may attack once per turn. The Berserker attacks twice.
- Damage stays on a Hero until it is KO'd. Mark it with dice or counters.
- A KO'd Hero goes to its owner's discard pile, together with its Equip Relics.
- The target is fixed when the attack is declared. Gaining or losing Guard afterwards never changes it.
- If the attacker or its target leaves the field before damage, the attack ends with no damage. It still counts as that Hero's attack.
- The Internet of Value lets your Power cards attack Vault Heroes directly, ignoring the Altar.
- Field Relics can never be attacked.



GUARD IN ACTION

Your opponent's Altar holds **Steadfast Guard** (Guard) and **Coming Soon**. **Fuzzy Brawler** must attack Steadfast Guard. Coming Soon is safe until no Guard Hero is left in that row.

Guard only redirects attacks. Effects such as Short Circuit can still hit Coming Soon.

DAMAGE

THE FORMULA

DAMAGE = ATK − ½ DEF + FORCE BONUS

Half of DEF, rounded down. Force bonus: +3 when the attacker's Force beats the defender's. Every attack deals at least 1.

THE FULL ORDER

I. Start with the attacker's **ATK**, plus flat bonuses such as Grid Breaker's +3.

II. Subtract **half the defender's DEF**, rounded down.

III. Add the **Force bonus** (+3) if it applies.

IV. Apply **multipliers**, such as The 589 Prophecy's double damage.

V. Apply **reductions**, such as The Vault Door's −2.

VI. The result is **at least 1**.

PIERCE

When an attack or effect KOs a Hero, the damage beyond its remaining HP hits its owner's **Life**. A 7-damage hit on a Hero with 5 HP left KOs it and Pierces for 2.

Damage a card deals to itself never Pierces (The Berserker). Damage to your own Heroes never counts toward the 589.

DIRECT ATTACKS

An attack on Life deals the attacker's **full ATK** plus flat bonuses. There is no DEF and no Force bonus. Multipliers still apply.

DAMAGE FROM EFFECTS

"Deal 3 damage" ignores DEF and never gets the Force bonus. Apply multipliers, then reductions. It can be reduced to 0.

WORKED EXAMPLES

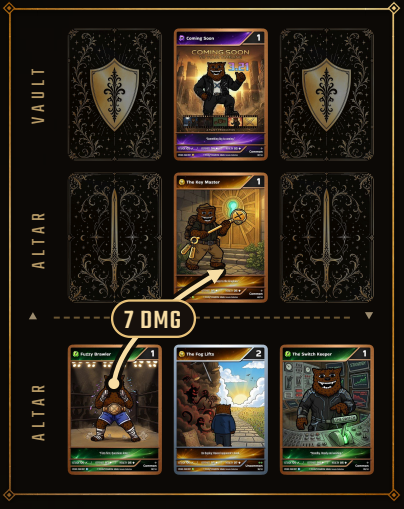
ATTACKER	DEFENDER	WORKING	DAMAGE
Fuzzy Brawler — Power · ATK 6	The Key Master — Clarity · DEF 5	6 − 2 + 3 (Power beats Clarity)	7
The Switch Keeper — Power · ATK 5	The Vault Door — Power · DEF 8, takes −2	5 − 4 = 1, then −2, but at least 1	1
Grid Breaker — Power · ATK 7, +3 vs Guard	Diamond Paws — Clarity · DEF 10, Guard	7 + 3 − 5 + 3	8
The 589 Prophecy — Prophecy · ATK 13, double	Fuzzy The Samurai — Conviction · DEF 4, HP 5	(13 − 2 + 3) × 2. KO, Pierce 23	28
Short Circuit — Event · 3 damage	The Vault Door — takes −2	3, then −2 (effects ignore DEF)	1

COMBAT EXAMPLE

ONE VALIDATE PHASE, STEP BY STEP

It is your Validate phase. Your Altar holds **Fuzzy Brawler** (Power, ATK 6), **The Fog Lifts** (Clarity, ATK 6) and **The Switch Keeper** (Power, ATK 5). Your opponent has **The Key Master** (Clarity, DEF 5, HP 5) on their Altar and **Coming Soon** (Prophecy, DEF 4, HP 5) in their Vault. Their Life is 33.

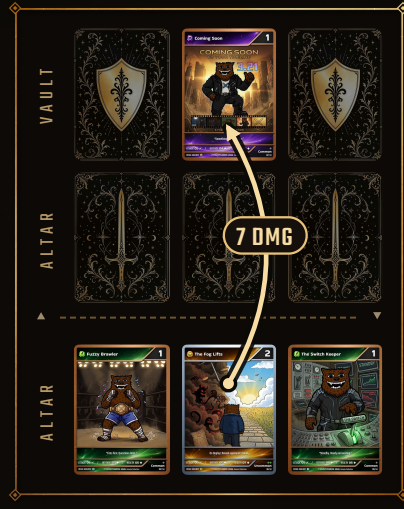
ATTACK 1



LIFE 31 — 589 TOTAL 7

Fuzzy Brawler attacks The Key Master, the only Hero on their Altar. Power beats Clarity: 6 – 2 + 3 = 7. The Key Master has 5 HP: it is KO'd and **2 Pierce** into Life.

ATTACK 2



LIFE 29 — 589 TOTAL 14

Their Altar now holds no Heroes, so the Vault is open. The Fog Lifts attacks Coming Soon. Clarity beats Prophecy: 6 – 2 + 3 = 7. KO, and **2 Pierce.**

ATTACK 3



LIFE 24 — 589 TOTAL 19

Both rows are empty. The Switch Keeper attacks their Life directly with its full ATK: 5 damage. No DEF, no Force bonus.

ATTACK	MATCHUP	WORKING	DAMAGE	RESULT	THEIR LIFE
1	Fuzzy Brawler → The Key Master	Power beats Clarity: 6 – 2 + 3	7	KO, 2 Pierce	33 → 31
2	The Fog Lifts → Coming Soon	Clarity beats Prophecy: 6 – 2 + 3	7	KO, 2 Pierce	31 → 29
3	The Switch Keeper → Life	Direct attack: full ATK	5		29 → 24

Your 589 total after this phase: 7 + 7 + 5 = 19.

TIP

Order matters. If The Fog Lifts had attacked first, it would have had to hit The Key Master with no Force bonus: 6 – 2 = 4, and The Key Master survives with 1 HP. Fuzzy Brawler then KOs it (7, with 6 Pierce), and The Switch Keeper can only reach Coming Soon without a bonus: 5 – 2 = 3, no KO. Their Life ends at 27 instead of 24, and your 589 total at 14 instead of 19. Use every Force bonus you can before the rows open up.

ABILITIES

TRIGGERS AND TIMING

ABILITY	WHEN IT HAPPENS	GOOD TO KNOW
ON DEPLOY	When the card is played. For a Hero: as it enters the field. For an Item: as it is equipped or placed.	Happens once. A Hero put into play by an effect also uses its On Deploy.
ON ATTACK	When this Hero attacks, after the target is chosen and before damage.	Part of the attack itself.
ON KO	When this Hero is KO'd.	Works even though the Hero has left the field. A silenced Hero does not use it.
PASSIVE	Always on while the card is on the field.	Some Passives react to events ("when", "whenever"). Those trigger each time.
ACTIVATE	When you choose, in your own Activate phase, by paying the cost shown.	Once per turn unless the card says otherwise.
START OF TURN	In your Genesis phase, after you gain Energy.	You choose the order of your own start-of-turn abilities.
END OF TURN	In your Exodus phase, after you discard to 7.	The Accumulator and The HODLer check at the end of every turn.
ONCE PER TURN	At most once in each turn, yours and your opponent's.	The limit resets every turn.
ONCE PER GAME	At most once in the whole game.	Even if the card leaves play and comes back.

TIMING RULES

- Abilities only work while their card is on the field, except On KO.
- When several abilities trigger at once, the active player's go first. Each player chooses the order of their own.
- Abilities that trigger from an action or a response (XRP Cafe Barista, The Interpreter, The Visionary, Coincidence?) and all On KO abilities wait until that action and every response to it have finished, including combat damage. Exception: The Council Leader resolves before the played card's On Deploy.
- Energy or cards those waiting abilities give you cannot be used before then.

CHOICES AND TARGETS

- Choose targets when the card is played, or when a waiting ability begins to resolve.
- Conditions ("if", "equal to") and coin flips are checked when it resolves.
- A target that is no longer legal is skipped. The rest of the effect still happens.
- "May" means optional. Everything else is mandatory.

KEYWORDS

AND COMMON TERMS

RUSH
Enters the Altar when played and can attack that same turn. Printed on Fuzzy Astronaut, Voltage Runner and The Berserker. Flip The Switch and Sir X Of Punkhouse grant it, and Second Wind grants it once.

GUARD
If the row being attacked holds a Guard Hero, attacks must target a Guard Hero. Guard never stops card effects.

SILENCE
The Hero's own printed abilities stop working, Passives and keywords such as Guard included. Bonuses it already received stay. Never affects Items or Second Wind. "Cannot use its ability" is a Silence too.

BOOST +X/+Y
+X ATK and +Y DEF. Like any "+X/+Y" bonus, it lasts until the card leaves the field unless a duration is given.

SEARCH
Look through your Scroll for the card described, show it to your opponent, take it, then shuffle your Scroll. Looking at the top cards never shuffles.

REVEAL AND LOOK AT
Reveal: show the card to both players. Look at: only you see it. Put the cards back where the text says, or in the same order if it does not say.

NEGATE AND STOP
Negating an Event cancels all of its text. Stopping an ability means it does not happen. Costs already paid are not refunded.

ANY TARGET
One of your opponent's Heroes on their Altar (in their Vault only if their Altar holds no Heroes), or your opponent's Life. Never your own cards or Life. "A target" means the same. "Any 1 hero" means one of your opponent's Heroes that can be targeted, not their Life.

KO
Knocked out. A Hero at 0 HP or less goes to its owner's discard pile, with its Equip Relics.

DURATIONS
Until end of turn, **this turn** and **for 1 turn**: until the current turn ends. **Next turn**: the next turn of the affected card's controller. **Permanently**: until it leaves the field.

FLIP
Flip a coin. Heads or tails decides the result.

FOR FREE
Play the card without paying Energy. Cost reductions do not matter.

RESERVED FOR FUTURE SETS

These keywords are part of the Fuzzy TCG rules, but no card in the Genesis Collection uses them yet.

- **Stealth:** cannot be targeted until it attacks.
- **Drain:** heal HP equal to the damage it deals.
- **Burn X:** deal X damage to this card at the end of each turn.
- **Shield:** the first damage it receives each turn is reduced to 0.
- **Bridge:** when attacked, it may move to the Vault and dodge the attack.
- **On Hit:** when this card deals damage.
- **On Kill:** when this card KOs an enemy.

RESPONSES

HOW COUNTER EVENTS WORK

Counter Events let you answer your opponent the moment they act, even on their turn.

THE RESPONSE CHAIN

I **You only respond to your opponent**, never to yourself. Each attack, each card played and each other ability is a separate action.

II **The player who did not act responds first.** The other player may then respond to that Counter Event, and so on. Case Dismissed is the only Counter Event that can answer an Event.

III **One per action.** Each player may play at most one Counter Event in response to any single action or card.

IV **Last in, first out.** When nobody responds, everything resolves from the last card played back to the first. Then the original action continues, unless it was negated or stopped. If part of an effect cannot happen, the rest still happens.

V **Pay as normal.** Pay the Energy cost from your current Energy. Holding Energy back for a response is a real choice.

VI **Triggered abilities wait.** Abilities that trigger from the action or a response, and every On KO, wait until the whole chain and any combat damage have finished. A card's own On Deploy and On Attack are part of the action. Exception: The Council Leader resolves before the played card's On Deploy.

VII **Choices.** Targets are chosen when a card is played. Conditions and coin flips are checked when it resolves.

NEGATE AND STOP

- A negated Event does nothing, still counts as played, and goes to the discard pile.
- Case Dismissed with no Event to negate (for example in your own Activate phase) still deals 3 and draws 1. It never undoes an Event that has already resolved.
- Cross Examination stops the ability that opened its response moment, then silences the chosen Hero for the rest of the turn.
- A stopped "once per game" ability is not used up.

WHAT NEVER OPENS A RESPONSE

- Constant Passive abilities, keywords, Item effects and game rules.
- On KO abilities: that Hero has already left the field.
- Your own actions.
- In its response moment, Cross Examination may choose a Hero in the Vault. All other targeting rules still apply.

WHAT CAN I PLAY, AND WHEN?

	YOUR ACTIVATE PHASE	ANY OTHER MOMENT OF YOUR TURN	YOUR OPPONENT'S TURN
Heroes and Items	✓ Yes	× No	× No
Events	✓ Yes	× No	× No
Counter Events	✓ Yes	✓ Only in response to your opponent	✓ Only in response to your opponent
Activate abilities	✓ Yes	× No	× No

RESPONSES IN ACTION

THREE EXAMPLES

1. AN EVENT MEETS CASE DISMISSED

OPPONENT PLAYS



Overload: 6 damage split among your Heroes (they control a Power card).

YOU RESPOND



Case Dismissed: negate Overload, deal 3, draw 1.

OPPONENT RESPONDS

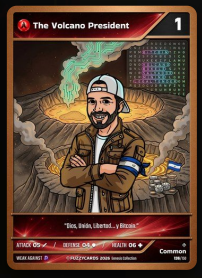


Their own Case Dismissed, aimed at yours.

Resolve last in, first out. Their Case Dismissed resolves first: it negates yours, deals 3 damage and draws them a card. Your Case Dismissed is negated, so it does nothing. Then Overload resolves as normal. Both Case Dismissed cards and Overload still count as played.

2. NO RETREAT SAVES A HERO







The Sun King (Prophecy, ATK 5), your opponent's Hero, attacks your Hero **The Volcano President** (Conviction, DEF 4, HP 6). Prophecy beats Conviction: 5 − 2 + 3 = 6, exactly enough for a KO.

After the target is chosen, you respond with **No Retreat**: +2 DEF until end of turn. The damage becomes 5 − 3 + 3 = **5**. The Volcano President survives with 1 HP.

3. CROSS EXAMINATION STOPS AN ON DEPLOY





Your opponent plays **Alex Cobb**. Its On Deploy would deal 4 damage to one of your Heroes. You respond with **Cross Examination** (1 Energy), choosing Alex Cobb.

The On Deploy is stopped and Alex Cobb takes 2 damage. It is also silenced for the rest of the turn, so its Passive does nothing until the turn ends.

TIP

Energy is information. Ending your turn with 1 or 2 Energy unspent tells your opponent you might hold a Counter Event. Sometimes the threat alone makes them play around it.

WINNING THE GAME

THREE WAYS TO VICTORY

I LIQUIDATION

Bring your opponent's Life to **0 or below.** You win at once, even in the middle of an attack.

II SCROLL OUT

Your opponent must draw in their Decode phase and their Scroll is **empty.** The prophecy has run out.

Card effects that would draw from an empty Scroll simply draw nothing. Only the Decode draw causes Scroll Out.

III THE 589: PROPHECY FULFILLED

589

Deal **exactly 589** total damage in a single game and you win instantly, whatever either player's Life.

Count all damage your cards deal to your opponent's Heroes and Life, as it happens. A hit that KOs a Hero counts once, in full: 7 damage to a Hero with 5 HP left adds 7 (5 to the Hero, 2 Pierce). Damage to your own Heroes does not count. Damage reduced to 0 adds nothing.

When your total reaches exactly 589, announce "The prophecy is fulfilled" and claim victory.

Going over 589 does not trigger the win. It must be exact. Once you pass it, only Liquidation and Scroll Out remain.

TRACKING THE 589

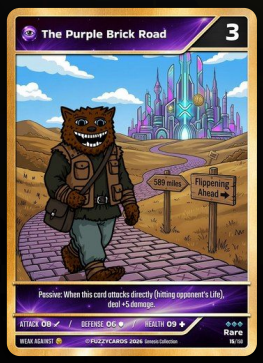
Write your running total after every hit. Ask for a recount before you announce: both players should agree on the number.

CONCEDING

You may concede at any time. Your opponent wins the game.

THE ROAD TO 589







Most games end by Liquidation long before anyone comes close to 589. The 589 is the rarest and most celebrated way to win: it rewards a long game, careful counting and perfect timing.

Cards that deal big or extra damage, such as **The 589 Prophecy** (double damage for your Prophecy cards), **The Purple Brick Road** (+5 on direct attacks) and **Fuzzy The Wizard** (3 damage on every attack), help you steer your total. Watch it closely as you near the end: one hit too many and the prophecy is lost.

YOUR FIRST GAME

A WALKTHROUGH OF THE OPENING TURNS

Two new players open their Starter Decks. Player 1 plays Starter Deck I, Player 2 plays Starter Deck II. Both draw 5 and keep their hands. Life 33, Energy 0. Hero stats read ATK/DEF/HP. Follow their first turns on the play mat.



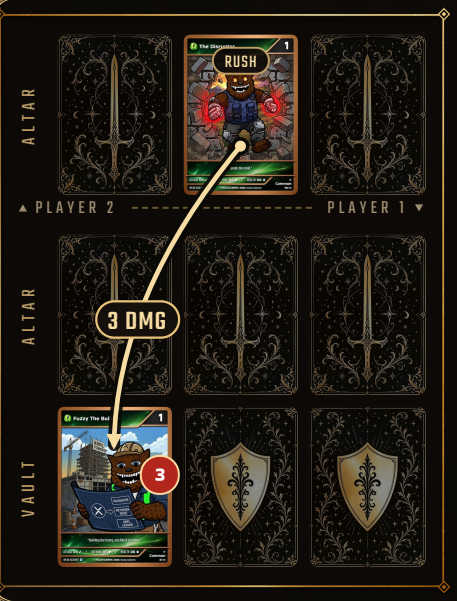
TURN 1 PLAYER 1

Genesis: Energy 0 → 1. **Decode:** skipped, it is the first turn of the game.

Activate: plays **Fuzzy The Builder** (Power, cost 1, 5/5/6). It enters the Vault. Energy 1 → 0.

Settle and Validate: nothing to do. A Hero without Rush cannot attack the turn it is played.

PLAYER 2	LIFE 33	ENERGY 0	HAND 5	589 0
PLAYER 1	LIFE 33	ENERGY 0	HAND 4	589 0



TURN 1 PLAYER 2

Genesis: Energy 0 → 1. **Decode:** draws a card, 6 in hand.

Activate: plays **The Disruptor** (Power, cost 1, 5/4/4). It is Player 2's first Hero from hand, so **SECOND WIND** gives it Rush: it enters the Altar. Energy 1 → 0.

Validate: Player 1's Altar is empty, so the Vault is open. The Disruptor attacks Fuzzy The Builder: 5 − 2 (half of DEF 5) = **3 damage**. The Builder has 3 HP left.

PLAYER 2	LIFE 33	ENERGY 0	HAND 5	589 3
PLAYER 1	LIFE 33	ENERGY 0	HAND 4	589 0

WHAT THESE TURNS TEACH

- **Second Wind** lets Player 2 strike first, even though Player 1 played first.
- **The Vault is only safe** while your Altar holds a Hero.
- **Damage stays.** The Builder keeps its 3 damage until it is KO'd.
- **Every hit counts** toward the 589 total, Pierce included.

YOUR FIRST GAME

TURNS 2 AND 3

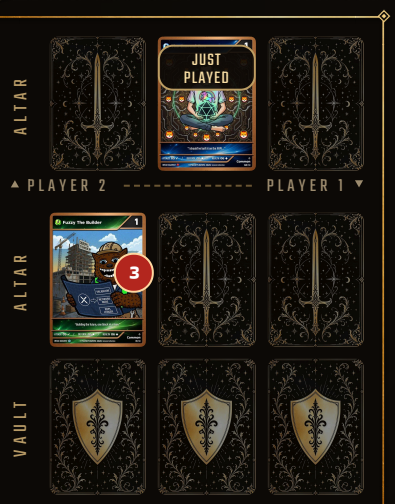


TURN 2 PLAYER 1

Genesis: Energy 0 → 1. **Decode:** draws. **Activate:** equips **Spark Plug** (+2 ATK) to the Builder. Energy 1 → 0.

Settle: moves the Builder to the Altar. **Validate:** it attacks The Disruptor: 7 − 2 = **5**. KO, and 1 Pierces into Life. **Exodus:** Spark Plug's 1-turn timer runs out and it is discarded.

PLAYER 2	LIFE **32**	ENERGY **0**	HAND **5**	589 **3**
PLAYER 1	LIFE **33**	ENERGY **0**	HAND **4**	589 **5**

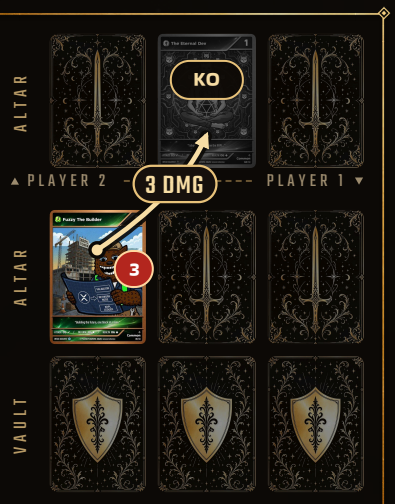


TURN 2 PLAYER 2

Genesis: Energy 0 → 1. **Decode:** draws. **Activate:** plays **The Eternal Dev** (Wisdom, cost 1, 5/5/6). Second Wind is used up, so it enters the Vault. Energy 1 → 0.

Settle: moves it to the Altar, ready for next turn. It cannot attack this turn.

PLAYER 2	LIFE **32**	ENERGY **0**	HAND **5**	589 **3**
PLAYER 1	LIFE **33**	ENERGY **0**	HAND **4**	589 **5**



TURN 3 PLAYER 1

Genesis: Energy 0 → 1. **Decode:** draws. **Activate:** plays **Short Circuit**: 3 damage to The Eternal Dev, which ignores DEF. 3 HP left. No Energy remains, so **Coming Soon** waits for next turn.

Validate: the Builder attacks The Eternal Dev. Wisdom beats Power, so no bonus: 5 − 2 = **3**. Exact KO, no Pierce.

PLAYER 2	LIFE **32**	ENERGY **0**	HAND **5**	589 **3**
PLAYER 1	LIFE **33**	ENERGY **0**	HAND **4**	589 **11**

DECKBUILDING

BUILD YOUR SCROLL

DECK RULES

- **Exactly 30 cards.**
- **At least 15 Heroes.**
- **Up to 3 copies** of any card, by name.
- **Legendaries:** at most 1 copy of each. You may play as many different Legendaries as you like.
- **No Force limits:** mix any Forces freely.
- **Items and Events:** no minimum or maximum beyond the rules above.

PROMO CARDS

- Promo Heroes are special Heroes released outside the Genesis Collection.
- **At most 1 Promo card** per deck. It counts toward your 15 Heroes.
- A Promo is not a Legendary, so it never limits your Legendaries.
- Most Promos belong to a Force and follow the Cycle like any other Hero.
- **The Boss** and **The Architect** are **neutral**: they have no Force, so there is no Force bonus for or against them.

BUILDING TIPS

MIND THE CURVE

You gain 1 Energy on each of your turns. Plenty of cost 1 and 2 cards keep you active early. Three or four cards that cost 4 or 5 are usually enough.

TWO OR THREE FORCES

Fewer Forces make Force-matters cards stronger. More Forces give you a better answer to any opponent through the Cycle.

KEEP ANSWERS

A few Counter Events, Guard Heroes and damage Events stop your opponent's best plays. Holding Energy for them is a weapon.

STARTER DECKS

Each Starter Deck is a complete, balanced 30-card Scroll: 20 Common, 5 Uncommon and 5 Rare cards, six from every Force. Two make a fair first game and a solid base to build from. Your First Game (page 25) uses Starter Decks I and II.

Power

STARTER DECK I

- Fuzzy The Builder
- The Exchange Tycoon
- Fuzzy Astronaut
- Magnetic Enforcer
- Spark Plug
- Short Circuit

STARTER DECK II

- The Disruptor
- The Switch Keeper
- The Vault Door
- The Berserker
- Spark Plug
- Short Circuit

Clarity

STARTER DECK I

- The Key Master
- The Whistleblower
- The Scales Balance
- The Sacred Ledger
- Magnifying Glass
- Full Disclosure

STARTER DECK II

- Fuzzy The Judge
- The Wyoming Sheriff
- Truth Seeker
- The Market Trader
- Magnifying Glass
- Full Disclosure

Prophecy

STARTER DECK I

- Coming Soon
- The Founding Ghost
- Cipher Monk
- Fuzzy The Prophet
- Ancient Rune
- Déjà Vu

STARTER DECK II

- The Gilded Prophet
- The Sun King
- Fuzzy The Wizard
- BearableGuy123
- Ancient Rune
- Déjà Vu

Conviction

STARTER DECK I

- Faces Will Melt
- The Micro Sailor
- Steadfast Guard
- The Accumulator
- Community Badge
- Battle Cry

STARTER DECK II

- The President
- The Volcano President
- The HODLer
- The Delegator
- Community Badge
- Battle Cry

Wisdom

STARTER DECK I

- Patience Pays
- The Asset Whale
- The Researcher
- The Validator
- Secret Key
- Deep Dive

STARTER DECK II

- The Cofounder
- The Eternal Dev
- Data Miner
- The Meridian
- Ledger Fragment
- Deep Dive

Each Force in each deck: 2 Common Heroes, 1 Uncommon Hero, 1 Rare Hero, 1 Item and 1 Event. One copy of each card.

PART VI · REFERENCE

ADVANCED RULES

FOR EXPERIENCED PLAYERS

You do not need this section for your first games. Come back to it when a situation comes up. Where an earlier rule and this section disagree, this section wins.

CARD TEXT AND RULES
Card text beats the rulebook, unless a ruling in this book covers that card. "Cannot" beats "can". If part of an effect cannot happen, the rest still does. Halve numbers by rounding down.

PUBLIC AND SECRET
Your hand is secret. The number of cards in each hand and Scroll, both discard piles, all Life, Energy and 589 totals are public: answer honestly when asked.

LEAVING THE FIELD
A card that leaves the field loses all damage, bonuses and Items. If it returns, it is a new card and its On Deploy happens again, but once-per-game abilities that were used stay used.

MINIMUM COST
Apply all cost reductions, then the minimum: no card costs less than 1 Energy. A card played for free pays no Energy at all.

ACTIVATE AND FREE PLAYS
Activate abilities and effects that let you play a card for free only work in your own Activate phase, unless the card says otherwise. Activate abilities work from the Altar and from the Vault, also on the turn the Hero is played.

PUT INTO PLAY
A card played for free or put into play by an effect (The Prophecy Unfolds, Cipher Monk, Sir X Of Punkhouse, XRP Army General, PHNIX Reborn) counts as played for everything except Second Wind. It triggers "when you play a card" abilities, and it cannot attack that turn without Rush. If no slot is free, it stays where it was.

COUNTING ITSELF
A card counts itself unless its text says "other". Sir X Of Punkhouse has Rush itself. Bomb Striker counts itself. A "when you play a card" ability never triggers on its own card. It starts working once that card is on the field.

COSTS AND DRAWS
When a card checks a cost (Cipher Monk, Whale Watcher), use the printed cost. A "draw" is only an effect that says "draw". Cards you add or put into your hand are not drawn.

SILENCE
Any effect that removes abilities or says a card cannot use its ability is a Silence. It switches off the Hero's own printed abilities, Passives and keywords such as Guard, from then on. Bonuses it already received stay, and a Hero that entered the Altar with Rush keeps it that turn. Silence never affects Items or the Rush from Second Wind. Wallet Guardian protects your Clarity cards from Silence.

DAMAGE ORDER
Combat: ATK plus flat bonuses, minus half DEF, plus the Force bonus, then multipliers, then reductions, minimum 1. Effects: ignore DEF, then multipliers, then reductions, can be 0. When Diamond Hands Gauntlet or Conviction Armor saves a Hero, the full damage of that hit still counts toward the 589 of the player who dealt it, and for Trustline Token. An effect that damages several targets at once (The Final Ruling, Overload) adds all of that damage to your total as one number.

TEMPORARY HP
Damage comes off temporary HP first. When an "until end of turn" bonus ends, only its unused part disappears. Losing an HP bonus, even from a card that leaves play, never KOs a Hero: it stays at 1 HP or more.

SWAPPED STATS
"Until end of turn" bonuses apply to the stat as currently shown, also after The Flippening swaps ATK and DEF. Permanent gains always go on the stat the card names.

DURATIONS
"Until end of turn" means the end of the turn the card was played in, even on your opponent's turn. "Next turn" is the next turn of the affected card's controller, and "N turns" counts that player's turns.

TURN WORDING
"Once per turn" limits reset every turn, yours and your opponent's. The Accumulator and The HODLer check at the end of every turn. All other start-of-turn, end-of-turn and each-turn effects happen on your own turns only. "Each turn" abilities (The Oracle Engine, First Ledger Keeper) are start-of-turn abilities. Their draws are not Decode draws.

ENERGY ABOVE 5
Energy gained "this turn" is spent first, does not count toward the cap, and is lost at the end of that turn. The cap of 5 limits Genesis and every effect that does not say it can exceed it. Energy above 5 (The OG Wallet) can be spent normally, but anything above 5 is lost at the end of your own turn.

SCROLL OUT
Only the Decode draw can cause Scroll Out. An effect that would draw from an empty Scroll draws nothing.

HAND LIMIT
You discard to 7 once, at the start of Exodus. A card drawn after that, by an end-of-turn effect or response, is kept.

SECOND WIND
Only a Hero played from hand uses or receives it. It is used even if that Hero already has Rush. Only Player 1's very first turn skips the Decode draw.

CARDS YOU CONTROL
The cards you control are your Heroes and Items on the field. Cards that count cards on the field, such as The Scales Balance, count Items too. Cards in hand, Scroll and discard pile are not on the field.

SIMULTANEOUS EFFECTS
When abilities of both players trigger at the same time, the active player resolves theirs first, in the order they choose, then the other player.

SEVERAL CARDS AT ONCE
When several cards go to a discard pile at the same time, their owner chooses the order.

SHUFFLING
Shuffle thoroughly whenever a card tells you to and after every Search. Your opponent may cut your Scroll after you shuffle.

MISSED ABILITIES
An optional ability ("may") that is forgotten is gone once the game moves on. If a mandatory effect was missed, apply it as soon as someone notices, if both players agree it is still possible.

CARD RULINGS

ITEMS



The Meridian

"Item cards" means all Items: every Equip Relic and Hooks Protocol. The same goes for Archive Warden, First Ledger Keeper and The Dream Reader (name "Item" to call any Relic).



Escrow Lock

Can be equipped to any of your Heroes, which then cannot attack. The +3 Energy comes when its 3-turn timer removes it. If the Hero leaves the field first, Escrow Lock is discarded without giving Energy.



Diamond Hands Gauntlet

When the equipped Hero would be KO'd, destroy the Gauntlet instead: the Hero stays with 1 HP and no damage Pierces. The full hit still counts toward the 589 of the player who dealt it. Archive Warden does not stop this. If the Hero also carries Conviction Armor, its owner chooses which one applies.



Conviction Armor

The first time damage would KO the equipped Hero, it is not KO'd: it stays with 3 HP and no damage Pierces. The full hit still counts toward the 589 of the player who dealt it. After that, the Armor only gives +2 DEF and +3 HP. If the Hero also carries Diamond Hands Gauntlet, its owner chooses which one applies.



Compliance Shield

"Cannot be targeted by opponent's Event cards" includes Events that choose. Effects from Heroes can still target it. Lasts 3 of your turns.



Trustline Token

Counts all damage the equipped Hero deals, Pierce included, up to +3 Energy per turn. It cannot take you above the cap of 5.



Hooks Protocol

Takes a slot, cannot be attacked or targeted, and works on both players' turns. "Any card is played" includes your opponent's cards. Lasts 3 of your turns.



Crystal Ball

Its start-of-turn look happens in your Genesis phase, before your Decode draw. Only a Prophecy Hero can carry it.



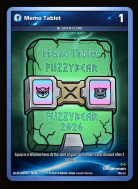
Evidence File

Each time the equipped Hero is attacked, the attacking player reveals their hand. Only a Clarity Hero can carry it.



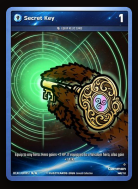
Spark Plug

Its 1-turn timer means it is discarded at the end of the turn you play it. Energy Cell lasts 2 of your turns.



Memo Tablet

Its 2 turns are your next 2 turns, so it draws twice. Put 3 counters on it when you play it. Only a Wisdom Hero can carry it.



Secret Key

The equipped Hero gets +2 HP. If it is a Wisdom Hero, it also gets +1 ATK.



Magnifying Glass

"Look at 1 random card": your opponent shuffles their hand face down and you pick one to look at. It goes back to their hand.

CARD RULINGS

HEROES



The Flippening

The swap reaches both rows and lasts until the end of your turn. Until then each opposing card uses its ATK value as DEF and its DEF value as ATK, so a card with higher DEF than ATK is easier to damage this turn.



Flip The Switch

Only cards already on the field when you use it gain Rush, Flip The Switch included. Heroes played later that turn do not. Play your Heroes first, use it, then move them to the Altar in Settle.



The OG Wallet

Its extra Energy may go above 5. You can spend it normally, but anything above 5 is lost at the end of your own turn.



The 321 Countdown

With fewer than 3 cards left in your Scroll, look at all of them and put up to 2 into your hand. Only a third card goes to your discard pile.



The Sacred Ledger

Opponent effects cannot lower its ATK, DEF or HP. An opponent's swap (The Flippening, The Flippening Event) does not change its stats, and The Auditor does not remove its boosts. Damage is not a stat reduction.



BearableGuy123

Choose without looking. Your opponent holds their hand face down. While The Transparent Ledger keeps hands revealed, you see the hand and choose. After a one-time reveal (The Fog Lifts, Full Disclosure), your opponent may shuffle their hand first.



The Matrix Choice

An opponent with no cards in hand cannot choose to discard, so you draw.



The Final Ruling

"For 1 turn" means until the end of the current turn. It only affects cards on the field. Event text is not an ability. It reaches both rows.



Sir X Of Punkhouse

Sir X is a Wisdom Hero, so its own Passive gives it Rush: it enters the Altar and can attack the turn it is played. The Hero it puts into play gets Rush and +1 ATK too.



The Timekeeper

A stopped "once per game" extra turn is not used up. For an On Deploy, it can only be used if The Timekeeper enters the field again. The extra turn is a full turn you take right after the current one, before your opponent's next turn. It counts as one of your turns for Item timers and "next turn" effects.



Wallet Guardian

"Blocks an attack" means "is dealt combat damage". Its 2 damage back happens after that damage. If the attack KOs Wallet Guardian, it deals no damage back. Against a protected Clarity Hero, Cross Examination still stops the ability and deals 2: only the Silence is prevented.



PHNIX Reborn

If KO'd, it waits in your discard pile and returns to your Vault with 5 HP at the start of your next turn. Vault full: it enters the Altar. If it has left that pile, or no slot is free, it does not return. It is a new card: no Items, no bonuses. Once per game applies to each copy.

CARD RULINGS

HEROES AND EVENTS



Magnetic Enforcer

An exception to Vault protection: it may choose a Hero in your opponent's Vault even while their Altar holds a Hero. If that Hero cannot move (Altar full, Iron Will Badge, No Retreat), it stays and still takes 3 damage.



The Berserker

Its 2 damage to itself happens after each attack and can KO it, but never Pierces and never counts toward your 589. It may attack twice. It does not have to.



The Council Leader

The negation happens as soon as the card is played, before its On Deploy. Cross Examination may answer it.



The Auditor

It removes every bonus your opponent's cards have already gained: Boosts, "until end of turn" bonuses and permanent gains such as The Accumulator's. Then it hits your opponent's strongest Hero in either row (highest current ATK; on a tie, you choose), even one in their Vault while their Altar holds a Hero. Bonuses an Item or a Passive is still giving (Spark Plug, General Fuzzy) keep applying, and Passives can grow again afterward.



The Accumulator

Checks at the end of every turn, yours and your opponent's. On a turn it did not attack, it grows by +1 ATK and +1 DEF.



Cipher Monk

The card it plays is played for free. It must have a printed cost of 2 or less. If you do not play it, it stays on top of your Scroll. It counts as played, so its On Deploy happens.



Ledger Scholar

+1 ATK for each card drawn outside your Decode phase.



The Flippening Event

Swaps ATK and DEF of every card on the field, yours too, until end of turn. The +2 ATK for your Power Heroes applies after the swap.



Consensus Reached

Counts every Hero of the chosen Force on the field, your opponent's too: each gains +3 HP and you draw 1 card for each. Items have no HP, so they are not affected and do not count.



Case Dismissed

With no unresolved Event to negate (for example in your own Activate phase), it still deals 3 damage and draws 1. It never undoes an Event that already resolved.



Cross Examination

Stops the triggering ability, then silences that Hero for the rest of the turn and deals 2. It cannot answer On KO. Outside a response moment, it follows normal targeting rules.



Déjà Vu

You may play Déjà Vu at most once per turn, free plays included. This stops a loop: two copies plus XRP Cafe Barista could repeat forever.



POWER

Strength, dominance, the flippening · 31 cards: 25 Heroes, 3 Items, 3 Events

BEATS Clarity

WEAK AGAINST Wisdom

#	CARD	RARITY	COST	ATK	DEF	HP	ABILITY OR QUOTE
◇ HEROES 25							
2	The Flippening	◆◆◆◆◆	5	12	10	17	On Deploy: Switch the ATK and DEF of all opponent's cards until end of turn. Cards with higher DEF than ATK become weaker attackers.
48	The Unbreakable	◆◆◆◆◆	5	10	12	18	Passive: Guard. This card takes -2 damage from all sources. On KO: All your Power cards gain +3 ATK.
4	Flip The Switch	◆◆◆◆	4	10	8	13	Activate (Cost 1 Energy): All your cards gain Rush until end of turn.
8	The Internet of Value	◆◆◆◆	4	9	10	13	Passive: All your Power cards can attack Back Row cards directly (ignoring Front Row).
53	XRP Army General	◆◆◆◆	4	9	9	13	Passive: Your Common and Uncommon heroes gain +1 ATK and +1 HP. On Deploy: Search your deck for a Common Power hero and deploy it.
67	Magnetic Enforcer	◆◆◆	3	9	6	10	On Deploy: Pull an opponent's Back Row card to their Front Row. Deal 3 damage to it.
68	Bomb Striker	◆◆◆	3	8	7	11	On Deploy: Deal damage equal to the number of cards in your hand to any target. Passive: +1 ATK for each Power card you control.
69	The Networker	◆◆◆	3	8	7	10	Passive: Your other Power heroes gain +1 ATK. On Deploy: If you control 2 or more other Power cards, draw 2 cards.
70	The Berserker	◆◆◆	3	10	5	9	Passive: Rush. This card attacks twice per turn but takes 2 damage after each attack.
21	The Vault Door	◆◆	2	5	8	8	Passive: Guard. Opponent's cards deal -2 damage to this card.
25	The New Money	◆◆	2	6	5	6	On Deploy: Discard 1 card, then draw 2 cards.
26	Fuzzy Astronaut	◆◆	2	7	5	7	Passive: Rush. This card can attack the turn it's deployed.
28	Signal Received	◆◆	2	5	5	6	On Deploy: Look at the top card of your deck. You may put it into your hand.
88	Punk Enforcer	◆◆	2	7	5	6	On Deploy: Deal 2 damage to an opponent's Front Row card.
89	Voltage Runner	◆◆	2	6	5	7	Passive: Rush. When this card KOs an opponent's card, gain +1 ATK permanently.
90	Grid Breaker	◆◆	2	7	4	6	On Attack: If the target has Guard, deal +3 bonus damage.
91	The Charger	◆◆	2	6	5	8	Passive: When you play another Power card, this card gains +1 ATK until end of turn.
31	Fuzzy The Builder	◆	1	5	5	6	"Building the future, one block at a time."
33	The Switch Keeper	◆	1	5	4	5	"Standby. Ready and waiting."
35	Stack Sats? Stack XRP	◆	1	4	3	4	"Smart accumulation."
36	Fixed It	◆	1	4	4	4	"Problem solved."
116	The Exchange Tycoon	◆	1	5	4	5	"Funds are safu."
117	Fuzzy Brawler	◆	1	6	3	5	"Fists first. Questions later."
118	The Primal	◆	1	4	4	5	"Older than the ledger."
119	The Disruptor	◆	1	5	4	4	"Break the mold."
◇ ITEMS 3							
71	Power Surge	◆◆◆	2		·		Equip to a Power hero. Hero gains +3 ATK. When it KOs an opponent's card, deal 2 to opponent's Life.
92	Energy Cell	◆◆	1		·		Equip to a Power hero. Hero gains +2 ATK. Discard after 2 turns.
120	Spark Plug	◆	1		·		Equip to any hero. Hero gains +2 ATK. Discard after 1 turn.
◇ EVENTS 3							
72	The Flippening Event	◆◆◆	3		·		Swap the ATK and DEF of all cards on the field until end of turn. Your Power heroes gain +2 ATK this turn.
93	Overload	◆◆	2		·		Deal 4 damage split among opponent's heroes as you choose. If you control a Power card, deal 6 damage instead.
121	Short Circuit	◆	1		·		Deal 3 damage to any 1 hero.

CLARITY

Truth, justice, the verdict · 34 cards: 25 Heroes, 4 Items, 5 Events

BEATS Prophecy

WEAK AGAINST Power

#	CARD	RARITY	COST	ATK	DEF	HP	ABILITY OR QUOTE
◇ HEROES 25							
46	The Final Ruling	◇◇◇◇◇	5	12	10	17	**On Deploy:** Remove all abilities from opponent's cards for 1 turn. Deal 2 damage to all opponent's heroes. **Passive:** Your Clarity cards gain +1 ATK.
47	The Transparent Ledger	◇◇◇◇◇	5	12	9	18	**Passive:** Both players' hands are revealed. Your Clarity cards gain +1 ATK. **On Deploy:** Draw 3 cards.
5	The OG Wallet	◇◇◇◇	4	9	9	14	**Passive:** At the start of your turn, gain +1 Energy (exceeding the cap of 5 is allowed for this card).
6	Phase II Awakening	◇◇◇◇	4	10	7	12	**On Deploy:** If you have 3 or more cards in your discard pile, this card gains Boost +3/+3.
7	The Golden Ticket	◇◇◇◇	4	8	8	11	**On Deploy:** Draw 2 cards. If either is a Rare or higher, it costs 1 less Energy this turn.
54	Wallet Guardian	◇◇◇◇	4	9	9	13	**Passive: Guard.** When this card blocks an attack, deal 2 damage back to the attacker. Your Clarity cards cannot have their abilities silenced.
55	The Visionary	◇◇◇◇	4	10	8	12	**Passive:** Once per turn, when you play a card, you may reveal the top card of your deck. If it shares a Force with the played card, add it to your hand.
11	The Sacred Ledger	◇◇◇	3	7	8	11	**Passive:** This card cannot have its stats reduced by opponent's effects. **On KO:** Draw 2 cards.
12	Diamond Paws	◇◇◇	3	7	10	10	**Passive: Guard.** This card cannot be moved from the Front Row by any effect.
18	Court Verdict	◇◇◇	3	9	8	10	**On Deploy:** Choose an opponent's card. It cannot use its ability until the end of their next turn.
73	The Market Trader	◇◇◇	3	9	7	11	**On Deploy:** Look at opponent's hand. Choose 1 card, opponent puts it on the bottom of their deck. Draw 1 card.
74	The Council Leader	◇◇◇	3	8	8	10	**Passive:** Once per turn, when an opponent plays a card, you may pay 1 Energy to negate its On Deploy effect.
75	The Auditor	◇◇◇	3	9	7	10	**On Deploy:** Remove all stat boosts from all opponent's cards. Deal 4 damage to the opponent's strongest hero.
19	The Fog Lifts	◇◇	2	6	5	7	**On Deploy:** Reveal opponent's hand.
20	The Rising Sun	◇◇	2	7	6	8	**On Deploy:** If you control another Clarity card, gain +2 Energy.
27	The Scales Balance	◇◇	2	6	6	7	**On Deploy:** If opponent has more cards on the field than you, draw 1 card.
94	Truth Seeker	◇◇	2	7	6	7	**On Deploy:** Reveal the top 3 cards of opponent's deck. Deal 2 damage to a target.
95	The Interpreter	◇◇	2	7	6	7	**Passive:** When an opponent plays an Event, deal 2 damage to any target and draw 1 card.
96	Balance Keeper	◇◇	2	7	6	7	**On Deploy:** If both players have the same number of heroes on the field, this card gains +3/+3 until end of turn.
42	The Key Master	◇	1	5	5	5	"Holding the keys to the kingdom."
45	The OG Fuzzy	◇	1	5	5	6	"The original. The icon. Since 2013."
122	Fuzzy The Judge	◇	1	5	5	5	"Order in the court."
123	The Whistleblower	◇	1	5	4	5	"The truth will come out."
124	The Wyoming Sheriff	◇	1	5	5	5	"Wanted: for full reserves."
125	The Chairman	◇	1	5	4	5	"Everything was a security. Except my job."
◇ ITEMS 4							
56	Escrow Lock	◇◇◇◇	4		·		Equip to any hero. Hero gains +3 DEF and **Guard**. The equipped hero cannot attack. Remove after 3 turns. When removed, gain +3 Energy.
76	Compliance Shield	◇◇◇	2		·		Equip to any hero. Hero gains +2 DEF and cannot be targeted by opponent's Event cards. Lasts 3 turns.
97	Evidence File	◇◇	1		·		Equip to a Clarity hero. Hero gains +1 DEF. When equipped hero is attacked, reveal attacker's controller's hand.
126	Magnifying Glass	◇	1		·		Equip to any hero. Hero gains +1 DEF. **On Deploy:** Look at 1 random card from opponent's hand.
◇ EVENTS 5							
57	The Great Migration	◇◇◇◇	4		·		Move all your heroes from Back Row to Front Row and vice versa. All your heroes gain +3 ATK until end of turn. Draw 1 card.
77	Regulatory Clarity	◇◇◇	2		·		All your heroes gain +2/+1 until end of turn. Silence 1 of opponent's heroes until end of turn. Draw 1 card.
98	Case Dismissed COUNTER	◇◇	2		·		Negate the effect of the last Event card your opponent played. Deal 3 damage to any target. Draw 1 card.
127	Full Disclosure	◇	1		·		Both players reveal their hands. Draw 1 card. Deal 2 damage to any target.
128	Cross Examination COUNTER	◇	1		·		Choose 1 opponent's hero. It cannot use its ability this turn. Deal 2 damage to it.

PROPHECY

Mystery, riddles, the inevitable · 30 cards: 23 Heroes, 4 Items, 3 Events

BEATS Conviction

WEAK AGAINST Clarity

#	CARD	RARITY	COST	ATK	DEF	HP	ABILITY OR QUOTE
◇ HEROES 23							
1	The 589 Prophecy	◆◆◆◆◆	5	13	9	18	Passive: While this card is in play, all your Prophecy cards deal double damage.
52	The Timekeeper	◆◆◆◆◆	5	12	9	18	Passive: End of turn, you may return a discarded card to the top of your deck. On Deploy: Take an extra turn (once per game).
62	PHNIX Reborn	◆◆◆◆	4	10	8	13	Passive: Your other Prophecy cards gain +1 ATK and +1 HP. On KO: Return this card to your Vault with 5 HP at the start of your next turn (once per game).
63	The Dealer	◆◆◆◆	4	9	8	13	On Deploy: Flip Heads: draw 3, deal 3 to a target. Tails: opponent draws 1. Activate (Free 1 per turn): Flip Heads: deal 5 to a target.
10	The 321 Countdown	◆◆◆	3	8	6	10	On Deploy: Look at the top 3 cards of your deck. Put 2 cards into your hand and 1 card into your discard pile.
13	Fuzzy The Prophet	◆◆◆	3	9	7	11	On Deploy: Look at the top 3 cards of your deck. Put them back in any order. Activate (Free): Reveal the top card of your deck.
14	BearableGuy123	◆◆◆	3	8	6	10	On Deploy: Choose 1 card from opponent's hand and put it on the bottom of their deck. Passive: Your Prophecy cards gain +1 ATK.
15	The Purple Brick Road	◆◆◆	3	8	6	9	Passive: When this card attacks directly (hitting opponent's Life), deal +5 damage.
16	The Matrix Choice	◆◆◆	3	8	7	10	On Deploy: Opponent chooses to either discard 1 card from their hand, OR you draw 1 card.
17	Coincidence?	◆◆◆	3	7	7	9	Passive: When you play a card with the same Force as this one, draw 1 card (once per turn).
22	Fuzzy The Wizard	◆◆	2	8	5	7	On Attack: Deal 3 damage to any target (card or opponent's Life).
23	The Riddler's Den	◆◆	2	5	6	7	On Deploy: Draw 1 card for each Prophecy card you control (including this one).
30	The Constellation	◆◆	2	7	6	8	On Deploy: Name a card. Take the top 5 cards of your deck. If it's there, add it to your hand. Shuffle the rest.
99	Cipher Monk	◆◆	2	7	5	7	On Deploy: Look at the top card of your deck. You may play it immediately if it costs 2 or less.
100	The Dream Reader	◆◆	2	6	6	8	Passive: At the start of your turn, name a card type (Hero/Item/Event). Reveal the top card. If correct, draw it.
101	Stargazer	◆◆	2	5	6	7	Passive: Your Prophecy Events cost 1 less Energy (minimum 1). On Deploy: Draw 1 card.
37	Coming Soon	◆	1	5	4	5	"Something big is coming."
39	Night Watch	◆	1	4	3	4	"Always watching. 3:21 AM."
43	Puzzle Master	◆	1	4	4	4	"The picture becomes clear."
129	The Founding Ghost	◆	1	4	4	6	"I've moved on to other... Better... Faster things..."
130	The False Founder	◆	1	5	3	4	"I am Satoshi. Trust me bro."
131	The Sun King	◆	1	5	4	4	"Much better than other bananas."
132	The Gilded Prophet	◆	1	5	4	4	"Not a fan. XRP? Tremendous... The best!"
◇ ITEMS 4							
64	Crystal Ball	◆◆◆◆	3		·		Equip to a Prophecy hero. At the start of your turn, look at the top 3 cards of your deck and rearrange them. The equipped hero gains +2 ATK.
102	Prophecy Scroll	◆◆	2		·		Equip to a Prophecy hero. Hero gains +2 ATK. On Deploy: Look at the top 2 cards of your deck.
133	Tarot Card	◆	1		·		Equip to a Prophecy hero. Hero gains +1 ATK. On Deploy: Look at the top card of your deck.
134	Ancient Rune	◆	1		·		Equip to any hero. Hero gains +1 ATK and +1 HP.
◇ EVENTS 3							
65	The Prophecy Unfolds	◆◆◆◆	3		·		Reveal the top 5 cards of your deck. Play any Prophecy cards among them for free. Shuffle the rest back.
103	Signs Align	◆◆	2		·		Reveal the top 3 cards of your deck. Add any Prophecy cards to your hand. Put the rest on the bottom.
135	Déjà Vu	◆	1		·		Return the last card sent to your discard pile to your hand.

CONVICTION

Diamond hands, holding, faith · 28 cards: 19 Heroes, 4 Items, 5 Events

BEATS Wisdom

WEAK AGAINST Prophecy

#	CARD	RARITY	COST	ATK	DEF	HP	ABILITY OR QUOTE
◇ HEROES 19							
3	The Phoenix Rising	◆◆◆◆◆	5	12	9	18	On KO: Return this card to your hand instead of the discard pile.
49	Iron Paws	◆◆◆◆◆	5	12	10	18	Passive: When this card survives damage, gain +1 ATK permanently. On Deploy: Gain Guard until your next turn.
9	General Fuzzy	◆◆◆◆	4	11	7	12	Passive: Your other cards gain +2 ATK while General Fuzzy is in the Front Row.
58	The Sentinel	◆◆◆◆	4	9	9	13	Passive: Your Conviction cards cannot be forced to discard. On Deploy: Choose an opponent's card. It cannot attack next turn.
59	Alex Cobb	◆◆◆◆	4	10	7	12	Passive: When any card is KO'd (yours or opponent's), gain +1 Energy. On Deploy: Deal 4 damage to any target.
78	The Accumulator	◆◆◆	3	7	8	11	Passive: At the end of each turn, if this card did not attack, it gains +1 ATK and +1 DEF permanently.
79	The Delegator	◆◆◆	3	7	7	10	On Deploy: Each player draws 2 cards. Passive: Your Conviction cards cost 1 less Energy (minimum 1).
80	XRP Cafe Barista	◆◆◆	3	8	7	9	On Deploy: Gain +2 Energy. Passive: When you play an Event card, gain +1 Energy.
29	Dawn Patrol	◆◆	2	6	6	7	Passive: At the start of your turn, if this card is in the Front Row, gain +1 Energy.
104	Steadfast Guard	◆◆	2	5	7	8	Passive: Guard. While this card has Guard, it takes -1 damage from all sources.
105	The HODLer	◆◆	2	6	5	7	Passive: This card gains +1 DEF at the end of each turn it didn't take damage.
106	Conviction Preacher	◆◆	2	6	6	7	On Deploy: All your Conviction cards gain +1 ATK until end of turn.
107	The Stacker	◆◆	2	5	6	8	Passive: Whenever you play a Common card, this card gains +1 HP permanently.
40	Faces Will Melt	◆	1	6	3	5	"I told you so."
41	Fuzzy The Samurai	◆	1	6	4	5	"Honor. Patience. Eastern warrior."
136	The Volcano President	◆	1	5	4	6	"Dios, Unión, Libertad... y Bitcoin."
137	The Micro Sailor	◆	1	3	6	5	"I had the second best..."
138	The Memelord	◆	1	4	4	5	"One word: XRP."
139	The President	◆	1	4	5	5	"Outlasted the SEC. The rest? You'll see."
◇ ITEMS 4							
60	Diamond Hands Gauntlet	◆◆◆◆	3		·		Equip to any hero. Hero gains +4 ATK and cannot be returned to hand by opponent's effects. If the equipped hero is KO'd, destroy this item instead.
81	Conviction Armor	◆◆◆	2		·		Equip to a Conviction hero. Hero gains +2 DEF and +3 HP. If the hero survives lethal damage, restore it to 3 HP (once).
108	Iron Will Badge	◆◆	1		·		Equip to a Conviction hero. Hero gains +2 DEF and cannot be forced to move rows.
140	Community Badge	◆	1		·		Equip to any hero. Hero gains +1 DEF and +1 HP.
◇ EVENTS 5							
61	The HODL Wave	◆◆◆◆	3		·		All your Conviction heroes gain +2/+2 and Guard until end of turn. Draw 1 card for each Conviction hero you control.
82	Rally The Troops	◆◆◆	3		·		All your heroes gain +2 ATK until end of turn. If you control 3 or more heroes, draw 2 cards.
109	Stand Your Ground COUNTER	◆◆	2		·		All your heroes with Guard gain +3 HP until end of turn. If you control 2+ Guard heroes, draw 2 cards.
141	No Retreat COUNTER	◆	1		·		Choose 1 of your heroes. It gains +2 DEF until end of turn and cannot be moved from its row.
142	Battle Cry	◆	1		·		All your heroes gain +1 ATK until end of turn.

WISDOM

Knowledge, patience, strategy · 27 cards: 18 Heroes, 5 Items, 4 Events

BEATS Power

WEAK AGAINST Conviction

#	CARD	RARITY	COST	ATK	DEF	HP	ABILITY OR QUOTE
◇ HEROES 18							
50	The Oracle Engine	◆◆◆◆◆	5	12	10	18	Passive: Each turn, peek and reorder the top 2 cards of your deck, draw +1, and you may swap a hand card with the top of your deck.
51	Sir X Of Punkhouse	◆◆◆◆◆	5	11	10	18	Passive: All your Wisdom heroes gain Rush and +1 ATK. On Deploy: Search your deck for a Wisdom Uncommon hero and put it into play.
66	First Ledger Keeper	◆◆◆◆	4	9	8	13	Passive: Each turn, if you have fewer cards in hand than opponent, draw 1. On Deploy: Return an Item from your discard to your hand.
83	The Meridian	◆◆◆	3	8	8	11	Passive: Your Item cards cost 1 less Energy (minimum 1). On Deploy: Search your deck for 1 Item card and add it to your hand. Draw 1 card.
84	The Validator	◆◆◆	3	9	7	11	Passive: At the start of your turn, if you have exactly 3 Energy, gain +2 Energy. On Deploy: Deal 3 damage to any target.
24	Whale Watcher	◆◆	2	6	7	8	Passive: When you play a card that costs 4 or more, this card gains Boost +2/+0.
110	The Researcher	◆◆	2	7	6	7	On Deploy: Draw 2 cards, then put 1 card from your hand on top of your deck.
111	Ledger Scholar	◆◆	2	7	6	8	Passive: When you draw a card (except during Decode Phase), this card gains +1 ATK.
112	Data Miner	◆◆	2	8	5	7	On Deploy: Look at the top 4 cards of your deck. Put 1 into your hand and the rest on the bottom.
113	Archive Warden	◆◆	2	6	7	8	Passive: Your Item cards cannot be destroyed by opponent's effects. On Deploy: Draw 1 card.
32	Patience Pays	◆	1	3	4	5	"Zen holding. The path of the patient."
34	Fuzzy The Pirate	◆	1	6	4	6	"Ahoy! Adventure awaits."
38	The Bear Market Survivor	◆	1	4	6	6	"Unshakeable. Through every storm."
44	Ripple Effect	◆	1	3	5	5	"Small beginnings. Massive impact."
143	The Eternal Dev	◆	1	5	5	6	"I should've built it on the XRPL."
144	The Asset Whale	◆	1	5	4	6	"An index of money laundering. Anyway... we're long."
145	The Wallet Smith	◆	1	4	4	4	"Already built. Twice."
146	The Cofounder	◆	1	5	5	5	"Was here before you knew the ticker."
◇ ITEMS 5							
85	Trustline Token	◆◆◆	2		·		Equip to any hero. Hero gains +2 ATK. When the equipped hero deals damage, you gain that much Energy (max +3 per turn).
86	Hooks Protocol FIELD RELIC	◆◆◆	3		·		Passive: Whenever any card is played, you may look at the top card of your deck. Once per turn, you may swap it with a card in your hand.
114	Memo Tablet	◆◆	1		·		Equip to a Wisdom hero. At the start of your turn, draw 1 card. Discard after 2 turns.
147	Ledger Fragment	◆	1		·		Equip to any hero. Hero gains +1 ATK. On Deploy: Draw 1 card.
148	Secret Key	◆	1		·		Equip to any hero. Hero gains +2 HP. If equipped to a Wisdom hero, also gain +1 ATK.
◇ EVENTS 4							
87	Consensus Reached	◆◆◆	3		·		Choose a Force. All cards of that Force on the field gain +3 HP. Draw 1 card for each card affected.
115	Peer Review	◆◆	2		·		Draw 2 cards. If you control a Wisdom hero, draw 3 instead. Your Wisdom heroes gain +1 ATK until end of turn.
149	Deep Dive	◆	1		·		Draw 2 cards, then discard 1 card.
150	Network Pulse	◆	1		·		Gain +2 Energy this turn. Draw 1 card.

CARD INDEX

ALL 150 CARDS BY NUMBER

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148	Secret Key	Wisdom	36
149	Deep Dive	Wisdom	36
150	Network Pulse	Wisdom	36

GLOSSARY

TERMS FROM A TO Z

◇ **ACTIVATE** An ability you choose to use in your own Activate phase by paying its cost. Once per turn unless stated. › p. 20

◇ **ALTAR** Your front row of 3 slots. Heroes here attack and can be attacked. Also called the Front Row. › p. 12

◇ **ANY TARGET** One of your opponent's Heroes that can legally be targeted, or your opponent's Life. › p. 21

◇ **BOOST +X/+Y** +X ATK and +Y DEF, until the card leaves the field unless a duration is given. › p. 21

◇ **COUNTER EVENT** One of four Events that can also be played in response to your opponent, on either turn. › p. 10

◇ **CYCLE** The circle of the five Forces. Each Force beats the next: an attack on it gets +3. › p. 11

◇ **DECODE** Phase II: draw 1 card. › p. 14

◇ **DESTROY** Put an Item into its owner's discard pile. › p. 29

◇ **DIRECT ATTACK** An attack on Life when your opponent has no Heroes. Deals full ATK. › p. 18

◇ **DISCARD PILE** Face-up pile of used Events, KO'd Heroes and their Items. Public. › p. 12

◇ **ENERGY** Pays for cards. +1 each Genesis, max 5, carries over. › p. 15

◇ **EQUIP RELIC** An Item that sits on one of your Heroes and never takes a slot. › p. 9

◇ **EVENT** A one-shot card: do what it says, then discard it. › p. 10

◇ **EXODUS** Phase VI: discard to 7, end-of-turn effects, end your turn. › p. 14

◇ **FIELD RELIC** An Item that takes a slot of its own for 3 of your turns. › p. 9

◇ **FORCE BONUS** +3 damage when an attacker's Force beats the defender's. › p. 11

◇ **GENESIS** Phase I: gain 1 Energy, then start-of-turn abilities. › p. 14

◇ **GENESIS FLIP** Setup: reveal the top card. Higher Cost chooses who goes first. › p. 13

◇ **GUARD** Attacks on that row must target a Guard Hero while one is there. › p. 21

◇ **HERO** A card with ATK, DEF and HP that fights on the field. › p. 6

◇ **IN PLAY** On the field. › p. 12

◇ **ITEM** The same as a Relic: any Equip Relic or Field Relic card. › p. 9

◇ **KO** A Hero at 0 HP or less. It goes to the discard pile with its Equip Relics. › p. 17

◇ **LIQUIDATION** Win by bringing your opponent's Life to 0. › p. 24

◇ **MULLIGAN** Setup only: shuffle your hand back and draw 5 new cards, once. › p. 13

◇ **NEGATE** Cancel an Event: none of its text happens. It still counts as played. › p. 22

◇ **ON ATTACK** Happens when this Hero attacks, before damage. › p. 20

◇ **ON DEPLOY** Happens when the card is played. › p. 20

◇ **ON KO** Happens when this Hero is KO'd. › p. 20

◇ **PASSIVE** Always on while the card is on the field. › p. 20

◇ **PEEK** Look at. › p. 21

◇ **PIERCE** Damage beyond a KO'd Hero's remaining HP hits its owner's Life. › p. 18

◇ **PROMO** A special Hero released outside the Genesis Collection. Max 1 per deck. The Boss and The Architect are neutral (no Force); all other Promos have a Force. › p. 27

◇ **PUT INTO PLAY** Place a card on the field by an effect, without paying its cost ("deploy it" on XRP Army General means the same). It counts as played, except for Second Wind. › p. 28

◇ **RESPONSE** Playing a Counter Event at its moment, in answer to your opponent. › p. 22

◇ **RUSH** Enters the Altar and can attack the turn it is played. › p. 21

◇ **SCROLL** Your 30-card deck. › p. 4

◇ **SCROLL OUT** Win when your opponent must draw at Decode and cannot. › p. 24

◇ **SEARCH** Find a card in your Scroll, show it, take it, shuffle. › p. 21

◇ **SECOND WIND** Player 2's first Hero played from hand has Rush. › p. 13

◇ **SETTLE** Phase IV: move your cards between rows for free. › p. 14

◇ **SILENCE** A Hero's own printed abilities stop working. › p. 21

◇ **THE 589** Win by dealing exactly 589 total damage in one game. › p. 24

◇ **VALIDATE** Phase V: each Hero on your Altar may attack once. › p. 14

◇ **VAULT** Your back row of 3 slots. Heroes here cannot attack, and your opponent cannot attack or target them while your Altar holds a Hero. › p. 12

QUICK REFERENCE

KEEP THIS PAGE AT THE TABLE

SETUP

I. Shuffle your 30-card Scroll.

II. Genesis Flip: higher Cost chooses first or second.

III. Both draw 5.

IV. Mulligan: Player 1, then Player 2, once each.

V. Life 33, Energy 0, 589 total 0.

VI. Player 2's first Hero from hand has Rush.

VII. Player 1 skips the first Decode draw.

DECK RULES

- Exactly 30 cards, at least 15 Heroes.
- Up to 3 copies, 1 of each Legendary.
- Max 1 Promo card.
- Any mix of Forces.

WIN

- **Liquidation:** their Life hits 0.
- **Scroll Out:** they cannot draw at Decode.
- **The 589:** exactly 589 total damage.

YOUR TURN

I Genesis	+1 Energy (max 5), start-of-turn abilities.
II Decode	Draw 1.
III Activate	Play cards, use Activate abilities.
IV Settle	Move cards between rows.
V Validate	Each Altar Hero may attack once.
VI Exodus	Discard to 7, end of turn.

DAMAGE

ATK - ½ DEF + FORCE BONUS

- Round down. Force bonus +3.
- Then multipliers, then reductions. Minimum 1.
- Effects ignore DEF, can be 0.
- KO overflow Pierces into Life.
- Direct attack: full ATK.

TARGETING

I. Their Altar Heroes.

II. Altar empty: their Vault.

III. Guard Heroes in that row first.

IV. No Heroes: their Life.

Effects that choose a target follow the same Altar-then-Vault rule, except Magnetic Enforcer, The Auditor and Cross Examination in its response moment. Effects that say "all" reach both rows. Guard only redirects attacks.

33	5	7	3+3	589
LIFE	MAX ENERGY	HAND LIMIT	SLOTS	EXACT WIN

QUICK REFERENCE

ABILITIES, KEYWORDS AND RESPONSES

Power → Clarity → Prophecy → Conviction → Wisdom → Power

Each Force beats the next. Attacks on the Force you beat deal +3.

ABILITY TRIGGERS

WORD	WHEN
On Deploy	When played.
On Attack	When it attacks, before damage.
On KO	When it is KO'd.
Passive	Always, while on the field.
Activate	Your Activate phase, pay the cost.
Start of turn	Your Genesis.
End of turn	Your Exodus.

KEYWORDS

WORD	MEANING
Rush	Enters the Altar, attacks at once.
Guard	Must be attacked first in its row.
Silence	Its own abilities stop.
Boost +X/+Y	+X ATK, +Y DEF.
Search	Find it, show it, shuffle.
Any target	Opponent's Hero or Life.

COUNTER EVENTS

CARD	RESPOND TO
Case Dismissed	An Event, before it resolves.
Cross Examination	A Hero ability, before it takes effect.
No Retreat	An attack on your Hero, or an effect moving it.
Stand Your Ground	An attack on your Guard Hero.

RESPONSE CHAIN

I Only respond to your opponent.

II One Counter Event per action, per player.

III Resolve last in, first out.

IV Triggered abilities and On KO wait until the end (except The Council Leader).

ITEMS

- Equip Relic: on your own Hero, no slot, no limit.
- Leaves with its Hero.
- Field Relic: takes a slot, 3 of your turns.
- Timers: remove a counter at the end of your turns.

COMMON MISTAKES

- Attacking with a Hero the turn it was played. Only Rush allows that.
- Attacking Life while your opponent still has a Hero in the Vault.
- Forgetting that Pierce damage counts toward the 589.
- Taking a Mulligan after the game has started.
- Counting the Force bonus on damage from card effects.
- Equipping an Item to your opponent's Hero.



THE PROPHECY IS WAITING

Deploy your Heroes, equip your Items, unleash your Events and master the Cycle of the five Forces.
Liquidate your opponent, run their Scroll dry, or deal exactly 589 damage and fulfill the prophecy.

2	18+	5	150
PLAYERS	AGES	FORCES	CARDS IN THE SET

GENESIS COLLECTION · OFFICIAL RULEBOOK · 2026 · 589

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