

# FUZZYCARDS

## OFFICIAL RULEBOOK

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# CARD TYPES

## UNDERSTANDING YOUR ARSENAL

### HEROES (110 CARDS)

110 CARDS

CHARACTERS FROM THE FUZZYVERSE. HEROES ARE DEPLOYED TO THE FIELD, HAVE ATK/DEF/HP STATS, AND DO THE FIGHTING. EVERY CARD IN THE GENESIS WAVE IS A HERO.

- ◆ Placed on the field (The Altar or The Vault)
- ◆ Can attack and defend
- ◆ Have a Force alignment
- ◆ May have abilities (Uncommon and above)

### RELICS (20 CARDS)

20 CARDS

ITEMS, ARTIFACTS, AND EQUIPMENT. RELICS ENHANCE YOUR HEROES OR PROVIDE PASSIVE FIELD EFFECTS.

- ◆ **Equip Relics:** Attach to a Hero on the field. Grants stat boosts, new keywords, or triggered effects. If the Hero is KO'd, the Relic goes to the discard pile with it.
- ◆ **Field Relics:** Placed on the field independently. Provide ongoing effects for you or debuffs against your opponent. Have HP and can be targeted and destroyed.

### EVENTS (20 CARDS)

20 CARDS

ONE-SHOT EFFECTS THAT REPRESENT PIVOTAL MOMENTS. EVENTS ARE PLAYED FROM YOUR HAND, RESOLVE IMMEDIATELY, AND GO TO THE DISCARD PILE. THEY NEVER ENTER THE FIELD. NO ATK, DEF, OR HP.

# CARD ANATOMY

## HERO STATS

Stat	Description
Cost	Energy required to deploy this card (1-5)
Force	The card's elemental Force (determines combat advantages)
ATK	Attack power: base damage dealt to enemies
DEF	Defense power: reduces incoming damage (halved in calculation)
HP	Health Points: card is KO'd when HP hits 0
Ability	Special effect (Uncommon+ cards only)
Rarity	Legendary, Epic, Rare, Uncommon, or Common






## STAT RANGES BY RARITY

Rarity	ATK	DEF	HP	Cost	Ability	Holo
Legendary (10)	11 - 13	09 - 13	17 - 18	5	Game-defining	Yes
Epic (20)	08 - 10	07 - 09	12 - 13	4	Powerful	Yes
Rare (30)	07 - 10	05 - 08	09 - 11	3	Tactical	Yes
Uncommon (40)	05 - 08	04 - 07	06 - 08	2	Simple	No
Common (50)	03 - 06	03 - 06	04 - 06	1	None (flavor)	No

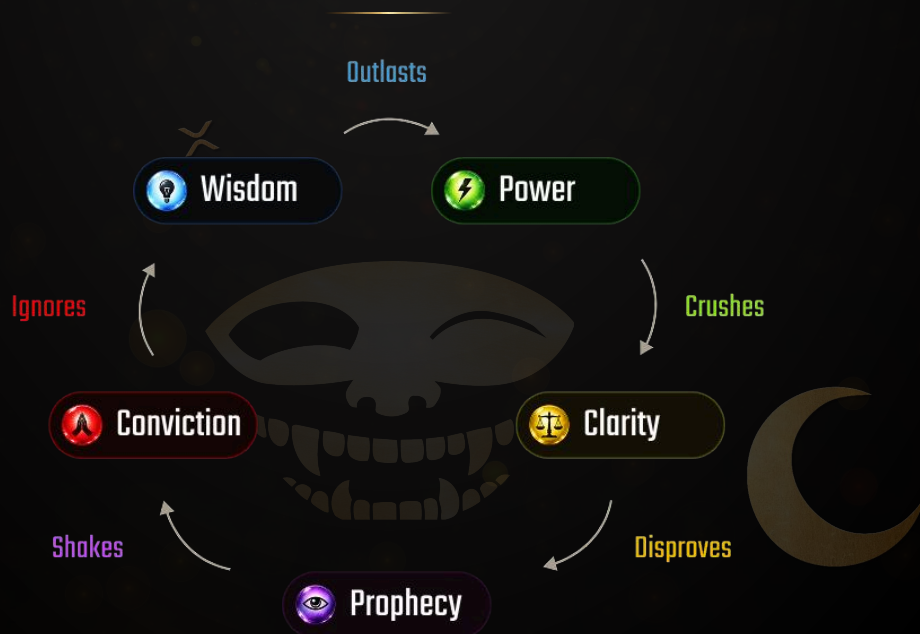
# THE FIVE FORCES

## EXPLAINED

Every card in FUZZY TCG is aligned with one of the Five Forces: 30 cards per Force, perfectly balanced. In combat, attacking a weaker Force grants a +3 ATK bonus.

Force	Theme	Cards
 Power	Strength, dominance, the flipping	30
 Clarity	Truth, justice, the verdict	30
 Prophecy	Mystery, riddles, inevitable	30
 Conviction	Diamond hands, holding, faith	30
 Wisdom	Knowledge, patience, strategy	30

### THE CYCLE



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# THE GAME SETUP

## PREPARING FOR BATTLE

### THE BASICS

- ◆ **Deck:** 30 cards per player (minimum 15 Heroes).
- ◆ **Life tracker:** Each player starts at 33.
- ◆ **Energy tracker:** Track energy from 0 to 5.
- ◆ **Play area:** 3 Altar slots + 3 Vault slots per player.

### GAME SETUP

- 1. Prepare Decks:** Each player shuffles their 30-card deck (Scroll) face-down.
- 2. The Genesis Flip:** Both players reveal the top card simultaneously. Higher Cost wins (ties: higher ATK, then DEF, then re-reveal). Winner chooses first or second.
- 3. Draw Starting Hand:** The first player draws 5 cards. The second player draws 6 cards to offset the disadvantage of going second.
- 4. Mulligan:** Once per game, you may shuffle your entire hand into your Scroll and draw 5 new cards.
- 5. Set Starting Values:** Life: 33 | Energy: 0.

### PLACEMENT RULES

- 1. Heroes** enter The Vault when first played (unless they have Rush, then they enter The Altar directly).
- 2. Equip Relics** attach to a Hero already on the field. They don't take up a slot. They sit on top of the Hero card.
- 3. Field Relics** are placed in any open slot on The Altar or The Vault. They take up a slot like a Hero would.
- 4. Events** are never placed on the field. They resolve from your hand and go straight to the discard pile.
- 5. During the Settle** phase, you can freely move cards between The Altar and The Vault.

# THE FIELD LAYOUT

Each player has their own side of the field, mirrored. Here is one player's layout:


## OPONENT

(Mirrored version of your layout)





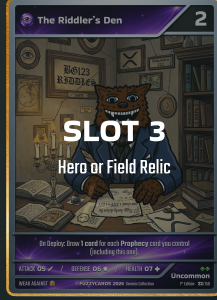
## YOUR SIDE

**THE ALTAR (Front Row)**

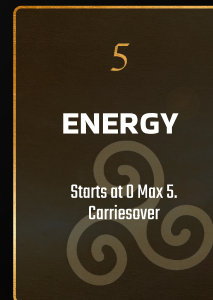
 <p><b>SLOT 1</b> Hero or Field Relic</p>	 <p><b>SLOT 2</b> Hero or Field Relic</p>	 <p><b>SLOT 3</b> Hero or Field Relic</p>
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Where combat happens. Cards here can attack and be attacked.

**THE VAULT (Back Row)**

 <p><b>SLOT 1</b> Hero or Field Relic</p>	 <p><b>SLOT 2</b> Hero or Field Relic</p>	 <p><b>SLOT 3</b> Hero or Field Relic</p>
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Protected zone. Cards here cannot attack or be targeted (unless opponent's Altar is empty).



# THE RITUAL

EACH TURN FOLLOWS SIX PHASES, IN ORDER, ALWAYS.

## I. GENESIS

GAIN +1 ENERGY (MAXIMUM 5). ENERGY DOES NOT RESET EACH TURN, IT ACCUMULATES AND CARRIES OVER.



## II. DECODE

DRAW 1 CARD FROM YOUR SCROLL. SKIP THIS ON THE VERY FIRST TURN OF THE GAME.



## III. ACTIVATE

PLAY CARDS FROM YOUR HAND BY PAYING THEIR ENERGY COST. HEROES ENTER THE VAULT AND CANNOT ATTACK THIS TURN UNLESS THEY HAVE RUSH. EQUIP RELICS ATTACH TO A HERO ALREADY ON THE FIELD. FIELD RELICS ARE PLACED IN ANY OPEN SLOT. EVENTS RESOLVE IMMEDIATELY AND ARE DISCARDED. YOU MAY PLAY MULTIPLE CARDS IF YOU HAVE ENOUGH ENERGY.



## IV. SETTLE

MOVE ANY NUMBER OF YOUR CARDS BETWEEN THE ALTAR AND THE VAULT (FREE ACTION). VAULT TO ALTAR: CARD CAN ATTACK THIS TURN. ALTAR TO VAULT: CARD RESTS, CANNOT ATTACK OR BE TARGETED.



## V. VALIDATE

EACH CARD ON YOUR ALTAR MAY ATTACK ONCE. CHOOSE TARGET: OPPONENT'S ALTAR CARD, OR OPPONENT'S LIFE DIRECTLY (IF THEIR ALTAR IS EMPTY). RESOLVE COMBAT.



## VI. EXODUS

DISCARD DOWN TO 7 CARDS IF OVER HAND LIMIT. ANY END-OF-TURN EFFECTS TRIGGER. PASS TURN TO OPPONENT.



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# COMBAT SYSTEM

## DAMAGE FORMULA

$$\text{DAMAGE} = \text{ATK} - (\text{DEF} / 2) + \text{FORCE BONUS}$$

DEF is halved (rounded down) before subtraction. Every attack always deals at least 1 damage. No dead hits.

## ATTACKING

- ◆ **Declare Attack:** Choose one of your Altar cards as the attacker.
- ◆ **Choose Target:** Select an opponent's Altar card, or attack their Life directly if their Altar is empty.
- ◆ **Calculate Damage:**  $\text{ATK} - (\text{Defender's DEF} / 2) + \text{Force Bonus (minimum 1)}$ .
- ◆ **Apply Damage:** Subtract from defender's HP.
- ◆ **Check KO:** If HP reaches 0, the card is Knocked Out and sent to the discard pile.

## PIERCE: OVERFLOW DAMAGE

When a card is KO'd, any excess damage beyond 0 HP carries through and hits the opponent's Life directly. This is called Pierce.

## DIRECT ATTACK

If the opponent has no cards on their Altar, you attack their Life directly. Damage equals your full ATK (no DEF reduction).

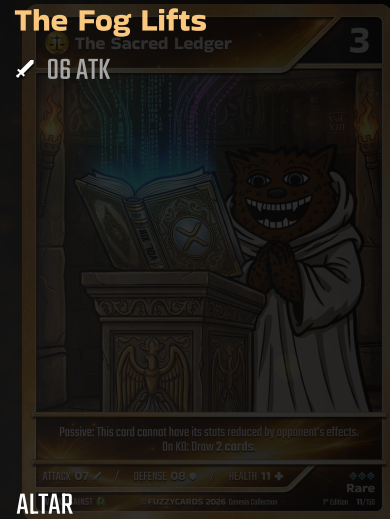
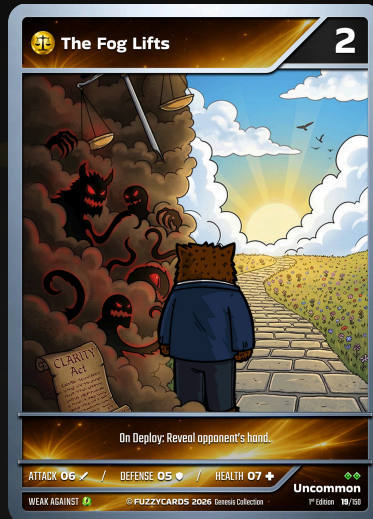
## TARGETING PRIORITY

- ◆ Guard cards **MUST** be attacked first
- ◆ Stealth cards cannot be targeted until they attack
- ◆ If The Altar is empty, Vault cards can be targeted
- ◆ If all rows are empty, attack Life directly

# COMBAT SYSTEM

AN EXAMPLE

## ATTACKER



Clarity disproves Prophecy = +3 Force bonus!

✂ 06 ATK + 03 BONUS - ♥ (4/2) DEF = 9 - 2

✂ ATTACK

♥ 7 DMG



## DEFENDER

+ 05 HP - 07 DMG = 2 DMG to opponent life

# KEYWORDS & ABILITIES

## KEYWORDS

Keyword	Effect
Rush	Can attack the same turn it's deployed and enters The Altar directly
Guard	Must be attacked before other Altar cards
Stealth	Cannot be targeted until this card attacks
Drain	Heal HP equal to damage dealt
Burn X	Deal X damage to this card at end of each turn
Shield	First damage received each turn is reduced to 0
Bridge	When attacked, may move to The Vault and dodge the attack
Silence	Remove all abilities from the target until specified

## ABILITY TIMING

Trigger	When It Activates
On Deploy	When the card enters the field
On Attack	When this card declares an attack
On Hit	When this card deals damage
On KO	When this card is knocked out
On Kill	When this card knocks out an enemy
Passive	Always active while card is on the field
Activate	Pay a cost to use (once per turn unless stated)

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# WIN CONDITIONS

YOU WIN THE GAME WHEN ANY OF THE FOLLOWING OCCUR

## I. LIQUIDATION

REDUCE YOUR OPPONENT'S LIFE TO 0 OR BELOW. GAME OVER.



## II. SCROLL OUT

YOUR OPPONENT CANNOT DRAW A CARD WHEN REQUIRED (THEIR SCROLL IS EMPTY). THE PROPHECY HAS RUN OUT.



## III. THE 589: PROPHECY FULFILLED

DEAL EXACTLY 589 TOTAL DAMAGE IN A SINGLE GAME. THIS TRIGGERS AN INSTANT WIN REGARDLESS OF EITHER PLAYER'S LIFE. TRACK YOUR TOTAL DAMAGE THROUGHOUT THE GAME (DAMAGE TO CARDS + DAMAGE TO LIFE + PIERCE DAMAGE ALL COUNT). WHEN YOUR CUMULATIVE DAMAGE REACHES EXACTLY 589: ANNOUNCE "THE PROPHECY IS FULFILLED" AND CLAIM VICTORY.

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**GOING OVER 589 DOES NOT TRIGGER THE WIN. IT MUST BE EXACT.**



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# DECKBUILDING RULES

NECESSARY FOR PLAY

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## THE BASICS

- ◆ **Deck Size:** Exactly 30 cards
  - ◆ **Hero Minimum:** At least 15 Hero cards
  - ◆ **Copy Limits:** Maximum 3 copies of any card. Legendary: maximum 1 per deck.
  - ◆ **No Force Restrictions:** Mix and match any Forces freely.
  - ◆ **Relics & Events:** No minimum. Fill remaining slots however you like.
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