

RISE of the GUYs

Official Rulebook

Developed by
Green Guy

Welcome to the official rulebook for the hit upcoming collectible card game, Rise of the Guys (RotG)! In this game, many Guys will duke it out on the battlefield, with the help of perplexing pranks, powerful pins, and paramount players (hopefully including you)!

Table of Contents

Introduction	3
Card Overview	3
Playing Area	7
Playing the Game	9
Deck Building	14
Golden Rules	16
Glossary	16

Introduction

Rise of the Guys is a collectible card game, meaning that there is not one deck for players to use, but they are able to collect cards and build their own decks to battle with. This first set contains 81 unique cards, but each deck will contain 40 cards, with up to 4 copies of each card (more info in the Deckbuilding section on page 14).

The goal of the game is to get your opponent down to 0 health, using the various cards in your deck. It is recommended that players use a standard 20-sided die to help keep track of their health. It is also recommended that a RotG board be used to help organize play, but cards can be played on any flat surface.

Card Overview

There are three main types of cards: Guys, Pranks, and Pins. Guys can be played on the field for damaging players and other Guys. Pranks cards activate a one-time ability and are discarded immediately. Pins can be pinned to Guys or players to add permanent effects. No matter the type, a card will always have these features: one or two classes, tribes, and an energy cost, all found on the top of the card along with the name. There are three different classes in Rise of the Guys:



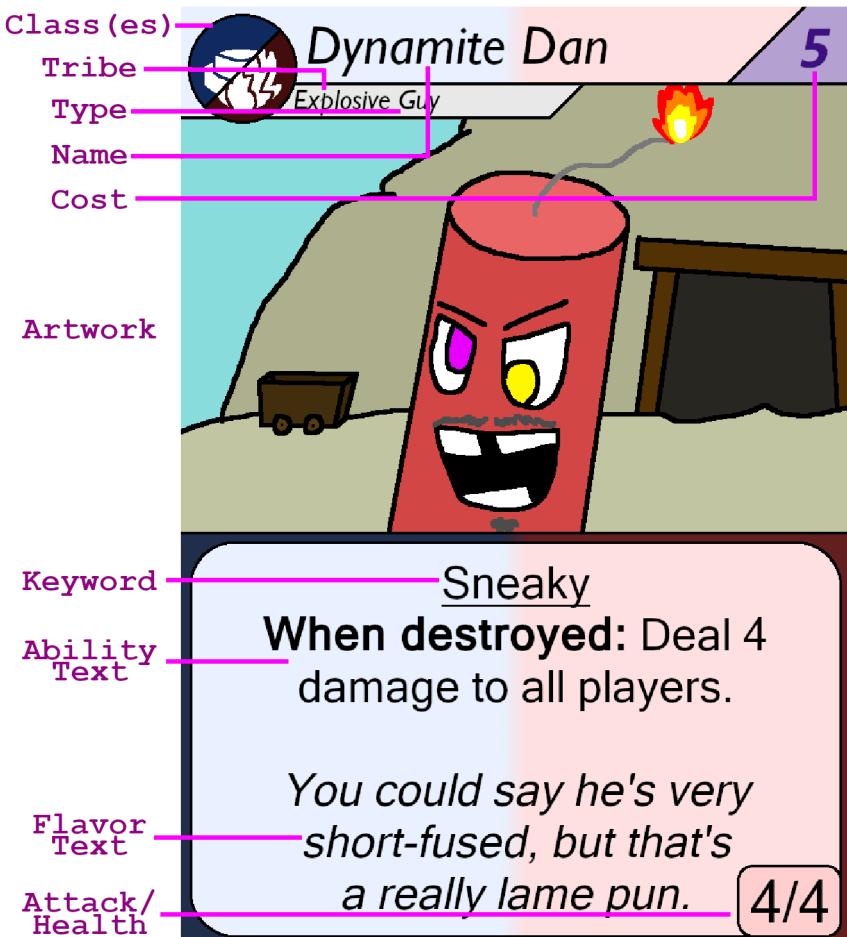
Madlad



Comrade

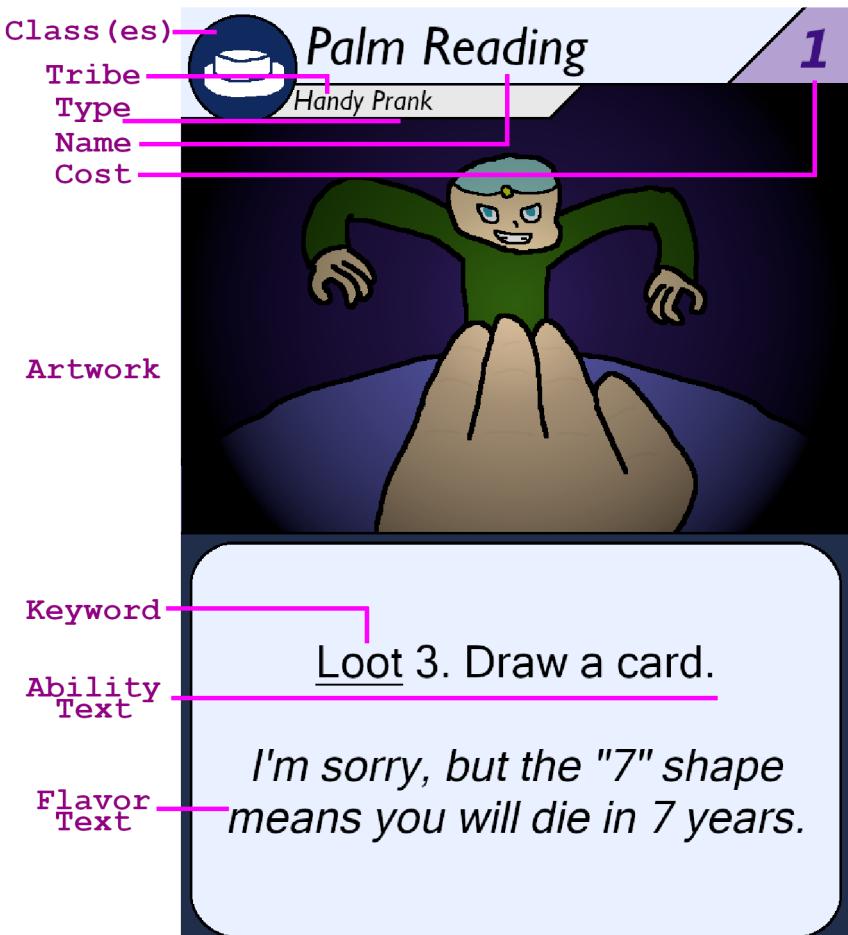


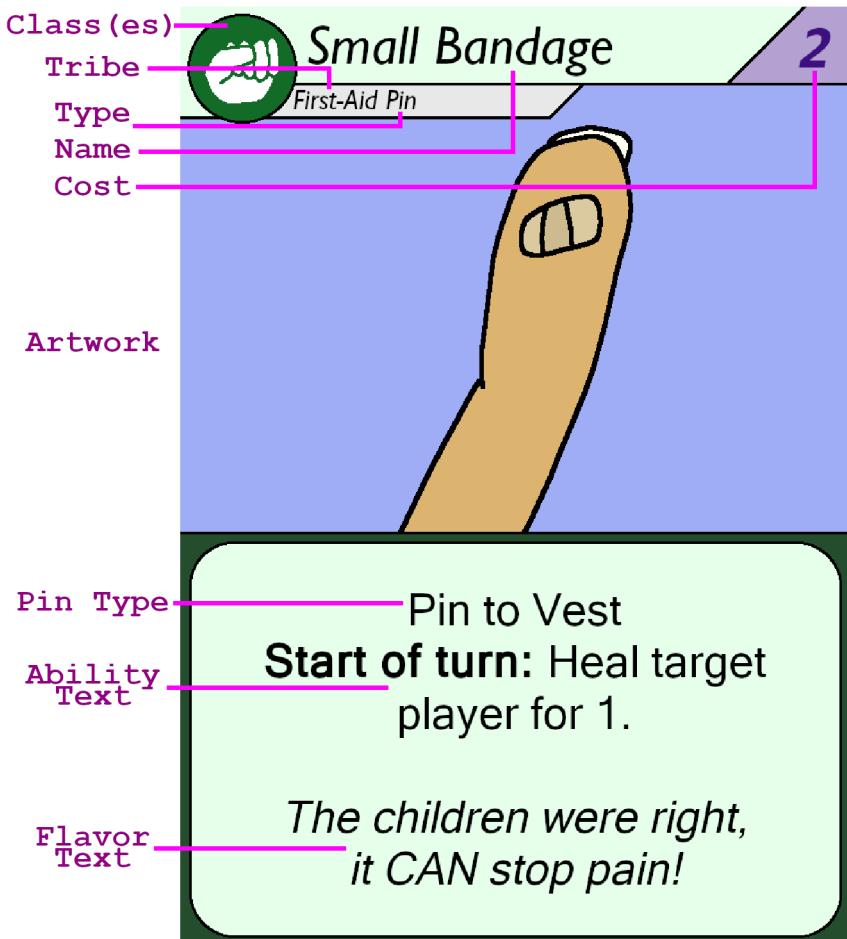
Doodad



Guys are played on the board in one of the four lanes. They can attack the player and defend against other Guys, and they usually have some kind of ability, and they attack and defend during the Combat Phase. Underlined words indicate a keyword ability, and bold words indicate an activated ability (both have definitions in the Glossary section on page 16). Abilities can also just be plain text that either activates based on a specific tribe and/or action, or a passive ability that is active while that Guy is on the board.

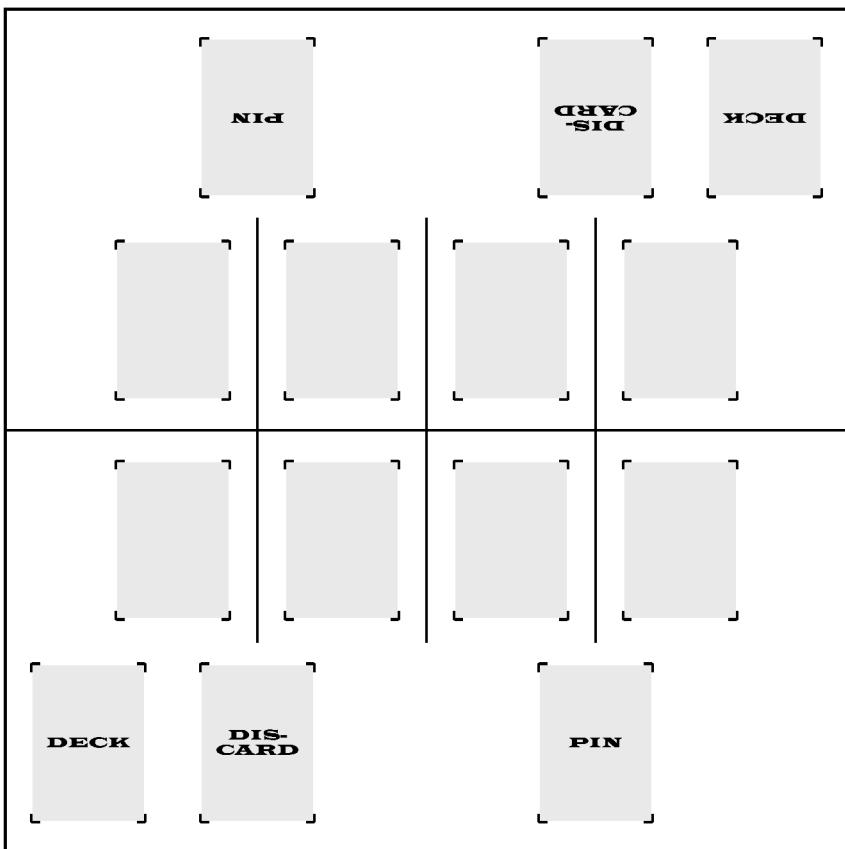
Pranks have one-time abilities that get activated when the card is played. After this ability has been activated, the card is immediately discarded. Tribes on Pranks can still activate certain abilities when played (e.g. playing Pinchers will activate Helping Hand). If a prank has two actions as part of its ability, then the actions must be performed in the order listed on the card.





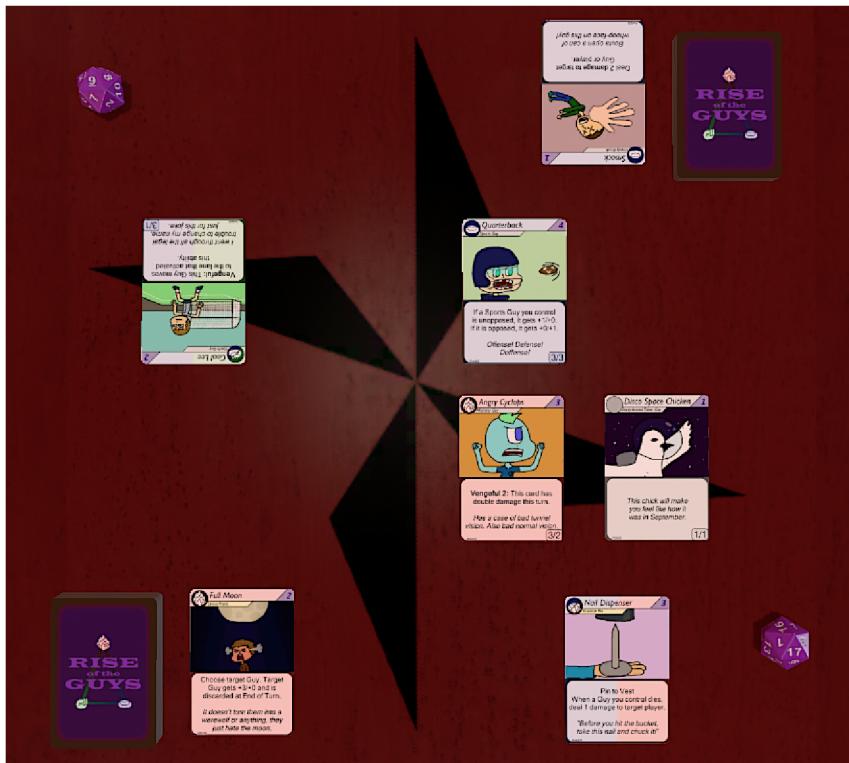
Pins have persistent abilities that can affect Guys or players. Each Pin will specify where it can be played at the top of the text box. The Vest is a special zone in the playing area where a player may place one pin to affect themselves (more on page 6). Pins that affect Guys can be played onto any Guy on the board, while Pins that affect players can only be played on the owner of the card. When a Guy is destroyed, any Pin(s) attached are destroyed as well. There is no limit to how many Pins can be on a Guy.

Playing Area



This is a board for Rise of the Guys. It is not required to play the game, but it helps to show the playing area. On each side of the field there are three main areas: the deck, the Vest, and the lanes. The player's deck should be somewhere close to them, with the discard pile next to it. The Vest is where players can place Vest Pins to affect themselves. There can only be one Pin in a player's Vest at a time. However, the player may replace the Vest at any time by discarding the current Pin and playing a new one.

In the middle of the playing field are the four lanes of combat. This is the area where all Guys are played. While there will not be a Guy in every lane at every time, there are always four lanes, which have spots for each player. Unlike Pins, you cannot swap out one Guy for another; Guys stay in their positions until they are destroyed. During the Combat Phase, Guys will attack inside each of their lanes (more on page 12). When playing without a board, make sure the position of the lanes does not change (i.e. if one area is decided to be the far-right lane, make sure no Guys are played to the right of it).

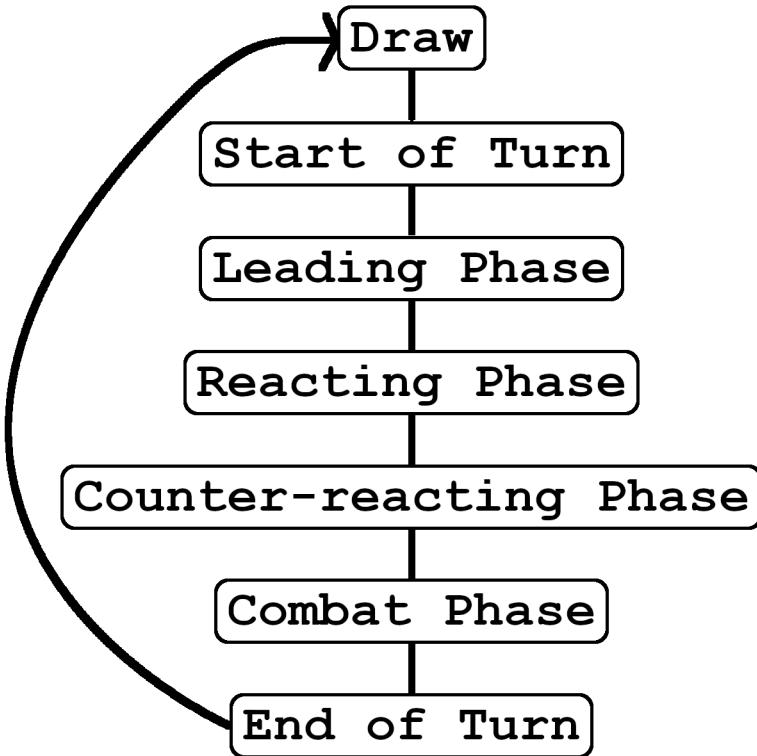


Playing the Game

Before the game starts, both players agree on a way to decide who plays first (one of the most common ways is to roll dice). The winner of this method becomes the starting player. Both players shuffle their decks, set their life counter to twenty, and draw five cards. The life counter can be represented by anything, such as a 20-sided die, writing on paper, digitally, etc. Players can replace some or all of their cards by placing unwanted cards on the bottom of the deck, then drawing back to five cards. This is called a mulligan. Once the play area is set up, the game can begin.

Each turn, players spend Energy (notated like **this**) to play their cards. The amount of Energy that each player gets is equal to the turn number. E.g. if it is turn 6, both players get **6** to spend during the turn. This Energy is gained at the beginning of the turn and is only gained once per turn. Even though the Leading Player has two phases of play (page 11), they do NOT gain any more energy than the Reacting Player. Sometimes players will not spend all the energy they get in a turn. Any unspent Energy from previous turns does NOT carry over into other turns.

Each turn consists of different phases that happen one after the other, in the same order (unless affected by certain cards).



At the beginning of every turn (except the first turn), before anything happens, both players draw a card from their decks. If a player is unable to draw a card because their deck is empty, that player immediately loses. After both players have drawn cards, any “Start of Turn” abilities on cards activate. Then, the four main phases occur (which will be discussed in detail in the sections below). After the Combat Phase, similar to “Start of Turn,” any “End of Turn” abilities activate before the players draw a card. When both players draw their card, this signifies the beginning of the next turn, and is not a part of the previous turn.

The Leading Phase

The Leading Phase happens after any “Start of Turn” abilities. This phase allows the Leading Player to spend their energy. They are allowed to play any type of card: Guys, Pins, and Pranks. However, who the Leading Player is changes every turn. On the first turn, the starting player is the Leading Player. Every turn afterwards, the Leading Player is swapped. A player will never play during the Leading Phase two turns in a row. This phase ends when the Leading Player passes or spends all their energy.

The Reacting Phase

This phase happens after the Leading Phase. The non-leading player, or the Reacting Player, spends their energy during this phase. Similar to the Leading Phase, players are allowed to play any type of card. Also similarly, the player who reacts is different every turn.

The Counter-reacting Phase

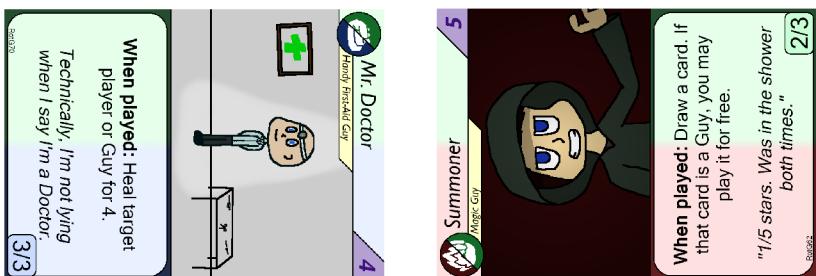
This is the final card-playing phase. The Leading Player gets a second chance to play cards during the turn. The Leading Player does NOT gain extra energy this turn; if they spent any energy during the Leading Phase, they do not regain it. Unlike the other phases, no Guys may be played during this phase.

The Combat Phase

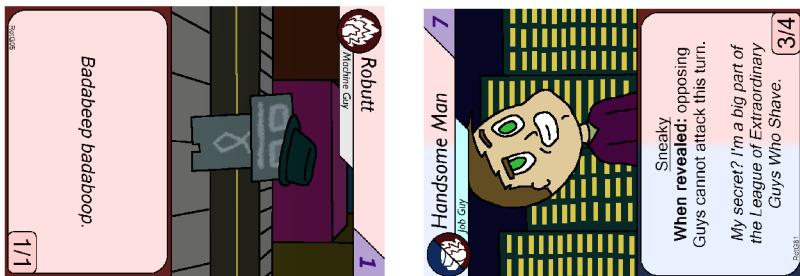
The Combat Phase is the final main phase of the turn. During this phase, Guys on the board will attack in their lanes to damage opposing Guys or players. This phase is the main way damage is dealt (though damage may be dealt by other means). Each lane will attack one at a time, always from left to right from the original Leading Player's perspective; in other words, the order of lanes will remain the same the entire game. Guys in the same lane are seen as attacking at the same time.

As mentioned on page 4, Guys deal damage using their attack, and defend using their health. If a Guy takes damage equal to or more than its current health, it is destroyed. When a Guy is unopposed (i.e. there is no opposing Guy in its lane), it will deal damage to the opposing player. When a Guy is opposed (i.e. there is an opposing Guy in its lane), it will attack that Guy. Here are two examples of combat:

A Mr. Doctor is opposing a Summoner. Mr. Doctor deals 3 damage to the Summoner, which depletes its health. The Summoner only deals 2 damage back, so the Mr. Doctor survives.



A Robutt is opposing a Handsome Man (assume its ability has already activated in a past turn). Normally, the Handsome Man would deal 3 damage and the Robutt would only deal 1 back. However, the player controlling Robutt has an Arm-O-Matic pinned to their Vest, which gives the Robutt 1 extra attack. They have also played a Smack against the Handsome Man this turn, which means it has already taken 2 damage this turn. With these alterations considered, Robutt deals the final 2 damage needed to destroy the Handsome Man, so both Guys die.



After the Combat Phase and any “End of Turn” abilities, Guys will heal to max health. This is the only time Guys will heal automatically. Any damage dealt during the same turn before Guys heal will stack, e.g. 2 damage from a Prank and 3 damage during the Combat Phase.

Ending the Game

There are three main ways a game can end:

When a player’s health is reduced to 0, that player loses.

When a player concedes the game, that player loses.

When a player has to draw a card but cannot, that player loses the game.

Deck Building

There are four requirements for a valid Rise of the Guys deck:

A deck must consist of 40 cards.

A card cannot appear more than 4 times in the same deck.

A deck can only consist of 1 or 2 classes (e.g. a Madlad-Comrade deck cannot contain any cards that have Doodad, single- or double-class).

A deck cannot contain Token cards.

However, building a deck is more complicated than just following these requirements. You should also think about how the cards will interact with each other, how often you want to have a certain card, what the average cost of a card is in your deck, etc.

There are three main archetypes of decks: “Aggro,” where your goal is to focus on damage to the player as quick as possible and leave little time to react; “Tempo,” where your goal is to make strong plays every turn, and always have the board favor you; and “Control,” where you can strongly react with everything the opponent does and exhaust their cards, then force them into the late game where you can finish them off.

Here are two example decks:

Robutt x4	Surprise Elevator x2
Manapult x4	Circuiteer x4
Holo-Shield 9000 x4	Disguyse x4
Laser Tag x3	Surprise Holiday Gift x2
Transformation Hat x3	Nerfer x4
Arm-O-Matic x2	Spinrev x4

This deck takes advantage of the Machine tribe. Circuiteer helps to give Guys more health, and Spinrev helps to give them more attack. Along with cards like Holo-Shield 9000 and Arm-O-Matic, Guys will stay on the field longer and get stronger. This is best described as a Tempo deck.

Incubator x2	Chicken Dance x4
Full Moon x4	Chicken Wrangler x4
Longbow Larry x4	Mandatory Vacation x3
Rock Thrower x3	The Ole Switcheroo x2
Nail Dispenser x3	Bookkeeper x4
DJ John Dope x3	Escape to the Skies x4

This deck takes advantage of the Historical Tribe and Token cards. Chicken Dance, Chicken Wrangler, and Escape to the Skies can be used to create Token cards on the field, which can activate Longbow Larry and Mandatory Vacation. Especially with DJ John Dope, cards are being played quickly and in large quantities to overwhelm the player. Bookkeeper helps to make sure you don't run out of cards in your hand. This is an example of an Aggro deck.

Golden Rules

Rise of the Guys has similar “golden rules” to other collectible card games, which are rules you should always keep in mind when playing:

If a card somehow contradicts these rules, the card takes priority.

If one card says an ability “can” happen, and another card says an ability “can’t” happen, the “can’t” takes priority over the “can.”

If an action is impossible to be performed, it is ignored. Reversely, if an action is able to be performed, it must.

Glossary

can't be hurt - Damage dealt towards this Guy is completely negated, regardless of health (Stinky also cannot activate since no damage has been done).

destroy - This card is immediately discarded.

destroyed - A Guy is destroyed whenever it is killed by combat or pranks, or when the card specifically says “destroy.” A Pin is destroyed by pranks, or if its Pinned Guy becomes destroyed.

End of turn: - This ability activates after combat and before players draw cards.

Enhance X: - You can play this card for X amount of energy instead, which activates this ability. (If the card is played for its normal cost, this ability does not activate).

heal - Restores player health or removes damage dealt to a Guy this turn. Players and Guys cannot go over their max health unless otherwise stated.

lane - one of the four areas where Guys can be placed

Loot X - Place X amount of cards into a separate pile, then put them back onto your deck in any order you like. You are allowed to look at them, but this ability alone does not enable you to draw them.

move - This Guy changes lanes from where it started to wherever the player wants. This ability can only be skipped if the player controls no empty lanes (if there is at least one empty lane, this Guy has to move).

opposed - A Guy is opposed if the opponent controls a Guy in the same lane.

opposing - Controlled by an opponent

Overarch - This Guy always attacks the player during combat, even if there is a Guy in this lane (it cannot deal damage to Guys but it can take it).

Patient - This card cannot be played during the Leading Phase.

Pinned Guy - The Guy affected by this Pin, or the Guy this Pin was played on.

Pin to Guy - Indicates that this Pin is to be played onto a Guy. The pin is destroyed when its Pinned Guy is destroyed, or it can be destroyed by opposing Pranks. It cannot be replaced like a Vest Pin.

Pin to Vest - Indicates that this Pin is to be played into the Vest area, affecting the player. It can be destroyed by opposing Pranks, or its owner can destroy the Pin if it is immediately replaced by another Vest Pin.

play for free - The base energy cost for this Guy becomes 0 (this does not change the cost for Enhance abilities).

Prepare: - During your turn, you can turn this Guy sideways to activate its ability (tapping). Prepared Guys do not attack during combat, but can still take damage.

Sneaky - This Guy is played face down. This card flips over before combat and activates its “when revealed” ability. While a Guy is face down, it cannot be affected by any Pranks or Pins, unless that card specifically mentions face down cards.

Start of turn: - This ability activates after players draw cards and before the Leading Phase is started.

Stinky - Whenever this deals any amount of damage to any Guy, that Guy is destroyed.

target - When an ability has a target, the player who activated it gets to choose what card the ability affects. Cards can target other cards or players.

Token - Tokens are a special type of card that cannot be put in decks, and are only summoned or created through other cards. (If actual Token cards are missing, they can be represented by any object both players agree on)

unopposed - A Guy is unopposed if the opponent does not control a Guy in the same lane.

Vengeful X: - This ability activates if your player takes X amount of damage or more this turn. If there is no number, then this ability activates anytime your player takes damage.

Vest - The area of play where players place their Vest Pins. This area should be separate from any other piles, so as to not cause confusion.

When destroyed: - This ability activates whenever this Guy goes down to 0 health or is destroyed by pranks. If this Guy dies during combat, this ability activates after combat has finished in this lane.

When played: - This ability activates immediately when a Guy is played. It also activates if it is somehow flipped over and revealed, much like Sneaky cards.

When revealed: - This ability activates anytime a Guy is flipped over, specifically from face-down to face up. If a card is somehow reflipped, then this ability can activate again.

X - Denotes energy.

X/Y - Attack/Max Health.

X+/Y+ - at least X attack/at least Y max health

+X/+Y - Gains attack/Gains max health

-X/-Y - Loses attack/Loses max health

Additional Notes:

If you are reading this then that means you are currently playing this game on Tabletop Simulator (currently the only way to play). Here I want to explain what everything on the table is for:

The arrows on the board are for helping determine the direction of combat. After deciding who goes first, they should face right from the perspective of the Leading Player. The 20-sided dice on the board are to help with keeping track of health. You can use Q and E to change the number.

To the left of the board is the a turn counter, this rulebook, and a button to create a booster pack. A booster pack is 10 cards: 5 commons, 3 rares, 1 epic, and one additional card of any rarity. In my experience, it takes about 10 packs to be able to build a deck using only those cards.

To the right of the board are all of the cards. One pile contains one of each card and one contains 4 of each card. The cards have been named to make deckbuilding easier. Token cards should be copy and pasted to be created, and just deleted when they are destroyed. Remember to promote when needed!

For Sneaky cards, make sure to flip the card before dragging it out of your hand. For Loot cards, my perfered method is to drag out that many cards into a separate pile and using the Search tool to look at them and drag them back.



RISE
of the
GUYS



Gwen: I wish you could play a Parody card.
"Can I give you... a hand?"
"I don't feel good enough for this..."

1/1



Sam: I'm aiming for the bullseye here. I think we're gonna have to make some changes to our strategy. I mean, we've been talking about this for weeks now.

