

Phaktionz TCG Official Rules Handbook

Casual Card Cafe — Phaktionz Rules Commitee

Version 1.3

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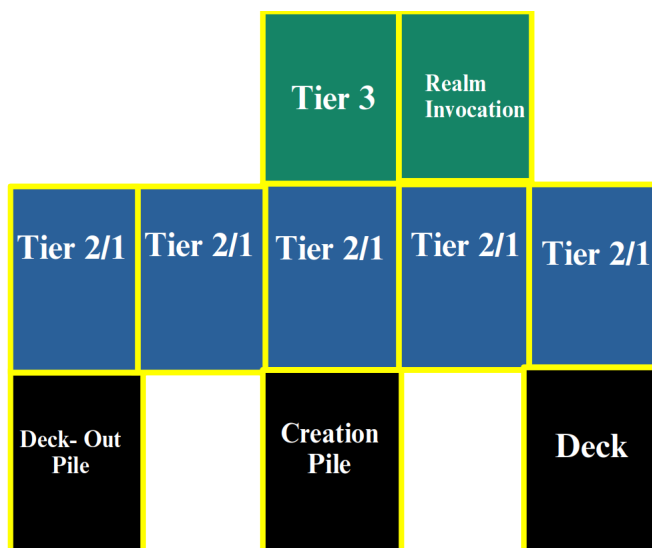


Figure 1: Battlefiled Layout Version 1

1 Rules

How to Win

To win you must deck out your opponent, or in other words bring their deck to 0 cards, where no more cards can be drawn.

1.1 Formats

In any format:

- A player can only have 4 copies of a single card unless specified any exception
- A player must start with 5 cards in their hand
- A player's turn has the following phases:
 - Draw Phase (Player draws a card from their deck)
 - Main Phase (Can place summons or cast invocations)
 - Combat Phase (Battle using your summons)
 - Final Cast (Can only cast invocations)
 - End Phase (Ends turn)

Standard (Version 1.1.3):

- This format is the most common format that is played, and considered the default playing style.
- A Deck must contain 50 cards
- A Deck must contain Summons belonging to only one Faction.

Synthesis (Version 2.1.3):

- This format is the mix and match sort of playstyle that will bring an interesting battle upon yourself.
- A Deck must contain at least 50 cards, and a max of 75.
- A Deck may contain Summons belonging to one or more Factions.
 - Must contain Summons from each Faction in each Tier being played
- Origins may be used in a combination of Unknowns and Modernas Factions.
- Unknowns and Modernas Factions may not be combined together.

1.2 Types of Cards

Summons:

These are your soldiers that battle on the battlefield against your opponent.

A Summon has the following information:

- Tier: A Summon can have a Tier from 0 - 4
- Type: There are two types of Summons
 - Strikers: can battle any opponent's Summons but not directly
 - Tech: can only battle opposing summons in the same column, but if there are no opposing summons in their column they can battle directly.
- DMG: The amount of Damage a Summon can deal to an Opponent
- Faction: The Faction in which the Summon belongs to (ex. Mythicals or Probers)

Invocations:

These are a type of magic or sorcery that may be cast on the battlefield

An invocation has the following information:

- Type:
 - Regular: This type of invocation may only be cast on your turn
 - Counter: This type of invocation may be cast on any turn
 - Realm: This type of invocation remains on the battlefield
 - Weapon: This type of invocation attaches itself to a Summon on the battlefield

1.3 Terms

Keywords:

- Summons: Units that battle in the battlefield
- Invocations: Sorcery that may be cast to gain benefit.
- Abled: The position in which a unit may battle
- Disabled: The position in which a unit is unable to battle (This is done with your Summon being sideways)
- Demote: To have a summon leave the battlefield
- Exile: To remove from play a summon
- Tiers: Represents the rank of a summon, Tier 1 being the lowest and 3 the highest
- DMG: The amount of cards a summon can deal an opponent to lose, this is indicated on the card, and when battles an opposing summon, is dealt the difference.
- Fizzle: To stop an opponent's play

Conditions:

- L/x: Limit x per turn
- Lx: Limit x per match

1.4 Game Mechanics

Game Mechanics:

- When a Summon battles it becomes disabled (turned sideways)
- To place a Tier 2 or higher summon, you must demote Tiers total to the Summon's Tier. For example, a Tier 2 may be placed by demoting a Tier 2 or 2 Tier 1s.
- At the start of the game, after the turn order is chosen, both players may mulligan any cards in their hand once.
- If a card's ability were to break one of these rules, the card's ability takes precedence.
- When battling, a Player takes DMG equal to the difference between the Summons.
 - If a Summon that battles has less DMG than the opposing, no DMG is dealt.
 - If a Summon that battles has more DMG than the opposing, the Opponent takes the difference, and the Summon is demoted, except if it's Tier 3+.