

**TOADED**  
CARD TRADING GAME  
**OFFICIAL RULEBOOK**  
**V 0.1.0**

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# 1. What is Toaded ?

Toaded is a strategic war card game, where the ultimate goal is to manage and attack the opposing player directly via one of your soldiers to win the round. It requires to win 2 out of 3 rounds to win a game; and 2 out of 3 games to win a match.

Whether you prefer to go all in with the mightiest of warriors or stall your opponent until they're out of resources, this game has it all and everything in between. Dive into a continuously expanding pool of cards and build the best deck that suits your strategic vision.

It is recommended to go through this rulebook all the way to the end in order to fully understand all the game mechanics and rulings.

## 2. War Preparations

Prior to playing the game, there are certain things that need to be prepared :

### **A. Main Deck**

The main deck is what the player uses during the game to draw cards from. The main deck must have a minimum of 45 cards and a maximum of 70 cards.

### **B. Side Deck**

The side deck is a backup deck that the player can switch cards with in between games (during matches), and allows for players to optimize their strategies against each other. The side deck has no minimum number of cards required but has a maximum of 20 cards.

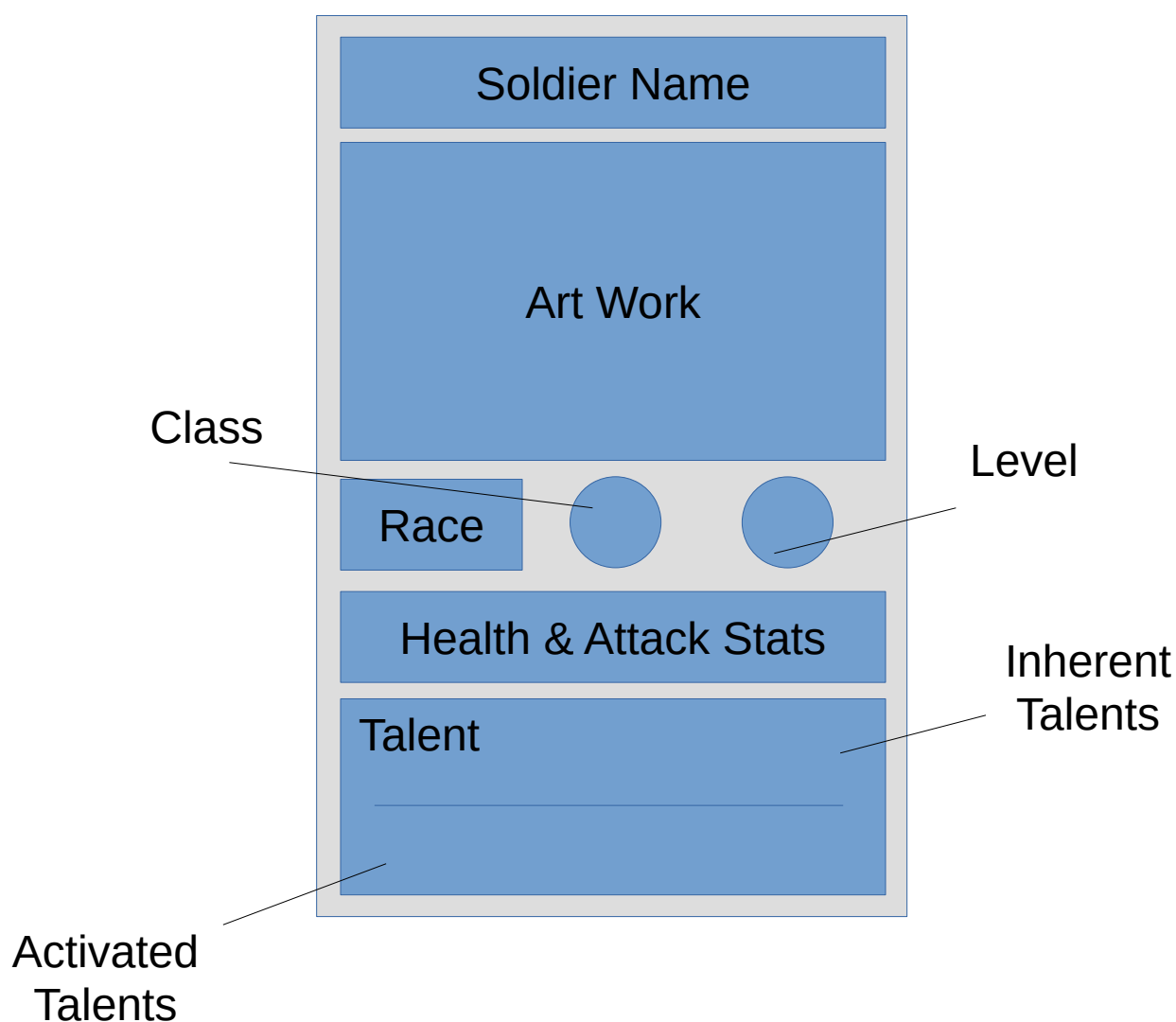
There can only be up to 3 copies of each card in both the main and side deck.

### 3. Cards

There are 2 type of cards in the game :

#### A. Soldier Cards

Soldiers are an integral part of all decks as they are your way to win rounds and protect you from losing them. Below is a sample of a soldier card and explanation of each component :



**Soldier Name** : The name of the soldier. Sometimes more than one soldier cards can share part of their names and some other qualities; this is known as an Archetype.

**Race** : The race of which the soldier is from. There are support cards that give substantial advantage for a specific race in the battle zones or if all the soldiers you control are from the same race. (E.G. all Humans on the field gain 300 Attack)

**Class** : This indicates what's the soldier's Class. Currently there are 3 Classes :

- \*insert symbol of sword\* Close combatant : These are soldiers that are best used in the Frontlines when attacking, as this is where their attack is maximized. If a close combatant is in the Frontlines and attacks an opponent's soldier in the Frontlines, then the damage to the opponent's soldier is equal to the attack of the player's soldier. However, if it attacked from the Backlines, then the damage is equal to half of the attack of the player's soldier; and if it attacked from the Backlines an opponents soldier that is also in the Backlines, then the damage is equal to quarter of the attack of the player's soldier.
- \*insert symbol of bow\* Distant combatant : These type of soldiers would benefit from being deployed in the backlines, as the damage they cause is always equal to their attack, regardless of location on the battle zone.
- \*insert symbol of wings\* Flying Soldiers : These soldiers have the same damage calculation as close combatants, but retain the ability to switch between the Front and Backlines up to twice per turn, even if they battled during that turn, but can only switch once the turn they were deployed in.

**Level** : Each soldier has a specific level that determines it's deployment requirements :

- Levels 1-2 : Can be deployed without any cost.

- Levels 3-4 : Can only be deployed by discarding 1 card or by other card effects.
- Levels 5-6: Can only be deployed by discarding 2 cards or by other card effects .
- Levels 7+ : Cannot be deployed normally, and can only be deployed by fulfilling the deployment requirement stated within the talent text or by other card effects.

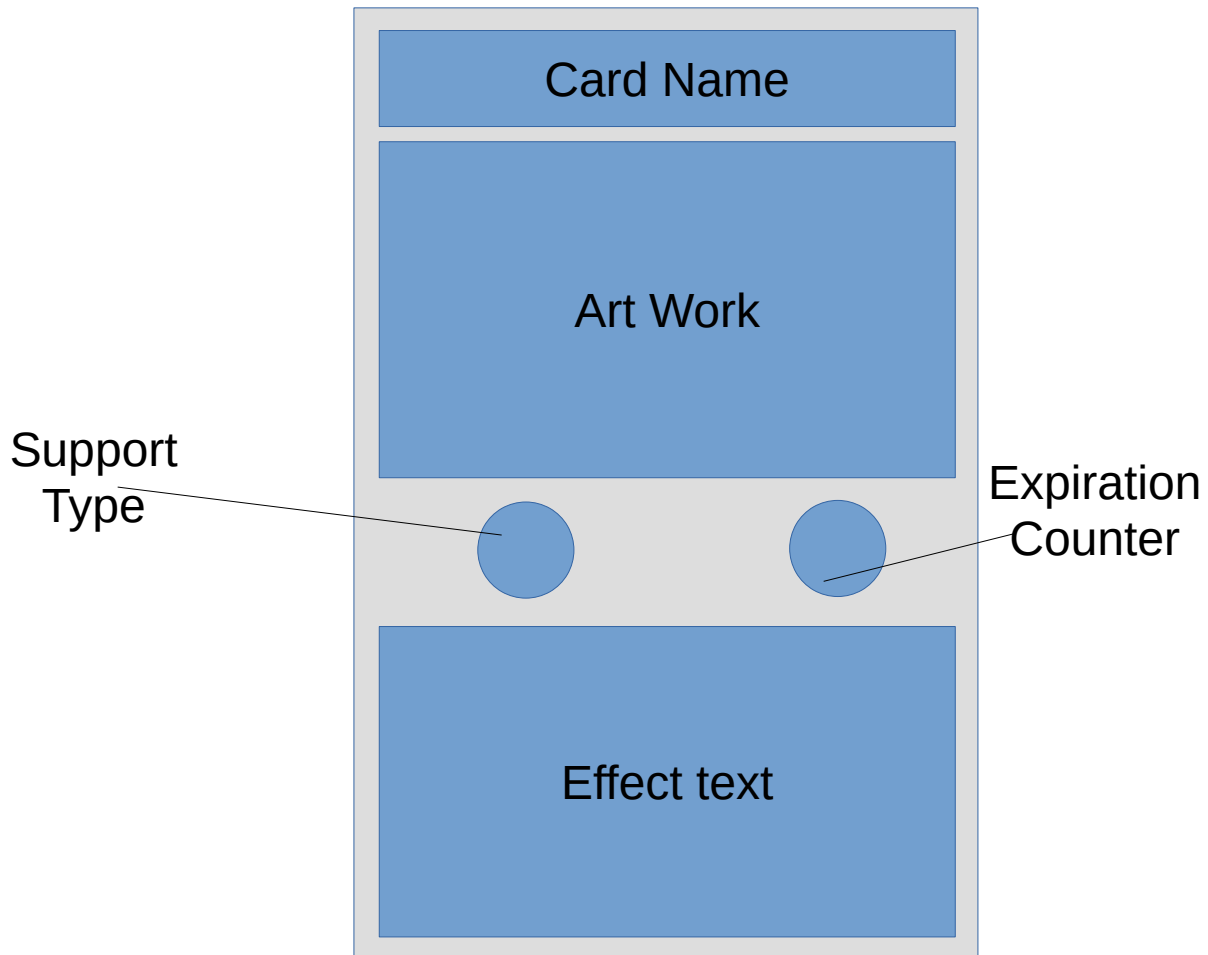
**Attack** : Is the amount of combat damage a soldier would inflict to other soldiers.

**Health** : Is the amount of damage the soldier can withstand before being killed and going to the cemetery.

**Talent** : Some soldiers have talents that can either be activated as an action during the Preparation Stages (e.g. discard 1 card to kill 1 soldier on a combat zone) or it's an inherent talent that does not require activation, and is applied as soon as the soldier is deployed (e.g. If this soldier is in the Frontlines, it gains 200 Attack).

## B. Support Cards

Supports are cards that are not mandatory to use in order to achieve a winning condition, but still an integral part of any game as they provide a wide range of assistance to the player and could give the player enough edge to turn a loss into a win. Below is a sample of a Support Card and explanation of each component :



**Support Card Type** : There are 3 types of support cards :

- \*insert symbol of card in hand\* Hand Support Cards : These can be activated from the hand of the player in order to gain the support effect stated on the card. These generally can only be activated in the Preparation Phases of the turn, unless otherwise stated within the card



text (e.g. this card can be activated during either player's Combat Phase).

- \*insert symbol of two cards stacked\* Attachable Support : These can only be activated by attaching them to a soldier(s) who's already in the combat zone and usually boost attack and/or health of the soldier or grant it a special effect. (e.g. boost attack by 200 and grant immunity against poison status)
- \*insert symbol of globe\* Ground Support Cards : These can only be activated in the in the Ground Support Zone, and grant a specific effect that effects everything on Combat Zones, Cemetery and/or the players. (e.g. Warriors gain 700 Attack)

**Expiration Counter** : This represents the duration that the Support Card is active in term of turns, including the turn it's activated in. For example, if the counter reads "2", the end of the turn the card is activated the counter will be reduced to "1", and at the end of the opponent's turn the card expires and is sent to the cemetery.

If the counter reads "0", then the effect is only applied during activation, and is sent to the cemetery on resolution. (E.g. draw 1 card).

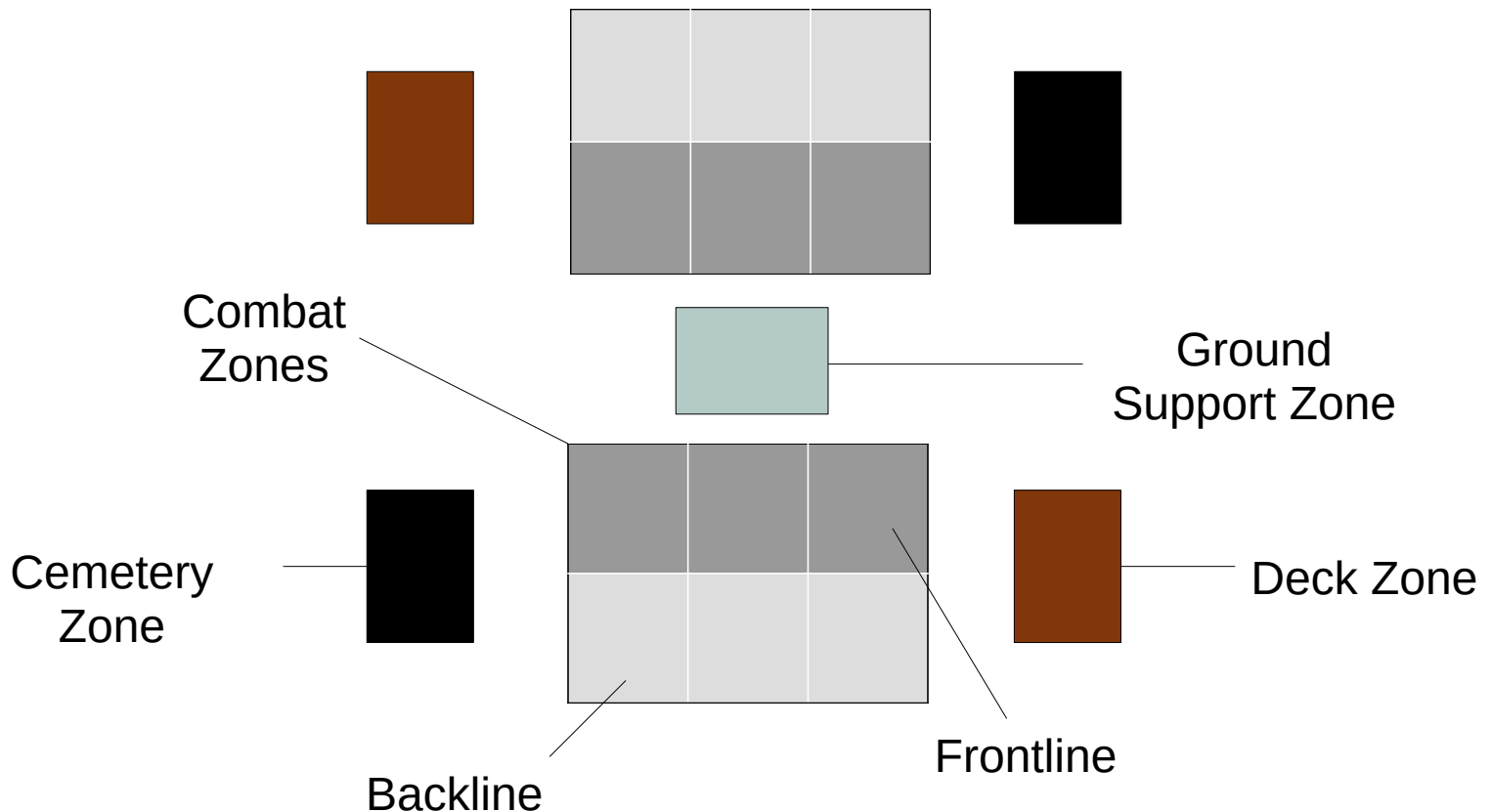
If the counter has this symbol \*insert infinity symbol\*, the card doesn't expire and it stays active until the either it's destroyed by another card's effect or the end of the round.

**Effect** : Description of the effect that will be applied once the card is activated.

# 4. Let's Go to War !

## A. The War Zone

Below is an explanation of each war zone component and how to interact with the various zones :



**Deck Zone :** This is where your Main Deck is located.

**Combat Zones :** This is where soldiers are deployed and the combat goes through. There are 6 zones in total to which soldiers can be deployed. These zones are segmented into two sections; the upper row of zones are known as the Frontline and the lower row are known as the Backline. These directly effect damage calculation during combat based on the soldier's Class and location.

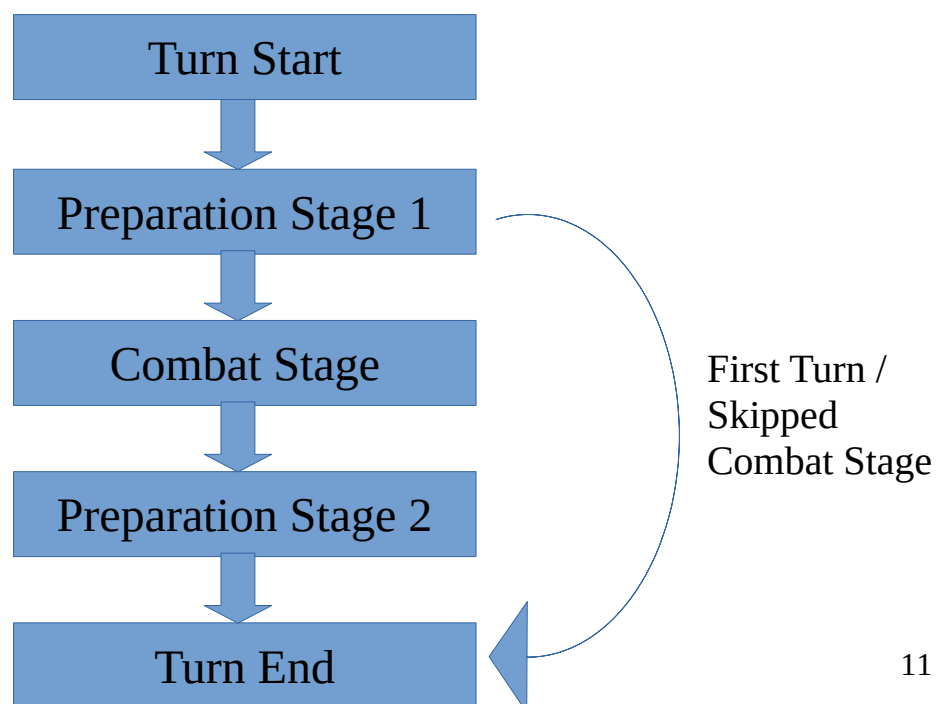
**Cemetery Zone** : This is where cards are sent and piled face up when :

- A soldier is killed by battle or card effect;
- A support card expires or destroyed by card effect;
- A card is discarded from the hand.

**Ground Support Zone** : This is where the Ground Support Cards can be activated, given that the zone is vacant and there is no other Ground Support Card already activated. This is why it's essential to activate one as soon as the zone is vacant as it not only gives the player an advantage, but also prevents the opposing player from activating their own. However, should the opposing player manage to destroy the Ground Support Card on their turn, they are free to activate their own if they wish to do so.

## B. Game Start

Every game starts by determining who's going first via a simple game of "Rock-Paper-Scissors" (the winner gets to choose whether to go first or second). Each turn has the same cycle of stages as follows :



**Turn Start :** At the start of each round, both players will draw cards until they have 8 cards in their hand; If either player has more than 8 cards in the hand, they discard cards until they have 8 cards in the hand. With the exception of the first turn of each game, a turn will always start with the turn player drawing a card for turn. Simultaneously, any card effect that specifically applies during either player's turn is applied at this point. (E.g. This soldier gains 400 Attack during your turn only, and 400 Health during your opponent's turn only).

**Preparation Stage 1 :** At this stage the turn player will be able to :

- Deploy Soldiers – During each turn, the turn player may deploy up to 2 soldiers during either Preparations Stages, this is known as Standard Deployment. There are some Soldier Talents or Support Cards that enable the player to deploy additional soldiers and this doesn't count towards the Standard Deployment of each turn. There are no limits to how many soldiers a player can deploy by card effects.
- Change Soldiers' combat location (i.e. switch the soldier location from the Frontlines to the Backlines and vice versa). With the exception of flying soldiers, soldiers can only change their combat location once per turn, but cannot change their location the turn they're deployed in and/or the turn they declare an attack.
- Activate Soldier Talents.
- Activate Support Cards and their effects.

**Combat Stage :** The following are rules for attacking with soldiers during combat :

- At this stage the player can declare an attack with each soldier they control once each.

- An attack cannot be declared on an opponent's soldier in the Backline if there is a soldier or more in the Frontline. The soldiers in the Frontline must be killed first.
- If an attack on a soldier is successful, the health of the soldier that was attacked is permanently reduced by the Attack of the attacking soldier (taking into consideration the Class and location of both soldiers during the attack).
- If the Health of a soldier is reduced to 0 by combat or other means, that soldier is killed and the soldier card is sent to the Cemetery.
- If either player manages to declare an attack with one of their soldiers while the opponent controls no soldiers and has no other means to stop the attack, this is considered a direct attack and the attacking player wins the round.
- As soon as a direct attack is successful, send all cards on the War Zone to the respective Cemetery of each player and immediately end the turn. This is considered an end of a round and a new round starts with the next turn.
- There is no Combat Stage on the first turn of each round, the turn ends after the conclusion of the Preparation Stage 1.
- If the player opts to skip the Combat Stage of their turn, the turn ends after the conclusion of the Preparation Stage 1.

**Preparation Stage 2 :** The player may perform the same actions in this stage as Preparation Stage 1. This stage is best utilized to amp up the defenses in preparation for the opponent's turn combat.

**Turn End :** This is the stage where Support Card/Status Effects counters are reduced by 1. Simultaneously, any card effect that specifically applies during the end of the turn is applied at this point.

## **C. Status Effects**

These are effects that affect Soldiers either by other card effects (Support Cards and Soldier Talents) or are part of the built-in talent that the Soldier has. The Status Effects are divided into two categories, positive effects :

- Immunity : Soldiers with Immunity are unaffected by the opponents card effects. Existing Status Effects don't go away if Immunity is gained, but expire as they would normally.
- Protection : Attacks to Soldiers with Protection are reduced by half.
- Stealth : Neither player can target Soldiers with Stealth with card effects.

And negative effects :

- Poison : Soldiers with poison have their health reduced by 20% of their original health at the end of every turn.
- Fear : Soldiers with Fear are unable to Attack.
- Blindness : When a Soldier with Blindness declares an Attack, the Player controlling the Soldier calls a number from 1 to 6 and throws a dice, if called correctly, the Attack is successful; Otherwise, the Attack fails.

Unless otherwise specified by the inflicting effect, Status Effects inflicted have a time counter of infinity by default.

## **D. Targeting VS Non-Targeting Effects**

Some card effects require to target a specific card (either Soldier or Support Card) before applying the effect (E.g. Target 1 soldier; increase its Attack by 200). Other card effects do not have a targeting requirement and can bypass the Stealth Status Effect (E.g. All soldiers on your combat zones gain 200 Attack).

## **E. Counter Actions**

A player may be able to counter an action performed by the opposing player (be it the activation of a card effect or declaring an attack) as long as the player has a card that enables them to do so (E.g. When a direct attack is declared against you; activate this hand support card and negate the attack, then end the combat stage).

Once a counter effect is activated, the opposing player has the chance to activate a counter of their own that counters that specific counter, which then gives the player a chance to counter that counter etc. There are no limits to the amounts of counters that may be activated.

# 5. Glossary

## **A. Discard**

To send a card from the hand to the cemetery.

## **B. Left Flank**

The combat zones next to the Cemetery (including both the Frontline and Backline)

## **C. Right Flank**

The combat zones next to the main deck (including both the Frontline and Backline)

## **D. Assault Front**

The combat zones in the middle (including both the Frontline and Backline)

## **E. Turn Player**

The player whom it's their turn

## **F. Cost**

Is the cost a player must pay in order to either deploy a soldier or activate a card effect, be it a soldier talent or a support card. Effect Cost must be paid at the start of the effect activation, regardless if the effect resolves successfully or is negated. If the player cannot pay the cost, an effect cannot be activated. Not all effects require a cost.