

V3.0

F.A.Q.E.

GAMEPLAY RULEBOOK

- **HP – Health Points:** The life force of each Player and Character Card.
- **CS – Character Slots:** Each Player has 6 Character Slots. Each Character takes up Character Slots equal to their CS value.
- **TP – Technique Points:** A value that is used to play most types of cards.
- **PLV – Powerlevel:** The damage potential of each Player and their Characters.
- **DEF – Defense:** The damage resistance of each Player and their Characters.
- **AGI – Agility:** The speed of each Player and their Characters.
- **Turn:** An entire set of Phases for a single Player.
- **Round:** A single cycle of every Player's Turns.
- **Deck Zone:** The zone where your Deck is stored. Cards in this zone are considered out of play.
- **Reserve Zone:** An out of play zone where you can store Characters outside of combat-ready zones.
- **Discard Pile:** Where all used-up or destroyed cards go. All cards here are out of play.
- **The Rift Zone:** Where all imprisoned cards end up. Cards in this zone are considered out of play and can not be taken out of it.
- **Hand:** The cards you're currently holding.
- **Character Zone:** You can play Characters here. Cards in these zones are considered in play.
- **Equip Zone:** You play other cards here. Cards in these zones are considered in play.
- **On Activate:** Whenever the owner is activated, trigger an effect.
- **On Enter Field:** Whenever the owner enters the field from your Hand, Deck, or Reserve Zone, trigger an effect.
- **On Destroyed:** Whenever the owner is destroyed, trigger an effect.
- **On Draw:** Whenever the owner enters your Hand, trigger an effect.
- **On Attacked:** Whenever the owner is targeted by an attack, trigger an effect.
- **On Attack:** Whenever the owner attacks, trigger an effect.
- **On Hit:** Whenever the owner performs a single hit of an attack, trigger an effect.
- **On Taking Damage:** Whenever the owner takes damage, trigger an effect.
- **On [X]:** Whenever [X] happens to the owner, trigger an effect.
- **Remove [X]:** You may remove [X] from the owner to trigger an effect.
- **Once per [X]:** Once per [X], trigger an effect.

F.A.D.E. is a trading/collectible card game between 2 to 4 players where you battle each other using similar systems found in Fighters, Beat-em-ups, and Action Anime. Summon Characters to fight, use Skills to attack, defend yourself with Reactions, power-up with Augments, and arm yourself with Items to give yourself an advantage.

Setup Process

Required materials to play this game include:

- Pencils and Paper for various stats tracking
- Tokens or Counters to keep track of certain values
- At least a 60 card Power Deck for each player

Before starting, all players must shuffle their Power Decks and put them in their Deck Zone, then put their Fighter Pool next to their Deck. Each player starts with 50 HP, 0 TP, 6 CS, 4 PLV, 0 DEF, and 0 AGI. Determine who goes first, then each player draws 6 cards. Turn order goes clockwise.

Mulligan

When drawing your initial Hand of 6 cards at the start of the game, you may choose to shuffle your Hand back into your Deck and draw a new hand of 6 cards. You may only do this once per game.

World Rule Cards

World Rule cards are rainbow-colored cards that are basically official House Rules. They're limited to 1 per Deck total, and must be mentioned and confirmed allowed by all players before the game starts.



1: Elements, Card Name

2: Statistics, Illustration,
Set Name/Number

3: Level/Rank, Types, Cost

4: Card Effects/Flavor Text

5: Copyright info, Set Symbol

1. Each card can have up to 2 Elements, which will be explained in their own section. Next to them is the card's name.
2. Each card has 4 statistics, which will be explained in their own section. If an icon is transparent, the card doesn't use that statistic.
3. Each card has a Level or Rank, card types, and a Cost.
4. Each card can have an effect, flavor text, or both.
5. Each card lists the creator copyright and a Set Symbol that also shows how rare the card is.

Elements And Statistics

Each card can make use of 4 Statistics. Also, all cards except for Item cards can have up to 2 Elements. The Elements are listed above the Statistics.



Fire



Water



Earth



Storm



Nature



Health Points (HP)



Powerlevel (PLV)



Metal



Light



Darkness



Time



Space



Defense (DEF)



Agility (AGI)

- All Skill, Reaction, and Augment cards cost 2 fewer TP for each Element the caster has that matches.
- Normal Attacks, Augments, Items that deal damage, and other abilities that deal damage normally have no Element tied to them unless otherwise stated. This lack of an Element is called "Null-type". You can't match Elements with these attacks, but some cards can alter the effectiveness of Null-type attacks.
- Skills and Reactions deal Elemental damage unless an ability says otherwise. The Elements that card has are the Elements the attack is comprised of. If something blocks, negates, counters, or prevents 1 of the Elements, the entire attack suffers.

Each turn is made up of Phases, each with their own rules. All players must go through each of these phases in order, but can choose to skip the Combat Step.

1. **Starting Phase:** Some effects activate during this phase. Once completed, you gain 5 TP. The player going first doesn't gain TP on their first turn.
2. **Draw Phase:** Some effects activate during this phase. Once completed, draw 2 cards from your Deck.
3. **Battle Phase:** The Battle Phase is made up of multiple steps, each with their own separate rules.
 - 3.1. **Preparation Step:** During the Preparation Step, you can perform any of the following:
 - You may play Characters from your Fighter Pool or Reserve Zone face-up. If you play a Character and exceed 6 CS, reserve Characters you control until you don't.
 - Attach Skills or Reactions to Characters, face-down. Pay their cost when revealed.
 - Play Items and Augments face-up, paying their costs.
 - Put Characters from in-play to your Reserve Zone, unless they cannot act. They retain all attached cards and status.
 - 3.2. **Combat Step:** The Combat Step is where all the action is. It'll be thoroughly explained in the Combat Info section.
 - 3.3. **Aftermath Step:** The Aftermath Step plays similar to the Preparation Step, except that you can't play or reserve Characters. Instead, you can move cards in Equip Zones around.
4. **End Phase:** Some card effects activate during this phase. Once this phase is completed, it's the next player's turn.

The Combat Step is where battles take place. Each battle has an attacker and a defender, each of them having separate rules. A Character card from your Reserve Zone or Fighter Pool cannot attack or Level Up the turn they were put into play. Characters can normally only attack once per Round.

Attacker Rules

- Normal Attack: An attack that costs no TP and does static Physical damage equal to the attacker's PLV. Attacks must be over 0 damage to be successful. A successful Normal Attack gives you 1 TP.
- Use a Card: The player may choose to flip over a Skill or Reaction card, depending on the card's abilities. Reactions can't be activated as an attacker unless stated otherwise. These cards mainly cost TP, so in order to play the card face-up, you must have its cost as TP. Unless otherwise stated, you can only play 1 card per Character per Combat Step. The card is sent to the Discard Pile once used.
- Use an Effect: Some cards besides Skills and Reactions can activate during the Combat Step. Unless otherwise stated, an effect can be activated as much as you want.

Defender Rules

- Use a Card: The player may choose to flip over a Reaction card, depending on the card's effects. Unlike the attacker rules, a defender can use cards multiple times per turn, but only once per attack.
- Use an Effect: Some effects can be activated during an attack. Unless otherwise stated, an effect can be activated per round without limit.
- Block: If you don't use an effect or play a card, you're required to block the attack with your DEF.

Winning and Losing

In order to win, you must be the last one standing. You lose in the following ways:

- You hit 0 HP.
- Your Deck Zone is empty as you enter your Starting Phase.

Limitations

- Unless otherwise stated, your Hand Count cannot exceed 10. If it does, during your End Phase, you must discard until you only have 10 cards.
- Your Power Deck must have at least 60 cards. Your Fighter Pool cannot exceed a Total Character Level of 100.
- Your Decks can have up to 4 of the exact same card, determined by card name.
- Each Character and Player can have up to 5 cards in their Equip Zone at a time. If you add any more, you must discard cards from that Equip Zone until there's 5 remaining.

Attack Rules

- When performing an attack, your PLV goes against your target's DEF. If your PLV is higher than your target's DEF, you do the difference as damage to your target.
- If a card has multiple hits, each separate hit counts as part of a single attack. Each hit of a single card takes DEF into account.
- Skills, Items, Augments, and Reactions can alter the damage dealt and received. Be sure to read them!

- Items normally have 1 use. Once used, they're sent to the Discard Pile.
- Items can be played during any player's turn during their Battle Phase.
- Augments and Equip Items add their effects to the Character or Player they're equipped to.
- Equip Items may have limited uses. Each attack performed with an Equip Item lowers that Item's HP by 1. If it hits 0, the Item is destroyed and sent to your Discard Pile.
- Augments give their HP, PLV, DEF, and AGI values to the Player or Character they're attached to.
- Items that deal damage deal Null-type Unknown damage unless otherwise stated.
- Items with the Stock Keyword are destroyed when their Stock value hits 0. While their Stock value is above 0, it goes into your Player Equip Zone.

The Last Stand

If you have no Characters on your side of the field, you're in a position called "The Last Stand". While in The Last Stand, you gain the following:

- You can use Skills and Reactions from your Hand without needing to attach them to Characters.
- If you perform a successful Normal Attack, you gain 2 TP instead of 1.
- All enemies can attack you directly.

Combo Potential

For each point of AGI the attacker has, the attacker has that much Combo Potential. Combo Potential allows you to use more cards during combat through the "Combo" Keyword. Keywords are explained later in this book.

- **Block:** Cards that “Block” attacks turn the current attack's damage to 0. Other effects and abilities of those cards still happen, however.
- **Deflect:** “Deflect” causes attacks to be redirected, usually to a Character or Player of your choice.
- **Negate:** Cards that “Negate” attacks cause the entire attack to do nothing. This includes any effects that would happen, regardless of the card's success.
- **Prevent:** Cards that “Prevent” something prevent it from happening altogether. Similar to Negate, except stronger.
- **Counter:** Cards that “Counter” do something to the attacker instead of defending the user. Usually this means you get a quick jab in before getting hit.
- **All Skills, Reactions, Items, and Augments have a Rank. The Ranks are below, with their first letter bold to show their abbreviation on cards.**
 - ***Special:*** A special attack or ability, usually weak.
 - ***Hyper:*** A powerful attack or ability, possibly with some kickback.
 - ***Ultra:*** Game-changers at best, they boast lots of power.
 - ***Devastation:*** Over-the-top, possibly Game-ending abilities. Be wary of these.
 - ***Legendary:*** The penultimate of abilities.
- **All attacks have a Damage Type. The Damage Types are below:**
 - ***Physical:*** Martial arts-based abilities.
 - ***Energy:*** Superpower-like abilities.
 - ***Unknown:*** Other abilities not listed above.

Knocked-Out and Overflow Hits

Whenever a Character's HP becomes 0, that Character is “Knocked-Out”. The Character is then sent to their owner's Discard Pile and their controller loses HP equal to that Character's Level. If there's still hits that haven't been done when your targets are KO'd, you may choose new targets.

Whenever you play a card or perform an attack, you start the process known as the "Chain". The Chain increases in size as more attacks or cards are played to try and counter each other.

Starting a Chain is simple, but executing a large Chain may take a while to get used to, so here's a few examples.

Example Chain 1

1. Effect A (Item)
2. Effect B (Hyper Rank Reaction, Negates an Item)
3. Effect C (Special Rank Reaction, Negates a Hyper Rank Reaction)

Effect A, in this case an Item card, starts the Chain. Effect B, a Reaction, tries to negate Effect A, making it useless. Effect C, however, is then played next, which attempts to negate Effect B.

Effect C happens first. This is called "First-In-Last-Out" order, or FILO for short. Effects, Attacks, and Cards played earlier in the Chain happen later in the Chain. The end result here is that 3 cards end up being used and Effect A happens anyway.

Example Chain 2

1. Effect A (Normal Attack)
2. Effect B (Reaction, Counter-hit)
3. Effect C (Item)

Effect A, a Normal Attack, starts the Chain. Effect B, a Reaction, performs a Counter-hit, and counts as an attack. Effect C is an Item.

Effect C waits for the Chain between A and B to end, then happens.

To continue on the example above, Effect B occurs but does nothing to stop Effect A from occurring. It just happens first. Now why does Effect C wait?

Here are the rules to Start a Chain:

- Attacks start a Chain. This includes Skills and Reactions as well, even if they do no damage.
- Items start a chain when entering the Field.
- Augments do not start a Chain when entering the Field.
- Activating Effects of cards will start a Chain.

Here are the rules to Link, or continue, a Chain:

- Attacks link to a Chain. This includes Skills and Reactions, as well as some effects of other cards.
- Items, upon entering the Field, always start a new Chain and never link.

If there's a Chain already occurring, you must wait for earlier Chains to finish before starting or linking new ones.

Link Effects

Some effects are specific to Chains, meaning they must always Link to a Chain to take effect. Here's a short list of Link Effects:

- The Defensive Mechanics (Block, Deflect, Negate, Prevent, Counter)
- Effects that target an attacker
- Effects that target a defender
- Reactions without an activation trigger
- Effects that require other cards to be played first

Power Counters are put on cards and allow you to trigger abilities associated to those specific cards. You cannot move Power Counters to and from cards.

A Stack is a pile of cards in the Character Zone under a specific Character. These cards can be removed from that Character to activate certain abilities. Similar to Power Counters, you cannot transfer Stacks from 1 Character to another. Cards inside of a Stack, although counting as in-play, have none of their original effects.

Keywords are small phrases that have specific abilities tied to them. Players cannot be given keywords. Any keywords on a card are only active on that card. Cards can gain and lose keywords from other abilities. Keywords are explained on the cards, but a list will be provided in this book for ease of use.

Keyword List

- **Elemental Affinity:** For each Element listed, you and all Characters you control can use cards with those Elements for 1 less TP per Element that matches.
- **Elemental Mastery:** The owner deals double damage with cards that have at least 1 of the matching Elements. This doesn't stack for 2 or more matching Elements.
- **Element-infused:** The user's Elements are replaced by the ones listed in this Keyword. All damage they deal is also changed to the new Elements.
- **Element Lock:** The owner of this Keyword cannot be targeted or affected by cards or effects missing any of the listed Elements.
- **Effect Immune:** The owner of this Keyword cannot be targeted or affected by the listed effect(s).
- **Arm Up Trigger:** While the owner has so many Equip Items attached, this Keyword grants additional abilities. They go away once the Item threshold stops being met.
- **Aura ?:** The owner of this Keyword gains 1 PLV for every point threshold of HP they've lost. For example, missing 12 HP at Aura 3 grants +4 PLV. Gaining HP results in losing your PLV bonus.

- **Blindness ?:** Whenever the victim of this Keyword attacks, flip a coin and call it. If you fail the flip, your attack does nothing. During the victim's End Phase, remove 1 Blindness Counter from them.
- **Bloodlust ?:** Whenever the owner of this Keyword attacks, they gain HP equal to this Keyword's value.
- **Boss ?:** A Subtype Keyword. The owner of this Keyword requires an amount of Characters in your Discard Pile to be sent to your Rift Zone before being played.
- **Carrier ?:** The owner of this Keyword comes into play with an amount of Power Counters on it.
- **Combo ?:** A card with this Keyword can be used either after a Normal Attack or a Skill of equal or higher Rank. Doing this uses up Combo Potential.
- **Concussion:** If the victim of this Keyword takes any damage above 0, they get KO'd.
- **Contingency Trigger:** The owner of this Keyword can be activated from your Hand or your Field any time its Contingency trigger takes place. For example, if its any player draws a card, you may use the card whenever someone draws a card.
- **Curse ?:** The victim of this Keyword is sent to its owner's Rift Zone unless its owner can pay the Curse Cost in TP.
- **Deathmark:** If an ally of the victim of this Keyword is destroyed, the victim is KO'd if their ally is of equal or higher Level.
- **Drain ?:** The victim of this Keyword loses 1 PLV and 1 DEF for each Drain Counter on them. During the victim's End Phase, remove 1 Drain Counter from them.
- **Equip Target:** Put the owner of this Keyword in its target's Equip Zone. Once attached, it counts towards that Character's or Player's Equip Total and gives them its abilities.
- **Flash:** The owner of this Keyword can act the turn it comes into play instead of waiting for 1 turn.
- **Fracture ?:** If the victim of this Keyword attacks, the victim loses an amount of HP. Fracture does not lower during each round.
- **Ghost ?:** The victim of this Keyword cannot be targeted or affected by Physical attacks and abilities. During the victim's Starting Phase, remove 1 Ghost Counter from them.
- **Level Up Character(s):** Place the owner of this Keyword on top of its card requirements. The cards that were used to play this new card are now in a Stack underneath it.
- **Lock-On:** The owner of this Keyword can attack Players directly. They may still attack Characters.
- **Multistrike ?:** The owner of this Keyword gains an extra amount of uses of their Normal Attack.

- **Mute:** The owner of this keyword's effects, except for Mute, are ignored and cannot be activated.
- **Mystify Trigger:** You may play the owner of this Keyword face-down. When the card is revealed, you may use the Mystify trigger to gain additional effects.
- **Mythical:** Only 1 copy of the owner of this Keyword can be in a Deck at any time.
- **Overdrive Trigger:** When you play the owner of this Keyword, you may use its Overdrive trigger to gain additional effects.
- **Paradox Trigger:** If the Characters you control share Elements with every listed Element on the owner of this Keyword, an additional "Paradox" Effect happens.
- **Paralyze ?:** The victim of this Keyword cannot act. During the victim's End Phase, remove 1 Paralyze Counter from them.
- **Poison ?:** During the victim of this Keyword's Starting Phase, remove 1 Poison Counter from them. The victim loses 1 HP.
- **Power Source ?:** During your Starting Phase, the owner of this Keyword gives you an amount of TP.
- **Replay ?:** You may pay the owner of this Keyword's Replay cost to play it again before it's destroyed.
- **Signature Trigger:** You may use this trigger to use a Signature Skill or Reaction ability.
- **Stacker ?:** The owner of this Keyword requires an amount of cards in your hand to be put in a Stack underneath it when it comes into play.
- **Stock ?:** The owner of this Keyword can be used multiple times, but only once per round. Use Power Counters to keep track.
- **Stun:** The victim of this Keyword cannot attack or defend until the End Phase of this turn or attacked again. The attacker gains an extra attack.
- **Tag-Out:** During any Phase, you may replace this Character with another one from your Reserve Zone.
- **Timebomb ?:** During the victim's Starting Phase, add 1 Timebomb Counter to them. If they have 5 or more Timebomb Counters, they get KO'd and sent to their owner's Rift Zone.
- **Timid ?:** The owner of this keyword cannot attack or target Characters that have a Level equal to or higher than this Keyword's value.
- **Void:** The victim is sent to their owner's Rift Zone if destroyed.
- **Vengeance Trigger:** If an ally of the owner of this Keyword is KO'd, the listed effect occurs.
- **Wildcard:** The owner of this Keyword can reduce TP Costs for all Elemental Skills, Reactions, and Augments.
- **Willpower:** The owner of this Keyword can survive a single hit with 1 HP remaining unless they have 1 HP remaining.

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