



F.A.D.E.

RULE BOOK

V4.0

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Term Definitions

- **HP – Hit Points:** The life force of each Player and Character card.
- **TP – Technique Points:** A value that is used to play most types of cards.
- **PLV – Powerlevel:** The damage output of each Player and their Characters.
- **Turn:** An entire set of Phases for a single Player.
- **Round:** A single cycle of all Players' Turns.
- **Deck Zone:** The zone where your Deck is stored.
- **Fighter Pool Zone:** The zone where your Fighter Pool is stored.
- **Discard Pile Zone:** Where all destroyed cards go.
- **Rift Zone:** Where all imprisoned cards end up.
- **Hand:** The cards you're currently holding.
- **Character Zone:** You play Characters to the Character Zone.
- **Backup Zone:** You can move Characters to and from your Backup Zone from your Character Zone during certain portions of the Battle Phase by default.
- **Knock Out:** A Character or Player has been defeated, either by card effect or their HP being reduced to 0. If it's a Character, that Character is destroyed unless otherwise stated. If it's a Player, that Player loses the game unless otherwise stated.
- **Destroy:** A card that is destroyed is sent to your Discard Pile unless otherwise stated.
- **Imprison:** A card that is imprisoned is sent to your Rift Zone unless otherwise stated.

Introduction

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-themed Anime/Manga, as well as various other trading card games.

Setup Process

Required materials to play this game include:

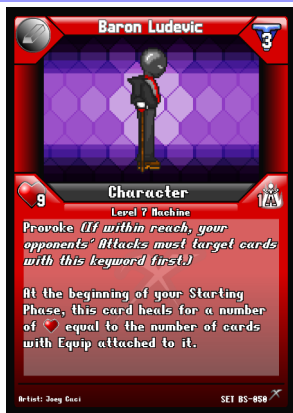
- Pencils and Paper for various stats tracking
- Tokens, Counters, and Coins for various stats tracking
- At least a 40-card Deck for each player
- An optional Fighter Pool made of Character cards for each player

Before starting, all players must shuffle their Decks and put them in their Deck Zone, then put their Fighter Pool in their Fighter Pool Zone without shuffling it. Each player starts with 30 HP, 0 TP, and 1 PLV. Determine who goes first with Rock-Paper-Scissors, then each player draws 6 cards. Turn order by default 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 start of the game.

Card Anatomy



Elements, Name, Cost

Illustration

HP, Supertypes, PLV
Level/Rank/Archetypes

Card Ability Text

Artist, Set Code, Set Symbol

- Elements are shown in the top-left corner of the card. Each card can have up to 2 Element Symbols listed here.
- The card's Name is in the top-middle section of the card.
- The card's Cost, labeled with a value of TP, is in the top-right corner of the card.
- HP is listed in the center-left portion of the card next to the Supertypes.
- PLV is listed in the center-right portion of the card next to the Supertypes.
- The card's Typecasting is in white text under the illustration. Under that is the card's Level or Rank, followed by its Archetypes.
- In the slightly lighter area on the card is the card's Ability Text.
- On the bottom of the card is the Artist, Set Code, and Set Symbol of the card.

Card Rarity

Some cards have different text, border, and set symbol colors. This tells you the rarity level of the card. Each step of rarity higher than Common makes the card either more powerful and/or more difficult to use.

- **Common:** Black set symbol with white outline.
- **Uncommon:** Gray set symbol.
- **Rare:** Green set symbol.
- **Super Rare:** Blue set symbol.
- **Ultra Rare:** Pink/purple set symbol.
- **Omega Rare:** Gold set symbol.

Card Symbols



Fire



Water



Earth



Storm



Nature



Metal



HP



PLV



TP



Normal Rank



Special Rank



Hyper Rank



Ultra Rank



Devastation Rank



Legendary Rank



Light



Darkness



Time



Space



Null



Blindness Counter



Curse Counter



Barrier Counter



Shield Counter



Drain Counter



Fracture Counter



Paralyze Counter



Poison Counter



Timebomb Counter



Power Counter

Turn Phases

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 each separate sub-phase of the Battle Phase.

- **Starting Phase:** Some effects activate during this Phase. Once completed, you gain 1 TP.
- **Draw Phase:** Some effects activate during this Phase. Once completed, draw a card from the top of your Deck. The player going first doesn't draw a card during their first turn when playing in a two-player game.
- **Battle Phase:** The Battle Phase is made up of multiple sub-phases, each with their own separate rules.
 - ♦ **Preparation Phase:** During the Preparation Phase, you may perform any of the following:
 - Play Characters from your Fighter Pool face-up into the Character Zone or Backup Zone unless otherwise stated. You must have at least 1 Character in your Character Zone before you can add Characters to your Backup Zone.
 - Attach Skills or Reactions to Characters face-down unless otherwise stated. Pay their cost when they're revealed.
 - Play Items or Augments face-up, paying their costs.
 - Play Zones face-up. More info on these can be found later in this book.
 - Put Characters from Character Zones into your Backup Zone unless they can't act, or put Characters from your Backup Zone into Character Zones unless they can't act.
 - ♦ **Combat Phase:** The Combat Phase is where all the action is. It'll be thoroughly explained in the Combat Info section.
 - ♦ **Aftermath Phase:** The Aftermath Phase plays similar to the Preparation Phase, except that you can't play Characters from your Fighter Pool. Instead, cards you control may be reattached to different sources.
- **End Phase:** Some card effects activate during this Phase. Once this Phase is completed, it's the next player's turn.

Combat Info

The Combat Phase is where battles take place. Each battle has an attacker and a defender, each of them having separate rules. Character cards played from your Fighter Pool cannot attack the turn they enter the field unless otherwise stated.

Attacker Rules

- **Normal Attack:** An attack that costs no TP and does Basic 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. Characters can only perform their Normal Attack once per turn unless otherwise stated.
- **Use a Card:** The player may choose to flip over a Skill or Reaction card, depending on the card's abilities. In order to play the card, you must be able to pay its costs. The card is then sent to the Discard Pile once it resolves unless otherwise stated.
- **Use an Activated Ability:** Some cards besides Skills and Reactions can activate during the Combat Phase. Unless otherwise stated, an ability can be activated as much as you want.

Defender Rules

- **Use a Card:** The player may choose to use a Reaction card, depending on the card's effects. In order to play the card, you must be able to pay its costs. The card is then sent to the Discard Pile once it resolves unless otherwise stated.
- **Use an Activated Ability:** Some effects can be activated during an attack. Unless otherwise stated, an ability can be activated as much as you want.

Combat Zone Order

Combat Zones comes into effect whenever you go to target specific enemies with attacks or abilities that require reach. Unless otherwise stated, this is the Combat Zone Targeting Order:

1. Character Zones
2. Backup Zones
3. Players

In other words, you target Characters in your opposing Players' Character Zones first, then the Characters in their Backup Zones, then finally those Players directly. If your Character Zone has no Characters, all Characters from your Backup Zone go into your Character Zone.

Element Rules

- Cards that are comprised of one or more Elements are affected by cards that only target one of their Elements.
- If a card requires more than one Element from specific cards, those cards must have all matching Elements among that group of cards.

Hit & Damage Rules

- By default, when performing a Normal Attack, your PLV goes against your target's HP. If your attack deals damage, this counts as a successful attack.
- If a card's ability or effect has multiple hits, each separate hit counts as part of a single attack. Each hit of a single card's ability or effect deals their own instance of damage. Only one hit is required to make an attack successful.
- Other cards and abilities can alter the damage dealt and received.

Defending Mechanics

- **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” cause that ability or effect to do nothing. This includes any abilities or effects that would happen whether the card is successful or not.
- **Counter:** Cards that “Counter” do something to attackers instead of defending the user.

Rank

All Skills, Reactions, Items, and Augments have a Rank. The Ranks are below, from the weakest being at the top to the strongest being at the bottom:

- **Normal:** The most basic of attacks. Each Character and Player can perform a Normal Attack once per turn unless otherwise stated.
- **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.
- **Legendary:** The ultimate level of abilities, most likely to break the game wide open.

Damage Types

All attacks have at least one Damage Type. The Damage Type a card deals matters when it comes to certain card effects, most notably Reactions that try to do one of the Defending Mechanics. The Damage Types are as followed:

- **Basic:** Deals damage.
- **Unblockable:** Deals damage that cannot be Blocked or Deflected.
- **True:** Deals damage that cannot be Blocked, Deflected, or Negated.

Knock Outs and Hit Count Overflow

Whenever a Character's HP becomes 0, that Character is Knocked Out. The Character is then sent to their owner's Discard Pile. If there are still hits that haven't been performed when your targets are Knocked Out, they don't hit anything unless otherwise stated.

Whenever a Player's HP becomes 0, that Player is also Knocked Out unless otherwise stated. If this happens, that Player loses the game.

The Chain

Whenever you play a card or perform an ability, you start the process know as the “Chain”. The Chain increases in size as more cards and abilities are played to try and interact 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 Attack)
3. Effect C (Reaction, Block)

Effect A, a Normal Attack, starts the Chain. Effect B, a Reaction, performs a Counter Attack. However, Effect C Blocks the attack created by Effect B, thus preventing it from dealing damage! Effect A deals its damage normally.

Chaining Rules

Here are the rules to Start a Chain:

- Attacks can start a Chain.
- Playing a card can start or continue a Chain.
- Triggered or activated abilities of cards can start or continue a Chain.
- Item cards can start a Chain but cannot continue a Chain.

If there's a Chain already happening, 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 Defending Mechanics (Block, Deflect, Negate, Counter)
- Effects that target an attacker
- Effects that require other cards to be played first

Other Rules

Winning the Game

In order to win, you must be the last person or team standing. Losing the game requires one of the following conditions to happen:

- You become Knocked Out.
- Your Deck is empty when entering the Starting Phase of your turn.

Limitations

- During your End Phase, if you have more cards in your Hand than your Maximum Hand Size, you must discard cards from your Hand until you have a number of cards equal to your Maximum Hand Size. By default, your Maximum Hand Size is 10.
- Your Deck must have at least 40 cards and have no more than 60 cards. Your Fighter Pool cannot exceed a Total Character Level of 100.
- Your Deck and Fighter Pool can have up to 4 of the exact same card, determined by card name, unless otherwise stated.
- Each Player can have up to a maximum of 10 TP unless otherwise stated.

Augments and Items

- Items are single-use unless otherwise stated. Once used, they're destroyed and sent to the Discard Pile.
- Items can be played during any player's turn.
- Augments add new effects to the Character or Player they're attached to.

Archetypes

Archetypes are used to further differentiate cards from each other. Each card can have one or more Archetypes listed under their Supertypes and can be referenced in ability text to affect cards of specific Archetypes.

Zones

Zone cards, unlike other cards, are limited to one card per player on the field. Also unlike other cards, Zone cards have no Level, Rank, or Cost unless otherwise stated. If you play a Zone card while you already control one, the old card is destroyed as the new one enters the field.

The Last Stand

If you have no Characters on your side of the field or otherwise stated, you're in a state called "*The Last Stand*". While in The Last Stand, you can attack your enemies with Normal Attacks or 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. However, you become reachable to all Attacks regardless of Combat Zone Order.

Counters, Stacks, and Keywords

- Counters can trigger abilities specific to them. You cannot move Counters to and from targets unless otherwise stated.
- Stacks are piles of cards in the Character or Backup Zone underneath their respective owner. Cards can be added or removed from their owner to activate certain abilities. You cannot transfer Stacks to and from cards unless otherwise stated. Cards inside of a Stack do nothing by themselves.
- Keywords are small phrases that have specific abilities tied to them. Any keywords on a card are only active on that card. Players and cards can gain and lose keywords from other abilities.

Multiple Supertypes

A card can have multiple Supertypes, giving it the properties of each Supertype it possesses. Each Supertype grants a unique set of properties:

- **Character:** The card can be played to your Character Zone or Backup Zone and protects you directly. It can have a Level.
- **Skill:** The card can be attached to Characters and/or used from a Player's Hand as additional actions for that Character or Player.
- **Reaction:** The card can be attached to Characters and/or used from a Player's Hand then played to respond to another card or ability activation.
- **Item:** The card is single-use and, upon resolving, is destroyed unless otherwise stated.
- **Augment:** The card can be attached to Characters and/or Players, granting that Character or Player new abilities or effects.
- **Zone:** The card is limited to one per player on the field.

Keyword List

Immune to <Words>: The owner of this Keyword cannot be targeted or affected by the listed card types, keywords, counters, or abilities.

Infused with <Element(s)>: The owner's Element(s) are replaced by the ones listed in this Keyword. All Attacks they perform are also changed to the new Element(s).

Mastery of <Element(s)>: 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.

Arm Up <Number>: While the owner has at least this Keyword's numeric value of Equip cards attached, this Keyword grants additional abilities. They go away once the card threshold stops being met.

Aura <Number>: The owner of this Keyword gains 1 PLV for every so many Damage Counters they have. For example, having 12 Damage Counters with Aura 3 grants +4 PLV. Removing Damage Counters results in losing your PLV bonus.

Backup: The owner of this Keyword has innate abilities or effects active as long as they're in a Backup Zone and there's at least one Character in the related Character Zone.

<Number> Barrier Counter(s): The owner of this Keyword Negates any nonAttack ability that targets them. For each ability or effect Negated, remove 1 Barrier Counter.

<Number> Blindness Counter(s): Whenever the victim of this Keyword attacks, flip a coin. If tails, the attack does nothing. During the victim's End Phase, remove 1 Blindness Counter from them.

Bloodlust <Number>: Whenever the owner of this Keyword attacks, they gain HP equal to this Keyword's numeric value.

Boss <Number>: The owner of this Keyword has an additional cost of its numeric of Characters in your Discard Pile imprisoned before being played.

Buildup <Number>: Cards with Buildup are played face-up and attached to you upon entering the field. They activate once their Stack count hits this Keyword's numeric value.

Carrier <Number>: The owner of this Keyword comes into play with an amount of Power Counters on it.

Concussion: If the victim of this Keyword receives Damage, they get Knocked Out.

Contingency <Trigger>: If the owner's Contingency Trigger is met, this card may gain additional abilities and you can play or activate it at any time.

<Number> Curse Counter: During the victim's Starting Phase, imprison them unless they pay 1 TP per Curse Counter. The choice to pay is optional.

Deathmark: If an ally of the victim of this Keyword is destroyed, the victim is Knocked-Out if their ally is of equal or higher Level.

<Number> Drain Counter: The victim of this Keyword has -1 PLV for each Drain Counter on it. During the victim's End Phase, remove 1 Drain Counter from it.

Equip <Target>: Attach the owner of this Keyword to a relevant target. Once attached, it may give the target certain benefits, detriments, and/or abilities.

Flash: The owner of this Keyword can attack the turn it enters the field instead of waiting for a round.

<Number> Fracture Counter: If the victim of this Keyword attacks, put Damage Counters on them equal to how many Fracture Counters they have.

Level-Up <Character(s)>: The owner of this Keyword has an additional cost requirement of specific listed card criteria. If you control these requirements, you can play the owner. Place the owner on top of those cards. They're now in a Stack underneath it.

Lock-On: The owner of this Keyword can reach all opponents regardless of their own position in the Combat Zone Order.

Multistrike <Number>: The owner of this Keyword gains an extra amount of uses of their Normal Attack equal to the numeric value of this Keyword.

Mute: The owner of this keyword's effects, except for Mute, do nothing and cannot be activated or triggered.

Mythical: Only 1 copy of the owner of this Keyword can be in your Deck or Fighter Pool when building either.

Overdrive <Cost>: When you play the owner of this Keyword, you may pay its Overdrive cost to gain additional abilities.

Paradox: If the Characters you control share Elements with every listed Element on the owner of this Keyword, this card's Paradox is active.

<Number> Paralyze Counter: During the victim's Starting Phase, remove 1 Paralyze Counter from them. The victim of this Keyword cannot act during this round.

<Number> Poison Counter: During the victim of this Keyword's Starting Phase, remove 1 Poison Counter from them and put 1 Damage Counter on them.

Power Source <Number>: During your Starting Phase, the owner of this Keyword gives you an amount of TP equal to this Keyword's numeric value.

Provoke: If any owners of this Keyword are within range of any attacks being made, at least one of those attacks' targets must have Provoke. If more than one potential target has Provoke, you must target as many of them as possible.

Reinforce <Number>: If the amount of Character cards in your Backup Zone reaches the owner of the Keyword's numeric value, this card's Reinforce abilities are active.

Replay <Cost>: You may pay the owner of this Keyword's Replay cost to activate it again before it's destroyed.

<Number> Shield Counter: The owner of this Keyword Blocks any attack that targets them. For each attack Blocked, remove 1 Shield Counter.

Stacker <Number>: The owner of this Keyword may have an amount of cards equal to its numeric value from your hand put in a Stack underneath it when it comes into play.

Surprise: Reactions with Surprise are played face-down attached to you. If its Surprise requirements are met, you may play the card for its normal costs.

<Number> Timebomb Counter: Add an amount of Timebomb Counters equal to this Keyword's numeric value to your targets. During each victims' End Phase, add 1 Timebomb Counter to them. If they have 5 or more Timebomb Counters, they're Knocked Out.

Vengeance <Trigger>: If an ally of the owner of this Keyword gets Knocked Out, the listed effects activate.

Void: The victim is imprisoned if they would be destroyed.

Wildcard: The owner of this Keyword counts as having all Elements except Null-type. They may still be Null-type naturally.

Legends

Legends are extremely powerful cards meant to be taken on as a group in a co-operative experience. Each Legend card has their own set of unique rules for the number of players playing the game and comes with some text-only cards for other special abilities in their own personal deck. Below are some clarifications on rules related to Legends.

- Legends can't be Destroyed, Moved, or Imprisoned by any means and must be Knocked Out by reducing their HP unless otherwise stated. Additionally, their personal effects can't be ignored or do nothing.
- Legends have TP that they can gain and spend as well on other cards in their Deck. Unlike Players, if they have enough TP, they must spend it. If they have multiple cards they can cast, players decide among each other the potential optimal intent for the Legend.
- Legends have a Maximum Hand Size of 5 by default and, upon drawing cards, must reveal those cards. If they can't afford any, they store those cards in their Hand as intent for later. They must always draw until they hit their Maximum Hand Size.
- Legends have a Deck comprised of exactly 30 cards. Once a Legend runs out of cards in their Deck, all cards in their Discard Pile are shuffled and put back in their Deck the next time they would draw.
- A Legend's Deck can have any non-Legend cards in it, including Character cards.
- Cards that say they're Unique to specific Legends can't be used with any other Legends or in your own personal Decks.
- Legends are similar to Players in that they do not count as a Character. They do not go in the Character or Backup Zone, instead taking up the same position as Players in the Combat Zone Order. Anything targeting or referencing Players on cards that are non-Legend and aren't Unique to specific Legends can target or reference Legends.

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