



F.A.R.O.E.

RULE BOOK

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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 ability 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
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 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 and set symbol colors. This tells you the rarity level of the card.

- **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



Light



Darkness



Time



Space



Null



Normal Rank



Special Rank



Hyper Rank



Ultra Rank



Devastation Rank



Legendary Rank

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 abilities activate during this Phase. Once completed, you gain 1 TP.
- **Draw Phase:** Some abilities 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 abilities 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. A Normal Attack that deals damage 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 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 abilities 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 a card's ability has multiple hits, each separate hit counts as part of a single attack. Each hit of a single card's ability deals their own instance of damage.
- 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 abilities of those cards still happen, however.
- Deflect: "Deflect" causes attacks to be redirected, usually to a relevant Character or Player of your choice.
- Negate: Cards that "Negate" cause that card or ability to do nothing. This includes any abilities that would happen without the card dealing damage.
- 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 abilities, 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. Ability A (Item)
2. Ability B (Hyper Rank Reaction, Negates an Item)
3. Ability C (Special Rank Reaction, Negates a Hyper Rank Reaction)

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

Ability C happens first. This is called “First-In-Last-Out” order, or FILO for short. Abilities, 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 Ability A happens anyway.

Example Chain 2

1. Ability A (Normal Attack)
2. Ability B (Reaction, Counter Attack)
3. Ability C (Reaction, Block)

Ability A, a Normal Attack, starts the Chain. Ability B, a Reaction, performs a Counter Attack. However, Ability C Blocks the attack created by Ability B, thus preventing it from dealing damage! Ability 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 it to finish before starting or linking new ones.

Link Abilities

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

- The Defending Mechanics (Block, Deflect, Negate, Counter)
- Abilities that target an attacker
- Abilities 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 exactly 60 cards. Your Fighter Pool must have no more than 30 cards.
- 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 abilities 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.

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 Normal Attack that deals damage, 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.
- **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.

Keyword List

Immune: This target cannot be targeted or affected by the listed card types, keywords, Counters, or abilities.

Infused: This target and all Attacks it performs are the listed elements instead.

Mastery: This target's Damage with Attacks that have at least 1 of the listed elements is doubled.

Arm Up: If a number of cards with Equip are attached to this target, it's considered Armed Up.

Aura: Put that many of these Counters on your target(s). It has +1 PLV for each of these Counters on it.

Backup: This target's Backup is active while it's in a Backup Zone.

Barrier: Put that many of these Counters on your target(s). If it becomes targeted by a nonAttack ability, you may remove 1 of these Counters from it to Negate that ability.

Blindness: Put that many of these Counters on your target(s). Whenever it Attacks, flip a coin. If Tails, that Attack does nothing. During your End Phase, remove 1 of these Counters from it.

Bloodlust: Put that many of these Counters on your target(s). Whenever it deals Damage, it heals for that much HP.

Boss: As an additional cost to play this card, imprison a number of Character cards from your Discard Pile.

Buildup: This card enters face-up attached to you. If it has a certain number or more cards underneath it, activate it.

Charge: During your Starting Phase, gain a number of TP.

Concussion: If this target gains Damage Counters, it's Knocked Out.

Contingency: You may play this card if its Contingency is met.

Curse: Put that many of these Counters on your target(s). During your Starting Phase, you may pay 1 TP for each of these Counters on it. If you don't, imprison it.

Deathmark: If an ally of equal or higher level is destroyed during this round, this target is Knocked Out.

Drain: Put that many of these Counters on your target(s). It has -1 PLV for each of these Counters on it.

Energize: This target can Attack and activate its abilities this turn.

Equip: Attach this card to a relevant target.

Exhaust: This target can't Attack or activate its abilities until end of turn.

Flash: This target can Attack the turn it enters.

Flurry: Whenever this target deals Damage with an Attack, gain a number of TP.

Fracture: Put that many of these Counters on your target(s). Whenever it Attacks, put 1 Damage Counter on it for each of these Counters on it.

Lock-On: This target can reach all other targets.

Multistrike: This target can perform their Normal Attack a number of extra time(s) per round

Mute: This target's abilities do nothing and cannot be activated or triggered.

Mythical: Only 1 copy of this card can exist in your Deck.

Orbital: This target and all cards attached to it and stacked underneath it become unreachable by opponents and their cards except for any with Orbital or Lock-On.

Overdrive: When this card enters, you may pay this cost to activate this target's Overdrive abilities.

Paradox: If you control Characters that have at least one of each of this target's elements, its Paradox is active.

Paralyze: Put that many of these Counters on your target(s). During your Starting

Phase, remove 1 of these Counters from it. It cannot activate its abilities or Attack this round.

Poison: Put that many of these Counters on your target(s). During your Starting Phase, remove each of these Counters from it then put that many Damage Counters on it.

Provoke: If within reach, your opponents' Attacks must target cards with this keyword first.

Reinforce: If a certain number or more Characters are in your Backup Zone, this target's Reinforce is active.

Replay: You may pay this cost to activate this target again before it's destroyed.

Shield: Put that many of these Counters on your target(s). If it becomes targeted by an Attack, you may remove 1 of these Counters from it to Block that Attack.

Stacker: When this card enters, you may put a number of cards from your Hand underneath it.

Surprise: This card enters face-down attached to you. If its Surprise is met, you may play it.

Timebomb: Put that many of these Counters on your target(s). During your End Phase, put 1 of these Counters on it if it has any. If it has 10 or more of these Counters on it, it's Knocked Out.

Transform: As an additional cost to play this card, you must control the listed cards. When this card enters, place the listed cards underneath it.

Vengeance: If an ally Character is Knocked Out, activate this target's Vengeance.

Void: If this target would be destroyed, imprison it instead.

Wildcard: This target counts as having every element, excluding Null-type.

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