

**VOCADECKS**

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**RULES + PLAYING  
GUIDE**

**VERSION 25.1**

# HOW TO PLAY

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**VOCADECKS is a turn-based card game that uses the likeness of many virtual instruments called Vocaloids. Popular Vocaloids like Hatsune Miku, Rin & Len, Gumi, and many more have been turned into playing cards with different stats and abilities!**

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To start a game of VOCADECKS, decide how many people are playing and how many cards everybody has.

- 1 card each = Solos
- 2 cards each = Duos
- 3 cards each = Squads
- 4 cards each = Teams

You can also choose to play alongside other players. Each player should have at least 15 cards when starting to play VOCADECKS, and in each round they use any cards they desire in their inventory.

All cards must be decided before the game starts, and each player gets 2 switches per game, which allows them to swap any card for another in their inventory. This cannot be done in solo games, however. Players also get 3 blocks to deflect attacks per game.

Players must use their logic to defeat their opponents with their cards and win the battle. The losing player(s) must give their cards to the winner.

Each turn, a player can decide which card they want to attack from, and can choose an amount out of their Song Power to attack with. (For example, a card with 80% Song Power may choose to attack with 30 damage, yet this will take 30% song power away. The card cannot attack with 90 damage, since it only has 80% Song Power.)

When a card is hit, it loses the amount of health equivalent to the damage inflicted. The starting health of each card is the same number of Song Power. When a card is hit, it does not lose any of its damage limit.

Players may not combine their cards for better attacks, unless playing in Expert Mode.

The players take turns attacking until one player is left with no health left on all of their cards. When one card is defeated (it has 0 health), the player flips it over.

Wild Cards can be used anytime and do not require it to be the holder's turn.

Please see other pages for more information.

# RANKINGS SHEET



COMMON

VOCAL RANGE  
ANY  
SONG POWER  
0-20%



EXTRA

VOCAL RANGE  
ANY  
SONG POWER  
20-35%



RARE

VOCAL RANGE  
ANY  
SONG POWER  
35-50%



LEGENDARY

VOCAL RANGE  
ANY  
SONG POWER  
50-80%



UNTouched

VOCAL RANGE  
ANY  
SONG POWER  
80-100%



MYTHICAL

VOCAL RANGE  
4-5 OCT  
SONG POWER  
90-130%

## BOOSTERS



GIVES 20% SONG POWER TO CARDS THAT CONTAIN ORIGINAL VOCALOID ART.

BOOST IS NOT APPLIED IF THE OPPONENT CARD ALSO HAS IT.



GIVES THE CARD A 2+ BOOST ON IT'S TARGET SPLIT.

THIS BOOST ONLY OCCURS VIA COMMUNITY VOTE.



(ONLY ADDED TO MYTHICAL CARDS)

ALLOWS THE CARD TO INSTANTLY WIPE OUT ALL OPPONENTS AND WIN THE FIGHT.

THE HOLDER OF THE CARD MUST GIVE IT TO THEIR DEFEATED OPPONENT AFTER USE.

Boosters are separate from wildcards and are already applied to player cards. They are not to be applied mid game.

Boosters that give song power only affect the damage limit and not the health.

## STATS GUIDE

### SONG POWER

This stat acts as the vocaloid's health and damage limit. If the power is 75%, then the card has 75 health, and can inflict up to 75% damage.

Song power can be boosted through different boosts, giving the card a larger damage limit, however, this does not boost the health. Health boosts are separate and will not effect the damage limit. After a card uses all its Damage Limit (how much Song Power it has), it can no longer attack.

### VOCAL RANGE

Vocal Range gives a shield to the card. If a card has a 4 Octave Vocal Range, then 40% shield is applied to it's health.

The vocal range shield must be penetrated and destroyed before any damage can be inflicted. It's recommended to use Wild Cards instead of Song Power to penetrate Vocal Shields.

### TARGET SPLIT

Target Split is the amount of cards your vocaloid's damage will reach. If the split is 3 cards, for example, the same amount of damage will be applied to those 3 vocaloid's.

If the card split is greater than the amount of opponent cards, the same damage is still inflicted and it does not make a difference.

## WILD CARDS

Wild cards are useful to throw your opponents off guard and to add challenge to the game. Each player gets 3 random wild cards at the start of the game, which they can use to their advantage. Wild cards come in three categories: Attack, Defence, and Health.

### HEALTH CARDS



+10 Health - Gives 10 additional health (Cannot be used if Health is 100+)

+30 Health - Gives 30 additional health (Cannot be used if Health is 100+)

+50 Health - Gives 50 additional health (Cannot be used if Health is 100+)

+55 Health - Gives 55 additional health which can be split between 1-3 cards in a team. (Cannot be used if Health is 100+)

### ATTACK CARDS

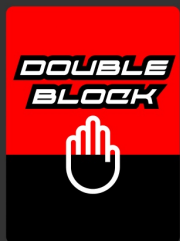


Looter's Blade - Allows attacker to gain half of the damage they inflicted as health. (40% damage done = 20% Health).

Best Friends Boost - Allows one card to use the song power of another in the player's inventory, and instantly inflict damage with it. (The chosen card must be the same rarity as the user card). (This wild card does NOT work with mythical or untouched cards).

Vocal Buster - Instantly removes the vocal range shield of a card.

### DEFENCE CARDS



Double Block - Adds another block to a player card when one is used. This card can only be used on one player card in a team at a time.

Shield Field - Adds an impenetrable shield to a card for 3 turns. The card can still attack and use Attack and Health wild cards. No other defence cards may be used.

All Wild Cards are to only be used once.

# EXPERT MODE

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Expert Mode is for the pros who want an extra challenge in their battles. This mode uses more logic and math, so it's recommended to practice a lot before playing!

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Expert Mode works the same as normal VOCADECKS, however, there are some new rules.

- Only cards with a ranking of Rare or above can be used
- The mode can only be played in Duos, Squads, or Teams.
- Players can now use more than one card to combine their attacks.
- No health Wild Cards are allowed to be used.
- No Attack Wild Cards are allowed to be used.
- No Defence Wild Cards are allowed to be used.
- The Vocal Range Shield is now removed.
- No Switches are allowed.
- Only 1 block per player is allowed.
- Players must not team up or combine their cards.