



RULE BOOK



Welcome to the Land of Ooo where you can play the magical game Card Wars. It's a favorite game of Jake and many others, and soon it will be your favorite, too. But first, you need to read through all of the SUPER COMPLICATED RULES in this rulebook! This rulebook covers all of the rules of Card Wars, no matter which set of decks you bought. Not all cards that appear in this rulebook will appear in the set you purchased.

This is a Lane Combat Trading Card Game. The cards in your deck will be battling against the cards in your opponent's deck. If you own additional cards, you can even customize your decks! Look for future game releases for more cards to modify your decks.

The epic battles all take place on a playing field of four Lanes, just like on the show. The object of the game is to reduce your opponent's Hit Points from 25 to 0. Do that and you are the Cool Guy!

SET-UP SEQUENCE

Each of these steps is explained in detail below.

1. Choose a deck
2. Place your Landscapes onto the table
3. Who goes first?
4. Shuffle your deck and draw 5 cards
5. Do you like your hand of cards?

1. Choose a deck

Accompanying this rulebook are two decks of 40 cards. In this 2-player game, each player takes command of one of the two decks. The game also includes eight large Landscape tiles. Four Landscapes accompany each deck. Four Cornfields Landscapes go with Jake's deck, while the four Blue Plains Landscapes are associated with Finn's deck. BMO's deck uses the Useless Swamp Landscapes, while Lady Rainicorn's deck uses the SandyLand Landscapes. Also included are a bunch of Hit Point tokens with 1's and 3's on them.

2. Place your Landscapes on the table

With four Landscapes on your side of the board, you have four "slots" to fill with Creatures and Buildings. A single Lane is made up of two Landscapes that are joined together lengthwise.



Once the board is set up, it creates a battlefield of 4 Lanes.
The red box is surrounding one of the four Lanes.

3. Who goes first?

The Coolest Guy goes first. If this is your very first game, determine the first player at random. First Player Rule: The first player may not Floop or Fight during the very first turn of the game.

4. Shuffle and draw five cards

After shuffling your deck, place it face down and off to either the right or the left of your Landscapes. Then draw the top five cards of your deck into your hand. Now that you have some cards in your hand, let's examine what everything means.



5. Do you like your hand of cards?

If you don't have at least two Creatures in your hand of five cards, you might want to mulligan. Taking a mulligan means you put your starting five cards back on top of your deck, reshuffle all 40 cards together, and then draw a new hand of five cards. Keep in mind that you only get to do this once at the start of each game.

You are now ready to start a game... only another four hours of brain-melting rules to read through!

TURN SEQUENCE

1. Ready all of your cards
2. Draw a card
3. You have 2 Actions to spend
4. Do you want to Floop?
5. Do you want to spend 1 Action to draw a card?
6. Fight!
7. End of turn

1. Ready all of your cards

At the start of your turn, put all of your Creatures and Buildings into the Ready position. Now they are able to Floop and Activate again.



Exhausted

Ready

2. Draw a card

Each player draws a card at the start of their turn. As the game goes on, your hand will shrink or grow. You don't refill your hand to six cards at the start of your turn.

3. Actions!

At the start of your turn you receive 2 Actions automatically. They don't come from your Landscapes or anything like that. You must spend Actions to play Creatures, Buildings, and Spells from your hand. Actions are generic and are used to play cards from your hand. You do not need to spend all of your Actions to complete your turn.

4. Flooping

Some Creatures have an ability in their game text box that has the word "Floop" next to it. To use a Floop ability, exhaust the card (turn it sideways) and move it to the back of the Landscape, next to the name of the Landscape. Some Buildings have Floop abilities. Buildings can stay where they are on the Landscape Card when Flooped, but they must still exhaust. Once you have properly Flooped your card, complete the action listed on the card.



"I Floop
The Pig."



Note that you may Floop before spending your Actions, after spending 1 Action, or after spending both Actions and right before you Fight. You may Floop a Creature or Building in the same turn that it comes into play. You may only Floop during your own turn. A Flooped Creature does not Fight at the end of your turn. However, a Flooped Creature still fights when it is defending a Lane. If you would rather Attack with a Creature who has a Floop ability, just don't use the Floop ability and it will Fight instead. You are never required to use a Floop ability. If you don't, the Creature must Fight. More on Fighting later.

5. Spend 1 Action to draw 1 card

If you don't spend all of your Actions, they will be lost and can't be saved. Why not spend your unused Actions to draw extra cards? You can spend one or two of your Actions to draw cards. If you have Actions left, you may even play a card that you just drew. There is no hand size limit in the game. You do not lose the game if your deck runs out of cards.

6. Fight!

All of your Ready Creatures must Fight after you have spent all of your Actions and done all



the Flooping that you wish to do. You select the order in which your Creatures Fight, so choose wisely. When a Creature Fights, Activate it to attack by exhausting it. Place it at the top of the Landscape (near your opponent's Landscape) so you can tell that it is not a Flooped Creature. Note that the first player does not get to Floop or Fight during the very first turn of the game. More on Fighting later.

7. End of turn

Your turn is over after your Fight phase.

PLAYING CARDS

You must first make sure you control the proper Landscape cards to play certain cards. Controlling something means that it's in play on your side of the board. All Creatures, Buildings, and Landscapes that are on your side of the board are under your control. Spells do not enter play, so you never control a Spell. The phrase "Your Creature" means a Creature you control on your side of the board.

• Creatures

This Shark has an Action cost of 2. That means it will require you to use both of your Actions for your turn to bring him into play. Additionally, in the upper right corner of the card you will find a SandyLand symbol. That means you must control at least two SandyLand Landscapes in order to play him. The number in the upper left is the Action Cost to play the card and also determines the number of Landscapes of that type you need to control to be able to play it.



After paying the 2 Actions, choose a Lane only on your side of the board for him to enter. You may place a Creature on any of your Lanes or even a Lane with a face-down Landscape. You do not have to put a SandyLand Creature onto a SandyLand. Once you have placed it, it stays there for the rest of the game, unless someone destroys it, or you play a card to move it, or you replace it. Creatures are unaffected if they sit on a face-down Landscape--unless the Creature's ability states otherwise.

If you wish to put a Creature onto a Lane where you already control a Creature, you must remove or replace the Creature that is already there. You cannot replace a Creature that has been Flooped. It must be Ready to be replaced. Put the replaced Creature into its owner's discard pile and put any damage that was on it back into the pool of tokens.

When you are low on Hit Points, replacing a Creature with a lot of damage on it might save your bacon! If you lose a Creature during your own turn, your opponent's Creature will be able to attack you directly during his turn. Its damage would go straight to your Hit Points! If it's replaced, then you can defend yourself better.

• Buildings



Palace of Bone has an Action cost of 1. That means it will require you to use 1 of your Actions for your turn to bring it into play. Additionally, in the upper right corner of the card you will find a Useless Swamp symbol. That means you must control at least one Useless Swamp Landscape in order to play it.

When you play a Building, choose one of the Lanes on your side of the board whether or not a Creature is there and place it below that Lane. Not under like sliding it underneath your Landscape! Instead, place it like in the image to the right. You do not have to put a Cornfield Building below a Cornfield. You may even place it below a face-down Landscape. Buildings may be replaced by playing another Building in the same Lane.



• Spells



The card to the left is a Spell. A Spell is held in your hand until you wish to play it. You must control the proper Landscapes and pay Actions to play Spells. When you play a Spell, read the game text to your opponent, do what it tells you to do, then discard the card. Spells are never placed onto a Landscape, Creature, or Building.

• Rainbow Cards

The above Spell is a Rainbow card. The symbol in the upper right corner and the text on the bar under its art let you know that. Rainbow cards may be played using any type of Landscape or combination of Landscapes, except for face-down Landscapes (as they have no type). Creatures, Buildings, and Spells with an Action cost of 0 are always Rainbow cards. They may only be played during your own turn (even after spending your 2 Actions), but require no Landscape types to play. They may even be played if all of your Landscapes are face down.

FIGHTING

During your Fight phase all of your Creatures that are in the Ready position MUST Fight. You get to choose the order in which your Creatures Fight.

When you Activate (turn sideways into the Exhausted state) a Creature to start a Fight, look at your opponent's side of the Lane. If he does not have a Creature on his side of the Lane, your Creature deals its Attack value to the opposing Hero's Hit Points. You can use HP tokens or paper and pencil to keep track of your HP.

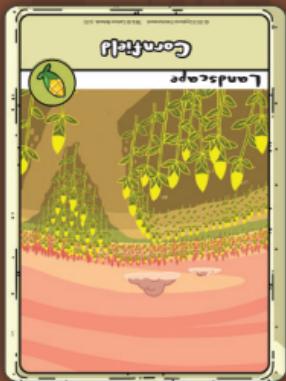
However, if a Creature is on the other side of the Lane when a Creature Activates to Fight, both will deal damage to each other. The attacker puts damage on the defender equal to the attacker's Attack (ATK) value. Use the 1 and 3 tokens to keep track of how much damage is on a Creature, counting upwards. Simultaneously, the defender will put damage on the attacker equal to the defender's ATK value. A Creature is discarded when it has damage on it equal to or greater than its DEF value.

Your turn is over as soon as all of your Ready Creatures are Activated to Fight. Here are examples of the various types of Fight interactions that can take place:



On the Jake player's first turn, he played Husker Knight. Since he took the very first turn of the game, he cannot Fight or Floop (mainly because he doesn't have a Floop ability). On the Finn player's first turn, he plays X-Large Spirit Soldier and The Pig. Because the Finn player went second he can fight with both of them.

However, the Finn player decides to Floop The Pig instead, which flips the Cornfield in his Lane face down. That reduces the ATK and DEF of the Husker Knight. Since the X-Large Spirit Soldier doesn't have a Floop ability, it now Activates to Fight! It deals 1 damage to the opponent's Hit Points, as there is no Creature on the other side of the Lane to Fight. Because The Pig is Flooped, it does not Fight. It also means the Husker Knight won't deal any damage to The Pig as The Pig did not start a Fight this turn.



On the Jake player's next turn, he is itching for a Fight!



On the Jake player's turn, he draws a card and plays Drooling Dude. Now both Creatures Fight!

The Jake player chooses to Fight with Drooling Dude first. Drooling Dude deals 3 damage to X-Large Spirit Soldier, while the Knight deals 1 back. Now the Husker Knight Fights. The Pig takes 3 damage from the Husker Knight, as the Cornplayer only controls 3 Cornfields right now. The Pig deals 2 damage back to the Husker Knight, as The Pig gets a +1 ATK bonus for being adjacent to the X-Large Spirit Soldier.

The Finn player might want to replace The Pig during his upcoming turn. If he does not, it will die during his next Fight and leave the Lane empty to the Husker Knight's attack on the Cornfield player's turn. The Pig won't be able to Floop again (to avoid Fighting) as the Cornfield in his lane is already face down.



OTHER ABILITIES

As you can see from the Husker Knight and the X-Large Spirit Soldier, there are abilities other than Flooping. Most abilities are always on. These abilities last only as long as that card is in play. In the combat example on the previous page, if Drooling Dude had knocked out the X-Large Spirit Soldier, The Pig would have only dealt 1 damage to the Husker Knight.

In a card's game text box anything written before the " >>> " is the cost to use the ability. You cannot use an ability if you cannot pay the cost.



Some cards have abilities that only last for "this turn." That means it only lasts until the end of your turn. The Woadic Chief is a powerful card that becomes more powerful when you play Spells. Since you can only play Spells during your own turn, the bonus only lasts during the turn in which you played the Spell. Note that the more Spells you play during the turn (before or after it enters play), the higher the Woadic Chief's ATK will go!

When a Creature's or Building's ability affects something "in this Lane," it means the Lane the card occupies. For example, The Pig can flip a Cornfield in his Lane face down. That means it can't flip some other Cornfield on your opponent's side. It can only target a Cornfield in The Pig's Lane.

Some cards have abilities that require you to pay Actions to use. The Action cost does not require you to control any particular type of Landscape to use it. If you use an Action on an ability you won't be able to spend that Action on something else. Spending Actions on Abilities that have an Action cost is always optional. But if you have a spare Action, why not use it!

CUSTOMIZE YOUR DECK

Be on the lookout for other Card Wars 2-player starter sets and add-on packs. Card Wars features three other Landscape types that don't appear in this starter set. The minimum deck size is 40 cards, but feel free to go over that if you want to. The maximum number of a particular card that you can put into your deck is three. So you can't have more than three copies of The Pig in your deck.

Best of all, you can customize your deck! You don't have to play with four matching Landscapes. You could even have a deck that uses a Cornfield, NiceLands, SandyLands, and Blue Plains. Just remember that in order to play a Creature, Spell, or Building that costs 2 Actions, you have to have 2 Landscapes of that type in play. Note that you can still play two Cornfield Creatures with a 1 Action cost in the same turn, even if you only have 1 Cornfield in play. If you are using four different types of Landscapes, all of your cards should cost 1 or less Action to play. However, Rainbow cards that cost 2 Actions may still be played, as they don't require a specific Landscape. You can use a mix of Landscapes to play Rainbow cards that cost 2 Actions.



GLOSSARY

+ATK: When a Creature has an ATK bonus it will deal that much additional damage when it's in a Fight.

+DEF: When a Creature has a DEF bonus it can take that much more damage before it dies.

Adjacent: A Creature that is in a Lane to the immediate left or right of another Creature is adjacent to that Creature. A Creature that is in a Lane to the immediate left or right of a certain Landscape is adjacent to that Landscape. A Building that is in a Lane to the immediate left or right of another Lane is adjacent to that Lane (or a Creature in that Lane). Creatures, Buildings, and Landscapes you control are only adjacent to other cards you control. Your cards are never adjacent to your opponent's cards. In the combat examples on page 7, X-Large Spirit Soldier is adjacent to The Pig. A Building is not adjacent to a Creature that it shares a Lane with.

Changing Lanes: A Creature or Building may change Lanes only if you have a Spell or ability that says it can change Lanes. When changing Lanes, you may not move a Creature into a Lane where you already control a Creature. You may not move a Building into a Lane where you already control a Building. The only time you can replace a Creature or Building is when a new Creature or Building is entering play from out of play.

Destroy: When you destroy a Creature or Building it is placed into its owner's discard pile. The owner of the card is the player whose deck it came from.

Discard: When you are told to discard a card, that card comes from your hand. It goes to your discard pile. You get to choose what to discard unless the effect says otherwise.

Discard Pile: Cards that you discard and cards that leave play are placed into your discard pile. The cards in your discard pile should always be face up and both players may look at them at any time. If you have control of one of your opponent's cards and it dies, it goes to your opponent's discard pile, not yours.

Empty: An empty Lane is one that has no Creatures on your side of it. If you control three Creatures, you control one empty Lane. A Lane with no Buildings on your side of it is empty of Buildings.

Face-Down Landscapes: Face-down Landscapes don't provide any Landscape type for the playing of cards. So if you only have one face-up Cornfield Landscape, you would not be able to play any Cornfield or Rainbow cards with an Action cost of 2. A face-down Landscape still counts as a Lane, so you may put Creatures and Buildings there.

Opponent: The other player in the game, not one of his Creatures or Buildings.

Opposing: An opposing Creature or Building is one that your opponent controls.

Target: Some Spells and abilities want you to choose a Creature, Building, or Landscape to affect. The card you choose to affect is your target. If your card has a target, you must target something, even your own card, unless the card says otherwise. If an ability asks you to target something, and there are no choices that fulfill the requirements, you cannot use that ability or Spell. For example: If The Pig has already flipped the Cornfield in his Lane face down, he can't Floop again to flip that Cornfield face down again. A face-down Landscape is not a Cornfield, so it cannot be a "target Cornfield."

SPECIFIC CARD CLARIFICATIONS

Cool Dog: While Cool Dog lives, your opponent cannot Fight your Creatures in the Lanes adjacent to Cool Dog's Lane. Cool Dog may still be Attacked, however. If a Creature cannot Activate to Fight, it can still Floop. If it can't Floop, you will end your turn with these Creatures in the Ready position.

Cross Pollination: If you have four Cornfield Landscapes on your side of the playing field, you only control one type of Landscape. The different art on the Cornfields does not mean you control four different Landscapes. Only the name on the Landscape matters. Face-down Landscapes have no name, so you get no bonus for them.

Dr. Death: To pay the cost of using his ability, the good Doctor can destroy himself or another Creature under your control.

Field Reaper: When an opposing Creature moves to your side of the board, it does not ready until the start of your next turn. The additional cost must be paid when you play this card. If all of the Lanes adjacent to Field Reaper have Creatures in them, the opposing Creature in his Lane does not move. If no Creature is in the opposing side of this Lane, the Field Reaper will move to an adjacent empty Lane, if possible.

Nice Ice Baby: This card gets the +3 ATK bonus while attacking your opponent directly. If it Fights a Creature, it does not get the ATK bonus.

Ms. Mummy, Sand Eyebat: If the target has no damage on it, it gets a permanent +1 DEF (while in play). If the target has damage on it, remove 1 damage instead. When Ms. Mummy returns to your hand, remove all damage tokens from her.

Struzan Djinn: Creatures that Flooped during your turn still count as Flooped Creatures during your opponent's turn. Be sure to keep your Flooped Creatures near the back of the Landscape so you can tell the difference between Creatures who Flooped and ones who Activated to Fight.

Unempty Coffin: A Creature's cost cannot be reduced below 0.

Corn Lord, Cross Pollination, Woad Talisman, Ms. Mummy, Peach Djinni, Shark, Wall of Sand, ZaZo's Magic Seeds, Gray Eyebat, Bone Wand, Snake Eye Ring: Remember that Rainbow Creatures do not count as Cornfield, Useless Swamp, SandyLands, or Blue Plains Creatures.



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Cryptozoic Special Thanks: Cartoon Network, William Brinkman, Sean Burns, Miranda Charsky, Erika Conway, Chelsea Faso, Kyle Heuer, Matt Hoffman, Michael Kirchhoff, Lacy Lodes, Erin Malafrente, George Nadeau, Matthias Nagy, Angel Sisson, Rachel Valverde, Lisa Villaire, Mary Carmen Wilber, Pete Yoder.

Your Turn Sequence

1. Ready all of your cards
2. Draw a card
3. You have 2 Actions to spend
4. Do you want to Floop?
5. Do you want to spend 1 Action to draw a card?
6. Fight!
7. End of turn



Cornfield



NiceLands



SandyLands



Blue Plains



Useless Swamp



Rainbow

Fighting

Each of your Creatures that did not Floop must Fight! If there is an opposing Creature in the Lane, they each deal damage equal to their Attack value to the other. If there is no opposing Creature in the Lane, your Creature deals its Attack value to your opponent's Hit Points.

Object of the Game

Reduce your opponent's Hit Points from 25 to 0. If you do, you win! Now you're the Cool Guy and get to go first the next time you play.