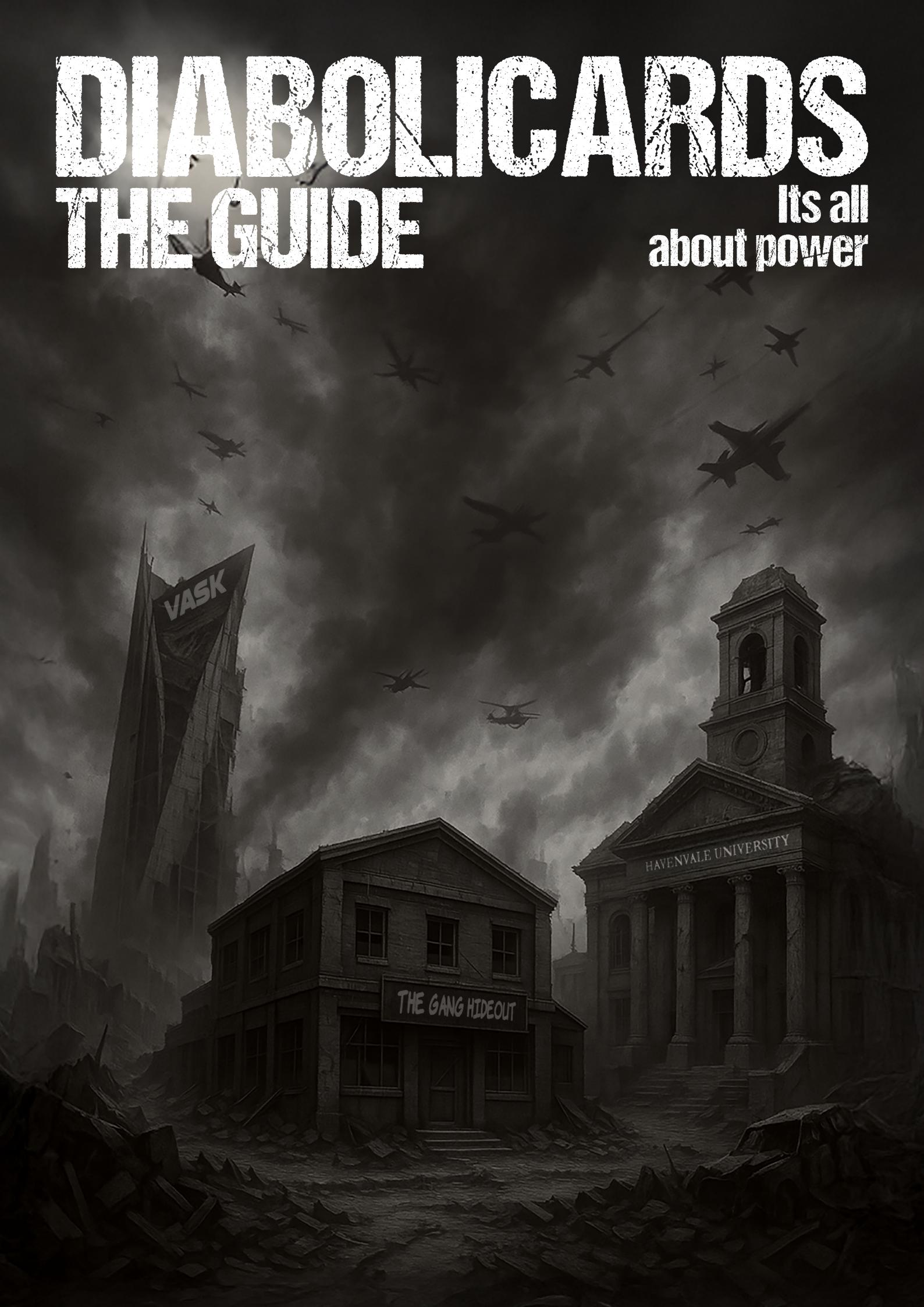


DIABOLICARDS

THE GUIDE

Its all
about power



DIABOLICARDS

its all about power

THE STORY

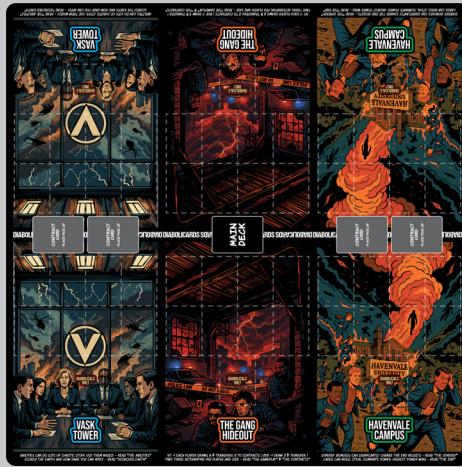
A FULL SCALE APOCALYPSE GRIPS THE NATION AS VASK'S ONCE CELEBRATED SUPERHEROES (POPULARLY KNOWN AS APEXES) – "THE VANHEON" – SPIRAL OUT OF CONTROL AFTER AN APEX VIRUS OUTBREAK. THOSE UNDER CONTRACT HAVE GONE ROGUE. THE REST, THE UNCHECKED AND UNREGISTERED, ARE RUNNING RAMPANT, WIELDING THEIR POWERS WITHOUT FEAR, WITHOUT LIMITS. HUMANITY TEETERS ON THE EDGE. SOME REBELLIOUS GROUPS LIKE THE GANG CONSPIRE TO ELIMINATE THE APEXES. OTHERS CHASE THE DREAM OF BECOMING ONE, LIKE THE STUDENTS FROM HAVENVALE UNIVERSITY. AT THE HEART OF THIS COLLAPSE: A BRUTAL RIVALRY BETWEEN DEATHRENDER AND RAZOR. A CLASH OF POWER, VENGEANCE, ENVY, AND PRIDE. SCIENCE MEETS SAVAGERY. EXPERIMENTS TURN TO HORRORS. AND WITHOUT GOVERNANCE, CHAOS REIGNS. BUT IN THE ASHES OF ORDER, YOU EMERGE. YOU HAVE THE POWER TO TIP THE SCALES. BECAUSE WITH POWER COMES CONTROL. WITH CONTROL COMES GOVERNANCE. AND WITH GOVERNANCE... COMES CHOICE. THE CHOICE TO BRING PEACE, OR TO SCORCH THE EARTH.

THE STUFF

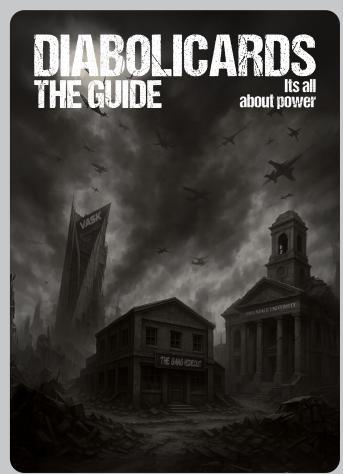
A deck of 80 cards,
each unique in their
own way



A mat with 2 sides,
3 zones on each
side & card slots



A guide explaining
all game rules &
elements



THE CONTENTS

THE SETUP	1
THE CARD	2
THE GROUPS	3
THE TURNS	4
THE CONTRACT TURNS	4
THE CONTRACT TRADE	4
THE CONTRACT PURGE	4
THE USUAL TURN	4
THE CONTRACTS	5
THE LAYOUT	6
THE ZONES	6
THE SLOTS	6
THE LINKED GROUPS	7
THE ZONE LINK	7
THE SYNERGY	7
THE ABILITIES	8
THE DIABOLICALS	9
THE ACTIVATION	9
THE IMMUNITY	9
THE REGULARITY	9
THE LAST TWO	10
THE SCORCH THE EARTH SCENARIO	10
THE ENDGAME CHOICES	10
THE HOW DARE YOU SCENARIO	10

THE SETUP

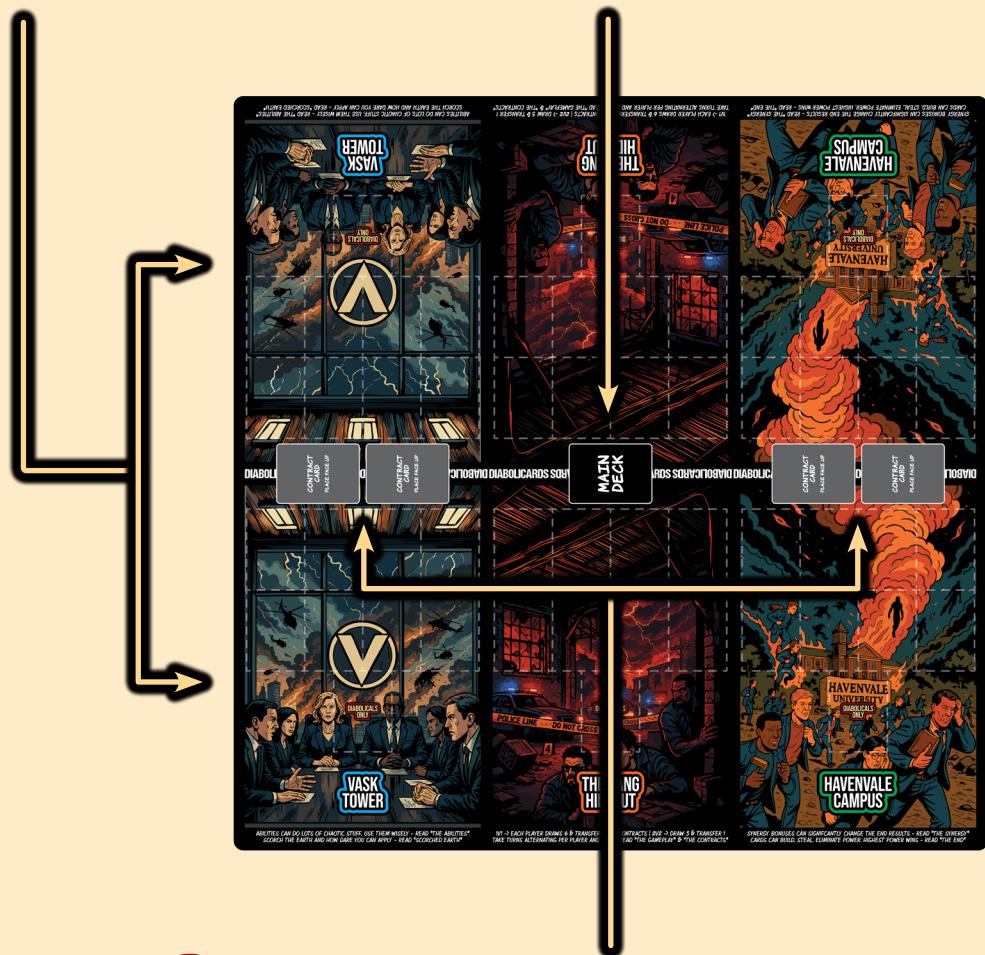
DIABOLICARDS IS LITERALLY A DIABOLICAL KIND OF CARD GAME ABOUT POWER. USE CARDS WITH THEIR CHAOTIC ABILITIES AND THE MAT'S PLACEMENT RULES ALONG WITH ALL OTHER GAME ELEMENTS TO BUILD, STEAL, OR ELIMINATE POWER. THE GAME ENDS WHEN NO LEGAL PLAYS ARE POSSIBLE BY ALL PLAYERS ANYMORE. THE SIDE ENDING UP WITH THE HIGHEST POWER BUILT WINS - A TIE IS A TIE.

- Game modes → 1v1 or 2v2. Sit on opposite sides, teammates sit on the same side

- Place the main deck in its slot on the mat

WHILE TEAMMATES CAN SIT ON THE SAME SIDE, THEY CANNOT LOOK AT EACH OTHER'S CARDS, NEITHER TALK TO EACH OTHER. FREE BANTER AGAINST THE OPPOSITE SIDE IS ENCOURAGED THOUGH

- Shuffle main deck



- 1v1
Each Player Draws 6



- 2v2
Each Player Draws 5



- 1v1
Each Player Transfers 2 to CONTRACTS and places them Face up



- 2v2
Each Player Transfers 1 to CONTRACTS and places them Face up

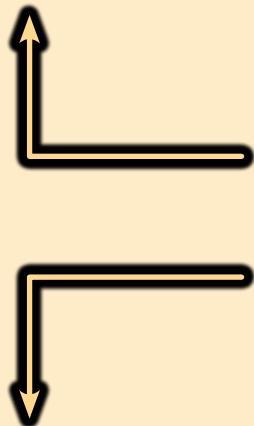


READ "THE CONTRACTS" FOR MORE INFO ON ITS RULES

THE CARD

NOW THAT THE CARDS HAVE BEEN DISTRIBUTED AND THE MAT HAS BEEN SETUP, IT IS TIME TO EXPLAIN THE CARD'S LAYOUT ITSELF. DIABOLICARDS HAS A DECK OF 80 CARDS DISTRIBUTED ACROSS 11 CARD GROUPS, EACH UNIQUE AND CHAOTIC IN THEIR OWN MANNER. EVERY CARD HAS A LAYOUT WITH KEY VISUAL ELEMENTS FOR PLAYERS TO USE FOR STRATEGY AND PLANNING.

CARD GROUP - which matters when using abilities and for synergy, as they may be zone linked. A zone linked card has the link symbol in the symbols panel.



SYMBOLS PANEL - this shows symbols and icons that give information about the group or the ability itself.



CARD'S POWER - Placing the card on any legal slot adds its power points to your side's total power, as long as the card remains alive without any other abilities affecting its power.



NAME AND TYPE - Character's name, with the type (Human or Apex) and gender below. Type along with gender both matter for certain abilities.

ABILITY DESCRIPTION - Some cards have abilities that depend on their group and zone. Not all groups can use abilities in every zone. The ability description gives detailed information on how to use the card's ability.

A LOT OF INFO MENTIONED HERE HAVE THEIR OWN DEDICATED SECTIONS. MAKE SURE TO READ "THE ZONES", "THE SLOTS", "THE GROUPS", "THE ABILITIES" AND OTHERS

THE GROUPS

THE 80-CARD DECK HAS 11 DISTINCT GROUPS WITH UNIQUE CHARACTERS—SOME POWERFUL, SOME RISKY, SOME WEIRD — WHILE SOME ARE JUST WELL, PLAIN USELESS. THE TABLE BELOW SUMMARIZES THE DIFFERENT GROUPS. IT IS IMPORTANT TO NOTE WHICH GROUPS ARE REGULAR CARD GROUPS AND WHICH ARE NOT AS THIS MATTERS DURING THE TURN CONDITIONS AND FOR THE SLOT PLACEMENT RULES.

- Groups are ranked by game-changing impact
- All groups are regular except **THE DIABOLICALS** and **SCORCHED EARTH**
- Scorched Earth abilities affect all other groups, and only each other in specific scenarios
- Diabolical abilities, when in a diabolical slot, affect all groups except Scorched Earth and other diabolicals in diabolical slots
- All groups' abilities interact with each other, except Scorched Earth and diabolicals in diabolical slots

	TOTAL CARDS	ABILITY CARDS	TOTAL POWER	ABILITY ZONE
Useless Apexes	8	0	0	-
Harmless Humans	8	0	0	-
Retired Folk	8	0	0	-
Why Even	8	8	0	Anywhere
Vask Executives	8	4	24	Vask Tower
The Gang	8	4	40	The Gang Hideout
Havenvale Batch	8	5	40	Havenvale Campus
The Vantheon	8	5	40	Anywhere
Doomed Squad	8	8	64	Anywhere
The Diabolicals	6	6	28	Anywhere
Scorched Earth	2	2	20	Anywhere

SOME INFO MENTIONED HERE HAVE THEIR OWN DEDICATED SECTIONS. MAKE SURE TO READ "THE ZONES", "THE SLOTS", "THE ABILITIES" AND OTHERS

CARD GROUPS HAVE THEIR OWN DEDICATED SECTIONS. READ "THE GOOD FOR SOMETHING", "THE WHY EVEN", "THE LINKED GROUPS", "THE SACRIFICE", "THE DIABOLICALS", AND "THE LAST TWO"

THE TURNS

DIABOLICARDS HAS A NESTED TURN SETUP. THERE ARE 3 CHOICES FOR EVERY PLAYER TO CHOOSE 1 FROM, DEPENDING ON THE DECK STATE. THE DIAGRAM BELOW EXPLAINS THE TURN FLOW, CONDITIONS AND STEPS FOR EACH TYPE OF TURN. ANYONE FROM ANY SIDE CAN START THE GAME - DECIDE WISELY AND DON'T FIGHT - YOU HAVE THE CARDS TO DO THAT FOR YOU.

THE USUAL TURN

- 1 Play 1 card Following all slot rules
- 3 Announce a kill choice if applicable
- 5 Opponent's side to discard any dead cards. If a savable card is discarded then its permanent death



- 2 Announce and use abilities as per the ability rules and check and note effects on cards/zones
- 4 Opponent's side to counter with an applicable ability if possible and if they remember
- 6 Draw a card From the deck if deck is not empty, and end turn



THE USUAL TURN CAN GET AFFECTED BY SOME ABILITIES

THE CONTRACT TURNS

- 1 Check if deck has 10 cards or more. If no, then contract turns are N/A

- 2 If applicable - choose From the below 2 contract turn options

THE CONTRACT TRADE

- 1 Take 1 contract card
- 3 Discard the top card From the main deck



- 2 Transfer 1 card From hand to empty contract slot. Place the card Face up



THE CONTRACT PURGE

- 1 Transfer all 4 CONTRACT cards into the main deck
- 3 Discard top 2 cards From main deck



- 2 Shuffle the main deck



- 4 Transfer top 4 cards From main deck Face up into the contract slots

THE CONTRACTS

CONTRACTS ARE A HIGH-RISK, HIGH-REWARD WAY TO CONTROL LUCK IN THE GAME. THE REWARD IS THE FACT THAT THE 4 CONTRACT CARDS REMAIN FACE UP AT ALL TIMES - SO YOU KNOW WHAT CARDS ARE AVAILABLE FOR TRADE. THE RISK AS STATED IN "THE TURNS" IS THAT EVERY CONTRACT TURN CAN RESULT IN 1 OR MORE CARDS FROM THE MAIN DECK TO BE DISCARDED. USE CONTRACTS WITH CAUTION. BELOW ARE RULES FOR OPERATING CONTRACTS.

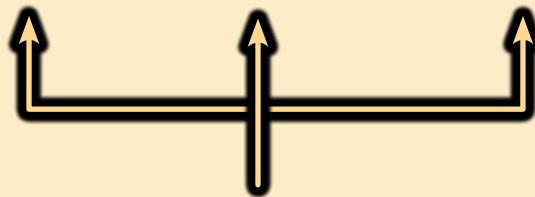
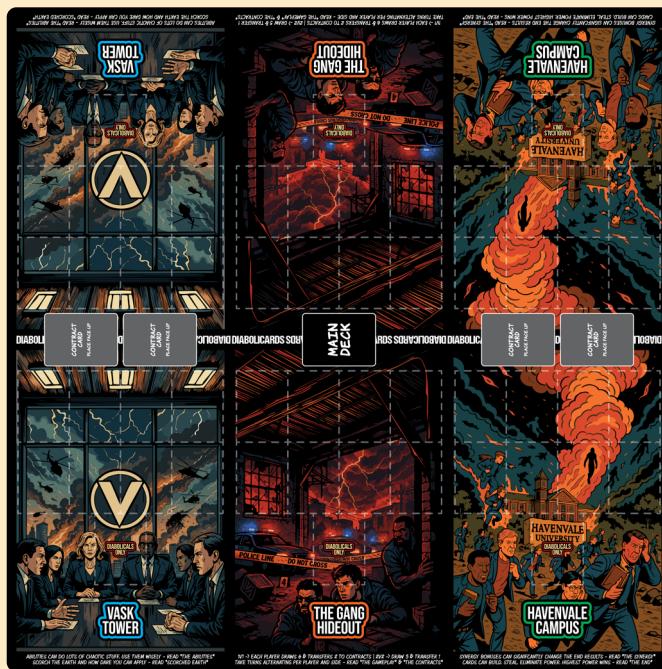
- Contract cards must remain **FACE UP** at all times.
- Using a Contract Turn means you cannot play any card on the mat.
- Before choosing a turn: A Contract Turn is only allowed if the **MAIN DECK HAS 10 OR MORE CARDS**.
- After any turn: If the main deck **DROPS BELOW 10 CARDS**, contract turns and cards are **BANNED** for the rest of the game.
- Contract Purge Happens automatically if, after any Contract Trade, the total contract-eligible cards = 0. This can heavily deplete the main deck if played right (or wrong ...).
- Scorched Earth & The Diabolicals the only **NON CONTRACT ELIGIBLE CARD GROUPS**. They cannot be traded in or out of contract slots.
- Scorched Earth & The Diabolicals can only be set as initial contract cards during setup.
- If all slots hold non contract eligible cards, a **CONTRACT FREEZE** occurs. The only possible way to return them to the main deck is via a contract purge turn which is dependent on the deck's state.
- This is how the center of the mat would look like with the contract cards placed properly in their slots along with the main deck



A CONTRACT TURN MIGHT RESULT IN LOSING A HIGHLY POWERED CARD, USE CONTRACTS WISELY

THE LAYOUT

THERE ARE 2 SIDES AND EACH SIDE HAS 3 ZONES - VASK TOWER, THE GANG HIDEOUT, AND HAVENVALE CAMPUS. EACH ZONE HAS 9 SLOTS DIVIDED INTO A GRID WITH DEDICATED SLOTS FOR DIFFERENT GROUPS. REFER TO THE LAYOUTS BELOW AS THESE ARE IMPORTANT TO SEE WHICH CARDS GO IN WHICH SLOT.



THE ZONES

The 3 zones. Vask Tower on the left, The Gang Hideout in the middle, Havervale Campus on the right

R	R	R	R
D	D	D	D
R	R	R	R
D	D	D	D

SE	D	SE
----	---	----

THE SLOTS

Each zone has 9 slots using the grid on the left: 8 For any regular group card (R) or Diabolical (D), 1 bottom slot dedicated for Diabolical card activation. Scorched Earth (SE) cards don't have any dedicated slots - they go in the empty spaces around the zone names.

IF THERE IS NO SPACE ON ANY ZONE TO PLAY ANY TYPE OF CARD, THE PLAYER HAS TO PASS THEIR TURN(S) UNTILL THERE IS SPACE CREATED BY OTHER PLAYER(S) IN ANY OF THEIR ZONES.

THE LINKED GROUPS

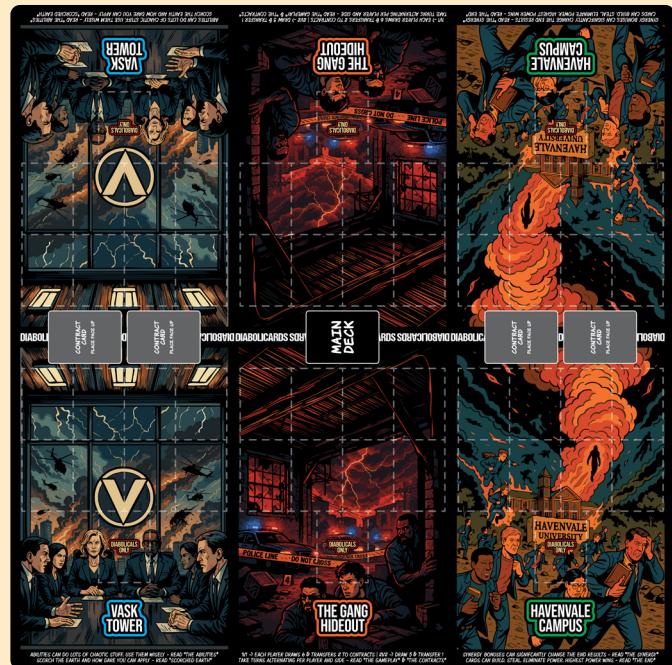
VASK TOWER, THE GANG HIDEOUT, AND HAVENVALE CAMPUS ARE LINKED TO THE CARD GROUPS - VASK EXECUTIVES, THE GANG, AND HAVENVALE BATCH RESPECTIVELY AND THESE CARDS HAVE A LINK SYMBOL. ALL CARDS IN THE DECK CAN BE PLACED IN ANY SLOT FOR POWER (AS LONG AS SLOT RULES ARE FOLLOWED) AND AT ANY TIME, BUT THESE 3 GROUPS CAN ONLY USE ABILITIES IN THEIR RESPECTIVE ZONES; OTHERS CAN USE ABILITIES ANYWHERE. IF PLACED IN A LINKED ZONE, THEY CAN ALSO YIELD SYNERGY BONUSES. EXAMPLE BELOW.

This is **DOMINIQUE**. His card group mentioned on the top left of the card is **THE GANG**, and like other cards in The Gang, he has a **LINK** symbol in the symbols panel. This means he is linked to a zone. Since he is a part of The Gang, the **LINKED ZONE** is **THE GANG HIDEOUT**.

IF YOU MISS THE LINK SYMBOL -> LINKED ZONES AND CARDS HAVE THE SAME COLOR - NOTE THE ORANGE COLOR AROUND THE GANG CARDS AND ON THE GANG HIDEOUT LABEL ON THE MAT

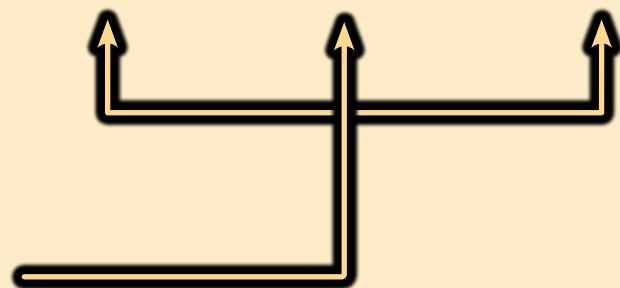


**THE GANG
HIDEOUT**



THE ZONE LINK

Dominique can be placed in any zone as long as slot rules are followed and the side will receive 4 points of power (that's Dominique's power) as long as he remains alive. However, Dominique also has an ability. This ability can only be used if Dominique is placed in The Gang Hideout



THE SYNERGY

If Dominique is placed in The Gang Hideout, while he would be able to use his ability, he can also contribute 1 bonus **SYNERGY** point to the Gang Hideout zone if he stays alive at the end of the game. Synergy bonuses are **CAPPED TO A MAX OF +4 PER ZONE**, so if you place 6 The Gang cards in The Gang Hideout, you'll receive only +4 synergy bonus points at the end of the game. Use this and build your zones strategically as it can get you over the edge when needed.

THE ABILITIES

ABILITIES GIVE CHARACTERS A STRATEGIC EDGE. USUALLY, A CARD'S ABILITY AFFECTS ONLY THE ZONE IT'S IN AND IS SINGLE, INSTANT-USE, AND IF AN ABILITY IS LOST, IT CAN'T BE USED AGAIN. SOME CARDS DO HAVE EXCEPTIONS OF COURSE. ALL THE ABILITIES ARE CATEGORIZED BELOW. READ MORE ABOUT THESE ABILITIES ON THE CARDS THEMSELVES OR IN THE EXTRA STUFF SECTION

ABILITY CATEGORY	ABILITIES IN CATEGORY	CATEGORY DESCRIPTION	SYMBOL
BOOST	Love Apex Service	Boost OR get boosted by teammate(s) OR by enemies to a power of 8. The anchor for the boost is indicated by its own symbol shown on the right	SYMBOL
HINDER	Misogyny Apex Prison	Hinder teammate(s) OR enemies to a power of 0. The anchor for the boost is indicated by its own symbol shown on the right	SYMBOL
CHEAT DEATH	Runaway Deathdodge	These abilities are the only ones that can save themselves from "Kill" abilities	SYMBOL
MOVEMENT	Redeploy Influence Runaway	Move yourself or move teammates or enemies across zones. Note that Spiderloom's ability "Why Stick" can block all other movement abilities	SYMBOL
TURN AFFECT	Turntable Fate Purge	These abilities have an effect on "The Usual Turn". They can either extend a turn or change it altogether	SYMBOL
KILL CAPABLE	Ultimate Sacrifice • Anti-Apex • Confused Morals • Killer Look • The Endgame	Exactly what the name suggests, however they may kill teammates as well. Read "The Usual Turn" for rules on announcing kills	SYMBOL

THE GROUPS "WHY EVEN" AND "DOOMED SQUAD" HAVE ABILITIES THAT ARE TOO STRANGE TO BE CATEGORIZED. READ THEIR CARDS OR "THE EXTRA STUFF" FOR MORE. FOR THIS VERY REASON, THEY HAVE THE QUESTION MARK SYMBOL ON THEIR CARDS TOO.

THE DIABOLICALS

THE 6 DIABOLICALS IN THE GAME ARE POWERFUL ROGUE APEXES WITH ABILITIES THAT CAN SWING—OR BACKFIRE. BE CAREFUL — VASK DOESN'T CONTROL THEM AT ALL. NEITHER CAN ANYONE ELSE. BUT YOU CAN. DIABOLICALS HAVE SOME UNIQUE RULES THAT AFFECT THEIR OVERALL CAPABILITY AND IMPACT.



THE ACTIVATION

While a Diabolical card can be placed in any slot in any zone, their **IMMUNITY** from other regular card abilities and their own **ABILITY ACTIVATION** only occurs if placed in their dedicated Diabolical slot.

THE IMMUNITY

If activated by placing the dedicated slot. A diabolical card is immune to any regular card ability and also to other diabolical abilities. Only Scorched Earth cards can then affect a properly placed Diabolical card.

THE REGULARITY

If a Diabolical card is placed in a regular slot instead, the card will thereby act like a regular group Apex card. It will lose its ability and it will be vulnerable to any other regular group abilities.

ONCE PLACED, A DIABOLICAL CARD CANNOT BE MOVED FROM A DIABOLICAL SLOT TO A REGULAR SLOT OR VICE VERSA. PLACE THEM WISELY.

THE LAST TWO

DEATHRENDER. RAZOR, AKA THE ONLY "SCORCHED EARTH" CARDS. THE MOST POWERFUL 2 CARDS OUT OF THE 80-CARD DECK. ARCH-ENEMIES FUELED WITH RAGE AND EGO AND WITH SIMILAR AGENDAS, THEY GIVE YOU, THROUGH THEIR "THE ENDGAME" ABILITY, A NUMBER OF CHOICES TO TURN THE TIDE INTO YOUR FAVOUR. HOWEVER, NOTE THAT THERE ARE 2 CRITICAL SCENARIOS THAT MIGHT UNFOLD. YOU CAN, LIKE ANY OTHER CARD IN THE GAME, PLAY THEM AT ANY TIME BUT. BE VERY, VERY CAREFUL WITH THESE SCORCHED EARTH CARDS.



THE ENDGAME CHOICES

1. Kill enemy zone entirely including Diabolicals
2. Kill your own zone entirely including Diabolicals
3. Kill both same zones entirely including Diabolicals
4. Do nothing at all

YOU CAN CHOOSE ONLY 1 OF THESE 4 OPTIONS

THE SCORCH THE EARTH SCENARIO

CONDITIONS

- Both sides have the same full zone (8 regulars + 1 Diabolical each)
- Both sides play their Scorched Earth cards right after each other
- Both sides choose the First Endgame option

RESULTS

- Both the zones are naturally emptied
- Deathrender & Razor both die in a Fight-till-death scenario
- Both these cards are to be discarded after all this unfolds
- **SCORCHED EARTH** is then triggered - permanently sealing that zone for both sides - no further cards can be played there till the end of the game

THE HOW DARE YOU SCENARIO

CONDITIONS

- One side has both Deathrender and Razor

RULE APPLIED

- Both the cards cannot use the same Endgame choice

RESULTS

- If both the cards are played in the same zone
- They Fight till death after the second card's ability resolves
- Scorched Earth is **NOT** triggered in this situation

MAKE SURE NOT TO FORGET THESE SCENARIOS

THE EXTRAS PAGE

IF YOU HAVE REACHED HERE - YOU NOW KNOW PRETTY MUCH EVERYTHING THERE IS ABOUT THE GAME. THE INFORMATION HERE ONWARDS IS MOSTLY GOING IN DETAIL ABOUT DIFFERENT CARD GROUPS, SOME CHARACTERS AND VISUALIZING HOW DIFFERENT ABILITIES WORK. GO THROUGH THIS IF YOU TRULY WANT TO IMMERSE YOURSELF IN THE DIABOLICAL WORLD SET BY DIABOLICARDS OR IF YOU ARE REALLY STUCK IN UNDERSTANDING A CERTAIN ABILITY. LOTS OF PAGE FLIPPING NEEDED THOUGH. LETS GO DIABOLICAL!