

Smashcards Official Rule Book

Version 3.01

2025

Smashcards Basic Concepts

How to Win

In the Smashcards TCG, you win by defeating all of your opponent's Smashers. The first player to do this wins the game!

Attack Types

Smashers defeat opposing Smashers with attacks and abilities. Many attacks belong to specific types, and some can have multiple types. Each type has its strategy, so choose the ones that fit your playstyle! The types are:

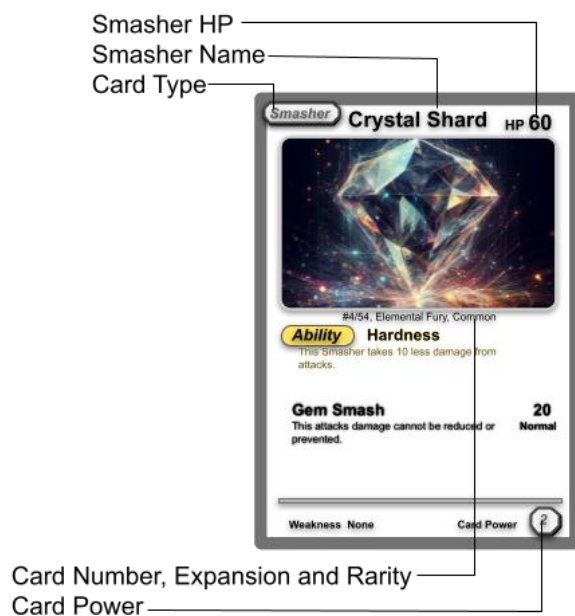
- **Plant:** Often used for healing. Great for regaining strength during battle.
Image Suggestion: A Smasher with healing or growth-themed abilities (e.g., vines, leaves).
- **Fire:** Known for high damage potential. Easily powered up to deal more damage.
Image Suggestion: A fiery attack or an aggressive fire-based Smasher.
- **Water:** Typically requires other attacks or abilities to boost their damage, but is very effective when used right.
Image Suggestion: A water-based attack, possibly with waves or whirlpools.
- **Metal:** Consistent attacks that reduce damage taken, making them sturdy in battle.
Image Suggestion: A tough, armored Smasher with shields or metallic elements.
- **Magic:** Focuses on disrupting your opponent's hand or deck, messing with their strategy.
Image Suggestion: A magical, arcane Smasher or a spell being cast.
- **Lightning:** Not always the strongest, but these attacks can boost other Smashers or themselves.
Image Suggestion: A lightning bolt attack or an electric charge effect.
- **Animal/Normal:** Unique attacks that don't always fit into other categories, adding flexibility and surprise.

Parts of a Smashcard

Card Types

There are two main types of cards in Smashcards:

- **Smashers:** These are your main battle cards. Smashers engage in combat and try to defeat your opponent's Smashers.
- **Assets:** These represent the Enchantments and Battlefields that can influence the battle. Assets come with special rules, which are explained at the bottom of the card.



Zones of the Smashcards TCG

Decks

Each player starts with their own decks to play the game. While both players know how many cards are in each deck, no one can look at or change the order of the cards in either player's deck unless a card says so.

Hand

Each player draws a total 5 cards from either deck at the beginning of the game and keeps their own hand hidden. Cards you draw go into your hand. Players may not look at their opponent's hand unless a card says so.

DISCARD PILE

Each player has their own discard piles. Cards taken out of play go to the discard pile, unless a card is played that says otherwise. Typically when a Smasher is Defeated, it and any Enchantment Asset cards are sent to its owner's discard piles.



Active Spot (In play)

The top row of a player's in-play section is the Active Spot. Each player starts with one Smasher and one Active Enchantment in their Active Spots— this is the Active Smasher/Enchantment. Each player may have only one Active Smasher and one Active Enchantment at a time. Cards here are In Play.

Card Power and Deck Building

Each card has a Card Power value, located at the bottom right of the card. The power determines how many cards you can include in your deck:

- **Smasher Deck:** You can include up to 20 Card Power worth of Smashers in your deck.
- **Asset Deck:** Similarly, you can include up to 20 Card Power worth of Asset cards.

You can have up to three copies of the same card in your decks.

Below is an example of a valid deck.



$$2 + 2 + 2 + 7 + 5 + 2 = 20 \text{ Card Power (Smashers)}$$



$$2 + 2 + 3 + 4 + 4 + 3 = 18 \text{ Card Power (Assets)}$$

Playing the Game

Smashcards TCG games are fast-paced. Here's a quick guide to get you started!

How to Win the Game

You win the game when your opponent's Active Smasher is defeated, and they can no longer play a new Active Smasher from their hand.

Setting Up to Play

1. Shake hands with your opponent.
 2. Shuffle your Smashcard decks and draw cards until you have 5 in your hand (make sure you draw at least one Smasher card).
 3. Place one of your Smashers face down as your Active Smasher.
 4. Both players flip their Active Smashers face up, and the game begins!
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Turn Actions

Step 1: Draw a card from either deck. If you have no Active Smasher, play one from your hand. If both players need to replace their Smashers, put them face down and reveal them at the same time. If you can't play a Smasher and have none in your hand, you lose the game.

Step 2: You can perform these actions in any order:

- **Use Abilities:** Some Smashers have special abilities. Announce the ability you're using and check if it has conditions or works all the time.
- **Play Enchantment Cards:** Play once per turn. Enchantments boost your Smasher or provide additional effects (like drawing cards or revealing your opponent's hand).
- **Play Asset Battlefield Cards:** Once per turn, a player may declare they are playing a Battlefield card by placing it face down in front of them. The opposing player may then choose to respond by placing their Battlefield card face down.
 - If both players play a Battlefield, both cards are revealed and immediately discarded. The current Battlefield (if any) remains in play.
 - If only one player plays a Battlefield, that card is revealed, enters play, and replaces any existing Battlefield, which is discarded.

Step 3: End your turn by attacking.

- **Attack Process:**

1. Announce that you are ready to attack, then wait for your opponent to confirm.
2. Name the attack you're using.
3. Check for priority. If an attack has a higher priority, you attack first. If both attacks have the same priority, they attack at the same time.
4. Resolve any effects (e.g., healing).
5. Calculate damage and apply any modifiers (e.g., Weakness). Deduct the damage from your opponent's Active Smasher's HP.
6. If a Smasher's HP reaches 0, it is defeated. If the defeated player cannot replace their Active Smasher, the game is over, and the other player wins.

Advanced Rules

Ties

If the game ends in a tie, play again. If it's still a tie after the second round, each player creates two smaller decks (10 Card Power each) and plays again. If it's tied once more, flip a coin to decide the winner.

Effect Priority

Effects of attacks happen before the damage, and damage reduction happens after applying Weakness. For example, if a Smasher with a 40 HP weakness to Fire is attacked by a Fire-type attack, it takes double damage.

Credits

Founder: Levi Der

Producers: Hunter Herr, Levi Der

Game Development: Nathaniel Der, Hunter Herr, Levi Der, Hudson Der