

# CobbleCritters

~ work in progress ~

A Charming CCG

with design by Miller Hollinger  
and art by Austin Paparousis

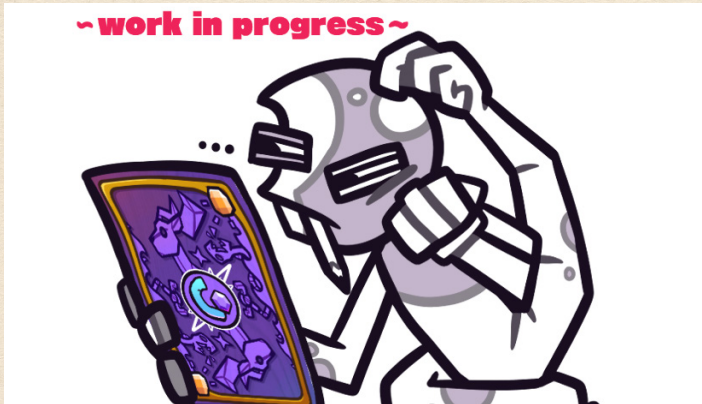


## Tamer's Guide



## ◆ Welcome to The Caverns!

Whether you've stumbled into a forgotten mineshaft in the forest or tripped down a sewer pipe, you've found your way into The Caverns. Welcome! As you may have discovered already, The Caverns are a mystical cave structure hidden just beneath Earth's surface. In this marvelous place, you'll find all manner of wonder and spectacle.



In this guide, we'll teach you everything you need to know to befriend the local wildlife enchanted by the Caverns' Crystal magic, which we've affectionately named "Critters."

## ◆ The Guildmaster's Note

Folks from the above world find their way down here all the time by accident, so we at the Wayfarer's Guild thought to make a handy guide to teach new explorers like yourself the ins and outs of Critter Taming so you can get yourself a buddy and keep safe.

Once you're settled in, come meet us at our HQ down in The Great Colosseum! We're right near the entrance on the High Gusteau side. Bring your Critters and a good story, won't you?

<NAME>, Guildmaster



## ◆ The Tamer Duel

In CobbleCritters, you'll battle another Critter Tamer for control of magical Crystals! You'll earn Crystals by defeating your opponent's Critters and mining in the Caverns.

The first Tamer to collect a number of Crystals is the winner! Decide your game length before you begin the duel.

10 Crystals — Speedy Game (20 min)  
20 Crystals — Normal Game (30 min)

## ◆ Cards and Your Decks

There are two kinds of cards in CobbleCritters: Critters and Specials. You have two **separate decks**, one for each card type.

■ **Critter** cards (with a purple back) are your friends and fighters. They have battle stats and special abilities. You can learn more about them on page 3-4.



■ **Special** cards (with a red back) support your Critters in a wide variety of ways. There are three kinds of Specials: **Hijinks**, **Trinkets**, and **Events**. You can learn more about them on page 5.



You'll bring both a **Critter Deck** and a **Special Deck** to each Tamer Duel. Each deck also has an associated **discard pile** kept face-up.

To play, you'll need to build your decks. You can build your decks however you like following these rules:

- Your decks must add up to **exactly 45 cards**.
- Each deck has to have **at least 10 cards**.
- You can use up to **3 copies** of a given card.





## ◆ The Board

Each Tamer's play area has two horizontal **zones**. Your **Hideout** is the zone closer to you, while your **Cavern** is the zone closer to the other Tamer.

Each zone has four **spaces**. Each space can fit one Critter, or can be empty.

You'll play Critters into your Hideout and then move them into the Cavern to battle!



Each space also has a spot under it to equip a Trinket to the Critter in that space, marked with the Trinket bag icon (see page 5).



## ◆ Setup

Arrange the board between both Tamers and the crystal and damage tokens within easy reach.

The game is played in turns. The newer Tamer goes first (or you can decide randomly by rolling a die, flipping a coin, etc).

To begin, shuffle your Critter and Special decks separately (don't shuffle them together!). Then, draw your starting hand of **six cards**.

You can decide how many Critters and Specials to draw for your opening hand, however, you may not draw any more than 4 Specials.

If you want to, you may then **mulligan** one time.

To mulligan, return any cards in your hand that you don't want to their appropriate decks. Shuffle your decks, and then draw again until you are holding six cards. Again, you can choose what kinds of cards to draw, keeping the 4 Special hand limit in mind.



*Mulligan Example: A Tamer opts to Mulligan some cards. They pick 2 Critters and 1 Special from their hand to return to their decks. They shuffle each, then decide to draw 1 Critter and 2 Specials.*

Then, once both Tamers are ready, the Tamer Duel may begin!

The next sections explain Critters, Specials, and how to take your turn.



## ◆ Critters

Critters are your allies and companions!

They have a purple back, and their names are at the top of the card.



Each Citter has four **Battle Stats**:

★ **Star Rank**: How powerful the Citter is. Critters can be Rank 1, 2, or 3, with Rank 3 being the strongest.

♥ **Health**: How much damage the Citter can take before it is defeated.

✱/♣ **Attack**: How hard the Citter hits when it attacks an enemy Citter.

♥/♣ **Defense**: How much damage the Citter resists when attacked by an enemy Citter.

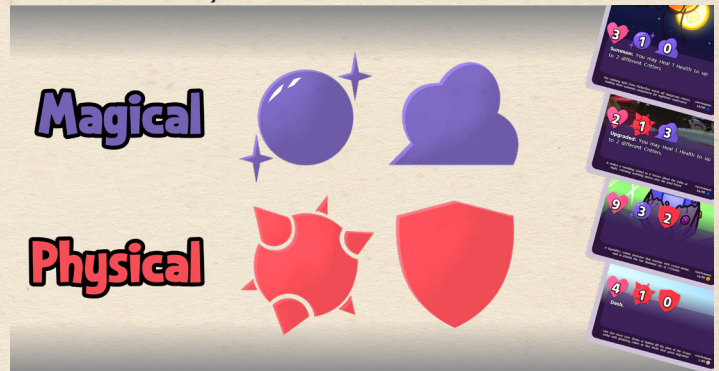


Most Critters also have **Card Text** which provides special abilities while the Citter is on the board (but not while in your hand).

*Critters also have Flavor Text, Home Cavern, Artist, Rarity, and ID. These are extra stats that have no effect on the game, and are used for storytelling and collection tracking.*

## ◆ Damage Types

The Attack and Defense of each Citter can each be either purple ♣♠ **Magical** or red ♥♦ **Physical** as indicated by the icons on the card.



Damage types determine when Critters will be able to defend against enemy attacks.

## ◆ Damage Counters

When a Citter takes damage, place 1 3 **damage counters** on it equal to the damage taken.

Damage counters remain on a Citter permanently until it's defeated or the damage is healed by a card effect.

If you ever run out of damage counters (or any other counter), find a substitute like coins or poker chips.



## ◆ Attacking

During the duel, you'll move your Critters into the Cavern to battle your opponent's Critters. Only Critters in the Cavern can attack.

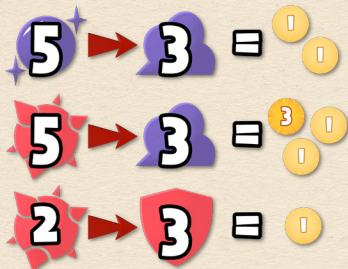
When attacking with a Critter, you can target the enemy Critter **in front of**, **diagonally left of**, or **diagonally right of** the attacker.



When attacking, the attacker deals damage equal to its Attack stat. Place damage counters on the target to show it has taken damage.

However, the target may be able to block some incoming damage using its Defense stat.

If the defender's **Defense type matches the attacker's Attack type**, the attack's damage is reduced by its defense, down to a minimum of 1.



**Example 1:** A Critter with 5 **Magical Attack** attacks a Critter with 3 **Magical Defense**.

The defender's Defense type matches the attacker's Attack type, so the defender blocks 3 damage, only taking 2.

**Example 2:** A Critter with 5 **Physical Attack** attacks a Critter with 3 **Magical Defense**.

The defender's Defense type doesn't match the attacker's Attack type, so it can't defend itself. It takes all 5 damage!

**Example 3:** A Critter with 2 **Physical Attack** attacks a Critter with 3 **Physical Defense**.

The defense and attack types match, but damage can't be reduced below 1 by defense. So, the defender still takes a meager 1 damage.

## ◆ Defeating Enemy Critters

When a Critter has taken as much (or more) damage as it has Health, it is defeated.

The Critter's owner moves the defeated Critter to their Critter Discard, and their **opponent** receives Crystals equal to the destroyed Critter's Star Rank.



If the Critter had a Trinket equipped, it is moved to its owner's Special Discard pile.

## ◆ Exhausting a Critter

During the game, Critters will often become **exhausted**, turning them sideways.

An exhausted Critter won't be able to do anything that would Exhaust it again.




Your exhausted Critters will turn back to **unexhausted** (vertical) at the end of your turn.



## ◆ Specials


Specials support your Critters. They have a red back, and their names are below the image.

 **Hijinks** activate an effect on your turn. To play a Hijinks, read its effect out loud, do as much of it as possible, and then place it in your Special Discard pile.

### Hijinks



*Hijinks Example: A Tamer plays the Hijinks “Ol’ Switcheroo.” As the card says, they swap the positions of two allied Critters, and each have Attack -1 for the rest of the turn. They then place Ol’Switcheroo into their Special Discard pile.*

 **Trinkets** are equipped to your Critters during the game and improve the equipped Critter. To play a Trinket, place it under one of your Critters. Each Critter can only have one Trinket. The text on the Trinket is added to the equipped Critter’s text. You can’t remove or replace a Trinket unless a card says so.


### Trinket



*Trinket Example: A Tamer plays the Trinket “Broken Ankh.” They choose their Flickerfly to equip it.*

*Flickerfly now has Broken Ankh’s ability!*

*if Flickerfly is upgraded, Broken Ankh will still remain with it. If Flickerfly is defeated, however, Broken Ankh will be sent to the Tamer’s Special Discard pile.*

 **Events** are played to the side of the board and last for a period. Place a number of damage counters on an Event equal to its length when you play it to track its remaining time. You can only have one Event active at a time, and can’t play another if you already have one.

**Duration** Events apply a passive effect to the board until they end.

**Activates In** Events do nothing until they run out of time. Then, they trigger the effect listed on the card.

### Event



*Event Example: A Tamer plays the Event “Crystal Reactor.” They set it to the side of their board, and as its length is 1 turn, they place 1 counter on it. At the start of their next turn, they remove the counter, and as it has run out, they discard it.*

## ◆ Ultra Specials

Some powerful Special cards are Ultra.

You can tell a Special is an Ultra by the lighting effect behind the name plate, and the glowing icon in the top-left corner with “Ultra” written above it.

You may only play one Ultra Special per turn.



**Max One per Turn**

## ◆ Special Hand Limit

You can only hold 4 Special cards in your hand at a time. The same limit does **not** apply for Critters.

While you have 4 or more Specials in your hand, you don’t have to discard any of them, but aren’t allowed to draw any more Specials at the end of your turn.



## ◆ Your Turn

Each player's turn has three steps:

- 1 Start
- 2 Main
- 3 End

## ◆ Your Turn: Start

If you have an Event active, remove one counter from it. Once the last counter is removed, discard the Event.

## ◆ Your Turn: Main

During your Main step, you can Take 2 Actions, Move Your Critters, and Play Specials.

## ◆ Take 2 Actions

Each turn, you have 2 Actions to use. You may use just 1 or none of them.

**First Turn Rule:** On the first player's first turn, they only get 1 Action.

There are four Actions to pick from:

**Summon, Upgrade, Fight, and Mine.**

You may use the same Action twice in a single turn.

### ● *Summon a 1-Star Critter*

Pick a 1-Star Critter from your hand and place it into an empty space in your Hideout.

The new Critter enters the game exhausted.



### ● *Upgrade a Critter*

Pick an unexhausted allied Critter to upgrade and a Critter with one more Star in your hand to upgrade it to.

Place the old Critter in your discard pile and place the new Critter in its place, **exhausted**.

Any damage or Trinket on the old Critter remain on the new one.



You can Upgrade a 1-Star on the board to any 2-Star from your hand, or a 2-Star on the board to any 3-Star from your hand.

Upgrading a Critter doesn't count as your opponent defeating it — they don't earn any Crystals.

### ● *Fight with an allied Critter in the Cavern*

Pick an unexhausted allied Critter **in the Cavern** and Exhaust it.

The Critter attacks an enemy Critter of your choice within range (see page 4).



### ● *Mine with an allied Critter in the Cavern*

Pick a unexhausted allied Critter **in the Cavern** and Exhaust it.

You get 1 Crystal. Shiny!





## ◆ Move Your Critters

Moving your Critters will allow you to get in and out of trouble.


As many times as you like during your turn, you may **Exhaust an unexhausted allied Critter to move it** to an adjacent empty space.





## ◆ Play Specials

As many times as you like during your turn, you can play Special cards.

Page 5 explains how to use each type in detail. Here is a short summary:

 **Hijinks** are played into your discard pile and immediately activate the effect listed on them.

 **Trinkets** are attached to a Critter and add their text to the Critter.

 **Events** are played to the side of the board. You can have one active at a time. Duration Events have a passive effect while Activates In Events do something after a countdown.

## ◆ Your Turn: End

When you're done, you can end your turn.

1 **Unexhaust** all of your Critters.

2 **Discard** any cards in your hand of your choosing to their respective discard piles.

3 **Draw** from your decks until you are holding 6 cards. You can freely choose which kinds of cards to draw, keeping the 4 Special Card hand limit in mind.

Then, your opponent's turn begins!

If you end your turn with more than 4 Specials (e.g. after drawing a Special from a card effect), you do not have to discard extras, but cannot draw any more.

Likewise, if you end your turn with 6 or more cards in hand, you do not have to discard any, but you do not get to draw any additional cards.

## ◆ My Deck is Empty!

If one deck runs out of cards, you are unable to draw from it until the other runs out too.

Once both of your decks are out of cards, you may shuffle your discards to reset your decks.

If your Critter Deck runs out before your Special Deck, you may be unable to draw to a full 6-card hand at the end of your turn due to the 4-card Special limit.

## ◆ Winning the Duel

The first Tamer to reach the set number of Crystals wins the game! (10 or 20)

You can **Defeat your opponent's Critters and Mine** to earn Crystals.



## ◆ Keywords

**Keywords** are shortened rules that apply to the card they're on.



**Ranged:** When this Critter makes an attack, it has expanded range: the attack can target any enemy Critter in the Cavern.

**Dash:** This Critter enters the game unexhausted.

**Double Strike:** When this Critter attacks, it makes another free bonus attack. You may pick a separate target for the bonus attack. Apply defense separately for each hit (don't just double the Critter's Attack).

**Piercing:** This Critter's attacks completely ignore its target's Defense, always dealing full damage.

## ◆ Effects

**Effects** are activated powers that let you do something. They're activated by Triggers, Hijinks, or Activates In Events.

**Shift:** Slide this Critter to an adjacent empty space on your side of the board. Unlike Moving Critters on your turn, the moved Critter is not exhausted.

**Heal X Health:** Remove up to X damage.

**Deal X Damage:** Place X damage.

**Attack:** Make a regular attack using the attacking rules on page 4. Unlike the Fight Action, the attacker is not exhausted.

**Draw:** Add a card to your hand. A Draw effect can put you over the Special limit or the hand limit.

**Search:** Look for a specific card. After searching your deck, always shuffle it.

## ◆ Triggers

**Triggers** determine when Effects (see left) activate. Cards always list the trigger first and then the trigger's linked effect.

You can tell a Trigger apart from a Keyword because it always has a colon after it, like "**Trigger:** (its linked effect)."



**Summon:** After you Summon this Critter (no matter how), activate the linked effect.

**Start/End of Turn:** At the start/end of this Critter's owner's turn, activate the linked effect.

**Damaged:** After this Critter takes damage (more damage counters are placed on it), activate the linked effect.

**Defeated:** After this Critter is defeated, activate the linked effect. Upgrading a Critter does not count as defeating it, and does not activate this trigger.

**Attack:** After this Critter makes an attack, activate the linked effect. This can be activated by attacks triggered from both the Fight Action and the Attack Effect, and from the bonus attack from Double Strike.

**Upgraded:** After this Critter is Upgraded, activate the linked effect. The effect takes place after the new Critter enters the board.

**Action:** As often as you like, you may expend an Action on your turn to activate the linked effect.

A Trigger can activate during your opponent's turn, which temporarily pauses their turn as you make use of the Trigger's Effect.



## ◆ Nuts and Bolts

This section is dedicated to all the miscellaneous rules and mechanics that help things make sense.

### *Stat Changes*

Stat Changes: Stat changes are written in the form “Stat +/- Value,” e.g. **Attack +2**. There is no limit to how high a stat can go, but a stat cannot drop below 0. After a Critter’s Health stat is reduced to zero, it is defeated.

### *Adjacency*

Adjacent means “sharing an edge” or equivalently “the space above, below, or to the left or right.” Spaces in different zones can be adjacent as can spaces controlled by different Tamers.

### *Simultaneous Triggers*

Sometimes, several Triggers may activate at the exact same time. Use these three rules to decide how to order them. Rule 1 takes the highest priority while Rule 3 takes the lowest.

1 If a triggered effect causes another trigger to activate, always do the newly triggered effects before any previously triggered ones.

2 The player whose turn it is activates their effect(s) first, then their opponent.

3 If one player has several simultaneous effects to activate, they choose the order.

Always resolve all effects before checking if any Critters are defeated. This means that a triggered effect can save a Critter from being defeated.

### *Optional Effects*

Any effect that states “may” (e.g. “you may Heal 1 Health”) is optional, and you may opt to ignore it.

Any other effect (even if it does not say “you must” or similar) is mandatory and must be done as much as possible.

### *Costs*

Some effects require you to pay a cost to activate another effect. These costs are indicated with the word “to,” e.g. “Discard a Special card to Heal 3 Health to a Critter.”

If you are unable to activate the cost effect, you must ignore the result effect later in the same sentence.

### *Impossible Effects*

If it is ever impossible to do an effect (e.g. “Heal 1 Health” but there is no damage to heal anywhere), ignore it and rest of that sentence and continue reading from the start of the next sentence.

### *What Does “Then” Mean?*

The word “Then” (e.g. “Deal 3 Damage. Then, Heal 3 Health.”) means “After resolving all effects triggered by the previous effect and then checking if Critters are defeated.” Essentially, stop, take a breather, and then continue.

### *Conflicts*

If a card ever conflicts with the rules, the card takes precedence.



## ◆ Questions?

These rules are still in development, so please — let us know if something doesn't make sense! You can contact us directly from our Discord server: <LINK GOES HERE>

## ◆ Credits

**Game Design, Rules, Graphics:** Miller Hollinger

**Visual Design, Art, Marketing:** Austin Paparousis

## ◆ Special Thanks

To Poke for his incredible design assistance and feedback. To Andy and Ace for their playtesting and theorycrafting help. To Tufu, Apollo, Tiddly, Eve, Gentu, Hampterk and Kin for their continued support.

To the whole community (especially the OG's — you guys rock!) for being awesome and supportive through the game's development.

To our backers for believing in us and helping make the game a reality.

To everyone checking out these rules right now and giving the game a shot. You mean the world.

~ work in progress ~

