NOSTALGIX™

AN INTERDIMENSIONAL CUSTOM CARD GAME

How to Play

Version 2.0

Page Finder

You're the Hero of this game!

In this game, you are the Hero of the Nostalgix universe. An ordinary night at home becomes the extraordinary start of your adventure as your dreams are intercepted. Unable to wake, your spirit is whisked away to a strange new land of dimensions and memories. With all-out war looming, your only choice is to assemble a team of fighters with amazing abilities, and battle your way to obtain the 10 shards of the Keyspark - a portal that will return you home.

Introduction

This book will provide all you need to know to start playing the Nostalgix Trading Card Game. Trading card games are strategy based duels between 2 or more players that use collectible cards in a deck to determine the outcome of the duel. The best way to learn how to play the Nostalgix TCG is to get a friend who knows the rules to play an open-hand battle with you, using one of our Nostalgix Starter Decks. These ready-to-play decks are battle-tested and strategically built to ease you into the experience of playing before you build your own deck for the first time.

Once you're ready to forge your own deck, you can build your collection with Nostalgix TCG booster packs. Trade with friends to snag the cards you need for your deck and enjoy the thrill of collecting your favorite Fighters! You can even customize your Hero, but we'll get more into that later.

How to Win

You can win in 2 different ways in the Nostalgix TCG
- Reduce your opponent's Hero's health to 0.
- Retrieve all 10 shards of the Keyspark, collectively known as Prize Counters.

One Prize Counter is awarded for every Fighter of your opponent's that you destroy. However, destroying Fighter Tokens does not award Prize Counters.

Parts of a Nostalgix Card

Hero Name
Health
Hero Ability
Lore Box
Set & Illustrator

Lucky Frog Merchant

Once per turn you may pay 1 mana to draw 1 card. Void 2 cards from the top of your deck.

A mysterious merchant that masters the power of Nostraos conjuring and selling Lucky Frogs in these city towers.

40

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Heroes

Card Rarities

Mana Cost

Rarity Indicator

Fighter Type

Evolution Info — Evolves From Grinbold

Fighter Name — **Guidragon**

Fighter SubType — Dragon | Once per turn, you may stack a card from your Void under this Fighter. This Fighter gains +1♥ & +1ATK for each card stacked this way. Evolving to this Fighter, keeps all cards stacked under it.

Ability

Fiery Solo   6

Armor — Void cards from the top of your opponent's deck equal to the number of cards stacked under this Fighter.

Attacks

Attack Damage

Attack Effect

Health

Weakness

Resistance

Lore Box

Set & Illustrator

Fighters

Neutral	Metal	Water	Mystic	Light	Earth	Dark	Fire

5

Card Type   Rarity Indicator   Mana Cost

Biceptus Blast

Spell Name
Spell Effect
Lore Box
Set & Illustrator

Deal 5 damage to anything, or 7 damage if you have a Biceptus in play.

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Spells

Card Type   Rarity Indicator   Mana Cost

3

Yellow Card

Surprise Name
Surprise Effect
Lore Box
Set & Illustrator

If your opponent plays 3 or more cards during 1 turn you may activate this card. Draw 3 cards, then discard 1 from your entire hand.

It will follow the commands of those who summon but will be dying breath. Even if that means resisting paradise to do so.

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Surprises

Card Type   Rarity Indicator   Mana Cost

Supermassive Slingshot

This Fighter and any Fighter directly to the left of it have Charge *(it can attack immediately)*. If equipped to a Hero, give **+2ATK** instead. *(Equipment on Heroes is destroyed if the Hero is attacked.)*

Equipment Name
Equipment Effect
Lore Box
Set & Illustrator

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Equipment

Card Type — **Rarity Indicator** — **Mana Cost**

3

Mob Arena

Once per turn, during a player's turn, they may pay 2 mana to search their deck for a Fighter that costs 3 or less and add it to their hand. They shuffle their deck afterwards.

Arena Name
Arena Effect
Lore Box
Set & Illustrator

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Arenas

Field Layout & Descriptions

PRIZE COUNTERS

ARENA

MUSTALICE

FIGHTERS & TOKENS

VOID

SURPRISES, SPELLS & EQUIPMENT

HERO

SURPRISES, SPELLS & EQUIPMENT

DECK

CURRENT MANA	0	1	2	3	4	5	6	7	8	9	10
MAXIMUM MANA	0	1	2	3	4	5	6	7	8	9	10
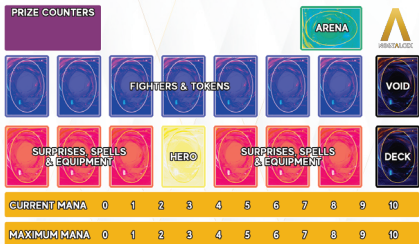
Above is our recommended field layout. Generally, each zone represents a location for you to place cards and game elements relating to that category. If you've played a trading card game in the past, these general zones should feel... nostalgic to you. If not, you're in the right place. The next few pages will touch on how each zone is interracted with and their purpose.

Deck
Each deck contains 50 cards + 1 Hero. The 50 non-Hero cards are shuffled before a game and placed face-down on the Deck zone. (For tips on Deck Building, see page 26.)

Void
This is where cards that are discarded, destroyed or removed from play are placed, face up. (Your opponent may view these cards with your permission.)

Hero
Your Hero always goes in the back row of play with 3 slots left and right of it for Surprises, Spells & Equipment card slots.

Each player's deck has exactly 1 Hero to represent them. Heroes have Abilities that can be activated once per turn, usually at the cost of mana.

Custom Heroes can also be used. Which is to say, any card or reasonably sized depiction may represent your Hero, so long as it is paired with the Health and Ability combination of any officially printed Hero from Nostalgix.

Current & Maximum Mana
These two zones represent your currently usable and maximum refillable mana. Mana is required to play nearly all cards except your Hero. The game starts with both players at 0 mana. Each turn your maximum available mana increases allowing you to play even more powerful cards to overwhelm your opponent.

Surprises, Spells & Equipment

You may have up to 6 of these types of cards, in any combination, in play at one time. If all 6 slots are in use, you may not play additional Surprises, Spells, or Equipment until a slot is opened up.

Spells

Spells are typically quick effect, single-use cards that are played directly from your hand and sent to the Void after their effect has been resolved. These can only be played during your turn.

Surprises

Surprises are played face-down and can be activated any time the effect on the card can be used, even if it is your opponent's turn. At such a time, flip the Surprise face up. Declare that a Surprise has been activated, resolve the effect and then void the used Surprise card. Surprises cost mana to play, but cost nothing to activate. Since their cost is variable, you must place an indicator on the back of them, once you play them indicating the cost of the Surprise you played face-down so your opponent can verify this once the surprise is played. You cannot sacrifice these to make room in your back row.

Equipment

Equipment cards attach to a Hero or Fighter when played. In fact, you may attach multiple Equipment to a single target, or even attach them to your opponent's Hero or Fighter. These cards stay in play until the equipped Hero or Fighter is destroyed or the Equipment is destroyed by an effect. You cannot sacrifice these to make room in your back row. Equipment attached to a Hero typically, but not always, breaks and is voided if that Hero is damaged by a direct attack.

You may find it to be easier to stack Equipment cards under the Heroes and Fighters that they are equipped to. If you do this, consider using a placeholder card in your back row as a remember that these Equipment still count towards your 6 Surprises, Spells & Equipment slots.

Fighters & Tokens

Fighters

Fighters are the lifeblood of your game. They can attack your opponent's Hero or their Fighters.

You may have up to 7 Fighters on your side of the field at any one time. Most Fighters can be summoned right away, provided you have the amount of mana necessary, but some require specific cards to be in play before you can play them. (See Fighter Evolution on the next page for more info.)

In most cases, Fighters enter the field with Summoning Sickness. This means that the first turn they are in play, they can't attack.

Tokens

Despite having only 7 slots for Fighters, you may have an infinite number of tokens in play. We recommend symbolizing these by placing a card from your collection face-down in play and then stacking dice on top of the card to symbolize their current health and attack stats. ***Note*** All tokens are Neutral Fighters unless otherwise specifically stated.

Stack-O-Fox

Fox | After this attacks, summon a 1ATK Fox Token with 1♥.

Fighter Evolution

Fighters can be Level 1, Level 2 or Level 3.

Fighters that are Level 2 or Level 3 will need a lower level to be in play already, before they can be played. To play these cards, stack them on top of the lower level Fighter in play. You may evolve Fighters on the first turn you play them, but the entity will still have Summoning Sickness the first turn it is in play. If you evolve a Fighter after the first turn it is in play, the elevated levels of it do not have Summoning Sickness, and may attack immediately.

When a Fighter evolves, all Equipment, +1ATK Counters, and damage remain on it. Any negative temporary conditions like Binding are removed during evolution.

Evolving a Fighter unlocks devastating new attacks and abilities. Typically with each increase in level, both the attack power and Health of a Fighter increase.

Arenas

Arenas stay in play when they are played and can change the battlefield for both players, drastically swinging the tide of battle for either player. Only 1 Arena may be in play at any time. Either player may play an Arena from their hand during their turn to replace an existing Arena in play, sending the old Arena to the Void. You may not sacrifice an Arena currently in play, arenas can only be destroyed by playing another Arena or by certain card effects,

Prize Counters

The 10 shards of the Keyspark are collectively referred to as Prize Counters in-game. To help represent these shards, we recommend using a ten-sided die, also known as a D10 to keep track of how many shards you have left. You could also use 10 flat marbles. Whatever the case, place this Prize Counter indicator in a location that is visible for both players.

Setting up to Play

1.   Shake hands with or fist bump your opponent.

2.   Place your Hero face-down.

3.   Set your Current & Maximum Mana to 0.

4.   Place 10 Prize Counters down (or use a die to keep track of them).

5.   Shuffle your 50 card deck, allowing your opponent to cut the deck, and then draw 6 cards.

6.   You may now select any number of cards from your opening hand to EITHER shuffle back into your deck or place at the bottom of your deck in any order, and draw replacements for. This is commonly known as a mulligan. You may only do this step once.

7.   When both players are satisfied with their hands, flip a coin or roll a die (even=heads, odd=tails) to determine which player gets to decide turn order.

       The player who goes second gets to keep the coin or die used to select turn order. This now becomes a temporary mana token which that player may remove from the game during their turn to add +1 mana to their Current Mana Meter until end of turn, even if doing so surpasses their Maximum Mana.

8.   Once turn order is established, flip your Heroes face-up, and start the game.

Parts of a Turn Overview

This is an overview of a turn. See the following pages for details on each step.

1. Draw a card.

2. Add +1 to your Maximum Mana Meter and then fill your Current Mana Meter to be equal to this new maximum.

3. Do any of the following actions, in any order:
   - Spend mana to play and/or evolve Fighters
   - Spend mana to play Spells
   - Spend mana to play an Arena
   - Spend mana to play Surprises face-down.
   - Spend mana to play Equipment and attach it to a Hero or a Fighter.
   - Use a mana token to add mana to your Current Mana Meter.
   - Use your Hero's Ability once per turn by paying its mana cost.
   - Use your Fighters' Abilities where applicable.
   - Attack with any Fighter that does not have Summoning Sickness.
   - Attack with your Hero if they have any attack points gained by card effects or equipment.

4. End your turn.

Parts of a Turn in Detail

Draw a Card

Draw a card at the beginning of your turn. If there are no cards in your deck at the beginning of your turn and you cannot draw a card, you do not lose the game. Your opponent takes a Prize Counter for each card you would draw and play resumes. The same goes for any time you would be required to draw a card because of a card effect. If you cannot draw a card, your opponent takes a Prize Counter.

Mana Refill

Every turn you drain whatever mana was left in your meter, and then refill it to whatever your previous maximum mana was, plus one (up to 10). You may use anything to keep track of this including a sliding scale, a pad of paper and a pencil, scraps of paper, a die, or even a mobile app – just as long as your opponent can also see how much mana you have left, and what your maximum is.

Do any of the following actions, in any order:

Spend mana to play and/or evolve Fighters from your hand.

- You may reduce your Current Mana Meter by the cost of a Fighter card to summon or evolve a Fighter.
- Fighters cannot attack on the first turn they are summoned, (commonly referred to as Summoning Sickness) however evolved Fighters can attack on the first turn they are evolved if the entity has been in play for 1 turn.

Spend mana to play Spells from your hand.

You may reduce your Current Mana Meter by the cost of a Spell card in your hand to play the Spell, resolve its effect and send the card to the Void.

Spend mana to play an Arena from your hand.

You may reduce your Current Mana Meter by the cost of an Arena card in your hand to play the Arena and Void any previous Arena that was in play.

Turn Actions Detailed (continued)

Spend mana to play Surprises from your hand face-down.
You may reduce your Current Mana Meter by 3 to play a Surprise card from your hand face-down. These cards can be flipped face-up and activated anytime their effect becomes relevant, even if it is your opponent's turn.

Spend mana to play Equipment and attach it to your Hero or a Fighter.
You may reduce your Current Mana Meter by the cost of an Equipment card in your hand to play the Equipment, attaching it to any Hero or Fighter.

Use a mana token to add mana to your Current Mana Meter.
If you went second, you were given the turn order selector (be it a die or a coin). You may remove it from the game to add 1 mana to your Current Mana Meter.

Use your Hero's Ability once per turn.
You may use your Hero's Ability once per turn at any time. Declare that you are using your Hero's Ability, pay the mana cost and resolve the effect.

Use your Fighters' Abilities where applicable.
Some Fighters have effects that may be used once per turn. Declare that you are using a Fighter's Ability and resolve the effect.

Turn Actions Detailed (continued)

Attack with any Fighter that does not have Summoning Sickness.
You may attack any Hero or Fighter with a Fighter of yours that was not summoned this turn. Attacking does not cost mana and may be done prior to or after playing any other cards you normally could during a turn. (For example you could play a Spell, attack with 1 Fighter, play another Spell after, and then attack with a different Fighter.)

Attack with your Hero, if they have any attack points.
Some Equipment and card effects can give your Hero an attack value. If your Hero has an attack value, they may attack any Fighter or opposing Hero.

End your turn
Resolve any end of turn card effects or abilities.
Ensure you have no more than 10 cards in your hand. If you have more than this, you must send cards from your hand to the Void until you have 10 cards in your hand.

Parts of an Attack

1. Choose a Fighter, and a target that they will be attacking.

2. Choose an attack from your Fighter you would like to use if they have more than 1.

3. Resolve any attack effects that increase or decrease the amount of damage the attack will deal.

4. Calculate the outgoing attack damage taking into account any +/- ATK counters. (The Attacking Fighter takes no attack damage from the Defending Fighter.)

5. Check Weakness and Resistance of the Defending Fighter to see if the outgoing attack is affected based on the Attacking Fighter's type.

6. Calculate double damage if the Defending Fighter is weakened by the Attacking Fighter's type. Similarly, calculate -2 damage if the Defending Fighter is resistant to the Attacking Fighter's type. (Note that this is after +/- ATK counters.)

7. Apply the outgoing damage to the Defending Fighter's health, placing damage counters (we recommend using flat marbles or a colored die indicator) on the Defending Fighter to represent the total damage taken.

8. If the Defending Fighter is dealt terminal damage, send it to the Void. Take a Prize Counter.

9. Resolve any additional effects of the attack.

Card Effect Keyword Glossary

Armor

Fighters and Heroes can be given Armor or may have an Armor stat printed on their card. This is a separate stat from Health. Armor must be fully destroyed before the Health of a Hero or Fighter may be damaged. That is to say that if a Fighter has 1 Armor and 2 Health, and is dealt 12 damage from a single attack, the attack does all that damage to the Armor stat leaving the Fighter with 0 Armor and 2 Health remaining. A new attack could then damage that Fighter's Health value. Similarly, Fighters with Armor are immune to Deathtouch when the damage is being dealt to their Armor stat. Deathtouch may only apply when the attack is damaging a Fighter's Health stat.

Adjacent

Cards immediately left and right of the card with this word on it. Once placed, cards may not be switched around, so place cards strategically.

Attack Counters (+1ATK)

These are indicators placed on a Hero or Fighter that tell both players that this entity deals 1 additional damage before applying Weakness and Resistance, with any attack that it uses. These can be stacked. We recommend using a colored dice to indicate ATK Counters.

Binding

When this Hero or Fighter attacks, the opponent's defending Hero or Fighter is bound in place and is unable to attack during their next turn. Mana can also be bound, in this case the player whose mana was bound does not refill the quantity of bound mana during their next turn. We recommend rotating bound Fighters 90° to indicate that a Fighter is Bound.

Charge

A Fighter with this is immune to Summoning Sickness, which is to say it can attack the same turn it was summoned.

Keyword Glossary (continued)

Crescendo
If this Fighter attacked this turn, give it a +1ATK token at the end of your turn.

Deathtouch
Any amount of damage this Hero or Fighter deals to a Fighter results in the Defending Fighter being sent to the Void. Heroes are immune to Deathtouch.

Divinity
When your Hero is healed or gains health, give each of your Fighters 1 additional Health Counter , and a +1ATK Counter.

Heal (Restore)
A Hero or Fighter can only be healed or restored to their maximum health as printed on the card.

Health Counters (+1♥)
These are indicators placed on a Hero or Fighter that tell both players that this entity has 1 additional health beyond its maximum health. If a card tells you to place these on a Hero or Fighter that is below maximum health, simply heal it by this amount. These can be stacked.

Immune
A Hero or Fighter with this effect cannot be damaged or destroyed by card effects or attacks. Cards can also be immune to specific effects or even entire types of cards. (For example these may be phrased as "Immune to Binding", in this case the card in question can be damaged or destroyed but can't be affected by Binding. Or "Immune to Surprises" meaning that they cannot be targeted directly by Surprise cards.)

Keyword Glossary (continued)

Last Dance
If this Fighter is at 1 Health, when it attacks you get to draw a card and give it a +1 ATK token before dealing damage from that attack. This +1 ATK token only affects the numbered attack damage on a Fighter card, not any damage dealt in the Attack Effect box.

Lifesteal
Any damage this Hero or Fighter deals with attacks is also restored to it. (For example if Demle deals 1 damage to an opponent's Fighter, you would restore 1 health on Demle, up to its maximum health.)

Lifetouch
Any damage this Hero or Fighter deals with attacks also restores your Hero's health by an equivalent amount. (For example if Falkyrien dealt 9 damage to an opponent's Fighter, you would restore 9 of your Hero's health. However, if the Fighter that Falkyrien attacked only had 4 remaining health, you would only restore 4 of your Hero's health. That is to say, only the damage actually dealt will restore your Hero's health.)

Reveal
Flip face-up or otherwise show to all players temporarily. Once all players are satisfied with their observation of the card. Place it back where it was.

Shocking (Shocked)
Fighters damaged by a Fighter with the "Shocking" ability become "Shocked". Shocked Fighters deal 2 less damage during their owner's next turn. A Fighter can have their Shocked status effect removed by evolving the Fighter, similar to how Binding is removed via evolution.

Stacked

Some cards can be stacked with each other to either increase their attack, or prevent the opponent from taking Prize Counters for destroying them. In these cases the cards in question should provide more detail. Typically cards that are stacked cannot be unstacked at any time.

Subtype

A subtype is referenced in the first word of any Fighter card's Ability box. These can include Apple, Demon, Fox, Mech, Marine, Panda and so many more. Some cards will call these types out by name for various effects.

Taunt

The Hero or Fighter with this Ability must be attacked first. An opponent's Heroes and Fighters cannot attack non-taunt Heroes or other Fighters of a player who has Hero or Fighter with taunt in play.

Token

A temporary card created by the effect of a card in play. In reference to Fighter Tokens, these have a health stat, an attack stat, a subtype, and possibly an Ability. When summoned, these will be written in a manner similar to this: "Summon two 1♥ 1ATK Lifesteal Apple Tokens". In this case, you would summon two tokens with a subtype of Apple that have 1 health and a nameless attack that does 1 damage. These two apple tokens would have the Lifesteal ability.

Stack-O-Fox

Fox | After this attacks, summon a 1ATK Fox Token with 1♥.

Specialty Rules

What if both players win at the same time?
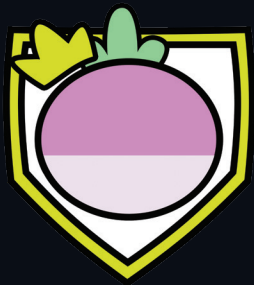If this occurs, you will play a Sudden Death match.

What is a Sudden Death match?
A Sudden Death match is an ordinary game with 2 key differences. Both players' Heroes now start the game with 5 health and each player starts the game with 2 Prize Counters, instead of the usual 10.

Deck Building

Now that you know everything you need to start playing Nostalgix, you may be interested in building your own deck! Here are a few tips to get you started.

- When building a deck, consider what game end goal you are building towards. Would you like to take out the enemy Hero or defeat 10 of their Fighters?

- When adding cards towards your 50 card deck, remember that you may only have up to 4 of any given card in your deck, and only 1 Hero.

- Read the full abilities and attacks of your Fighters, and consider how Spells and Equipment can enhance the power of your Fighters.

- Don't stack your deck with too many high mana cost cards. Remember that for much of the game you won't have 10 mana to spend. Come prepared with many 2, 3, or even 4 mana cards to balance your strategy.

- Building a deck can be a lot more fun when you are playtesting with a friend. Consider new ways to build your favorite Fighter's power and experiment with a friend until your strategies are refined.