

FUZZYCARDS

OFFICIAL RULEBOOK

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THE TCG

INTRODUCTION

FUZZY TCG is a strategic trading card game set in the world of Fuzzybear. Players deploy Heroes, equip Relics, and unleash Events to reduce their opponent's Life to zero.

Every card, every force, and every mechanic is rooted in the lore of B6123, the prophecies, the riddles, and the unstoppable movement that is \$FUZZY: the #1 meme on XRPL.

The goal is simple: Outsmart your opponent, manage your resources, and prove that you saw it coming before anyone else.

THE COLLECTION

FUZZY TCG is a 150-card collection based on the FUZZYBEAR and XRPL Lore.

Within this unified set are 110 Heroes, 20 Relics, and 20 Events, carefully woven into five Forces.

Across the collection, 60 unique holographic cards shimmer through Legendary, Epic, and Rare tiers, adding both strategic depth and enduring collector gravity.

Every card belongs to the same cohesive FUZZYVERSE, where gameplay balance and long-term value are not separate paths, but threads of the same design.

CARD TYPES

UNDERSTANDING YOUR ARSENAL



HEROES (110 CARDS)

110 CARDS

CHARACTERS FROM THE FUZZYVERSE. HEROES ARE DEPLOYED TO THE FIELD, HAVE ATK/DEF/HP STATS, AND DO THE FIGHTING. EVERY CARD IN THE GENESIS WAVE IS A HERO. PROMO HEROES EXIST OUTSIDE THE 110 - SEE DECKBUILDING.

- ◆ Placed on the field (The Altar or The Vault)
- ◆ Can attack and defend
- ◆ Have a Force alignment
- ◆ May have abilities (Uncommon and above)



RELICS (20 CARDS)

20 CARDS

RELICS, ARTIFACTS, AND EQUIPMENT. RELICS ENHANCE YOUR HEROES OR PROVIDE PASSIVE FIELD EFFECTS.

- ◆ **Equip Relics:** Attach to a Hero on the field. Grants stat boosts, new keywords, or triggered effects. If the Hero is KO'd, the Relic goes to the discard pile with it.
- ◆ **Field Relics:** Placed on the field independently in any open slot. They cannot be attacked or targeted. A Field Relic stays active for 3 of your turns: place a counter on it when played, remove one at the end of each of your turns, and discard the Relic when the last counter is removed.



EVENTS (20 CARDS)

20 CARDS

ONE-SHOT EFFECTS THAT REPRESENT PIVOTAL MOMENTS. EVENTS ARE PLAYED FROM YOUR HAND, RESOLVE IMMEDIATELY, AND GO TO THE DISCARD PILE. THEY NEVER ENTER THE FIELD. NO ATK, DEF, OR HP.

CARD ANATOMY

HERO STATS

Stat	Description
Cost	Energy required to deploy this card (1-5)
Force	The card's elemental Force (determines combat advantages)
ATK	Attack power: base damage dealt to enemies
DEF	Defense power: reduces incoming damage (halved in calculation)
HP	Health Points: card is KO'd when HP hits 0
Ability	Special effect (Uncommon+ cards only)
Rarity	Legendary, Epic, Rare, Uncommon, or Common

STAT RANGES BY RARITY

Rarity	ATK	DEF	HP	Cost*	Ability	Holo
Legendary (10)	10-13	09-12	17 - 18	5	Game-defining	Yes
Epic (20)	08-11	07 - 10	11-14	4	Powerful	Yes
Rare (30)	07 - 10	05-10	09 - 11	3	Tactical	Yes
Uncommon (40)	05 - 08	04-08	06 - 08	2	Simple	No
Common (50)	03 - 06	03 - 06	04 - 06	1	None (flavor)	No

*Stat and cost ranges apply to Hero cards. Relics and Events are costed individually by effect.

THE FIVE FORCES

EXPLAINED

Every card in FUZZY TCG is aligned with one of the Five Forces. In combat, attacking a weaker Force grants a +3 ATK bonus.

Force	Theme	Cards
 Power	Strength, dominance, the flipping	31
 Clarity	Truth, justice, the verdict	34
 Prophecy	Mystery, riddles, inevitable	30
 Conviction	Diamond hands, holding, faith	28
 Wisdom	Knowledge, patience, strategy	27

THE CYCLE



THE GAME SETUP

PREPARING FOR BATTLE

THE BASICS

- ◆ **Deck:** 30 cards per player (minimum 15 Heroes).
- ◆ **Life tracker:** Each player starts at 33.
- ◆ **Energy tracker:** Track energy from 0 to 5.
- ◆ **Play area:** 3 Altar slots + 3 Vault slots per player.

GAME SETUP

- 1. Prepare Decks:** Each player shuffles their 30-card deck (Scroll) face-down.
- 2. The Genesis Flip:** Both players reveal the top card simultaneously. Higher Cost wins (ties: higher ATK, then DEF, then re-reveal). Winner chooses first or second.
- 3. Draw Starting Hand:** The first player draws 5 cards. The second player draws 6 cards and gains Second Wind: the first Hero they play this game has Rush (see Keywords).
- 4. Mulligan:** Once per game, you may shuffle your entire hand into your Scroll and draw 5 new cards.
- 5. Set Starting Values:** Life: 33 | Energy: 0.

PLACEMENT RULES

- 1. Heroes** enter The Vault when first played (unless they have Rush, then they enter The Altar directly).
- 2. Equip Relics** attach to a Hero already on the field. They don't take up a slot. They sit on top of the Hero card.
- 3. Field Relics** are placed in any open slot on The Altar or The Vault. They take up a slot like a Hero would.
- 4. Events** are never placed on the field. They resolve from your hand and go straight to the discard pile.
- 5. During the Settle phase,** you can freely move cards between The Altar and The Vault.

THE FIELD LAYOUT

Each player has their own side of the field, mirrored. Here is one player's layout:

OPPONENT

(Mirrored version of your layout)



YOUR SIDE

General Fuzzy

4

SLOT 1

Hero or Field Relic

Passive: Your other cards gain +2 ATK while General Fuzzy is in the front row.

ATTACK 10 / DEFENSE 0 / HEALTH 12

Cost: 4

Rare

Stack Sats? Stack XRP

1

SLOT 2

Hero or Field Relic

"Smart accumulation"

ATTACK 0 / DEFENSE 0 / HEALTH 0

Cost: 1

Common

Hook's Protocol

3

SLOT 3

Hero or Field Relic

Passive: Whenever any card is played, you may look at the top card of your deck. Once per turn you may draw that card to your hand.

ATTACK 0 / DEFENSE 0 / HEALTH 0

Cost: 3

Rare

Where combat happens. Cards here can attack and be attacked.

The Purple Brick Road

3

SLOT 1

Hero or Field Relic

Passive: When this card attacks, destroy (unless opponent's Life) all 10 damage.

ATTACK 0 / DEFENSE 0 / HEALTH 0

Cost: 3

Rare

The Golden Ticket

4

SLOT 2

Hero or Field Relic

On Display: Draw 2 cards. If either is a Relic or has cost 3 or less, Energy Recycle.

ATTACK 0 / DEFENSE 0 / HEALTH 11

Cost: 4

Epic

The Riddler's Den

2

SLOT 3

Hero or Field Relic

On Display: Draw 1 card for each Prophecy card you control (unless this card).

ATTACK 0 / DEFENSE 0 / HEALTH 0

Cost: 2

Uncommon

Protected zone. Cards here cannot attack. They can only be targeted if your Altar is empty.

THE
SCROLL

Your deck Face down

KO
DISCARD
PILE

KO'd cards and used
Events

33

LIFE

Starts at 33.
Ends at 0.

5

ENERGY

Starts at 0 Max 5.
Carries over

- 6 -

THE RITUAL

EACH TURN FOLLOWS SIX PHASES, IN ORDER, ALWAYS.

I. GENESIS

GAIN +1 ENERGY (MAXIMUM 5). ENERGY DOES NOT RESET EACH TURN, IT ACCUMULATES AND CARRIES OVER.



II. DECODE

DRAW 1 CARD FROM YOUR SCROLL. SKIP THIS ON THE VERY FIRST TURN OF THE GAME.



III. ACTIVATE

PLAY CARDS FROM YOUR HAND BY PAYING THEIR ENERGY COST. HEROES ENTER THE VAULT AND CANNOT ATTACK THIS TURN UNLESS THEY HAVE RUSH. EQUIP RELICS ATTACH TO A HERO ALREADY ON THE FIELD. FIELD RELICS ARE PLACED IN ANY OPEN SLOT. EVENTS RESOLVE IMMEDIATELY AND ARE DISCARDED. YOU MAY PLAY MULTIPLE CARDS IF YOU HAVE ENOUGH ENERGY.



IV. SETTLE

MOVE ANY NUMBER OF YOUR CARDS BETWEEN THE ALTAR AND THE VAULT (FREE ACTION). VAULT TO ALTAR: CARD CAN ATTACK THIS TURN. ALTAR TO VAULT: CARD RESTS, CANNOT ATTACK OR BE TARGETED.



V. VALIDATE

EACH CARD ON YOUR ALTAR MAY ATTACK ONCE. CHOOSE TARGET: AN OPPONENT'S ALTAR CARD, OR THEIR VAULT CARD IF THEIR ALTAR IS EMPTY, OR THEIR LIFE DIRECTLY IF BOTH ROWS ARE EMPTY. RESOLVE COMBAT.



VI. EXODUS

DISCARD DOWN TO 7 CARDS IF OVER HAND LIMIT. ANY END-OF-TURN EFFECTS TRIGGER. PASS TURN TO OPPONENT.



COMBAT SYSTEM

DAMAGE FORMULA

$$\text{DAMAGE} = \text{ATK} - (\text{DEF} / 2) + \text{FORCE BONUS}$$

DEF is halved (rounded down) before subtraction. Every attack always deals at least 1 damage. No dead hits.

ATTACKING

- ◆ **Declare Attack:** Choose one of your Altar cards as the attacker.
- ◆ **Choose Target:** Select an opponent's Altar card. If their Altar is empty, select one of their Vault cards. If both rows are empty, attack their Life directly.
- ◆ **Calculate Damage:** $\text{ATK} - (\text{Defender's DEF} / 2) + \text{Force Bonus}$ (minimum 1).
- ◆ **Apply Damage:** Subtract from defender's HP.
- ◆ **Check KO:** If HP reaches 0, the card is Knocked Out and sent to the discard pile.

PIERCE: OVERFLOW DAMAGE

When a card is KO'd, any excess damage beyond 0 HP carries through and hits the opponent's Life directly. This is called Pierce.

DIRECT ATTACK

If the opponent's Altar is empty, their Vault cards become targetable. You may only attack Life directly when both of their rows are empty. Direct attacks deal your full ATK (no DEF reduction).

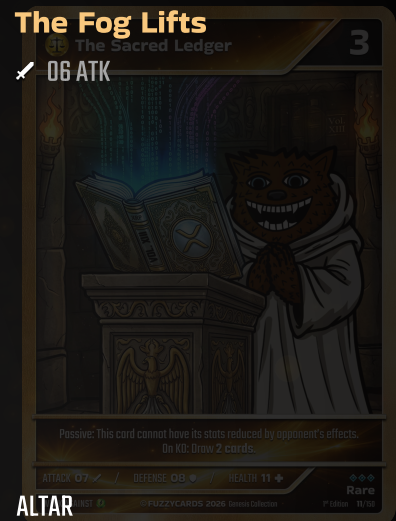
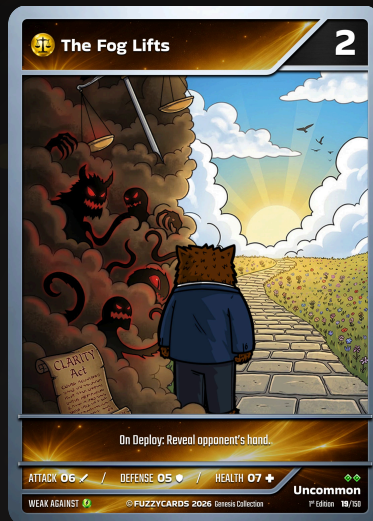
TARGETING PRIORITY

- ◆ Guard cards **MUST** be attacked first
- ◆ Stealth cards cannot be targeted until they attack
- ◆ If The Altar is empty, Vault cards can be targeted
- ◆ If all rows are empty, attack Life directly

COMBAT SYSTEM

AN EXAMPLE

ATTACKER

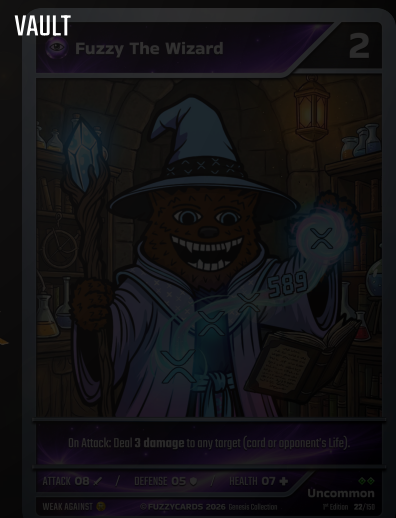


Clarity disproves Prophecy = **+3 Force** bonus!

✂ 06 ATK + 03 BONUS - ♥ (4 / 2) DEF = 9 - 2

♥ 7 DMG

✂ ATTACK



DEFENDER

+ 05 HP - 07 DMG = 2 DMG to opponent life

KEYWORDS & ABILITIES

KEYWORDS

Keyword	Effect
Rush	Can attack the same turn it's deployed and enters The Altar directly. Some Heroes have Rush printed; the player going second grants it once via Second Wind (see Game Setup).
Guard	Must be attacked before other Altar cards
Stealth	Cannot be targeted until this card attacks
Drain	Heal HP equal to damage dealt
Burn X	Deal X damage to this card at end of each turn
Shield	First damage received each turn is reduced to 0
Bridge	When attacked, may move to The Vault and dodge the attack
Silence	Remove all abilities from the target until specified
Search	When you search your deck for a card, reveal it to your opponent, then shuffle. Looking at top cards never shuffles.
Once per game	Usable once per game per card, even if the card leaves play and returns.

ABILITY TIMING

Trigger	When It Activates
On Deploy	When the card enters the field
On Attack	When this card declares an attack
On Hit	When this card deals damage
On KO	When this card is knocked out
On Kill	When this card knocks out an enemy
Passive	Always active while card is on the field
Activate	Pay a cost to use (once per turn unless stated)

WIN CONDITIONS

YOU WIN THE GAME WHEN ANY OF THE FOLLOWING OCCUR

I. LIQUIDATION

REDUCE YOUR OPPONENT'S LIFE TO 0 OR BELOW. GAME OVER.



II. SCROLL OUT

YOUR OPPONENT CANNOT DRAW A CARD WHEN REQUIRED (THEIR SCROLL IS EMPTY). THE PROPHECY HAS RUN OUT.



III. THE 589: PROPHECY FULFILLED

DEAL EXACTLY 589 TOTAL DAMAGE IN A SINGLE GAME. THIS TRIGGERS AN INSTANT WIN REGARDLESS OF EITHER PLAYER'S LIFE. TRACK YOUR TOTAL DAMAGE THROUGHOUT THE GAME (DAMAGE TO CARDS + DAMAGE TO LIFE + PIERCE DAMAGE ALL COUNT). WHEN YOUR CUMULATIVE DAMAGE REACHES EXACTLY 589: ANNOUNCE "THE PROPHECY IS FULFILLED" AND CLAIM VICTORY.

589

GOING OVER 589 DOES NOT TRIGGER THE WIN. IT MUST BE EXACT.

DECKBUILDING RULES

NECESSARY FOR PLAY

THE BASICS

- ◆ **Deck Size:** Exactly 30 cards.
- ◆ **Hero Minimum:** At least 15 Hero cards.
- ◆ **Copy Limits:** You may include up to 3 copies of any card in your deck.
- ◆ **Legendaries:** Maximum 1 copy of each. You may run as many different Legendaries as you like, but never a second copy of the same one.
- ◆ **No Force Restrictions:** Mix and match any Forces freely.
- ◆ **Relics & Events:** No minimum. Fill remaining slots however you like.
- ◆ **Promos:** Mythical Heroes that count toward your 15-hero minimum.
 - Maximum 1 Promo card per deck total.
 - A Promo card is not a Legendary card: your deck may hold your Legendaries and one Promo.
 - Promo Heroes stand outside the Cycle: their attacks never gain the +3 Force bonus, and attacks against them never do.