In CCCCG, you are a powerful GAME MASTER, aiming to prove yourself the SUPER ULTIMATE MASTER OF GAMES. Use your combined knowledge of the BOARD-GAMES-O-VERSE to summon your battle meeples, cast spells, and wreck your opponent's BOARD GAME BOX to declare youself the victor!

The game is won by reducing your opponent's GAME BOX life from 5 to 0, this is mostly accomplished via playing MEEPLE cards to enact BATTLE actions. Use the components of your deck to wreck your opponent's collection, thus proving yourself to be the true gaming mastermind.

GAME SETUP

- **Place your leader card face-up in the centre of the board**
- **Shuffle your deck, then place the top 5 cards facedown to represent your game box health**
- **Draw 7 cards** (you may mulligan by placing any amount on the bottom and drawing that many cards extra).
- **Set 2 loot cards into your loot pool as active**
- **Roll a dice to see who takes first turn!**

No player can lose life on the first turn of the game.

MAJOR CARD TYPES!

There are 5 card types in the base game, plus your LEADER. 4 of them will appear in your deck, while the 5th (loot) is an automatically-building resource card.



MEEPLE cards are your allies, warriors and underlings on the battlefields. These are permanent card types that are played to various board spaces, and stay in the game unless they are vanquished in battle or wrecked by a card effect. Once wrecked, they are discarded to the bin. Meeples can be wrecked via losing battles or other general card effects. If a meeple ever has its power reduced to 0, it is also wrecked.



SPELLS are singular, powerful abilities that will have some form of game effect, then instantly be discarded to the bin. They don't require the use of a board space to play and can target any space on the battlefield according to the card rules.



SCHEMES are sneaky, dastardly abilities that are laid as traps for your opponent. They're played free to a board slot FACEDOWN, and will TRIGGER off various opponent actions; instantly then applying their effect.



LOCATIONS are permanent areas that affect your side of the game. These will stay in play until they are wrecked, or you replace them with a different LOCATION card.



LOOT CARDS are your main resource for the game. This is a pool of cards that will increase each turn automatically. Spend loot by turning it sideways to pay for cards. At the start of your turn, you gain 1 new loot card and all your spent loot gets replenished.

THE LEADER

Your Leader card is placed in the centre of the game, dividing the GAME BOARD into 2 BATTLEFIELDS. They operate in a similar way to a MEEPLE, however they cannot choose to battle anything beyond the front rank of the opponent. If they're ever WRECKED, flip them to their VANQUISHED side.

You can REGENERATE your leader by paying the displayed LOOT cost, +1 additional LOOT for each time it has already been vanquished. It is flipped back to it's starting side, ready to be used.

ACTION DICE = 

Your Meeples are activated with your ACTION DICE ROLLS. At the start of your turn, roll 3 ACTION DICE. You can spend them across any abilities in a dice box if you have the requisite roll. You can also combine dice for higher rolls!

Some cards or Meeples may give you more dice. When you activate that Meeple, roll the dice it provides and add them to your action dice pool for the turn.

TOO MANY DICE? Once per turn, you may spend 3 unused dice to draw a card.

PAYING FOR THINGS



Cards are bought with LOOT. Most of the time you'll find their LOOT COST in the top right of the card. Turn the corresponding loot card(s) sideways to show it has been used for the turn. Loot refreshes in your UPKEEP.





Abilities are activated with ACTION DICE ROLLS. When you activate a meeple, place any amount of available action dice on its card to pay for its abilities. These abilities will trigger in order. Make the meeple SLEEPY (turned sideways) after it has activated - they cannot be activated again this turn while in this state. You cannot pay for the same ability twice as part of a single meeple activation. Even if you don't use dice for all a Meeple's abilities, placing at least one die will still make that Meeple SLEEPY.

BATTLE abilities are in RED. A meeple cannot use a battle ability the turn it is cast into the game.



These are FREE abilities which you can automatically use without requiring dice as part of the meeple activation. Some may work as responses to opponent actions (blocker/armour save). Whereas others will provide you with things like extra action dice when you activate the meeple. so it's best to always check the card.

BATTLES

 = BATTLE POWER!

When you battle, your meeples must win their way through the enemy ranks on either side of the game board. **A battle action must first be applied to any opposing meeple in the FRONT RANK on the same battlefield** (board side). If there are no front rank meeples, it is applied to the support rank meeple instead. Finally, if the entire battlefield side is undefended, your meeple may attack the game box directly, dealing 1 damage to the opposing game box and bringing you closer to ULTIMATE VICTORY.

BATTLE THE FIRST THING YOUR MEEPLE COMES ACROSS...

FRONT RANK › SUPPORT RANK › GAME BOX

ASSIST +1

Once a battle is initiated, the defender may first reveal any ASSIST cards from their hand to pump the power of their battler. Then, the attacker may reveal any ASSIST cards to pump their power in response. Both players then bin all ASSIST cards used.

The highest power wins and the losing meeple is sent to the bin. If you ATTACK with a MAGIC or RANGED battle and lose, return your meeple to your hand instead of sending it to the bin. Throughout the battle process, check any schemes you control to see if you wish to flip it from applicable TRIGGERS. In the event of a draw, nothing happens to either meeple; they are evenly matched.

If the GAME BOX is battled directly: one life card is removed from the box and added to its owner's hand. You win by reducing your opponent's game box to 0 life cards.

TYPES OF MEEPLE BATTLE ABILITY:
BATTLE > Attack from front rank only
RANGED BATTLE > Attack from back rank only
HYBRID BATTLE > Attack from any rank
MAGIC BATTLE > Can attack any card directly, but cannot attack game box

IF YOU SEE A CIRCLED NUMBER NEXT TO A BATTLE ABILITY, USE THAT POWER INSTEAD WHEN ATTACKING

VANQUISHING LEADERS
Alternatively, your meeples may also instead battle the opposing LEADER directly. This is considered to be attackable from any space.

SCHEMES

Scheme cards are secret traps played facedown to a space on your side of the board. They will have a specific trigger to be activated, which usually happens in your opponent's turn. Once they're flipped, apply the effect, then discard them to the bin. Continue with the opponent action after this has resolved.

TURN ORDER

>>UPKEEP PHASE (The player taking the first turn of the game does not draw or gain loot that turn)
Draw A Card (If you have to draw a card and have none left in the deck, you lose the game)
Gain +1 Loot Cards (8 max in loot deck allowed)
Roll 3 Action Dice
Wake up all your meeples (ready the cards)
Refresh spent LOOT (ready the cards)

>>BOARD PHASE: Take any of the actions below, in any order

- **Use LOOT to cast a MEEPLE**
- **Use LOOT to cast a spell**
- **Play a SCHEME facedown to a space for free**
- **Spend Action Dice to activate meeples** (they then become sleepy > turned sideways)
- **Spend an Action Dice to MOVE a ready meeple into any open space** (they become sleepy)

>>END TURN PHASE
Clean up any buffs/debuffs to meeples, and any other temporary abilities, then discard down to 7 cards max and pass the turn.

MAJOR KEYWORDS AND EXTRA SYMBOLS

ARMOUR SAVE: If the card would be wrecked, roll a dice: if you roll equal to or over the armour save value, the card stays alive!

BLOCKER: If an opponent declares a BATTLE action directly targeting your game box, you may make this card SLEEPY to MOVE this card to your front rank on that side; defending against that action as if it was the original target. It stays in the new location. If already SLEEPY, this card cannot activate its blocker ability. (Remember though, even sleepy cards still get in the way of opposing attacks if they're in the same board side)

SPEEDY This meeple can use BATTLE abilities the turn it is played



As an additional cost to cast this card, you must place this many cards from your LOOT POOL back into your facedown LOOT DECK. If you cannot meet this requirement, you can't use the card yet!

BUILD DECKS AND TRADE

CCCCG is a deckbuilding, trading card game. This means that players organise their collection of cards into a 40-card deck that aligns with their strategy. Your deckbuild is controlled by your LEADER card; when assembling your deck (and in the starter decks provided) all cards must be of the same FACTION TYPE as your leader. Neutral cards can be used in any deck.



- No More than 4 of the same card
- 40-cards minimum in main deck (max 60)
- ONE leader card
- All cards must match leader faction(s)
- Up to 50% Neutral cards allowed in any deck