LOL COW

Trading Card Game

Alpha Rulebook Version II

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LolCow Trading Card Game (TCG) is a strategy game played by two or more players, equipped with their own customized deck. Each player will take turns playing cards, such as Tapes, Characters, Magick, and a Trickery, to name a few. Each player begins with 420 life points. Characters "beatdown" other characters, various cards, and even players directly, to reduce an opponent's life points. Once you reduce an opposing player's life points to zero, you win the game! Now let's explore your path to victory!

Credits

LolCow Trading Card Game Original Game Design and Development: Sons of Akronia Entertainment, LLC
Editor: Breanna Bradbury

Thanks to all our project team members and the many others too numerous to mention who have contributed to this product.

These rules are effective Sept 1st, 2023

Official Sanctioned Event Restricted List (In effect as of June 1st, 2024)

The following cards are LIMITED to one per deck

- **Dimensional Merge**
- **Happy Danksgiving**
- **Pickle Quest**
- **Raxxmus Arrives**
- **Server Outage**
- **Pot of Mead**
- **Mister Metokur, the Forbidden One**
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The following cards are Semi-Limited to two per deck

- **Vitamin CWC**
- **The One Medallion**

This will be updated periodically every 1st of August and 1st of February. We will also update if there is a needed change. Updates will can be seen on www.LolCowTCG.com

Game Zones

THE FIELD ZONE

At the beginning of the game, the field is empty, but it's where all the action will unfold. During your turn, you have the option to utilize Characters, Items, and Dens on the Chain and they enter the field upon resolution. Traps, however, do not use the Chain when initially set face-down but trigger it when flipped face-up. It's essential for your opponent to have visibility of all your permanents and their Spin or Rewound positions. This particular zone is a shared space for both players.

MAIN DECK

When the game begins, both players start with their Main Deck of 40 or more cards, and their Tape Deck of exactly ten Tape cards. No more than three of any card is allowed, and your deck is kept face down. No one is permitted to look at the cards in your deck, but you are permitted to know the exact number of cards in opposing decks. Each player is required to use their own deck. At the start of the game, both players must randomize their decks and allow the opponent to cut.

TAPE DECK

The Tape Deck zone is designated for your initial placement of a 10-card Tape Deck when the game begins. Each player must randomize their Tape Deck and permit their opponent to make a cut. Unless a card's instructions specify otherwise, you are prohibited from examining the contents of your Tape Deck during the game.

HAND

Drawing cards results in them being added to your Hand, following the conventional practice seen in many card games. The cards in your Hand are private, and no one else can inspect them. At the beginning of the game, you begin with a five-card hand. After you draw your cards, you may place any of the five cards on the bottom of your deck and draw new ones, or mulligan. You may only mulligan once. Your hand size limit caps at seven cards. You can temporarily hold more than seven cards, but you must reduce your hand to seven by the end of the Outro Phase of each turn. Each player maintains their individual hand.

THE CHAIN

Cards and abilities exist on the Chain. They wait there to resolve until both players choose not to play any new cards or activate any new abilities. Then the last card or ability that was put onto the chain resolves, and players get a chance to play cards and abilities again. The Chain is shared by both players and does not have a designated zone.

SCRAP PILE

The Scrap Pile serves as your discard pile, where all your Characters, Dens, and Items are placed once they have no remaining Health. Additionally, Magick and Trickery cards find their place in the Scrap Pile after their resolution from the Chain.

BAN PILE

When a card or an ability enforces a Ban on a card, that specific card is placed in a distinct game area, separate from the main gameplay. The card remains in this location indefinitely, unless a card effect permits its return. Typically, banned cards are positioned face up, and every player maintains their own Ban Pile.

Game Play Basics

This section describes the actions that you'll take during a game. You'll learn how to generate Tape Points, which is the resource you need to call-out, or play, cards. You'll learn how to call-out cards, as well as how to use abilities. You'll also learn how to Beatdown and Intercept with your Characters. The section finishes with a brief description of how to build your first deck and an explanation of the game's "Golden Rule."

MAKING TAPE POINTS

To do virtually anything in the game, you first need to be able to make Tape Points. Think of tape points as LolCow currency. In order to use most cards, you must "pay" the amount of Tape Points required, as listed on the card.

Nearly every tape in the game has an ability that produces Tape Points. Basic Tapes make one point by spinning it, then that Tape Point is added to your Tape Stack. (Your tape stack is where your Tape Points are stored until you spend them.) Other cards may also generate Tape Points. They will say something like ''Add one (1) to your tape stack.''

Tape Points don't last forever. At the end of your Outro Phase any unused Tape Points on your Tape Stack disappear. This is not a frequent occurrence, as you'll typically only make Tape Points when you need them to play cards or activate abilities.

PLAYING YOUR CARDS

Now that you can make Tape Points, you'll want to use them to call-out, or play, cards. All cards except Tapes are called-out.

You can call-out Characters, Dens, Items, Magick cards, and set traps only during your Intro Phase when there's nothing else on the chain. Trickery cards are the exception and can be called-out at any time.

CALLING OUT A CARD

To call-out a card, take the card you want to play from your hand, show it to your opponent and put it on the chain. (The chain is the game zone where cards go right before they enter the field.
It's usually in the middle of the table.)

There are a few choices that you need to make right now. If the card is a Magick or Trickery and says ''Choose one —,'' you choose which of the options you're using. If the card is a Magick or Trickery and it has a target, you choose what (or who) that target is. Tools also target the permanents they'll attach to. If the card has X in its cost, you choose what number X stands for. Other choices will be made later, when the card resolves.

Now check what the Tape cost is to activate that card. Spin your Tapes to produce the Tape Points necessary, and pay the cost. Once you do that, the card has been called out.

TARGET

When you see the word ''target'' on a card or ability, you have to choose one or more things for the card or ability to affect.

You'll be able to choose only certain kinds of things, such as what the card specifies you can target.

You choose the targets for a card when you call it out, and you choose targets for an activated ability when you activate it. If you can't meet the targeting requirements, you cannot play the card or activate the ability. Once you choose targets, you cannot change your mind later.

When the card or ability resolves, it checks the targets to make sure they're still legal (they're still there, and they match the requirements stated by the card or ability). If a target isn't legal, the card or ability can't affect it. If none of the targets are legal, the card or ability is countered and does nothing at all.

RESPONDING TO A CARD

When you call out a card, it doesn't resolve (have its effect) right away–it has to wait on the chain. Each player, including you, now gets a chance to call out a Trickery or activate an activated ability *in response.* If a player does, that Trickery or ability goes on the chain on top of what was already waiting there. When all players decline to do anything further, the final card or ability on the chain will resolve.

RESOLVING A CARD

When a card resolves, one of two things happens. If the card is a Magick, Trickery, or a Booby Trap, it has its effect (in other words, you follow the instructions on the card), then you put the card into your Scrap Pile. If the card is a Character, Den, or Item, you put the card on the table in front of you in the designated area or on the required card. The card is now on the field. Any of your cards on the field is called a permanent because it sticks around permanently, or until something happens to it. Many permanents have abilities, which is the text on them that affects the game. Booby Traps are an exception because they are played face-down and do not go onto the chain until they flip face-up. You can also only have one copy of a card that has 'legendary' in the card type in play at a time. If you play another copy, you must scrap the one that was in play originally.

After a card or ability resolves, both players get the chance to play something new. If no one does, the next thing waiting on the chain will resolve (or if the chain is empty, the current part of the turn will end and the game will proceed to the next part). If either player plays something new, it goes on top of the chain and the process repeats.

BUILDING YOUR OWN DECK

You play a LolCow game with your own customized deck. You build it yourself using whichever LolCow cards you want. There are three rules: your Main Deck must have at least 40 cards, your Tape Deck must have 10 cards, and your Main Deck can't have more than four copies of any single card. The rest is up to you!

THE GOLDEN RULE

When a LolCow card contradicts the rulebook, the card wins. For example, the rules say characters enter the battlefield in the Rewind position. But if a character says ''Characters your opponents control enter the field spun'' that effect changes the rules as long as it's on the field. One of the things that makes LolCow fun to play is that there are individual cards that will let you break almost every rule

BEATDOWNS AND INTERCEPTIONS

The primary way to advance in the game is to beatdown, or attack, with your characters. If a character that's beating down your opponent isn't intercepted, it deals damage, equal to its power, to them. It doesn't take that many hits to drop your opponent all the way from 420 life to zero!

Characters may declare beatdowns any time during your Intro Phase as long as they are in the rewind position. Characters may declare beatdowns on any card that has Health Points or any opposing player. You may not beatdown with more than one character at a time and the same character cannot beatdown more than once in a turn. To declare a beatdown, you choose which of your characters will beatdown, and you choose who or what they will beatdown. You then Spin the character you want to beatdown with. You can only attack with a character that is in the Rewind position, and only if it was on the field under your control when your turn began.

Your opponent chooses which of his or her characters will intercept. Characters that are in the Spin position can't intercept beatdowns. For intercepting, it doesn't matter how long the character has been on the field. When a character intercepts a beatdown, you must spin that character. Multiple characters can intercept a beatdown. If that happens, the player that controls the interceptors orders the interceptors to show which is first in line for damage, which is second, and so on. Characters are not required to intercept, it is up to the defending player.

After all interceptors are chosen, beatdown damage is assigned. Each character–both beating down and intercepting–deals damage equal to its power.

- A character that is beating down and isn't blocked deals damage to the player or card it's beating down.
- The player that is intercepting will decide what order their characters are intercepting in (example: interceptor #1, #2, #3 and so on).
- A character that is beating down and is intercepted deals damage to the intercepting characters. If your attacking character is intercepted by multiple characters, you must assign damage to interceptor #1 first. You must assign at least enough damage to the first intercepting character in line to defeat it before you can assign damage to the next one in line, and so on.
- An intercepting character deals damage to the character that is beating down equal to their Attack.

Introduction to the Cards

TAPES

For decades people have been capturing themselves and others via tapes. Tapes are a long-lasting record of a variety of daily life and events throughout the world. In LolCow TCG you use Tapes to play all of your cards. You *Spin* a tape to generate a *Tape Point.* To Spin a tape, you turn it 90 degrees. Once Spun, you cannot Spin it again until you Rewind it. To Rewind a tape, you reverse the 90 degree turn.

Tapes have their own separate starting pile called the Tape Deck. Tape Decks consist of exactly ten (10) Tape cards. Tape Decks are shuffled at the start of each game, like your Main Deck. *Tape Decks can ONLY consist of Tape cards.* Cards labeled *Basic Tape* have no Tape Deck limit. Special Tapes have unique names and their own Tape Deck limit. For example, if you have two different Special Tapes, you can only have one of each of them in your Tape Deck. These do not raise your Tape Deck limit of ten Tapes.

To play a tape, at the start of your Intro you flip a tape from your Tape Deck and place it into play in your Tape Zone. Tapes enter the Tape Zone in the rewound position and are ready for use immediately. If a tape would go to the Scrap Pile from the Tape Zone, place it on the bottom of the tape deck.

CHARACTERS

Characters are your main source of attacking your opponents. They are permanents, but unlike other types of permanents, Characters deliver a beatdown, as well as intercept beatdowns from opposing players. Each Character has set Power and Health. Its Power is how much damage it deals in combat, while its Health is how much damage must be dealt to defeat it. Characters can beatdown and intercept as long as they are in the rewind position.

MAGICK

A Magick represents actions and other LolCow flavorful things. You can play a Magick during the Intro Phase of your turn. You can't play it when another card is on the Chain. You follow the instructions listed on the card, then put it into your Scrap Pile, which is the main discard pile.

TRICKERY

Trickery cards are used in the same manor as Magick, except you can play it any time you want, such as during your opponent's turn or in response to another card. After use, they are also placed into your Scrap Pile.

DENS

A Den represents a place that is added to the playing field. A Den is a perma-nent, so it'll stay on the field affecting the game. Since a Den is a perma-nent, that also means that it can only be played only when you can play a Magick. Dens also have a specific spot on the playing field. Dens also have Health and players can declare beatdowns on them. However, since they do not have a Power, they don't do any damage.

BOOBY TRAPS

Booby Traps are special cards that are played face-down anywhere on the owner's side of the field. Booby Traps are activated by flipping face-up when the condition is met to activate them. Booby Traps can be activated on any player's turn, as long as the condition is met at that moment. When a Booby Trap is activated, follow the instructions listed then the card is sent to the Scrap Pile after the effect resolves. Booby Traps are considered permanents until they are flipped face-up.

ITEMS

Items are things that affect Characters stats and/or abilities. There are different kinds of Items, such as Accessory Items that you play on the field, but you must pay the Attach Cost before it can take effect. There are also Weapons, Tools, and Armor Items that you attach directly to the character. Items can only be played on your turn, unless the card says otherwise. Items that attach to characters cannot switch from one to another.

ABILITIES

As you start to accumulate permanents on the field, the game will change. That's because many permanents have text on them that affects the game. This text tells you a permanent's abilities. There are three different kinds of abilities a permanent can have: *lasting, triggered* and *activated abilities*.

LASTING ABILITIES

A lasting ability is the text that is always true while that card is on the field. For example, Sea-Raxx is a LolCow character with the ability ''Sea-Raxx gets +20 Power for each type character you control.'' You don't activate a lasting ability, it simply remains true for its entire duration on the field.

TRIGGERED ABILITIES

A triggered ability is text that happens when a specific event occurs in the game. For example, Night of the Living Ed says ''When Night of the Living Ed enters the field you may search your deck for another LolCow character card and put it into your hand. Then shuffle your deck''.

Each triggered ability starts with the word ''when,'' ''whenever,'' or ''at.'' You don't activate a triggered ability. It automatically triggers whenever the first part of the ability happens. The ability goes onto the chain and resolves like other cards. If the ability triggers but then the permanent the ability came from leaves the field, the ability will still resolve.

You can't choose to delay or ignore a triggered ability. However, if the ability targets something or someone and there is no legal target for it, the ability won't do anything.

ACTIVATED ABILITIES

An activated ability is an ability that you can activate during your Intro Phase on your turn, as long as you can pay the cost. For example, C.W. Chan, The Visionary says ''Scrap two cards from your hand: create a Sonichu token on your field with 40 attack and 40 health with Dash.''

Each activated ability has a cost, then a color ('':''), then an effect. Activating one works exactly like playing a card, except there's no physical card to put on the chain. The ability will still resolve as if it were a physical card on the chain If you activate an ability, but then the permanent the ability came from leaves the field, the ability will still resolve.

Some activated abilities contain the word 'SPIN' in their costs. This means that you must spin the permanent to activate the ability. You can't activate the ability if the permanent is already spun. Activated abilities can be used at anytime a Trickery can be used.

KEYWORDS

Some permanents have abilities that are shortened to a single word or phrase. Many of these have reminder text that gives you a brief description of the ability's effect. Keyword abilities include DASH, LEAP, STALKER, and more. Most of these are lasting abilities, but keyword abilities can also be triggered or activated abilities.

IMMORTAL
Does not take damage during a beatdown. Immortal characters can take damage from non-character cards and will go to the Scrap Pile if their health reaches zero.

LEAP
Characters with Leap cannot be intercepted by characters without Leap. Characters without Leap cannot beatdown characters with Leap. Characters with Leap may beatdown and intercept characters with or without Leap.

CHEAP SHOT
Characters with Cheap Shot deal damage first in beatdowns with other characters without Cheap Shot. If all characters have Cheap Shot, then they would deal damage to each other at the same time.

STALKER
Characters with Stalker may be played anytime you can play a Trickery, even on your opponent's turn.

LEGENDAIRY/LEGENDARY
You may only have one copy of a Legendairy or Legendary permanent in play. If you play a second copy of the same Legendairy permanent, you must scrap one of the two immediately.

OVERRUN
Characters with Overrun deal damage to an opposing character even if it is blocked.

REACH
Characters with Reach may intercept beatdowns made by characters with Leap.

DASH
Characters with Dash enter the field in the Rewind position and may attack and use activated abilities the same turn they enter the field.

ATTACH
This is an ability that is mainly on Item Accessories. You must play the accessory on the field and then pay the Attach Cost to attach it to a Character. You may only use this ability on your turn during your Intro Phase. You cannot transfer an attached accessory from one Character to another.

NAMED ABILITIES
Some abilities have names attached to them. The names are just for flavor and may be on Activated, Lasting or Triggered abilities.

DURABILITY
Cards with durability have a set number of counters, which get removed at the beginning of each Outro Phase. When the counters are depleted, the card is sent to the Scrap Pile

Let's Play A Round

Now that you know the elements of the game and how to perform the main actions, it's time to walk through a turn. This section describes what happens in each part of a turn. An actual game of LolCow is pretty casual, despite how complex the structure may seem.

GET A DECK

You'll need your own LolCow deck. You'll also need a way to keep track of both player' life totals, as well as small items to use as counters or tokens. We recommend dice to keep track of Health totals on cards.

GET A FRIEND

To play a game, you'll need an opponent! Your opponent will play against you using their own deck.

START THE GAME

Each player starts with 420 health. You win the game by reducing your opponent to zero Health. You also win if your opponent has to draw a card when none are left in their deck, or if a card or ability says that you win the game.

Decide which player will go first. If you've just played the same opponent, the loser of the last game decides who goes first. Otherwise, roll a die or flip a coin to see who gets to decide.

Each player shuffles their Main Deck and Tape Deck, allows the opponent to cut each deck, and then draws a hand of five cards to start. If you don't like your opening hand, you may have a Mulligan. Place the chosen cards, up to all five, at the bottom your deck and draw that many cards from the top. You may only do this once per match.

GLOSSARY

Ability- The effect on a character card

Activated Ability- An ability that has a required action to use it

Attach Cost- The cost to attach a card to a character, usually Tape Points

Attack Power- How much damage a character does in a beatdown

Ban Pile- Where you put cards that are in the Ban Zone

Ban Zone- Cards that are removed from the game

Beatdown- How your characters deal damage to opponents or other cards

Booby Trap- A permanent card that is placed face-down on the field and flips when a requirement is met

Call-Out- To play a card from your hand

Chain- The non-visible area, typically in the middle of the game area, in which cards and effects are placed until they resolve

Character- Permanent cards with Attack and Health

Cipher Tape- A one-time use Tape that starts in the hand of the player going second, after mulligans.

Cleanup Step- The final step of the turn in which the active player discards down to seven cards.

Den- A type of permanent with only Health.

Draw Step- The step in which a player draws one card.

Durability– How many turns a card remains in play until it is sent to the Scrap Pile.

Field Zone- The playing area in which you play permanents.

Golden Rule- The rule which states card effects override game rules.

Hand- Where players hold cards after they are drawn. Players also play cards from their hand by paying their tape cost.

Health- The number that indicated how much damage a card can take before it's sent to the Scrap Pile.

Intercept- To place a character in front of an opposing character that has declared a beatdown.

Intro Phase- When the active player may call-out any cards or declare beatdowns.

Item- Permanents that can be attached to characters.

Lag- When a character comes into play and cannot attack or use an activated ability the same turn.

Lasting Ability- Effect that is active for as long as the card is on the field.

Legendairy/Legendary- A type of card that you may only have one copy on the field at a time.

Life Points- Both players start with 420 life points and the first player to go to 0 loses the game.

Loading Step- When the active player flips the top card of their Tape Deck and places it into their Tape area on the field.

LolCow- A type that characters may have.

Magick- A non-permanent card that can only be played during the owner's Intro Phase when no other cards or effects are on the chain.

Main Deck- The pile of cards you draw from.

Mulligan- At the start of the game when you pick any number of cards and place them on the bottom of your deck, then draw that many cards.

Outro Phase- The last phase of a player's turn.

Permanent- A card that stays on the field

Phase - Sections of a turn in which you can do certain things.

Player 1- Player that starts the game

Player 2- Player that goes second at the start of the game.

Power- The number that indicates how much damage a character can do. Same as Attack Power.

Resolve- When an effect happens.

Rewind- When you turn a card from horizontal to a vertical position

Rewind Step- When the active player turns all their cards from a horizontal, to a vertical position.

Scrap Pile- The area where you place non-permanents after use as well as cards with Health when reduced to 0.

Scribe- A type that characters may have.

Spin- Turning a card 90 degrees

Tape- A type of card that is used to make Tape Points

Tape Cost- The number that indicates the amount of Tape Points is used to play a card or activate an effect of a card.

Tape Deck- The pile of cards that only contains 10 tape cards.

Tape Point- Tape Points are made by turning Tape cards 90 degrees and are what's used to call-out cards or activate an effect of a card.

Tape Stack- The invisible area in which Tape Points are stored when you spin a tape. Tape Stacks empty during the cleanup step.

Target- What you choose for card effects, interceptions or beatdowns.

Trickery- A non-permanent that can be played on either player's turn

Triggered Ability- An ability that happens when a condition is met for it to trigger.

Trole- A type that characters may have.