

RULEBOOK



Trading Card Game

Introduction

Hello everyone, Mod Sarnie here!

First of all I just wanted to say thank you for taking the time to read the rules of a Game Jam turned passion project of mine that I've spent my own time working on making.

It's been a long time in the making and there's still a long way to go but I want to say that this isn't an official TCG coming to the game and is not supported officially by Jagex.

I do wish to continue in building upon this so that one day there might be some potential to make this real! I have it playable on Tabletop Simulator and am more than open to questions and discussions with you all. So, feel free to reach out to me on Discord or Twitter - both under JagexSarnie.

With that done, thank you once again and let's get into it!

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Card Types



Character Cards

This is the core of your deck, your commander so to speak, and should be the main driving force for every other piece in your deck.

They will give you your base health, power, level and abilities to use during your fight.



Equipment Cards

If your Character is controlling the fight, then the Equipment is essentially your cavalry.

You can equip up to 5 pieces of Equipment Cards at once to your character, making them stronger and more powerful.



Item Cards

Items are the crust of your Sarnie and can be played as many times as you have Item cards in your hand.

These will mainly give you smaller boosts and utilities to find items from your deck.

Card Types (cont.)



Event Cards

These function much like items but are much more powerful than those cards.

With power comes... some restriction as you are allowed only one copy per card in your deck and you can also only play one of these per turn.

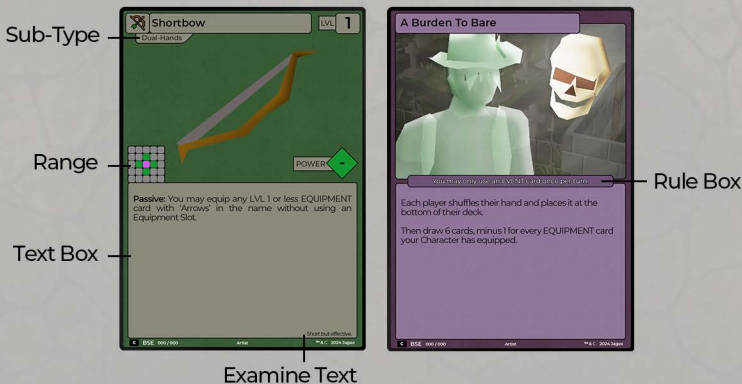


Battlefield Cards

These are the spiciest cards and are kept in a separate deck to your other cards.

When activated on the Battlefield these cards will give grant special effects, some to everyone and others to only the players on them.

Parts of the Cards



Zones & Game Board

Battlefield

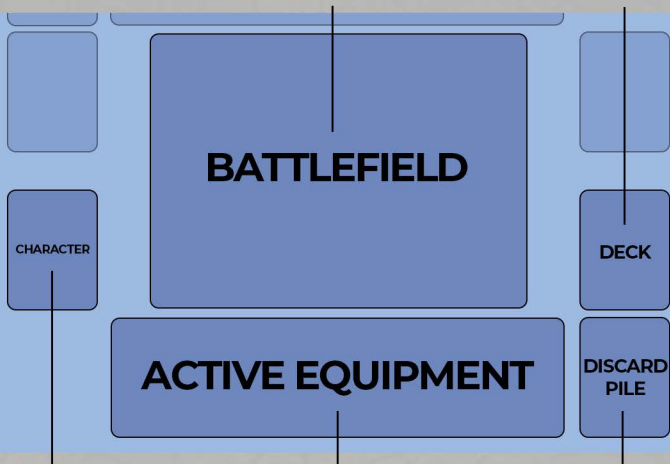
This area is a 3x3 grid of cards made up of four of your and opponents Battlefield cards placed face down, with the middle space being left blank.

Players can move around the Battlefield and must flip any card they land on and resolve the effect of the card.

Deck

Each player starts with their own 50 card deck to play.

This can be made up of Item, Equipment & Event cards, all with their own limits and restrictions.



Character

This area holds your Character, which gives each player their starting Power, Health, Level and Abilities.

Both a player's Power and Level can be raised in various ways, while your Health needs to be maintained to not lose.

Active Equipment

The bottom of your area can hold up to 5 Equipment Cards which Power and Effects can be utilised by your Character.

You may attach one Equipment card per turn and un-attach one card per turn.

Discard Pile

Each player has their own Discard Pile.

Cards that have been played or destroyed enter this area face up and can be viewed by your opponent upon request.

Playing the Game

How to Win

There are two main ways to win the OSRS TCG:

1. Take your opponent's Health down to 0.
2. If your opponent has no cards in their deck at the start of their turn.

Setting up the Game

1. Split your cards up into:
 - a) Your 50 Card Play Deck
 - b) Your 5 Card Battlefield Deck
 - c) Your 1 Character Card
2. Flip a coin or Roll a Dice. The winner of the call gets to choose who goes first.
3. Place your Character Card face down in the Character Area.
4. Shuffle your Battlefield Deck and take the top 4 cards and place them face down in the middle of the board.
5. Player One will then take all the cards in the middle, shuffle them and lay them, face down on the Battlefield Area in a 3x3 Grid - leaving the middle space blank.
6. Shuffle your Play Deck and draw the top 7 cards.
 - a) If you don't like your hand - you may choose to Mulligan (Pg13)
7. Player One places their Token on a corner of the Battlefield. The opponent places their token on the far opposite side.
8. Both players flip their Character Card and play begins!

Parts of a Turn

Turn Sequence

Every player's turn has 3 main parts:

1. Draw a Card.
2. Do any of the following actions in any order:
 - a) Play an Item card - can be repeated
 - b) Play an Event card
 - c) Equip 1 Equipment card
 - d) Unequip 1 Equipment card
 - e) Use an Ability - can use multiple
 - f) Move 1 space
3. Attack. Then, end your turn.

1. Draw a Card

At the very beginning of your turn draw the top card of your deck. If you cannot draw a card at the start of your turn, you have lost.

2. Do any of the following actions in any order:

a) Play an Item card.

Choose an Item card from your hand and place it face up on the Game Board. Follow the instructions on the card and then place it in the Discard Pile once completed.

You may do this step as many times as you have Item cards in your hand.

b) Play an Event card.

Choose an Event card from your hand and place it face up on the Game Board. Follow the instructions on the card and then place it in the Discard Pile once completed.

You may do this step once per turn, so choose which card you play wisely.

Parts of a Turn (Abilities & Moving)

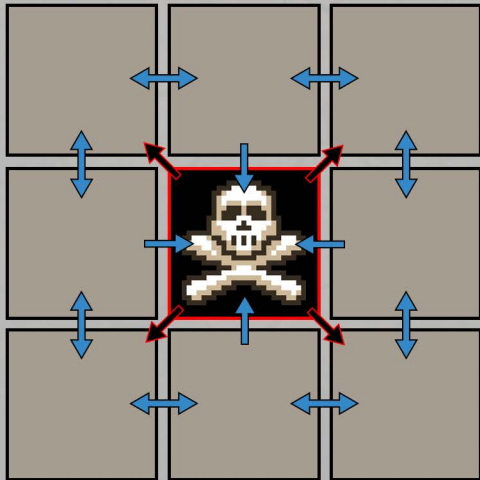
e) Use an Ability.

Most Characters will have 3 abilities. Starting off having access to one, by levelling up your Character's Total Level you'll be able to use more. You'll also get extra effects and abilities from Equipment.

You may use as many abilities as you like in one turn. Read the text of the abilities carefully as some can only be used once per turn, some at very certain times and others are more passive effects.

f) Move 1 space.

Your position on the Battlefield is as key as your build. Once per turn, you may choose to move your character 1 space in any cardinal direction (Up, Down, Left or Right).



Parts of a Turn (Equipping)

c) Equip 1 Equipment Card.

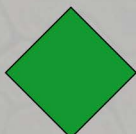
If you have any Equipment card in your hand along with the appropriate level to wield them, once per turn you may equip that Equipment card to your Character.

You have 5 spaces available to equip cards and if you don't have an available space you cannot use play and Equipment cards until a new space is available.

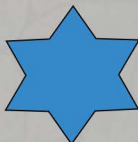
Any Power and Abilities of an Equipment card can be added to your Character once equipped. Power comes in 4 different types:



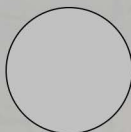
MELEE



RANGED



MAGIC



TYPELESS

Only Power of the same type can be added together to become stronger, so you'll want to select your Equipment wisely. Typeless is the only exception as it can be added to any Power type, as long as the Power given is halved (rounded down).

You may only do this action ONCE per turn and be careful as you may only have one copy of each Equipment Card in your deck. Finally, you may not Equip two cards with the same Sub-Type.

d) Unequip 1 Equipment Card.

Once per turn you may unequip any active Equipment Card on your Character. Simply place the card back into your hand.

You cannot unequip an Equipment Card that is disabled. (Pg13)

Parts of a Turn (Moving & Attacking)

When you move onto a space on the Battlefield with a face-down card, you must flip that card face-up and resolve the text on the card. Sometimes these cards affect everyone (Global) and others only affect the Player Token/s on the space (Local).

The only difference to this rule is the Wilderness. This is the center space that is left blank during set-up. When moving out of this space, instead you may move 1 space in any diagonal direction.

This could help you make a quick escape or flank your opponent when using the right combination of cards!

3. Attack. Then, end your turn.

Once you've completed all the steps you'd like within your turn, then you may choose to attack your opponent. When attacking there are a few things to consider:

a) Check your active Equipment.

One of the most important elements to ensure is correct is your placement on the board. This important mainly due to what you are attacking with.



Every weapon has a Range on the card and this will dictate from where you can attack with that weapon. The purple square indicates your location and the green square indicates which positions you can attack.

In the example above, you can attack any players up to 1 tile, in any cardinal direction or from your position or any players on the same tile as your Character.

Parts of a Turn (Attacking & Position)

If you don't have any Equipment with a Range Grid, you can use your Character's base Power Type to attack with, but you must be on the same tile as the player you are attacking.

b) Check your Position on the Battlefield

Now you have a good weapon and range - it is time to check what's happening on the Battlefield. There's a few things to keep in mind when preparing to attack:

- Players in the Wilderness may only attack other players inside the Wilderness.
- Players can only attack other players if all tiles between them and the target are active (flipped).
- Players cannot attack targets through the Wilderness.

Positioning yourself in an advantageous location is also a sure way of ensuring victory, so make sure to look at what area you and your opponent are in and what effects are active.

c) Calculate and Record damage dealt.

When attacking an opponent simply deduct your Power from your opponent's Health. Be sure to check if your opponent has any negation effects active that will impact your damage!

The best way to record your damage is to either place counters on or near your opponent's Character or use a Dice as your Player Counter and reduce your dice down to the remaining Health.

d) Your turn is over.

Once damage has been calculated and applied, your turn immediately ends.

Extra Rules

There's a few extra considerations to keep in mind when playing.

a) Deckbuilding

Overall, you'll have 56 Cards when playing. When building there's a few limitations to keep in mind:

- You may have up to three copies of any Item card of the same name (i.e. three copies of Book of Knowledge).
- You may have only one copy of each Equipment and Event card in your Play Deck.
- You may only have one copy of each card in your Battlefield Deck.

b) Mulligan

During the set-up phase, you may choose to Mulligan once. To Mulligan:

- 1) Shuffle your hand.
- 2) Shuffle your deck.
- 3) Place your hand face down on the bottom of your deck.
- 4) Draw 7 cards from the top of your deck.

Afterwards, your opponent may draw an extra card, unless both players have decided to Mulligan - in which case no players draw extra cards.

c) Equipment Status

Sometimes during gameplay, your equipment may be affected by certain effects.

- 1) Disabled: Turn the card upside down to showcaae this effect. The card's Power and Abilities cannot be used when disabled and they can also not be unequipped.
- 2) Destroyed: Remove the card from your Character and place it in your Discard Pile.
- 3) Protected: Cards with Protection cannot be Disabled or Destroyed.

