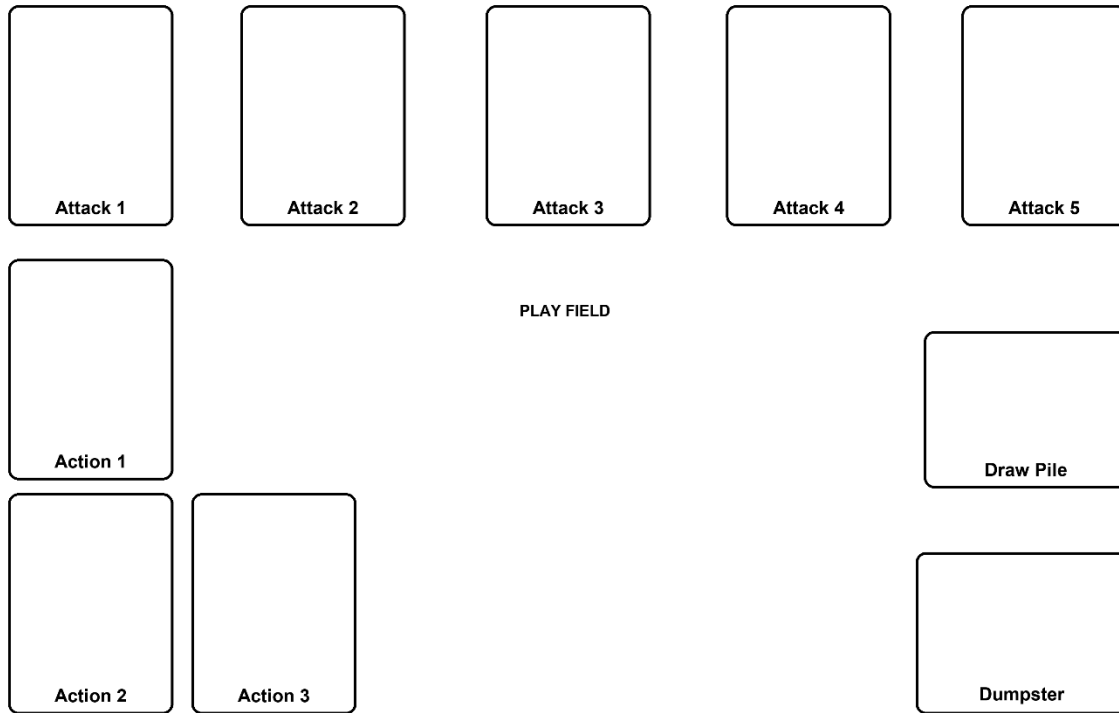


Kaboom TCG Official Rules

Play Field Layout



The Play Field consists of specific areas for managing cards during gameplay:

- **Attack Lanes (1–5):** Slots across the top where up to 5 Attack Cards can be played simultaneously.
- **Action Slots (1–3):** Slots on the left where up to 3 Action Cards or Reaction Cards can be active at a time.
- **Draw Pile:** Located on the right side where face-down Play Decks are placed.
- **Dumpster:** Located below the Draw Pile for discarded and defeated cards.

SETUP

- **Deck Construction:** Each player constructs a 30-card Play Deck using cards from their collection.
 - Minimum of 10 **Common** cards.

- Minimum of 10 **Rare** cards.
- The remaining 10 cards may be of any type, subject to the following limits:
 - Maximum of 3 **Legendary** cards.
 - Maximum of 2 **Ancient** cards.
 - Maximum of 1 **Crystal** card.
- **Shuffling:** Each player shuffles their opponent's Play Deck without looking at the cards.
- **Draw Pile Placement:** Place the Play Deck face down onto the Draw Pile area.
- **Starting Hand:** Each player draws 7 cards into their Play Hand.
- **Bank Account:** Each player starts with \$50 in their personal Bank Account.
- **Field Constraints:**
 - **Attack Cards:** Must be played in an available Attack Lane (maximum of 5 active at any time).
 - **Action Cards:** Must be played in an available Action Slot (maximum of 3 active at any time).
- **Discards:** All defeated Attack Cards or resolved Action Cards are placed face up in the Dumpster.
- **Objective:** Reduce the opponent's Bank Account to \$0 to win the game.

PLAY

Players take alternating turns executing actions on the Play Field.

- **Turn Structure:** At the start of a turn, the active player draws 1 card from their Draw Pile into their Play Hand.
- **Available Actions:** The active player may perform up to three actions per turn:
 - Play 1 card into an Action Slot.
 - Play 1 card into an Attack Lane.

- Attack the opponent using available Attack Cards in your Attack Lanes.
- **First Round Restrictions:**
 - Player 1 cannot attack on Turn 1.
 - Neither player may play an Action Card during the first round.
 - Player 2 may attack on Round 1, but cannot play Action Cards.
- **Action Cards & Reaction Cards:**
 - **Face Up:** The card's effect resolves immediately, then it moves to the Dumpster.
 - **Face Down (Reaction Card):** Remains hidden until played. Reaction Cards can be triggered at any time—including during an opponent's turn—in response to an ability or card action.
- **Attack Card Placement:** Attack Cards are played face up in any available Attack Lane and can attack immediately (except on Turn 1). Numerical lane order is not required unless specified by a card ability.

COMBAT

- **Attack Frequency:** Each active Attack Card on your field may attack once per round in any order.
- **Attack Power:** Indicated by the sword and shield icon on each Attack Card.
- **Special Abilities:** Located at the bottom of the card. Cards marked "simple attack card" have no special ability. Abilities resolve on their initial round unless stated otherwise (e.g., lasting until defeated).
- **Category Synergy Bonuses:** Cards belong to categories indicated by their Category Badge (e.g., Customer, Superhero, TV, Movies).
 - **TV Show Title Synergy:** Cards from the same TV show gain +1 Attack Power for every other active card from the same show title in your Attack Lanes.
 - **Movie Title Synergy:** Cards from the same movie gain +1 Attack Power for every other active card from the same movie title in your Attack Lanes.

- **Targeting Action Cards:** Action Cards have 0 Attack Power and are automatically destroyed when targeted by an Attack Card or targeted by a destructive ability.
- **Resolving Combat Between Attack Cards:**
 - **Higher Power Wins:** The card with lower Attack Power is defeated and moved to the Dumpster. The winning card remains on the field.
 - **Tie (Equal Power):** Both cards are defeated and moved to the Dumpster.
 - **Passing Attack:** A player may choose to skip an attack if their card's power is lower than opposing defender cards.
- **Direct Attacks on Bank Accounts:** Direct attacks against an opponent's Bank Account can only occur if there are no defending Attack Cards in their Attack Lanes (unless bypassing abilities apply). Direct hits deduct dollar amounts equal to the attacking card's Attack Power from the Bank Account.

WINNING

- **Bank Account Depletion:** If a player's Bank Account reaches \$0, they are immediately defeated and the remaining player wins.
- **Empty Draw Pile:** If a player exhausts their Draw Pile, they continue their turns without drawing new cards.
- **Empty Hand & Deck:** If a player runs out of cards in both their Draw Pile and Play Hand, they pass their turn until their opponent finishes playing all their cards.
- **Tie-Breaker:** If both players run out of cards and neither Bank Account has reached \$0, the player with the higher remaining Bank Account balance wins the game.