

SETUP

Every player starts with 30 Mouse Points (MP) and 7 cards.

HOW YOUR VILLAGE TCG PLAYING FIELD SHOULD LOOK



DECK MIX

Decks should consist of a minimum of 60 cards. The recommended mix for the deck is:

- 10 Basic Mice
- 10 Mega Mice
- 20 Fruit Cards
- 20 Item/Magic Cards

There is a limit of 3 duplicate cards per deck, excluding Fruit Cards
(Cards with the same ability are limited to 3 per deck)

LEGEND

MP = Mouse Points

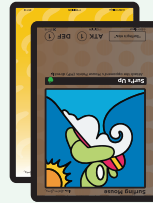
ATK = Attack

DEF = Defense

⚡ - This symbol represents an Instant Card. This card is allowed to be played at ANY time during your or your opponent's turn following the description of the card.

✂ - This symbol represents a Food Card and differentiates Food Mice from the rest (i.e. Breakfast, Lunch, Dinner, and Dessert).

∞ - This symbol represents continuous Magic Cards. These cards, once played, remain on the field until destroyed by your opponent's card effect.



Mouse Zone

Attach Fruit to Mice



Equipped Item Card



Discard Pile



Magic Card Zone



Deck



Hand



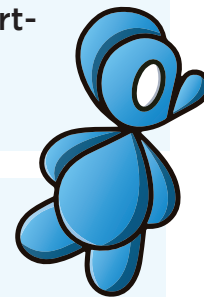
GAMEPLAY

Flip coin or play rock/paper/scissors to see who goes first.

Each player draws 7 cards. Each player starts at 30 Mouse Points (MP).

1 FIRST TURN

- Draw one card (You may only draw at the start of your turn).
- Player can play one Basic Mouse
- Player can equip a Mouse with one fruit.
- Player is allowed to activate a Mouse's ability.
- Player can play one item and can play one Magic Card on their starting turn.
- **Note: Player who moves first cannot attack.**



2 REDRAW RULE

On your first draw of 7 cards at the beginning of the game, if you do not possess a Basic Mouse, you may reveal your hand to your opponent. Next, you are allowed to shuffle your hand into your deck and draw 7 new cards.

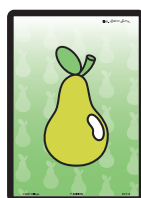
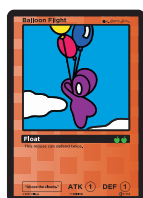
- This is only allowed ONCE per game, per player, at the very start of the match.

3 LATER TURNS

- Draw one card (You may only draw at the start of your turn).
- Player can play one Basic Mouse or bring on a Mega Mouse by sacrificing a Basic Mouse.
- Player can equip one Fruit per turn.
- Player can equip one item per Mouse and can play one Magic Card.
- Player chooses to attack or end turn.

!! SUMMONING MEGAMICE

- Sacrifice one Basic Mouse and any items or equipped fruit. The Basic Mouse you sacrifice must be on the field for at least one turn before sacrificing.
- Play the Mega Mouse on the field.
- You can activate a Mega Mouse's ability on the same turn it is played.
- Mega Mice may attack during the same turn that they are played.
- Mega Mice are not able to be used for sacrifice unless otherwise indicated on the card.



4 ATTACK / DEFENSE STRUCTURE

- If a player intends to attack, they may do so with any active mice on their side of the field.
- Each attacking Mouse may only attack once. Each defending Mouse may only defend one Mouse attack.
- The defending player may choose which Mouse defends each attacking Mouse.
- Attack goes against defense points. If the attack is higher, the attacker wins.
- If the defense is higher, the attack is blocked and the attacking Mouse is destroyed. If the attack and defense are the same, both Mice are destroyed.
- If the defending player has no Mice or chooses not to defend, the attacking player can attack the opponent's Mouse Points (MP) directly.

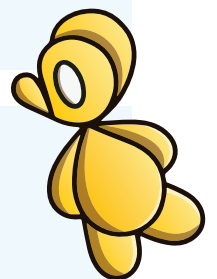
5 COIN FLIPS

Some cards may require a coin flip to determine the outcome of their ability/effect.

- When a card that calls for a coin flip card is in play, there is an order of combat. For example, if a card allows you the chance to negate an attack with a coin flip (i.e., Super Confused) you must execute the coin flip at the beginning of the Attack Phase.
- In the event of two coin flips in play at once, (i.e., Quicksand and Super Confused) the card that has one function (Quicksand) would go first. A second coin flip would determine the outcome (Super Confused).

6 YOU WIN IF

- Your opponent has 0 Mouse Points.
- Your opponent's deck has no cards.



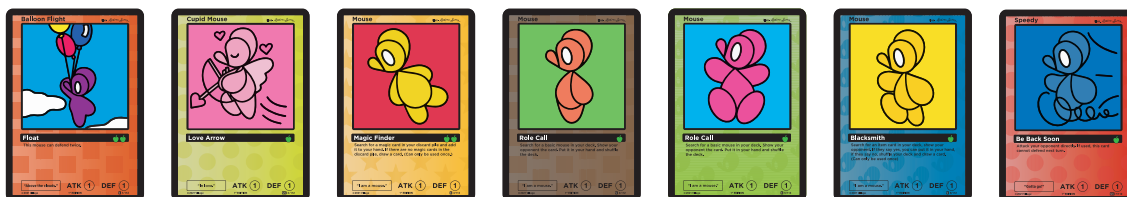
ORDER OF TURN FOR VILLAGE TCG

- Step 1** - Draw a card (if you go onto Step 2 without drawing a card, you forfeit this round's draw).
- Step 2** - Play a Basic Mouse or sacrifice a Basic Mouse to play a Mega Mouse.
- Step 3** - You may add a Fruit to a Mouse (1 per turn).
- Step 4** - Use a Mouse Card ability if you have the proper number of Fruit equipped. (You cannot use abilities after you declare an attack).
- Step 5** - Add Item or Magic Card to Mouse/field.
- Step 6** - Declare an attack and calculate the damage.
- Step 7** - End turn.

CARD DESCRIPTIONS

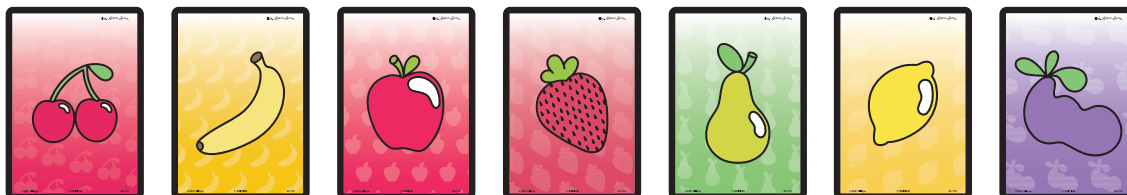
1 BASIC MICE

- These are starting Mice.
- One basic mouse can be played per turn.
- Most start off with 1 Attack (ATK) and 1 Defence (DEF), and you can put fruit on them as you progress through the game.
- Some Basic Mice have similar powers, but different illustrations.
- If a basic mouse has an ability, you may use its ability the same turn it is played.



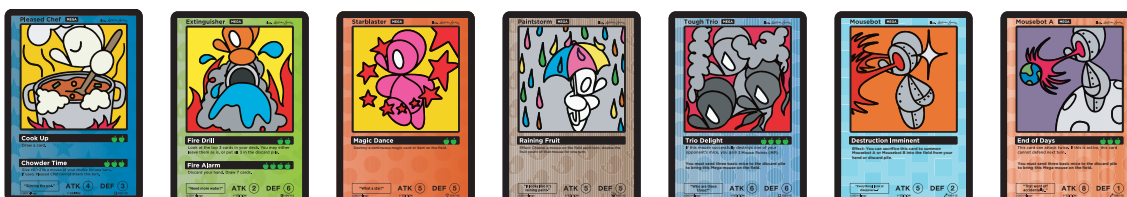
2 FRUITS

- Fruit cards power a Mouse's ability
- You can set them on a Mouse to power its unique skills and moves.
- You are allowed to place 1 fruit card on a mouse per turn.
- Each ability has a fruit cost that is represented by 🍏
- There is no limit to fruit cards on the field, or per mouse.



3 MEGAMICE

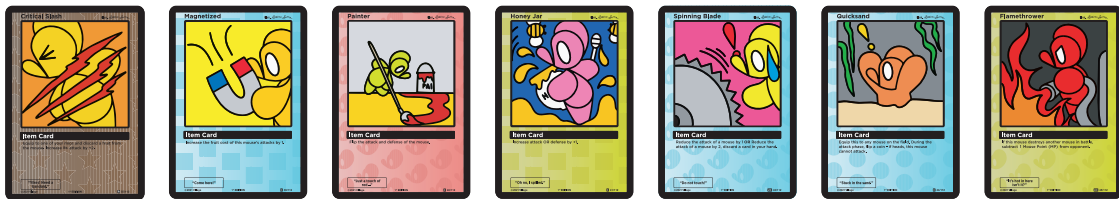
- One basic mouse needs to be sacrificed in order to put a mega mouse on the field.
- Any basic Mouse can be sacrificed however, it must be on the field for at least one full turn before it can become eligible for sacrifice.
- Discard the basic Mouse and any fruit or attached items, place the Mega Mouse on the field.



4 ITEM CARDS

Item Cards are equipped to a player's Mouse and are allowed to be played once per turn. The only time you may equip an item to an opponent's Mouse is when the card indicates to do so.

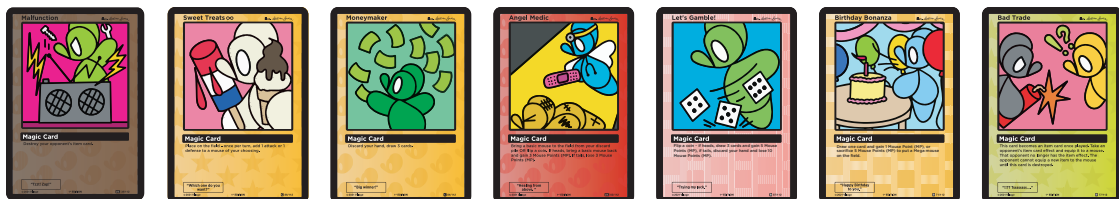
- Each Mouse is only allowed ONE equipped Item unless a Magic or Mouse Card's ability states otherwise.
- The equipped Item Card stays on the field until the Mouse it is equipped to is destroyed. It is then sent to the discard pile along with the Mouse.



5 MAGIC CARDS

Magic Cards are playable once per turn and may affect you or your opponent (depending on card description) during set-up and battle.

- Magic Cards are played on the field and aren't equipped to Mice.
- Instant Magic Cards ⚡ may be played at any time during your or your opponent's turn.
- A Continuous Magic Card ∞ remains on the field until it is destroyed and sent to the discard pile by your opponent or a card's effect.
- All Magic Cards must be added to the discard pile once they are used.
- If you've successfully played a Magic Card during your turn, you are still allowed to play an Instant Magic Card on your opponent's next turn.



6 ABILITIES

A Basic or Mega Mouse that has an ability is allowed to use it once per turn. You may only use a Mouse's ability if you can pay the correct Fruit cost. The Fruit cost is represented by the number of 🍏 next to its name.

- If your ability allows you to search your deck for a specific type of card, you must present that card to your opponent before adding it to your hand/field.
- Every time you use an ability to search your deck you must shuffle after you complete the search.
- Once per turn, any Mouse you possess can activate their ability.



← Fruit Cost

7 ABILITY FAQ'S

Can you use a Mouse's ability on the first turn of the game?

- Yes, unless the ability involves attacking. No attacks are allowed on the first turn of the game.

Can a Mouse both attack and use an ability on the same turn?

- Yes, during each turn you may activate your ability and are given the choice to declare an attack if you wish.