

KONAMI

TEENAGE MUTANT NINJA
TURTLES
YIN TRADING CARD GAME YANG

OFFICIAL RULE BOOK

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Chapter 1

Outline

● What is TMNT TCG?

The TMNT TCG is a one-on-one fighting Trading Card Game based on the series of TMNT stories. Make your own Deck (see page 14) combining Turtles and various martial arts skills to fight against your opponent.

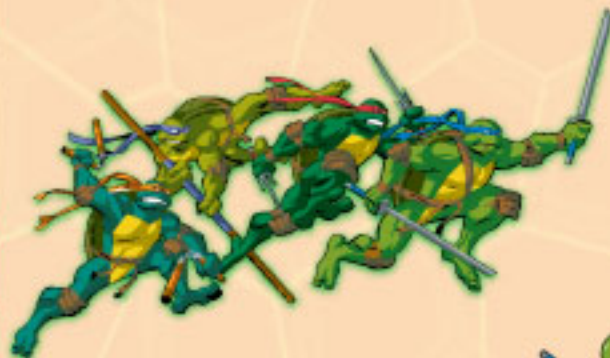
● Object of the Game

Attack your opponent with Turtles and the various martial arts attacks. The player who breaks the Blocks of his opponent and makes his opponents Deck run out of cards will be the winner.

● Card Types

Listed below are 4 kinds of cards to be used in the game.

- ① Character Cards → See Page 7
- ② Attack Cards → See Page 8
- ③ Item Cards → See Page 10
- ④ Event Cards → See Page 11



● Card Attributes

All cards except Event Cards belong to one of the 4 different Attributes listed below.



1:Wind



2:Nature



3:Fire



4:Mountain



● Character Cards



Title

Power

Illustration

Attribute

Text

● Attack Cards



Title

Power

Illustration

Attribute

Text

In addition to the normal Attack Cards, there are 3 types of special Attack Cards. These cards (with the marks below) are played in particular ways.



1. **Forceful Attack Cards** are more powerful but require card combos in order to work.



2. **Counter Attack Cards** can be used like normal Attack Cards, or placed from your hand when your opponent attacks to activate and resolve their card effect.



3. **Forceful Counter Attack Cards** are powerful defensive cards that cannot be used when you attack. But you can place them when your opponent attacks for devastating effect.

● Item Cards



Title

Illustration

Attribute

Text

● Event Cards



Title

Illustration

Text

There are 3 types of Event cards.

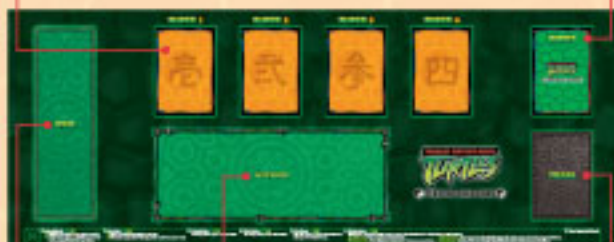
1. **<Play>** Event Cards are placed from your hand during your Event Phase.
2. **<Flip>** Event Cards have their effects activated when flipped during an attack. (see page ##)
3. **<Play & Flip>** Event Cards can be placed in your Event Phase, and also have their effect activated when flipped during an attack.

● Game Mat

Block Zones

Place 1 card face-down on every Block Zone.

Starting from the farthest Block Zone from the Deck, the Block Zones are called "1st Block Zone", "2nd Block Zone", "3rd Block Zone", and "4th Block Zone".



Item Zone

Item Cards are placed here.

Field

"Block Zones", "Attack Zone", and "Item Zone" are collectively called the "field".

Deck Zone

Place your Deck face-down on the Deck Zone. You cannot change the order of the cards which are set on the Deck Zone.

Attack Zone

This is the place for Attack Cards when you conduct the Attack Step and Counter Step.

Trash Zone

Place used cards face-up on the Trash Zone. You cannot change the order of the cards which are set on the Trash Zone.

● How to Build Your Own Deck

It is necessary for both of the players to prepare their own Decks before starting the game. If you are just starting out, you can begin playing immediately with the 2 Decks in the Starter Deck, without changing them. Later, you will want to build your own Decks.

When you make your Deck, follow the rules below.

- (1) Your Deck must be exactly **40 cards**.
- (2) When constructing a Deck, you may not have more than 3 copies of a card with the same title in your Deck, even if illustrations or texts of these cards are different from each other.



Chapter 2 **Game Flow****● Getting Started**

- (1) Decide who goes first with a coin toss, etc.
- (2) Shuffle your Deck, allow your opponent to cut it, and place it on your Deck Zone.
- (3) Draw 5 cards from your Deck as your starting hand.
- (4) Take 1 card from the top of your Deck and set it on the 1st Block Zone without looking at it. Take the next card and set it on the 2nd Block Zone, then the 3rd and 4th Block Zones.

After setting cards on all 4 Block Zones, you may look at them. You may never look at your opponent's face-down Block Zone Cards. You may not move your Block Cards around.

● Game Progress

Each turn is divided into the 6 Phases below. Players alternate taking turns.

1 Adjust Phase**2 Set Phase****3 Event Phase****4 Item Phase****5 Flip Phase****6 Attack Phase**

- (1) Attack Step
- (2) Counter Step
- (3) Forward Step
- (4) Result Step

1 Adjust Phase

(The first player skips this Phase on his first turn.)

You must follow ① first, then ② below.

- ① Adjust your hand so that it has 5 cards. If you have less than 5, draw card(s) until you have 5 in your hand. If you have more than 5, select and discard card(s) until you have 5 cards remaining in your hand.
- ② Draw 1 card from your Deck, plus an additional card for every empty Block Zone on your side of the field.

Example: If you have 1 Block Zone with a card, and 3 empty Block Zones, you will draw 4 cards from your Deck.



2 Set Phase

You must follow ① first, then ② below.

- ① If you have any empty Block Zones, move the card(s) you do have on the Block Zone(s) one by one to the left to fill each empty Block zone.
- ② Place 1 card from your hand face-down on each empty Block Zone to fill all the Block Zone(s). The Block Zones must not be empty at the end of this Phase.



①



②



3 Event Phase

In your Event Phase, you may place an Event Card from your hand that has the text <Play> or <Play & Flip>. You can place only 1 Event Card per turn in this Phase. Follow the text and send the Event Card to your Trash Zone after it is placed.

4 Item Phase

You can place only 1 Item Card per turn. When you place an Item Card, you have to discard 1 card of the same Attribute as that of the Item Card. Leave the Item Card on the Item Zone unless the text says otherwise. You can have as many Item Cards as you want on your Item Zone.

5 Flip Phase

If the card on your 1st Block Zone is face-down, flip it face-up.

If the card you flipped:

[Shows <Flip> in the Text:]

Activate and resolve the card effect. After these resolutions, leave the card on the 1st Block Zone if it is a Character or Attack Card. If not, send it to the Trash Zone.

[Doesn't Show <Flip> in the Text:]

Leave the card on the 1st Block Zone if it is a Character or Attack Card. If not, send it to the Trash Zone.



6 Attack Phase

Follow the steps below if there is a Character or Attack Card face-up on your 1st Block Zone. If there is neither a Character nor an Attack Card, skip your Attack Phase.

1 Attack Step

2 Counter Step

3 Forward Step

4 Result Step

1 Attack Step

[If the face-up card on your 1st Block Zone is a Character Card:]

You can place up to 3 Attack Cards from your hand, but each of these Attack Cards' Attributes must be different from that of the Character Card on your 1st Block Zone. If any of the Attack Cards you place shows <Play> in the card text, activate and resolve the effects of that Attack Card immediately, before placing the next Attack Card.

Also, please remember that you can place only 1 Attack Card for each Attribute. After placing Attack Card(s), activate and resolve the card effect if the text contains the word <Play>.



Wind



Nature



Fire





Mountain

The Attack Cards which show [F] can only be placed as the 3rd and last Attack Card on the field. The Attack Cards which show [F] [C] can only be placed as a Counter Attack, so you cannot place these cards during this Step.

[If the card you flipped on the 1st Block Zone is an Attack Card:] Skip this step.

2 Counter Step

[If you placed any Attack Card(s) in your Attack Zone:]

Your opponent can place 1 Attack Card which shows  or  from his hand. Activate and resolve the card effect if the card text shows < Play >.

[If you did not place any Attack Cards in your Attack Zone:]

Skip this step.

3 Forward Step

First, subtract the Power of the Counter Attack Card which your opponent placed during the Counter Step from the total Power of your Character Card and Attack Card(s). This resulting number is the damage. Second, your opponent has to flip 1 card on each of his Block Zones for each point of damage. When flipping these cards, start from the 1st Block and count to the right. If there is a card which is already face-up, it still counts as 1 card. If the total damage is larger than the number of Block Cards, the excess damage goes to your opponent's Deck and he must send 1 card from his Deck to the Trash Zone for each excess point of damage. After flipping the above number of cards (and sending cards from your Deck to the Trash Zone), activate and resolve the card effects on your Block Zone Cards in order starting from the 1st Block Zone, if there are any face-up cards with the word < Flip > in the text on the Block Zone.

[If the Power of the Counter Attack Card is bigger than your total Power:]

You send as many cards as the difference between the Counter Attack Power and your total Power from your Deck to your Trash Zone.



4 Result Step

Each player can select up to 1 Character Card to leave on his Block Zone, but all the other cards face-up on the Block Zones or Attack Zones should be sent to the Trash Zone. (Players can also choose to send all the face-up cards, including the Character Card on the field, to the Trash Zone.) A player who sent a card from his Deck to his Trash Zone during the Forward Step cannot leave a Character Card on the field during the Result Step.

● Game Over

The game is over when one of the player's Decks runs out of cards. You win the game if your opponent has no more cards in his Deck.

Chapter 3 — Detail of How to Process the Card Texts

When you activate and resolve a card effect with the text "**---, when...**", you have to follow what the main clause after the "when" clause says according to the time indicated in the "when" clause. Any text without a "when" clause can be activated anytime during the game.

When the players have to simultaneously resolve multiple card effects with the text "**---, when...**", the player who is now taking his turn should decide the order of resolving his cards first. Then the other player can decide the order of resolving his cards. After both players decide the order of their cards, the player who is now taking his turn starts resolving the texts of his cards.

Chapter 4 — Tips

● How to Make a New Deck



After you get used to playing the game, it's time to buy the booster packs and make a new Deck. Surprise your friends with your Deck by exchanging the cards of the [Genbu Deck] and [Selryu Deck] with each other, or making brand new Decks. Here are some tips on how to make a new Deck. We suggest you refer to these tips until you get accustomed to making new Decks.

- ① Put 10-14 Character Cards of the same Attribute into the Deck.
- ② Put 7-10 Attack Cards whose Attributes are different from those of the Character Cards you put into your Deck.
- ③ Put 3-5 Forceful Attack Cards into the Deck.
- ④ Put a few Event or Item Cards which can be combined with other cards you already put in your Deck.

● Memo



● Memo



● Memo



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