Total Chaos Gameplay Guide

Total Chaos is a fast-paced collectible card game where Heroes, Villains, Nightmares and Antiheroes from across pop culture battle for supremacy. Build your deck, manage your Energy, and defeat your opponent's Boss!

Objective of the Game

Defeat your opponent's **Boss** by reducing their **Stamina** to zero.

Deck Setup

- Each player builds a **60-card deck** plus **1 Boss card**.
- Your deck must contain character cards from only **one faction**:
    - **Hero**
    - **Antihero**
    - **Villain**
    - **Nightmare**
- **Weapon, Armor, and Effect cards can be used in any deck unless the card says otherwise.**
- Players can use the **same faction** in a match.
- You can have up to **4 copies** of the same card in your deck (e.g., 4 copies of a specific Flash Gordon character card).

Game Setup

1. **Decide First Turn** – Use a coin flip, dice roll, or rock-paper-scissors.
2. **Choose the Battle Location**
    - The first player places **3 Location cards** face-down.
    - The second player picks one at random.
    - The chosen location card is turned face up and placed on the table. The unused Location cards go back into the deck as Energy for the first player.
3. **Set Up Your Boss**

    - Place your Boss card **sideways** to show it is in Protected status. ( )
    - Use a **die or paper** to track **Stamina**.
4. **Players Shuffle Your Decks** and **Draw 5 Cards** (your starting hand).

5. **Each player can Deploy Characters**
   - Spend up to **6 Energy** to play characters from your hand or deck.
   - Place **used Energy cards** in the **Used Energy pile (face-down)**.
   - You can have up to **4 characters** in play on the **battlefield** at once.
6. **Equip Characters** (optional)
   - Only **1 Weapon** and **1 Armor** per character.
   - Characters can only use these cards if they have Weapon or Armor **icons on them.**
7. **Start the Game!**

Turn Structure

Each turn consists of **three phases**:

1. Main Phase

- **Draw Cards** – Refill your hand up to **5 cards**.
- **Deploy Cards** – Spend up to **6 Energy** to play characters, weapons, armor or effect
- **Change Boss Status** (optional) –
  - If your **Boss is Protected**, you can move it to **Fighting** status(**Boss card is placed vertically.**)
  - **If your Boss is Fighting**, you can move it back to **Protected** status.
  - You **must decide now**—once battle starts, you can't change it until your next turn.
- **Decide Action:**
  - **Battle** or **End Turn**.

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2. Battle Phase (If You Choose to Attack)

- **Declare Attack**
  - Must say who is attacking whether it is your character or your Boss. Then you must choose **who you are attacking.**
  - If your opponent **has no characters on the battlefield**, you can attack their **Boss**. Or you have an Effect/Battle Impact that allows you to attack their Boss, or the Boss is in **Fighting** status.
- **Defender Can Deploy** – The defending player may play any cards as long as the **total energy used does not exceed 6**.
- **Calculate Battle Power**
  - **Attacker adds**:
    - Character power

- Any active Weapon, Effect, or Location bonuses
- **Battle Impacts** from other characters on their team
- **Defender adds**:
  - Character defense
  - Any active Armor, Effect, or Location bonuses
  - **Battle Impacts** from other characters on their team

Battle Outcomes

- **If Attacker's Power is Higher:**
  - Defender's **Character, Effect, and Armor cards** go to the **Defeated pile face-up**.
  - Defender **recovers Energy** from the Used Energy Pile based on their defeated character's Regenerated Energy value. Place Energy cards **face-down** at the bottom of the Energy Deck.
- **If Defender's Defense is Equal or Higher:**
  - Attacker's **Character, Effect, and Armor cards** go to the **Defeated pile face-up**.
  - Attacker **recovers Energy** from the Used Energy Pile based on their defeated character's Regenerated Energy value. Place Energy cards **face-down** at the bottom of the Energy Deck.

3. Boss Battles

- **Attacking the Opponent's Boss**
  - If their **Boss is in Fighting status** (or allowed by an Effect/Battle Impact or opponent has no characters on the battlefield), you can attack!
  - If the attack is successful, the **Boss loses 1 Stamina**.
  - **If the Boss reaches 0 Stamina, the game is over!**
- **If the Boss Wins Defense**
  - Attacker's **Character, Effect, and Armor cards** go to the **Defeated pile face-up**.
  - Attacker **recovers Energy** as usual.
- **Boss vs Boss Battle**
  - A Boss vs Boss battle follows the **same rules** as a normal battle.
  - The losing **Boss loses 1 Stamina**.
  - **If a Boss reaches 0 Stamina, the game ends immediately.**

Battle Impacts

- Some characters have **Battle Impact** abilities, which provide **bonus effects** during battle.
- These Impacts can boost power, weaken opponents, or allow special actions.
- Battle Impacts apply as long as the character is **on the field**.

End of Turn

- Once a battle ends, the **next player starts their turn** from the Main Phase.
- Repeat until **one Boss is defeated**!

Key Game Rules

✅ **You must take an action on your turn**—either spending energy or attacking.

✅ **If you run out of Energy cards, you MUST battle.**

✅ **Effect Cards** – You can only play **one Effect Card at a time**, and only works on **characters with the Effect icon**.

✅ **Weapon & Armor cards** – Characters can only use these cards if they have Weapon or Armor **icons on them** and **can only use them once during a battle**.

✅ **Defeated Cards** – Any card used in battle (Weapons, Armor, Effect) **goes to the Defeated pile unless card states otherwise**.

Helpful Hints & Strategies

💡 **Manage Your Energy Wisely** – You can't regain Energy easily, so be strategic when spending it.

💡 **Understand Battle Impacts** – Some characters provide bonuses even when not attacking, so position your squad carefully.

💡 **Right Time To Deploy** – If you're defending and think you might lose the battle, it's often a smart time to deploy new characters from your hand to prepare for the next turn.

💡 **Know Your Location Cards** – Locations can change the tide of battle by giving buffs to different factions.

💡 **Icons! Icons!** – Make sure to check the Icons on characters before playing Weapon, Armor or Effect cards.

Gameplay layout for player

TOTAL CHAOS
Collectible Card Game

Card Elements Guide

Card Rarity Identifiers

Chase · Alternate Image · Rare · Super Rare

Common and Uncommon cards will have no Icons.

Character Card

Ming The Tyrant
Planet Mongo's Emperor
5 · 6
6
4

Battle Impact:
All other characters you have in play will gain +1 Power and +1 Defense.

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59/140

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Weapon Icon

Armor Icon

Effect Icon

Attack Power

Defense Power

Deploy Cost — 3
Regenerated Value — 4

Character Type Identifier

Antihero · Hero · Nightmare · Villain

Boss Card

FLASH GORDON™
Defender of Earth
5
7 · 7

Battle Impact:
All characters you have in play will gain +1 Power.

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Stamina/Health

Attack Power

Defense Power

Boss Card Identifier

Character Type Identifier

Antihero · Hero · Nightmare · Villain

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Collectible Card Game

Card Elements Guide

Card Rarity Identifiers

Name of Card

Weapon Card

Whip

2

Add +1 Power to your character.

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097/140

 Deployment Cost

Armor Card

Armor Wrist Guard

2

Add +1 Defense to your character.

TC01-C
113/140

 Deployment Cost

Effect Card

Jumping Into Battle

3

May attack opponent's Boss even if they are in Protected status.

TC01-UC
133/140
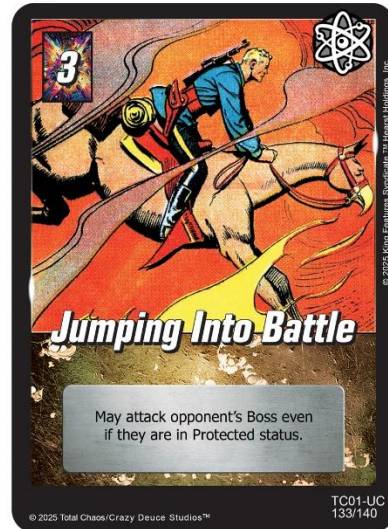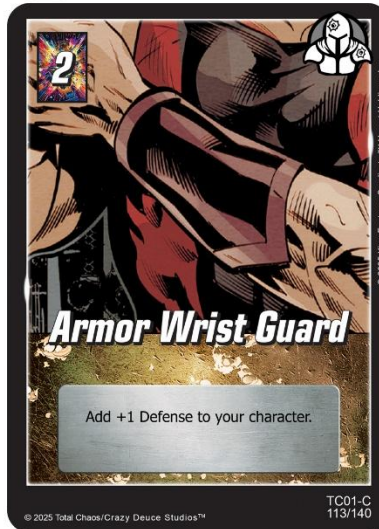
 Deployment Cost

Location Card

Ming's Palace

All Hero characters gain +1 Defense

Ming's Palace

All Villain characters gain +1 Power

TC01-R
115/140

Character Type Identifier

Location Cards effect play differently based on Character type