

# TOTAL CHAOS GAMEPLAY GUIDE

Total Chaos is a fast-paced collectible card game where Heroes, Villains, Nightmares, and Antiheroes from different universes collide in battle. Build your deck, manage your Energy, and defeat your opponent's Boss to win!

## 1. Objective of the Game

Defeat your opponent's Boss by reducing their Stamina to 0.

## 2. Basic Game Terms

Before playing, it helps to understand the difference between a round and a turn.

- Round - A round is complete after both players have each taken one turn. During a round, each player has a chance to attack, defend, deploy cards, and use Energy.
- Turn - A turn is one player's part of the round. On your turn, you refill your hand, deploy cards, choose your Boss status, and decide whether to battle or end your turn.

## 3. Game Zones

Before playing, each player should know the main areas of the game table. Please check the Gameplay Layout image at the end for a visual guide.

- Boss Area - where your Boss card is placed. Sideways means Protected Status. Vertical means Fighting Status.
- Character Battlefield - where your deployed Characters are placed. You may have up to 4 Characters on the battlefield at once.
- Location Area - where the active Battle Location is placed.
- Energy Deck and Draw Deck - your main deck. It is used both to draw cards and to spend Energy.
- Used Energy Pile - where spent Energy cards are placed face-down and the bottom of the pile..
- Defeated Pile - where defeated Characters and cards used in battle are placed face-up.
- Player's Hand - cards you draw and may play or use as Energy.
- Effect Area- where to place your Effect cards when they are being used.

## 4. How to Read Your Cards

Each card has icons, numbers, and card text that explain how it works. Check the Card Elements Guide at the end of this sheet while learning the game.

- Deploy Cost - how much Energy you spend to play the card.
- Attack Power - the number used when that card attacks.
- Defense Power - the number used when that card defends.
- Regenerated Energy Value - the amount of Energy recovered from the Used Energy pile when that Character is defeated.
- Faction or Character Type - Hero, Antihero, Villain, or Nightmare.
- Weapon, Armor, and Effect Icons - show what cards a Character can use.
- Battle Impacts that provide bonus effects during battle.
- Boss Stamina - how many successful hits the Boss can take before losing the game.

## 5. How Energy Works

Your main deck is also your Energy Deck. You do not need special Energy cards.

When you spend Energy, move that many cards from the top of your Energy Deck to your Used Energy pile face-down. Place each card you spend at the bottom of the Used Energy pile.

You may also use cards from your hand as Energy. When you do, place those cards face-down at the bottom of your Used Energy pile.

Once a card is used as Energy, it is treated as Energy and is no longer used as its normal card type unless another rule or card effect allows it.

**Beginner Note:** Any card can become Energy. You can spend Energy from your deck, from your hand, or a combination of both. Choose carefully which cards to keep and which cards to turn into Energy.

## 6. 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, or 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.
- Cards from factions other than your chosen faction may only be used as Energy and cannot be deployed in battle.
- Must have 3 Location cards in your deck.

## 7. Game Setup

1. Decide the first player using 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 is turned face-up and placed in the Location Area. Unused Location cards go back into the deck as Energy.
3. Set up your Boss. Place your Boss card sideways to show it is in Protected Status. Use dice or paper to track Stamina.
4. Shuffle your deck and draw 5 cards for your starting hand.
5. Setup Deployment. Each player may spend up to 6 Energy to deploy starting cards from their hand.
  - To keep setup fair, both players choose their starting cards at the same time and place them face-down in their battlefield area.
  - Both players spend the Energy needed to deploy those cards before the cards are revealed.
  - You may spend Energy from the top of your Energy Deck, from cards in your hand, or a combination of both.
  - During setup, you may deploy Characters, Weapons, Armor, and Effects from your hand.
  - Once both players are ready, both players reveal their deployed cards at the same time.
  - Any cards used as Energy are placed face-down at the bottom of your Used Energy pile.
6. Equip Characters if allowed. Each Character may have only 1 Weapon and 1 Armor equipped. Equipment must match the icons on that Character card.
7. Start the game.

**Important:** During setup, you are not playing cards from your deck. You are using cards from your deck as Energy to help pay for cards you deploy from your hand.

## 8. Your Boss

Your Boss is your main character and represents your survival in the game.

### Protected Status

While your Boss is in Protected Status, it cannot attack. Your Boss is safer in this position and can only be attacked if a card effect or Battle Impact allows it, or if you have no Characters on the battlefield.

### Fighting Status

While your Boss is in Fighting Status, it can attack and battle like a Character. However, your opponent can also attack your Boss. Each successful attack against a Boss removes 1 Stamina. When your Boss reaches 0 Stamina, you lose the game.

## 9. Turn Overview

Each turn has three main parts:

1. Main Phase - Refill your hand, deploy cards, and choose your Boss status.
2. Battle Phase - Attack with a Character or Boss, then resolve the battle.
3. End of Turn - After battle, or after choosing not to attack, your turn ends and the next player begins.

### Main Phase

- Draw Cards - refill your hand up to 5 cards.
- Deploy Cards - spend up to 6 Energy to play Characters, Weapons, Armor, or Effects from your hand.
- Change Boss Status, optional - move your Boss from Protected to Fighting, or from Fighting to Protected. You must decide before battle begins.
- Decide your action - Battle or End Turn.

## 10. Simple Battle Example

A Character attacks an opponent's Character.

The attacking Character has 7 Attack Power. The defending Character has 6 Defense Power.

Before the battle is resolved, the defending player may choose to deploy cards to help defend against the attack, as long as they spend no more than 6 Energy total. The defending player may deploy any card type, such as Characters, Weapons, Armor, Effects, or other playable cards, if the card rules and icons allow it.

In this example, the defending player does not deploy any additional cards.

The attacking Character has a Weapon that gives +1 Attack Power, making the total attack 8.

The defending Character has no Armor, Effects, Location bonuses, or Battle Impact bonuses, so the total defense remains 6.

The attacker wins because 8 Attack Power is higher than 6 Defense Power.

The defending Character, along with any Weapon, Armor, or Effect cards used with that Character in the battle, goes to the Defeated pile face-up.

The defending player then recovers Energy from their Used Energy pile equal to the defeated Character's Regenerated Energy value. Those recovered Energy cards are placed face-down at the bottom of that player's Energy Deck.

**Beginner Battle Reminder:** Before a battle is resolved, the defending player has a chance to deploy cards to help defend. After both players are done, compare the attacker's total Attack Power to the defender's total Defense Power. The higher total wins. If the defender's total is equal or higher, the defender wins.

## 11. Full Battle Rules

### Declare Attack

- Say which of your Characters or Boss is attacking.
- Choose what you are attacking.
- If your opponent has Characters on the battlefield, you normally attack a Character first.
- You may attack the opponent's Boss if their Boss is in Fighting Status, if your opponent has no Characters on the battlefield, or if an Effect or Battle Impact allows it.

### Defensive Deployment

When you are attacked, you may spend up to 6 Energy to deploy any card type before the battle is resolved.

This may include Characters, Weapons, Armor, Effects, or other playable cards, as long as the card can legally be played and any required icons or card conditions are met.

Defensive Deployment lets you prepare your battlefield, strengthen your defender, or set up for your next turn.

### Calculate Battle Power

- Attacker adds the attacking Character or Boss Attack Power, plus any active Weapon, Effect, Location, or Battle Impact bonuses.
- Defender adds the defending Character or Boss Defense Power, plus any active Armor, Effect, Location, or Battle Impact bonuses.

### Battle Outcomes

- If the attacker's total Attack Power is higher than the defender's total Defense Power, the attacker wins.

- If the defender's total Defense Power is equal to or higher than the attacker's total Attack Power, the defender wins.
- The losing Character, along with any Weapon, Armor, or Effect cards used with that Character in the battle, goes to the Defeated pile face-up unless a card says otherwise.
- The player whose Character was defeated recovers Energy from the Used Energy pile equal to that Character's Regenerated Energy value. Place those Energy cards face-down at the bottom of the Energy Deck.

### **Boss Battles**

- If an attack against a Boss is successful, the Boss loses 1 Stamina.
- If the Boss wins on defense, the attacking Character and any cards used with it go to the Defeated pile face-up, and the attacker recovers Energy as usual.
- 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**

- Boss and Character cards have Battle Impacts that provide bonus effects during battle for other characters on **your** team.
- Battle Impacts can boost power or defense or allow other special actions.
- Battle Impacts apply as long as the Character is on the battlefield. Boss Battle Impacts last the whole match.

## **12. Key Game Rules**

- You must take an action on your turn. You must either spend Energy or attack.
- If you run out of Energy cards, you must battle.
- You may have up to 4 Characters on the battlefield at once.
- Each Character may have only 1 Weapon and 1 Armor equipped.
- Characters can only use Weapon, Armor, or Effect cards if they have the matching icons.
- Weapon and Armor cards can be equipped on Character cards until they are used for either attacking or defending.

### **Effect Cards**

- Each player may play Effect cards during a battle, whether they are attacking or defending.
- Effect cards are used immediately. Apply the text on the card, then place the Effect card in the Defeated pile after the battle is resolved, unless the card says otherwise.

## **13. Helpful Hints and Strategies**

- Manage your Energy wisely. You cannot regain Energy easily, so be strategic when spending it.
- Remember that cards in your hand can also be used as Energy.
- Do not over-deploy too early. Save cards for defense and later turns when possible.
- Use Defensive Deployment wisely. It can protect your battlefield or prepare you for your next turn.
- Watch Battle Impacts. Some Characters provide bonuses even when they are not attacking.
- Know when to move your Boss into Fighting Status. It can help you attack, but it also makes your Boss easier to attack.
- Know your Location cards. Locations can change the tide of battle by giving buffs to different factions.
- Check the icons before playing Weapon, Armor, or Effect cards.

# Gameplay Layout

## Gameplay layout for player



# Card Elements Guide - Characters and Bosses



## Card Elements Guide

### Card Rarity Identifiers



Common and Uncommon cards will have no icons.

### Character Card



### Character Type Identifier



### Boss Card



### Boss Card Identifier



### Character Type Identifier



# Card Elements Guide - Weapons, Armor, Effects, and Locations



## Card Elements Guide

Card Rarity Identifiers



Name of Card



Weapon Card



Armor Card



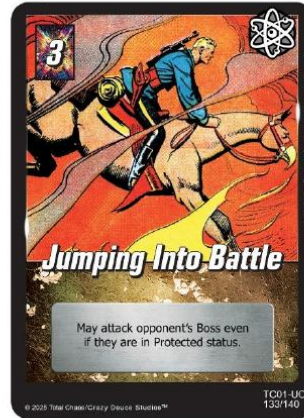
Effect Card



Deployment Cost



Deployment Cost



Deployment Cost

Location Card



Character Type Identifier



Location Cards effect play differently based on Character type