



## PLAY RULES

### ◆ Number of Players

2

### ◆ Victory Conditiont

When a Cookie's HP reaches 0, the Cookie faints and is sent to the Break Area. If the sum of the level of all Cookies in a player's Break Area reaches 10, the opposing player wins the game.

### ◆ Deck

- A deck consists of 60 cards.
- A deck can contain a maximum of 4 copies of a card with the same Card number.
- A maximum of 16 Cookie cards with FLIP abilities are allowed in a deck.

### ◆ Card Types

#### ■ Cookies

Cookie cards are played from your hand onto the Battle Area, and can be revealed without any cost. Cookie cards can be used to attack the opponent, which requires the player to pay the required cost. Pay the cost of an attack by changing a card in the Support Area into Rest Mode.

#### ■ Items

During your Main Phase, you can place an Item card in the Discard Pile and activate its effect by paying its cost. You can pay the cost by changing a card in the Support Area into Rest mode.

#### ■ Traps

When the opponent Cookie attacks, you can place a Trap card in the Discard Pile and activate its effect by paying its cost. You can pay the cost by changing a card in the Support Area into Rest mode.

#### ■ Stage

During your Main Phase, you can place a Stage card in the Stage Area by paying its cost. You can pay the cost by changing a card in the Support Area into Rest mode.

※ You can have one Stage card active in your field at any given moment.

※ If a Stage card already exists on the field and you want to place a new Stage Card, you can pay the cost of the new Stage Card by changing a card in the Support Area into Rest mode, move the existing Stage Card to the Discard Pile, and place the new Stage Card.

### ◆ PLAY AREAS

#### ■ Battle Area

This is where your Cookies are placed and revealed. Only Cookies placed here can participate in battle.

※ You can have a maximum of 2 cards in the Battle Area at any given moment.

※ If your Battle Area is empty due to your Cookies fainting or other card effects, you must place and reveal 1 Cookie from your hand. If you do not have any Cookies you can reveal from your hand, you will lose the game.

## ■ Support Area

This is where you place down cards to pay for the cost of attacking Cookies, using Items, or activating Traps. Cards placed down in the Support Area count as 1 for the Cost of the same color.

## ■ Break Area

This is where Cookies go when they faint (their HP reaches 0).

## • Deck

This is where you place your deck.

## • Hand

Cards are placed in your hand before they are played. Make sure your opponent cannot see these cards.

## • Discard Pile

When cards have been used or are discarded, they are placed in the Discard Pile.

## • Stage Area

This is where you place Stage cards when they come into play.

## ◆ Refresh

If no cards remain in your deck, select a Cookie card that is LV. 1 or higher from the Discard Pile and place it in the Break Area. Then shuffle the rest of the cards in the Discard Pile to use as your new deck.

## ◆ Game Flow

< Setting up the Game & Starting the Battle >

Ⓐ Shuffle your Deck well before putting it down.

Ⓑ Play rock-paper-scissors. The winner decides who goes first.

Ⓒ Draw 6 cards from the top of your deck to form your first hand.

Ⓓ Players can take up to 1 Mulligan if needed. The player who goes first starts choosing whether to mulligan their hand. If the first player decides to mulligan, they put their cards back into their deck, shuffle it, and draw 6 new cards. Then, the next player is also given the opportunity to mulligan their hand by putting their hand back into the deck, shuffling, and drawing 6 new cards. The player who goes second can choose to mulligan their hand even if the player who goes first chooses not to.

※ Mulligan is an option and not a requirement.

Ⓔ Pick one Cookie card from your hand, and place it in the Battle Area face down.

※ If you have no Cookie cards in your hand, reveal your hand to your opponent, then return your hand to your deck, shuffle, and draw 6 new cards. After the new cards are drawn, the opponent can draw one card from the top of their deck. This process is repeated until you have a Cookie card that you can put down face-down in the Battle Area.

Ⓕ Reveal the face-down Cookie card. Check the Cookie's HP and take cards from the top of your deck according to the Cookie's HP. Without looking at the cards, place them face-down underneath the Cookie card in the opposite order (the top card of your deck at the bottom). These cards will be your Cookie's HP.

※ In this case, 'On Reveal' effects cannot be activated.



Ⓔ The player that goes first makes their turn.

Ⓕ After their turn is over, the other player begins their turn, after which the players will continue to take turns playing until the game is over.

## < Turn Phases >

### ■ Active Phase

Change all cards that are in Rest Mode (sideways) to Active Mode (upright).

### ■ Draw Phase

During your turn, draw 2 cards from the top of your deck and put them in your hand.

※ The starting player skips the Draw Phase on their first turn.

### ■ Support Phase

You can place one card from your hand in Active Mode (upright) in the Support Area.

※ You can only place one card per turn.

### ■ Main Phase ※ The following moves can be executed as many times, and in any order the player wants.

• Place a Cookie from your hand in the Battle Area and reveal it. When this is done, take a number of cards from your deck equal to the Cookie's HP and place them face down underneath the Cookie card.

• Use the cards in the Support Area to pay costs for activating Item/Trap/Stage cards. When Item and Trap cards are used, they are placed in the Discard Pile.

• Battle (refer to the Battle section below)

※ The starting player cannot attack on their first turn, whereas their opponent can.

### ■ End Phase

Any effects that trigger at the end of the turn are activated here. After all effects are resolved, the opponent can start their turn.

## ◆ Battle

Ⓐ You can change the Cookie cards in your Battle Area from Active Mode into Rest Mode, to attack Cookies in your opponent's Battle Area.

※ The state of the opponent's Cookie cards (Rest Mode or Active Mode) does not affect your ability to attack them.

Ⓑ When attacking, you need to change the attacking Cookie from Active Mode into Rest Mode. Then, pay the cost specified in the Attack part of the card by changing one of your Active cards in the Support Area into Rest Mode.

The defending player can use a Trap card at this time by paying its cost. The cost of a Trap card is paid by changing a card in your Support Area from Active Mode into Rest Mode.

Ⓒ Put one damage counter for each point of damage your Cookie suffered by flipping their HP cards face up. The flipped cards are moved to the Discard Pile.

If a flipped card has a FLIP effect, that effect is immediately activated.

※ Effect of FLIP cards activate 1 at a time. Effects are activated even in the middle of the attack.

Ⓓ When a Cookie's HP hits 0, they faint and are no longer able to battle. When a Cookie has fainted, the player puts the fainted Cookie to the Break Area face up.

If no Cookies remain in your Battle Area, you must place one Cookie from your hand into the Battle Area.

※ If a placed Cookie has an 'On Reveal' effect, you can pay the cost by changing one of your cards in the Support Area from Active Mode into Rest Mode to activate the On Reveal effect.