

CookieRun BRAVERSE

TRADING CARD GAME

What is CookieRun Card Game?

CookieRun Card Game is a two-player battle card game based on the adventures of the Cookies featured in various CookieRun games.



Your objective is to knock out your opponent's Cookies by using your Cookie cards, item cards, trap cards, and stage cards. Force your opponent's break area to reach Lv. 10 to achieve victory.

Copyright © Devsisters Corp. All rights reserved.

Types of Cards



Cookie Cards

Cards with unique attacks or skills used to battle your opponent and their Cookies.

1 Name

2 Level

3 HP

The Cookie's health points. Place the equal number of indicated cards from your deck under the Cookie card face down.

4 Skill

The Cookie's special skill.

5 Cost

The cost to use a Cookie's attack or skill.

* Mix Cost: Cost payable from all color types.

6 Effects

Special effects of an attack or skill.

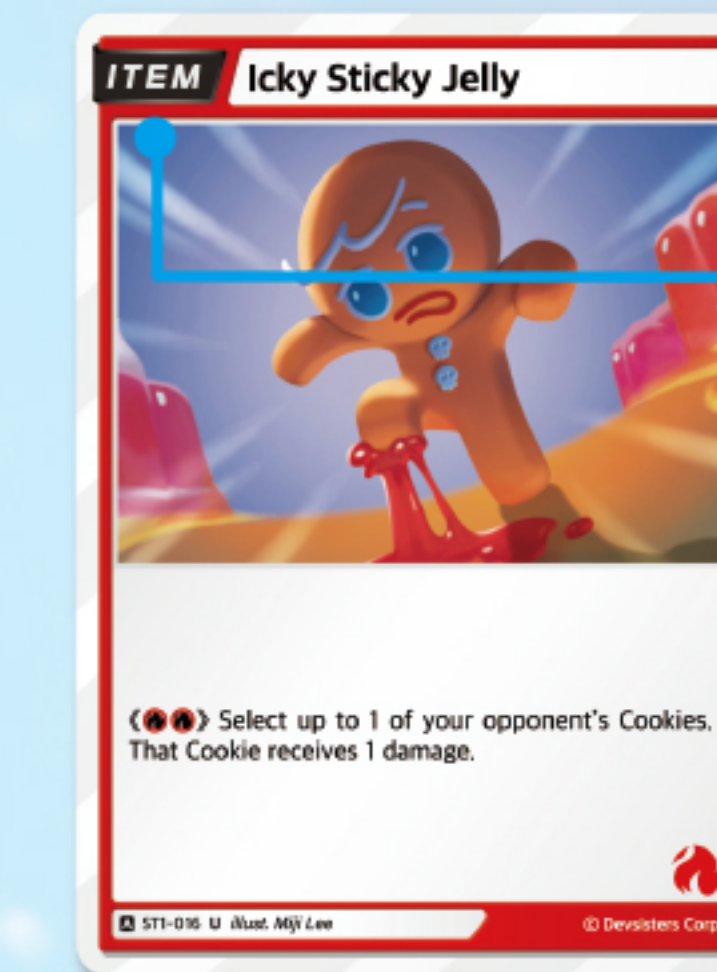
7 Card Info

Regulation Mark / Card Number / Rarity / Illustrator

8 Color Type Mark



* There are two types of mark and they are treated in the same color.



ITEM



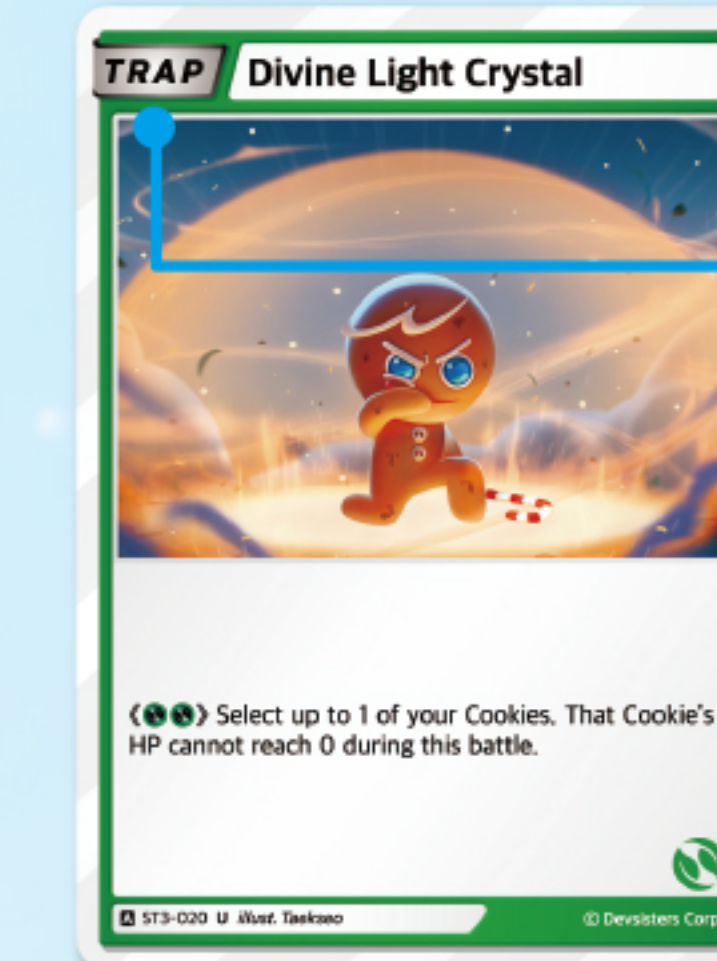
STAGE

Item Card

A card that activates by resting a card in the support area during the player's turn.

Stage Card

A card that continuously affects the player's field.



TRAP



FLIP

Trap Card

A card that activates by resting a card in the support area when your opponent attacks.

FLIP Card

A card that activates when a card in the player's HP stack is flipped due to damage.

Definition of Field

*The battle area and stage area are referred together as a field.



1 Battle area

The place where your Cookies are played.

※ Up to two Cookies can be placed at a time, and it is not possible to place a new third Cookie when there are already two Cookies present in this area.

2 Support area

The place where cards are placed to use as cost for activating item cards, trap cards, or initiating a Cookie's attack.

※ All types of cards can be placed in the support area.
※ Only one card can be placed per turn. The card must be placed face up.

3 Break area

The place for your Cookies to rest.

4 Stage area

The place for your stage cards.

5 Deck

The place for your deck.

6 Trash

The place for your used item cards, trap cards, etc.

About Decks

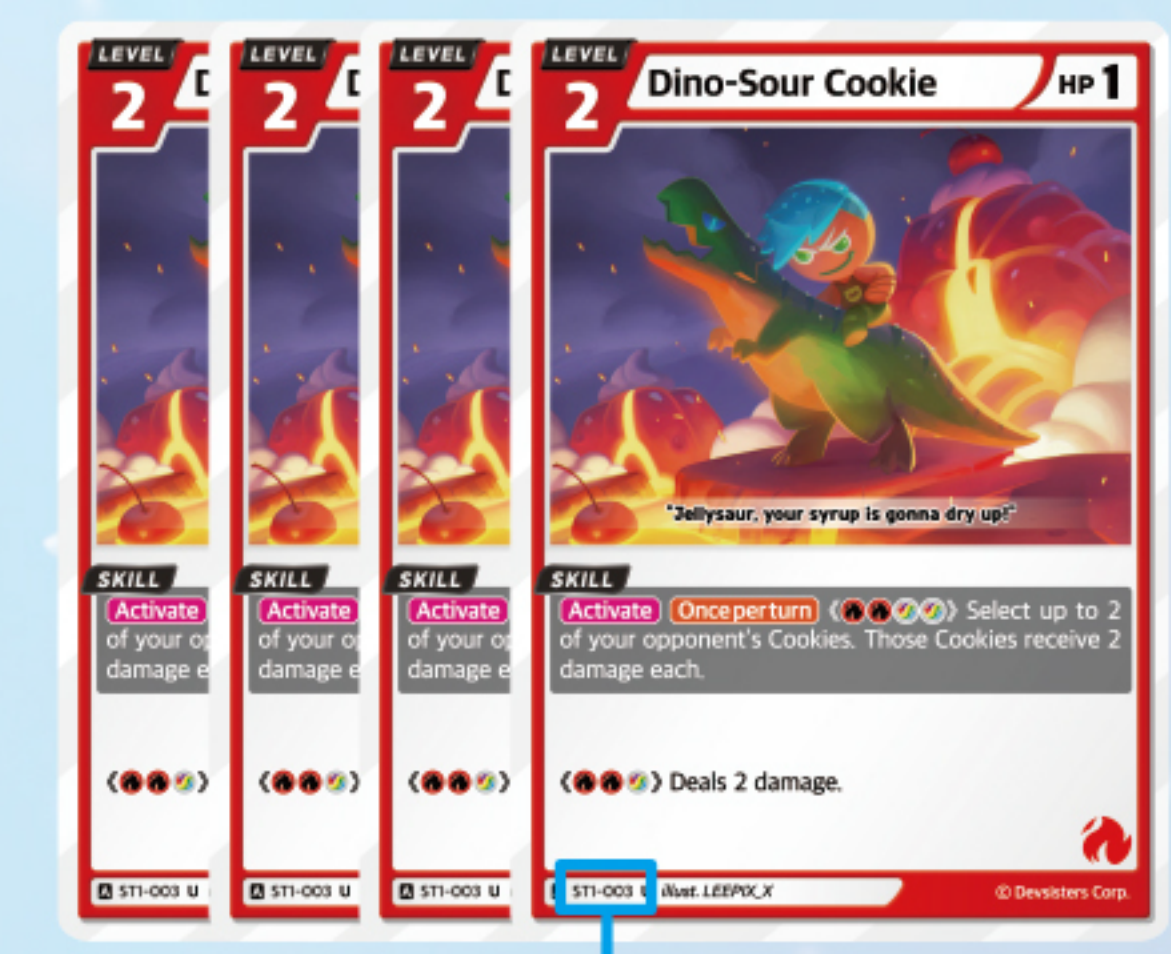
In CookieRun: Braverse, you must prepare:

A deck consisting of 60 cards, including Cookie cards, Item cards, Trap cards, and Stage cards.

- When building a deck, you can use all color types.
- You can include up to 4 cards with the same card number.
- You can include up to 16 FLIP cards.
- You must include at least one Cookie card.



60-card deck



Up to 4 cards with the same card number



Up to 16 FLIP cards

Victory Conditions



If any of the following conditions occur during gameplay, it will result in your victory:

- The total Level of the Cookie cards placed in the opponent's break area reaches 10 or higher.
- The opponent has no remaining Cookie cards that can be placed from their hand into the battle area, and they have no Cookie cards remaining in their battle area.

How to Prepare for the Game

The following steps are instructions for the game's preparation.

- 1 Shuffle the deck and place it in the designated area.
- 2 Players engage in Rock-Paper-Scissors. The winner chooses to play first or later.
- 3 Draw 6 cards from the deck into your hand.
- 4 Each player can mulligan by returning their entire hand to the deck and reshuffling, then drawing 6 new cards.
 - ※ The player chosen to go first can perform Step 4 first.
- 5 Each player places 1 Cookie card face down onto the Battle Area from their hand.
 - ※ If a player does not have a Cookie card in their hand, they must reveal their hand, return it to the deck, and draw 6 new cards. The opponent may draw 1 card from the deck. Repeat this step until both players have a Cookie card in their hand.
- 6 Each player flips their Cookie card face up and places cards from the top of their deck underneath it in order, according to the HP value on the Cookie card.
 - ※ The first card placed goes to the very bottom.
 - ※ [On Play] effects of Cookie cards cannot be activated during this phase.
- 7 The player chosen to go first starts the game!



Gameplay

The following steps are instructions for playing the game.

1 Active Phase

Change all of your [rest] state cards to [active].

2 Draw Phase

Take 2 cards from the top of the deck.

- ※ You cannot draw a card from the deck on the first turn of the game.
- ※ When the deck has 0 cards left, perform a [refresh].



What is [refresh]?

When the deck has 0 cards left, the player selects 1 Cookie card of LV.1 or higher from their trash and places it in their break area. After that, shuffle all cards in the trash and place them in the deck. If there was any effect in play or damage during this time, they only take effect after the [refresh].

3 Support Phase

You may place one card from your hand into the support area as [active].

4 Main Phase

This is the main phase of the game. In the main phase, you can perform actions A to C in any order and as many times as you want.

- A Card play**
 - Cookie's appearance
 - Use of stage card
 - Activate item/trap

B Activation of card effects

C Battle

- ※ You cannot attack on the first turn of the game.
- ※ If you declare the end of your turn's main phase, proceed to end phase: Step 5.

5 End Phase

If there are effects that activate at the end of the turn, they are activated and resolved during the end phase. Then, it is your opponent's turn.

The end phase proceeds in the following order:

- 1 If there are effects that activate at the end of your turn, you must activate and resolve them.
- 2 If there are effects that activate at the end of your opponent's turn, they must activate and resolve them.
- 3 Effects that are designated with phrases such as "during this turn" are canceled.
- 4 Effects that are designated with phrases such as "during this turn" for your opponent are also canceled.
- 5 Switch turns.

1 Active state - Rest state [rest!]



• Active



• Rest

2 Rest state - Active state [active!]



• Rest



• Active

• Active



• Rest



About active and rest states

When revealing a Cookie card or using a stage card, they are placed in the [active] position, which is standing upright. If a Cookie attacks or uses a stage effect, it goes into [rest], which is lying down horizontally.

1 Main Phase A Card play

Appearance of Cookies

You can bring Cookie cards from your hand to the battle area. Up to two Cookie cards can appear, but at the start of the battle, you can only lay down one card face down.

- ※ When a Cookie card plays, you do not [rest] the cost in the support area.

Use of Stages

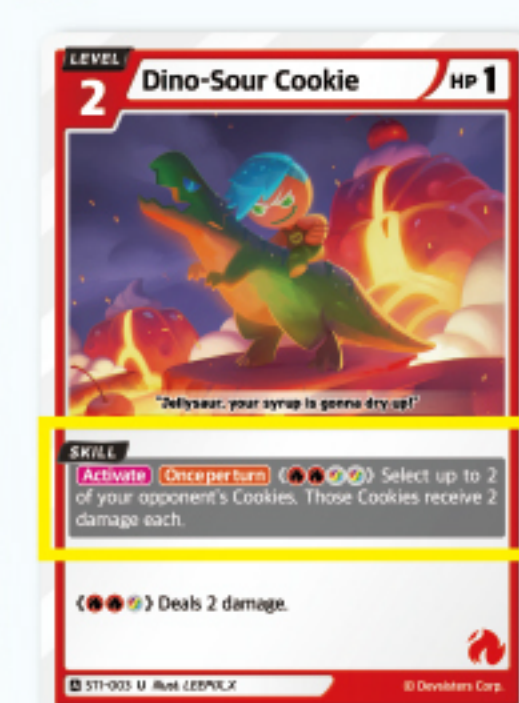
Place a stage card from your hand in the stage area as [active].

- ※ If there is already a card in the stage area, put that card in the trash first, then you can use a new stage.

Activate Items/Traps

You can activate item/trap cards from your hand by [resting] the cards in the support area. The card that has been activated is put in the trash. However, trap cards can only be used when the opponent declares an attack.

2 Main Phase B Activation of card effects



SKILL
[Activate] Once per turn Select up to 2 of your opponent's Cookies. Those Cookies receive 2 damage each.

Deal 2 damage to opponent's Cookies

Activate the effects of the Cookie and stage cards.

Switch from Active to Resting



Paying Costs

When using the Cookie's [attack], [skill], or using stage, item, or trap cards that require a cost, rest [active] cards in the support area for the designated color type equal to the cost.

3 Main Phase C Battle

- You can rest your [active] Cookie card in your battle area and attack the opponent's Cookie card in their battle area.
 - ※ You can attack even if the opponent's Cookie is in [active] or [rest] state.
- When attacking, you must switch your attacking Cookie card from [active] to [rest], pay the cost indicated in [attack] by resting the specified cost from your support area, and then attack.
- At this time, the player being attacked can use a Trap, pay the cost indicated on the card by resting the specified number from their support area, and activate the effect.
- The Cookie that takes damage turns over the used card face up in order of the most recently used, and puts it in the trash.
- At this time, if a FLIP card is turned over from HP, its effect can be activated.
 - ※ FLIP effects are activated one by one. Even during damage, the effect is activated.
- A Cookie card with 0 HP is deemed as a fainted Cookie, and placed face up in the break area.
- If your Cookie card has fainted, you can bring one Cookie card from your hand to the battle area.
 - ※ At this time, you can use the [On Play] effect of the Cookie card, and you must put the specified number of cards in your support area.