VeeFriends

COMPETE & COLLECT

COLLECTIBLE TRADING CARD GAME

Collector's Cup NSCC Demo Playtest Game Rules

Table Of Contents

VeeFriends Compete & Collect

VeeFriends Compete & Collect is a Collectible Trading Card Game where players equip their VeeFriends for battle to collect Aura, Skill, and Stamina!

The rules in this document serve as the rulebook for the VeeFriends Compete & Collect Collector's Cup Playtest Tournament.

Game Objective

Collect 7 points in a single attribute - Aura, Skill, or Stamina.

Use your VeeFriends to battle your opponent and collect Aura, Skill, and Stamina! There are 13 points available for each attribute.

The first competitor to collect 7 points in a single attribute wins the match.

Components

BATTLE DECK

20 VeeFriends Compete & Collect cards

POINTS

13 points in each of three attributes; Aura, Skill, Stamina: Capturing 7 of the 13 points in one single attribute is the key to victory.

TERRIFIC TOTAL TOKEN

This token allows a single-use to challenge the card's total score at any time during the battle.

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Single Elimination Gameplay

Single Elimination tournaments progress as follows:

Players are assigned opponents at random and then battle based on the standard Single Elimination brackets. The winner of each match moves on to the next round, while the loser is eliminated from the tournament. Ultimately, only two players will remain. The winner of that match is crowned the tournament champion.
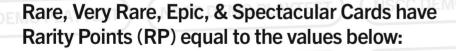
If a match winner can not be decided in reasonable timing:
For a game currently in progress, a 2 minute timer will be enforced and the player who has collected the most points in one attribute at the end of the timer

Deck Building Format

The Playtest Tournament will use the constructed format, where players hand-craft their deck:

- The deck must contain exactly 20 cards.

- Decks may not contain more than 1 card of a single character.

- Decks may not contain a total of more than 15 Rarity Points

Rare, Very Rare, Epic, & Spectacular Cards have Rarity Points (RP) equal to the values below:

Rare = 2 Rarity Points (RP)
Very Rare = 3 Rarity Points (RP)
Epic = 4 Rarity Points (RP)
Spectacular = 5 Rarity Points (RP)

The remainder of your 20 cards will be Core cards

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Set-Up

Players assemble their 20-card deck for the entire tournament, and can not swap out any cards during the event.

Players shuffle their 20 character battle deck, and place it face down in front of them.

Flip the total token. The winner of the toss decides who attacks first.

Gameplay - PARTS OF A TURN

Both players draw the top card from their battle deck and examine their own card.

Attacker examines their card and announces a challenge: Aura, Skill, or Stamina.

Defender can choose to **accept** or **decline** the Challenge.

IF THE DEFENDER ACCEPTS

1. Players reveal their cards.

2. The player with a higher value in the accepted attribute wins the battle.

3. Winner claims a point from the board matching the accepted attribute.

4. The defender becomes the attacker for the next round.

IF THE DEFENDER DECLINES

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Gameplay - PARTS OF A TURN CONT.

IF THE DEFENDER DECLINES

In the event of any challenge, the winning player collects the amount of points equal to the amount of challenges in the battle.

1. The defender Challenges the attacker with one of the two remaining attributes.

2. The attacker chooses to either accept the second attribute, or counter the third attribute.

3. The defender can either accept the third attribute, **OR** once all three attributes have been challenged, the "Score" can be countered. If "Score" is countered, players reveal their cards and compare the Score. If a card is Rare or higher, use its total score.

• If the Battle was Aura, the winner collects Aura points equal to the amount of challenges.

• If the Battle was Skill, the winner collects Skill points equal to the amount of challenges.

• If the Battle was Stamina, the winner collects Stamina points equal to the amount of challenges.

• If the Battle was "Score" (Total), the winner collects 1 point of each color.

4. Both players place their card in the "Graveyard" pile. The defender becomes the attacker for the next round.

EX. Both players secretly draw a card from the top of their deck. The attacker examines their card and challenges "Aura." The defender counters, and challenges "Skill." The attacker accepts "Skill." Both players reveal their cards. The defender possesses the higher "Skill," and collects 2 "Skill" points because it was the second challenged attribute.

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Additional Elements

If the challenged attribute scores are equal:

• *Set aside the points that would have been won.*

• *Continue to play rounds with the same player as the attacker until there's a winner.*

• *Continue setting aside the points each time there's a tie.*

• *The winner of that Battle scores the points for all the tied Battles before it.*

TERRIFIC TOTAL TOKEN

Once per game, instead of challenging an Aura, Skill, or Stamina Challenge, a player can spend their TTT. If they do, the Challenge immediately becomes "Total" and there can be no more Challenges this Battle.

Players reveal their card, and the higher total score wins one point in each attribute (Aura, Skill, Stamina).

You can only use this token if you are holding a Rare or higher card.

If a player discards all 20 cards before the game ends: Reshuffle your deck and continue gameplay.

Win The Game

Acquire 7 or more points in one single attribute.

Tournament Preparation

Crafting your deck: All cards must be compiled in an identical manner, with the same sleeves and cases. **NO** markings are permitted on the back of the cards.

Check-in: Decks will be checked to ensure the contents of the deck comply with deck building rules. Deck checks occur at check-in and may happen at any time during a tournament, from arrival through the final round. The deck order dœs not matter, as cards will be shuffled.

All competitors will be assigned a VeeFriends character ID for the tournament, which will be used for your play schedule. Your first opponent will be assigned randomly.

All competitors are expected to know the gameplay rules in advance of the tournament.

Start - Of - Match Procedure

Step 1: Ensure there are 13 points available in each attribute.

Step 2: Each player shuffles their deck and places it face down in front of them. Care should be taken to ensure that the cards are not harmed or revealed during the shuffle.

Step 3: Flip the total token. The winner of the toss decides who attacks first.

Step 4: Each Player secretly draws a card from the top of their deck. Once both Players have drawn their cards, the game has begun, and the first-turn attacker may challenge an attribute.

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Penalties

Reversing Actions: Players are not permitted to reverse a complete action that has been communicated.

Disqualification: Disqualification is reserved for the most extreme cases, where a player's actions (whether intentional or unintentional) have significantly and negatively impacted the integrity or operation of the entire event. Players who receive this penalty are removed from the tournament and become ineligible to receive any prizes.

Cheating: All instances of cheating are regarded as severe, and merit disqualification. Cheating is when a player breaks these rules, ignores someone breaking these rules, or lies to a tournament official, in order to gain an advantage in the tournament. This includes, but is not limited to, Intentionally drawing extra cards, reusing cards from the discard pile, and swapping deck cards at any point during the event.

VeeFriends disclaims responsibility for any damage, loss, theft of cards or other property, or any other occurrence when in transit to/from, or while attending a sanctioned event or tournament.

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Game rules made in collaboration with Super Awesome Games