BATTLEDOME
TRADING CARD GAME

OFFICIAL RULEBOOK

VERSION 1.2

UPPER DECK

Neopets Battledome Trading Card Game

In Neopets Battledome Trading Card Game you will train your Neopet using Codestones, prepare them for battle with powerful equipment, enlist the aid of renowned Faeries and Legends from throughout Neopia, and enter the Battledome in hopes to become the Champion!!

Deck Construction

You need a 50-card deck made up of a combination of Codestones, Equipment, Food, Faeries, Legends, Map Pieces, Paint Brushes, and Potions. Decks can contain no more than 2 copies of any Equipment, Food, Legends, Paint Brushes, and Potions. They may contain no more than 1 copy of any Faerie or Map Piece and may contain any number of Codestones. You can have a Neopet Deck of at least 3 and up to 5 Neopets of different species (all 5 must have a different name), and a Rainbow Pool with up to 10 unique Rainbow Pool Neopets. Additional cards may have unique rules text having them start in your Rainbow Pool. These cards do not count towards the 10 Rainbow Pool Neopet limit. Up to 10 six-sided diced will be required for battle.

Setting Up

1. Randomly determine which player decides who goes first. (Die roll, rock paper scissors, etc.).
2. Place your Neopets and Rainbow Pool Neopets in the designated areas. Shuffle your deck and place it in the deck area, then draw a hand of 5 cards into your inventory. .
3. You may choose to shuffle all the cards from your inventory back into your deck then draw 5 cards into your inventory..
4. Both players select their starting Neopet and places them face down in the Battledome (Neopet Area).
5. Both players simultaneously reveal their starting Neopet.

Round Results	Faerie	Neopet	Equipment One	Void
Neopet Deck	Equipment Three	Codestones	Equipment Two	Discard
Rainbow Pool	Play Area			Deck

DRAW ➡ TRAIN ➡ PREP ➡ BATTLE

Turn Phases

1. **Draw Phase:** Draw 1 card from the top of your deck to your inventory. If you need to draw a card and cannot, your Neopet takes 1 point of damage.
2. **Training Phase:** You may attach 1 Codestone from your inventory to raise your Neopet's level by 1 to a maximum of 5. (Note: Codestones are attached and cannot be played.)
3. **Preparation Phase:** You may play exactly 1 card from your hand with a level requirement equal to or less than your Neopet's level. (Note: Some card abilities allow you to play more than 1 card per turn.)
4. **Battle Phase:** Your Neopet must battle your opponent's Neopet if able. Battling always ends your turn. (Note: The player going first skips this phase and ends their turn after their Preparation Phase.)

Victory Condition

A complete game is made up of 3 rounds. You win a round when your opponent's Neopet has taken damage equal to or greater than their Hit Points. The first player to win 2 rounds is the Champion of the Battledome. (For a quick game, you can just play 1 round.)

Golden Rules

- ## Can't Beats Can
  - Whenever a card, ability, or effect states that something "can" happen or directs that thing to happen, but another card, ability, or effect states that the same thing "can't" happen, the "can't" effect will take precedence.

- ## Card Text Always Take Precedence Over Game Rules
  - Whenever card text contradicts the game's rules, the card text takes precedence.

Card Types
Neopets

Hit Points 💚: This is your Neopet's health. When your opponent's Neopet takes damage equal to their Hit Points, you win the battle!

Attack 🗡: This number represents the number of dice rolled when attacking your opponent's Neopet.

Defence 🛡: This number represents the number of dice rolled when defending against an opposing Neopet's attack.

Agility 🎽: This number represents your agility. If your agility is higher than your opponents, you are allowed to reroll your Attack or Defence dice up to the difference between both Neopet's Agility.

Attack, **Defence**, and **Agility** have a maximum value of 10.

Neopet Name — Shoyru
Hit Points — 12
Defence
Attack — 3
Agility — 4

Paint Brushes

When you play a Paint Brush, your Neopet transforms! Search your Rainbow Pool for the matching Neopet, place your active Neopet into the Rainbow Pool, and place the painted Neopet into play keeping all Codestones, equipment, and damage they may have already taken. Then the Paint Brush goes to the discard. (Note: You can use a Paint Brush on a Rainbow Pool Neopet.)

Faerie Paint Brush
PAINT BRUSH

Rainbow Pool Neopets

You can find the required Paint Brush or Location icon in the top left corner and listed below the name of your Rainbow Pool Neopet. Some Rainbow Pool Neopets have special abilities like equipment!

Neopet Name

Paint Brush Required

Hit Points

Shoyru
FAERIE

Card Text

During other players Battle Phase, you may place a card from your inventory to the top of your deck, gain 2 Attack ( ) or 2 Defence ( ) this turn.

Attack

Agility

Defence

Codestones

During your Training Phase, you may attach 1 Codestone from your inventory to raise your Neopet's level by 1 to a maximum of 5, and they gain an additional boost to one of their stats. Your Neopet's level is equal to the number of Codestones attached to them. (Note: Codestones are attached and cannot be played.) When a Codestone leaves the Battledome, send it to your discard.

Mau
CODESTONE

+1

Equipment

You may have up to 3 Equipment equipped to your Neopet at any time. To play an Equipment while there are already the maximum amount of Equipment in play, you first send an active Equipment to your discard, and then play the new Equipment.

Level Requirement

Card Name

Sturdy Blue Sword
EQUIPMENT

Card Type

Gain 1 Attack.

Card Text
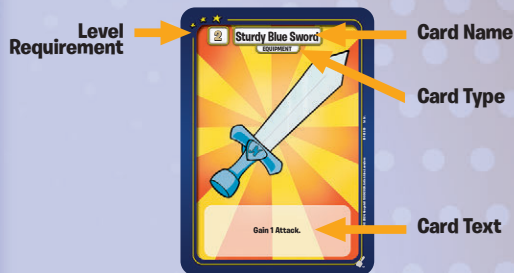
Legends

When you play a Legend, complete all effects on the card then send it to your discard. Legends also include a Team Icon which can be referenced in card effects.

Level Requirement

Team Icon

Korbat Defender
LEGEND

Card Type

Card Name

Draw 2 cards from your deck.

Card Text

Defenders of Neopia

Villains of Neopia

Neopia Central

Potions

When you play a Potion, complete all effects on the card then send it to your discard.

Level Requirement →

→ Card Name

→ Card Type

Card Text →

Ubikiberry Elixir
POTION

Roll 1 die. On a success, your Neopet heals 2 damage.

Faeries

When you play a Faerie, they remain in play until the end of the round. You may only have 1 Faerie in play at a time. To play a Faerie while there is already a Faerie in play, you first void the active Faerie, and then play the new Faerie. When a Faerie leaves the Battledome, send it to the Void.
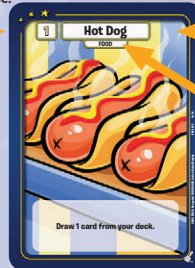
→ Card Name

→ Card Type

Card Text →

Soup Faerie
FAERIE

Once per turn, during your Draw Phase or Preparation Phase, if you have 6 or less cards in your inventory, you may draw 1 card from your deck.

Food

When you play a Food, complete all effects on the card then send it to the Void.
Food does not count as a card played and can be played at any time, on any turn, in any phase, unless the card states otherwise.
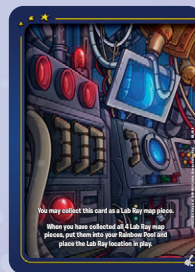
Level Requirement →

→ Card Name

→ Card Type

Card Text →

Hot Dog
FOOD

Draw 1 card from your deck.

Map Pieces

Anytime you can play a card, you may collect a Map Piece. Map Pieces remain in play for the rest of the game (they are not sent to the discard between rounds). Map Pieces are not considered to be in the Battledome. You may collect any number of Map Pieces on your turn, and collecting a Map Piece does not count as a card played. There is no specific zone for Map Pieces, but we recommend keeping them in your Play Area.

Card Text →

You may collect this card as a Lab Ray map piece.

When you have collected all 4 Lab Ray map pieces, put them into your Rainbow Pool and place the Lab Ray location in play.

Locations

When you play a Location, they remain in play for the rest of the game (they are not sent to the discard between rounds). Locations are not considered to be in the Battledome. There is no specific zone for Locations, but we recommend keeping them in your Play Area or on top of your Rainbow Pool.

Card Name

Card Type

Card Text

Playing Cards

When playing a card, you must successfully meet these requirements:

- **Level Requirement:** The minimum number of Codestones which need to be attached to your Neopet.
- **Timing:** The phase/time in which a card can be played or an effect can be activated. (Ex: "During the Battle Phase", "When your opponent plays a Legend", etc). (Note: Many cards do not have specific timing)
- **Condition:** The game state requirements which must be met to play a card.

Example One: If a card states: "Look at the top 3 cards of your deck", you must have at least 3 cards in your deck to play and resolve this effect.

Example Two: If a card states: "Shuffle 3 cards from your inventory into your deck", you must have at least 3 additional cards in your inventory to play and resolve this effect.

Example Three: If a card states: "Search your deck for X", you must have at least 1 card in your deck to play and resolve this effect. When you search your deck, you can fail to find the designated target.

Example Four: If a card states: "up to X cards", zero is a valid number, therefore this statement is not a condition of the card being played or resolving.

When a card is played and begins the process of resolving, this creates the queue. The player who played the card has a chance to respond (i.e., playing an additional card or activating an effect), this is referred to as priority. A player can pass priority to their opponent, which allows them to respond to any cards in the queue. Once both players pass priority, then the last card in the queue resolves. These steps repeat until all cards in the queue resolve.

Example One:
- Player 1 plays Korbat Defender, beginning the queue.
- Player 1 does not respond to Korbat Defender.
- Player 2 gains priority and does not respond to Korbat Defender.
- Korbat Defender resolves, allowing Player 1 to draw two cards from their deck.
- Korbat Defender goes to the discard.

Example Two:
- Player 1 plays Korbat Defender, beginning the queue.
- Player 1 does not respond to Korbat Defender.
- Player 2 gains priority and plays Hot Dog of Justice in response.
- Player 1 gains priority and does not respond to Hot Dog of Justice.
- Hot Dog of Justice resolves, negating the effect of Korbat Defender. Hot Dog of Justice goes to the Void.
- Korbat Defender goes to the discard.

Example Three:
- Player 1 plays Korbat Defender, beginning the queue.
- Player 1 does not respond to Korbat Defender.
- Player 2 gains priority and plays Hot Dog in response.
- Player 1 gains priority and does not respond to Hot Dog.
- Hot Dog resolves, Player 2 draws 1 card from their deck.
- Hot Dog goes to the Void and is removed from the queue. Korbat Defender is now the last card in the queue.
- Player 1 gains priority and does not respond to Korbat Defender.
- Player 2 gains priority and plays Hot Dog of Justice.
- Player 1 gains priority and does not respond to Hot Dog of Justice.
- Hot Dog of Justice resolves, negating the effect of Korbat Defender.
- Hot Dog of Justice goes to the Void.
- Korbat Defender goes to the discard.

Example Four:
Additional cards played by another card's effect are added to the queue and resolve (or are negated) before the original card is sent to the discard due to resolution.
- Player 1 plays Vira, targeting Siona in the discard, beginning the queue.
- Player 1 does not respond to Vira.
- Player 2 gains priority and does not respond to Vira.
- Vira resolves, playing Siona. Siona is now the last card in the queue.
- Siona targets Korbat Defender and Usul Defender. (Note: Siona cannot target Vira, because she is still in the queue and not in the discard)
- Player 1 does not respond to Siona.
- Player 2 gains priority and does not respond to Siona.
- Siona resolves, adding Korbat Defender and Usul Defender to Player 1's inventory.
- Siona goes to the discard.
- Vira goes to the discard.
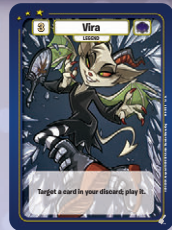
Example Five:
Cards or effects that include a player rolling one or more dice require their dice be rolled as the card/effect enters the queue. Meaning, both players will see the result of the roll prior to the card resolving.
- Player 1 plays Exploding Potion, immediately rolling the required 1 die (with a result of 2), beginning the queue.
- Player 1 responds with Teeny Hot Dog.
- Player 2 does not respond to Teeny Hot Dog.
- Teeny Hot Dog resolves, changing the result of Exploding Potion's roll to a critical success (6).
- Teeny Hot Dog goes to the Void and is removed from the queue. Exploding Potion is now the last card in the queue.
- Player 1 does not respond to Exploding Potion.
- Player 2 does not respond to Exploding Potion.
- Exploding Potion resolves, with a die result of 6, and deals 2 damage to Player 2's Neopet.
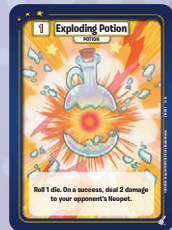
Battle Phase Breakdown

Your Neopet must battle your opponent's Neopet if able. Battling always ends your turn. (Note: This phase is skipped on the first turn of the game.)

The Battle Phase is performed as followed:

1. **Attack:** The attacking Neopet rolls a number of dice equal to their **Attack**. A result of 4 or 5 is a success, and a 6 is a critical success.
2. **Defend:** The defending Neopet rolls a number of dice equal to their **Defence**. On a result of 4, 5, or 6 the defending Neopet successfully blocks a blockable attack. (Note: You cannot block a critical success.)
3. **Compare Agility:** Compare each Neopet's **Agility**. The player whose Neopet has the higher **Agility** may reroll their dice equal to or less than the difference. That player may not reroll these dice more than once.

Example: Kau and Poogle are in combat. Kau will roll 5 dice to **Attack** Poogle. Poogle will be on the **Defence** and roll 5 dice. Once these rolls are complete, the difference in **Agility** is determined. Kau has an **Agility** of 5 while Poogle has an **Agility** of 3. This is difference of 2 (5 minus 3), therefore Kau can reroll 2 of their dice.
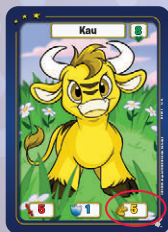
Comparing Agility
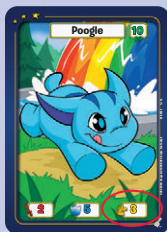
4. **Calculate Damage:** Add up the number of successful hits and successful blocks. If the number of successful hits is higher than the number of successful blocks the defending Neopet takes 1 damage per the difference. If the number of successful hits is equal to or lower than the number of successful blocks the defending Neopet takes no damage. An attack which results in a critical success always deals 1 damage per critical success.

Compare Dice and Calculate Damage

Attacker:	6	4	4	3	1
	Critical Success	Success	Success	Fail	Fail
		Success	Fail		
Defender:		5	3	2	2
Damage:	1		1	Total: 2	

Dice Results

Attacking:

★ or 6 ————————— Critical Hit
4 or 5 ————————— Successful Hit
1, 2 or 3 ———————— Miss

Defending:

★ / 6, 5, or 4 ——————— Successful Block
1, 2 or 3 ———————— Miss

End of Round Breakdown

When a Neopet has taken damage equal to their **Hit Points**, the round ends. All cards in play go to the respective player's discard/Void. The winning Neopet is placed face up in "Round Results" above the winning player's Rainbow Pool. The losing Neopet is placed face down in the losing player's "Round Results". The winning player then selects a new Neopet from their Neopet Deck and places them face up in the Battledome. Once the winning player has selected a new Neopet, the losing player selects their Neopet and places them face up in the Battledome. Play then continues as normal with the player who lost the previous round as the starting turn player. (Note: This is NOT the first turn of the game, so the first turn player attacks on their turn.)

Battlepedia

Abandon: You lose the round and your Neopet is placed face down in the round results.

Add: Place a card from the designated area to your inventory. When you add a specific card type to your inventory you always show the card to your opponent.

Battledome: All cards currently in play for both players.

Collect: Anytime you can play a card, you may collect a card which states it can be collected. You may collect any number of cards on your turn, and collecting a card does not count as a card played.

Counter: A marker placed on a card that interacts with an ability or effect.

Critical Success: A die roll with the result of a 6.

Discard: Send a card from your inventory to the discard.

Failure: A die roll with a result of 1, 2, or 3.

Freeze/Frozen: The frozen Neopet cannot attack during their next Battle Phase.

Immune: Cannot be affected by the designated ability or effect.

Inventory: Your hand of cards. The maximum amount of cards in your inventory is 50.

Level: The number of Codestones attached to your Neopet.

Level Requirement: The minimum number of Codestones which need to be attached to your Neopet to play a card. A card without a Level Requirement is not considered as having a Level Requirement of 0.

Look: Look at the designated cards. You do not show these cards to your opponent.

Negate: Stop an action from being performed successfully or nullifying a card effect.

Neopet: Refers to the active Neopet in the Battledome. Neopets are not considered "cards".

Play: Put a card into play. You can only play cards which you meet the level requirement (unless otherwise stated on the card).

Priority: The ability to take an action.

Private Knowledge: Knowledge which is private to at least one player. The cards in your deck and inventory are private knowledge.

Public Knowledge: Knowledge which is known to all players. The numbers of cards in your deck, Rainbow Pool, Neopet Deck, discard, Void, and inventory, as well as the cards in your discard, Void, and face up in the Battledome are public knowledge.

Reveal: Flip the designated card(s) face up so they are visible to both players.

Scrap: Send the top card of a player's deck to their discard.

Search: Search your deck for the designated card. If you are searching for a specific card/card type you must show the card to your opponent. You always shuffle your deck after searching.

Send: Move a card from one place to another.

Success: A die roll with a result of 4, 5, or 6.

Target: Select a card.

Transform: When you place your active Neopet into the Rainbow Pool and replace it with a Neopet with the same name while meeting the requirements on the card.

Void (it): Send designated card to the Void.

Credits

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