



# TRADING CARD GAME 2026 RULES

## BEFORE YOU READ:

While it's helpful to read this entire document to understand the deeper strategies of **The Mix TCG**, don't be overwhelmed. It's just Rock, Paper Scissors with abilities. It's pretty self explanatory. Don't stress.

## GETTING STARTED

### DECK SIZE - 5 CARDS

No matter how many cards you collect, each game of **The Mix TCG** must be played with 5 cards per player

### BUILDING A DECK

A **The Mix TCG** deck can be endlessly customizable. Maybe you have a strong card you want to build a **Deck** around, maybe you want to overwhelm your opponent with a specific **Type** of card, or maybe you have obtained a set of elusive combo cards you'd like to build a **Deck** around. The small **Deck** size of **The Mix TCG** means that unlike most other TCGs, there are no limits to how many of a specific card you can have in your **Deck** (*unless otherwise stated by the card itself.*) So the only thing stopping you from having an entire **Deck** of only **Owen** is collecting them all

### STARTING A GAME

Starting a game of **The Mix TCG** is as easy as walking up to a friend and challenging them to a **Battle**. Each player takes their **Deck** of 5 cards and shuffles them, placing the **Deck** face down in front of you. At the same time, each player draws 3 cards into your **Hand**. Now it's time to **Battle**.



# READING YOUR CARDS

At first glance, it may look like there's a lot of information on your **The Mix TCG** cards to keep track of, but it's easier than you may think.



**1 HP** - The health of your current Card

**2 Card name and Quote/Fun Fact.**

**3 Attack (ATK) Type** - These are your ATK types. The top ATK is your Primary ATK, and identifies what Type your card is. There are 3 Types in The Mix TCG. Rock, Paper & Scissors   

**4 Primary Attack (ATK)** - The name is nothing but a joke, but usually relates to your card's ability (5)

**5 Card Ability** - By default this ability takes effect if you land that specific ATK Type. Some Card Abilities are activated in different ways. We discuss this in depth later.

**6 Card Rarity and Identifiers** - Card Rarity only indicates how many copies of this card exist. Identifiers are icons found beside the Card Rarity. These usually signify what set your card came from, but can also indicate certain information about them that may effect gameplay. Below you'll find a list of current Identifiers found in the Base Set.



**Booth Boys  
or Booth Boy  
Variants**



**Nettleton  
Student or  
Faculty**



**DNow  
character or  
Variant**



**Only  
Owen**



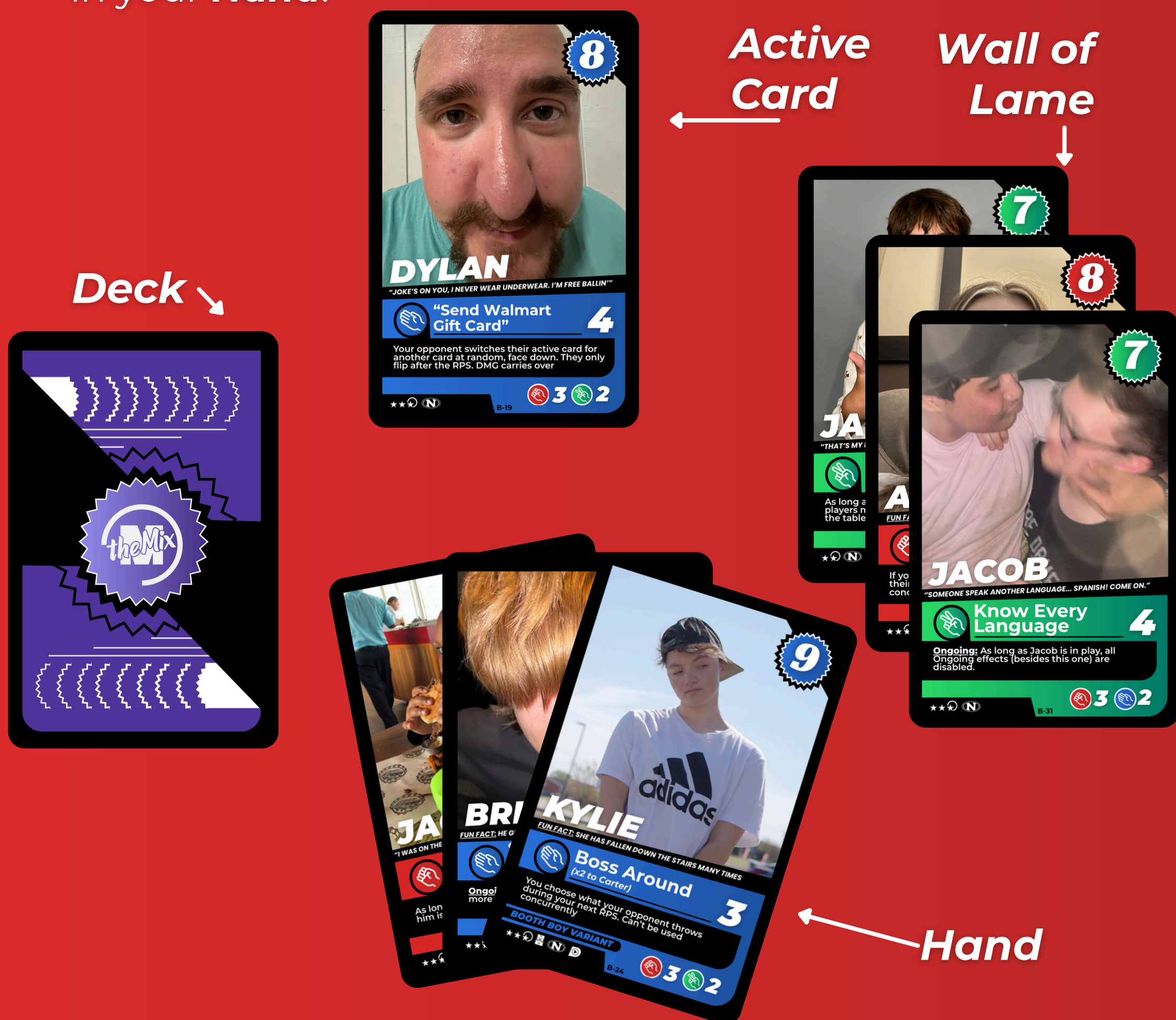
**Race St  
Boys**

**7 Card Number** - For collection purposes, this identifier shows the set ID and card Number.  
Ex: B-019 = Base Set - Card 19



# BATTLES

To begin a battle, set up your playfield according to the diagram below\*, with a **Deck**, **Wall**, and **3** cards in your **Hand**.



\*This example shows 8 cards for demonstrative purposes only. **Deck** size is only **5**

## STARTING A BATTLE

Once you've chosen the first card you want to play, place it face down in front of you. Both players flip their card at the same time. After your first card, you play your cards face up unless the card specifies otherwise. You always draw a new card immediately after playing a card.

## TURNS

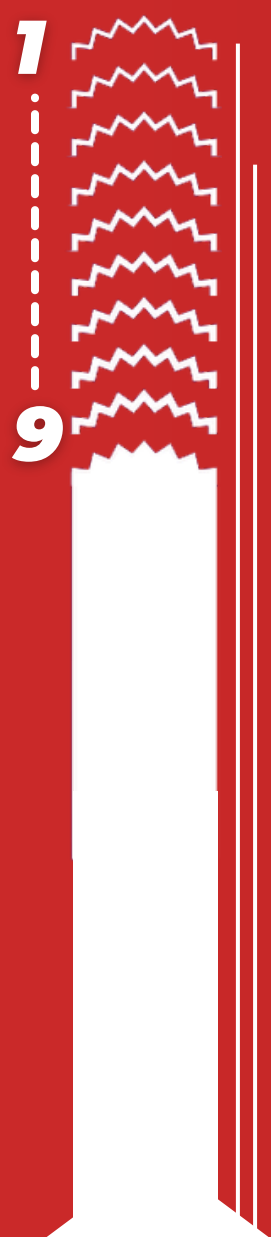
In **The Mix TCG** there is no turn order. Turns are simply rounds of Rock, Paper Scissors. You do a basic countdown (3 hits, then GO!) and whoever wins lands an ATK. The ATK you land is whichever one you won the Rock Paper Scissors (RPS) with. So if you throw Rock and your opponent throws Scissors, you win and execute your Rock ATK.

The key strategy is to not just win the RPS, but to win it with the specific ATK you want to land. Each card has a different Damage (DMG) value for each ATK.

# BATTLES CONT.

## HEALTH

After each successful ATK, subtract the correct DMG from your or your opponents card. If you can keep track of the health yourself, great. If not, write it down in your notes app, on a piece of paper, or you can use this diagram on the back of a spare card



Ex: Dylan would have 3 HP remaining



Each line represents 3 for easy math

## TIES

Although ties are only possible with a few abilities in the game, it is still a possibility. In any of these scenarios, nobody is safe. Any time a tie happens, both cards are sent to the **Wall**, and new cards are played. In this instance, play your cards face down and flip them over at the same time like you do to start a game.

If somehow an entire game ends in a tie, no trading happens.

## STALEMATES

Though nearly impossible to encounter, stalemates completely halt the momentum of the game. If two players find themselves in a scenario where they both either want to or need to throw the same ATK Type and refuse to switch, start a countdown. With each RPS, count down from **10-0**. If neither player switches their ATK type in that time frame, both cards lose and are sent to the Wall.

# BATTLES CONT.

## COMBOS

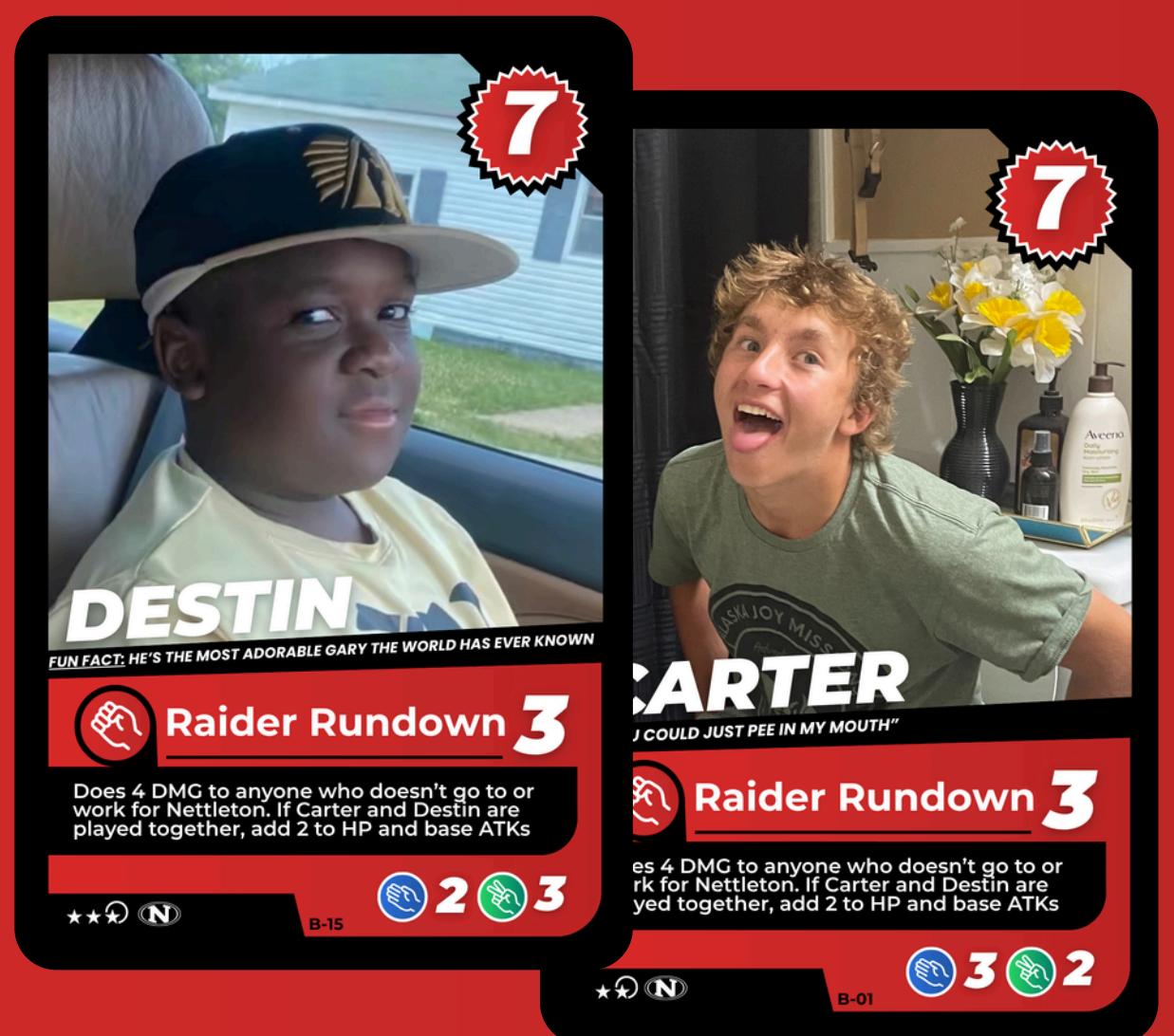
Some cards in **The Mix TCG** have bonuses when played with other cards. These cards tell you this on the card. There are a few key things to remember when playing a combo:

### PLAYING A COMBO

Combos can only be done **On Play**. This means you can't play one part of a combo, then decide later to boost them with the other. The only way to play a combo is to play all parts of the combo at the same time. This means the only way to be in the position to play the combo is if you have all pieces of the combo in your hand at the same time.

### BEATING A COMBO

Most combos either add their HP together or boost their base HP. In either scenario, there's only ever one pool of HP in play. In the scenario below, you'll see Carter and Destin being played together. They get a +2 to HP and all ATKs, but that means instead of 7HP, they have 9HP collectively. ATKs from your opponent don't land on either Carter or Destin, they land on them as a combo. Once the 9HP is depleted, both of them are sent to your **Wall**. This means that while the benefits of a combo are great, the risk is great as well. In the scenario where a combo losing means there are more than 3 cards on your **Wall**, all of those cards are at risk of the trade, so play with caution.



### DOMINANT COMBO TYPE

In the rare scenario that a combo is comprised of more than one dominant ATK type, all types are in play. So if a combo including Rock, Paper and Scissors and went up against Abby, she would both win (Scissors v Paper) and lose (Rock v Scissors). So Abby would be sent to the **Wall**, but so would your 3 card combo.

## WINNING A BATTLE

You win by sending **3** cards to your opponen's **Wall of Lamé (Wall** for short).

## TRADING & PRIZES

### TRADING

Even though you'll only have a few cards each, **The Mix TCG** is still a Trading Card game, so make strategic trades with your friends to get the cards you need for your **Deck**. The small print run of these cards ensures that the game is not pay-to-win, and the best way to get the cards you want isn't simply to get more packs, it's to get only enough packs to strategize and build a collection worthy of great trades.

### PRIZE FOR WINNING

**The Mix TCG** is different than most other TCGs because the cards you play are never safe. When you win a **Battle**, select any card you own and trade it with your opponent. Your opponent must then shuffle the **3** cards on their **Wall** and let you pick one at random to trade for your card. This keeps cards in a constant flow between players outside of just trades. It's our own way of **Mixing** things up. Get it?

Playing your most powerful cards in **The Mix TCG** is always a high risk vs high reward move, because any card in play is at risk of being lost to your opponent. Choose wisely, play strategically, and be a good sport, win or lose. Every lost prize card is also a chance to gain a new card and re-think your strategy.



# GLOSSARY

*The following are key words found on cards that you'll need to know:*

**ATK** - Attack

**DMG** - Damage

**HP** - Hit Points/Health

**RPS** - Rock, Paper Scissors

**Wall** - Short for Wall of Shame. AKA Grave, Trash, etc. This is where your cards end up when they're defeated

**KO** - Knock Out. The card this is referring to is immediately sent to the grave.

**Ongoing** - This effect is always active as long as the card is in play

**On Play** - This effect happens immediately when the card is played.

**On ATK** - This effect happens whenever you throw this ATK, whether you land the ATK or not.

**On Any ATK** - This effect happens any time you use any ATK at all, not just your dominant ATK.

**Concurrent** - One after the other. If a card says the effect can't be used concurrently, it means you must have one round without the effect before it can be used again.

**Game** - The entire match, from beginning to end.

**Round** - One specific time playing Rock, Paper Scissors, until someone wins and does DMG.



# MORE GAME MODES

*Beyond a standard battle, there are more fun game modes to try:*

## 3 Player Game

When 3 players decide to play together, the rules remain mostly the same. Each player plays a card face down to start, flips them at the same time, and begins playing RPS to make ATKs. Before the game begins, choose your starting player. They'll be the first one to land their ATK, then you'll move clockwise. Order does not matter, all ATKs that land will still land, but keeping a consistent order will help ensure everything goes smoothly.

Each player takes the time to calculate the damage they deal to any other players, then you go again. Once two of the 3 players have 3 cards on their **Wall**, the game is over. Trade rules still apply. The two losers will shuffle the 3 cards on their **Wall** and pick one to trade. The winner will choose the card they wish to trade. Once everyone has their trade card ready, pass your card to the player on your right.

## 4 Player Free-For-All

If 4 players decide to do a free-for-all, the same rules apply as with a 3 player game. Decide beforehand if you want to keep trading rules in play, otherwise enjoy a low-stakes 4 player free-for-all.

## Doubles

If 4 players wish to play together, they can also do doubles. When playing Doubles, two on the same team sit across from the other two players.

Gameplay remains the same, but your ATKs can only land on one or both of your opponents, not your partner. Normal trade rules still apply, but you'll trade specifically with the opponent sitting across from you.

## Quick-Play

**The Mix TCG** is already a bite-sized game, but if you're looking for something smaller, try a quick battle. Each player picks a single card, plays it face down and flips it at the same time. Gameplay remains the same, but with only one card. Trade rules do not apply.