



AZUKI TRADING CARD GAME

QUICK START GUIDE

Claim Victory in the World Azuki.

Unless powerful entities, wield deadly weapons, and cast elemental spells as you bend the battlefield to your will. Command the flow of combat from the Alley into the Garden, where your strategy and responses decide fate.

In the Azuki Trading Card Game, each player leads a unique faction—guided by a formidable leader and empowered through the mystic power of their Gate. Seize triumph through cunning, tactics, and force of will.

ABOUT THE GAME

Game play Summary
Command the elemental power of the Garden or the street-born grit of the Alley—two worlds divided by gates, now colliding on the battlefield. Utilize the synergy between your leader and the gate cards to send entities into battle and dominate the battlefield. Strategize with weapon and spell cards to take down your opponent.

THE FIELD

In the Azuki TCG, the Field is where cards are placed. Below is the layout of the field.



- 1. The Garden is the front row. This is where entities battle. Your Leader is always in the Garden.
2. The Alley is the back row. Entities cannot battle or be targeted by attacks here. Your Gate can portal entities from the Alley into the Garden.
3. The IKZ pile is where IKZ cards are placed face-down. Each turn, draw 1 IKZ card and place it in the IKZ area face-up.
4. The IKZ area is where IKZ cards are placed. Tap the IKZ cards to pay for card costs.
5. Your 50-card deck goes in the deck area.
6. Cards that exit the field or are discarded are placed in the discard pile face-up.

Be sure to check out the labeled playsheet that came with your alpha pack for additional information.

PREPARING TO PLAY

Ready Your Deck

Each player will need a 50-card deck, 1 leader card, 1 gate card, 10 IKZ cards, and an IKZ token card. A die is recommended for tracking your leader's health!

Setting Up

Prepare the field to get ready for action (look at your labeled playsheet or see The Field section for guidance on card and deck placement):

- 1. Place your leader card and gate card in their designated areas face-up.
2. Shuffle your 50-card deck. (Set your opponent out your deck if playing competitive format.)
3. Put your deck in the deck area, face-down.
4. Put your IKZ cards in the IKZ deck area.
5. Use a method, such as rolling a die or rock-paper-scissors, to determine who goes first.
6. Set die equal to the Health of your leader.
7. Draw 7 cards from the top of your deck (You may mulligan once if you choose).
8. The first active player begins the game!

Mulligan

If you are unsatisfied with your starting hand, you may choose to mulligan once. When doing so, return your hand to the bottom of your deck, then draw 7 new cards. Shuffle your deck when finished.

WINNING THE GAME

Defeat Your Opponent's Leader

You win the game by bringing your opponent's Leader down to health!

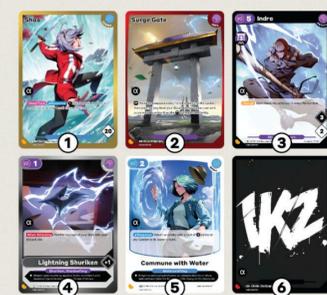
Decking Out

Alternatively, you can also win the game if your opponent attempts to draw a card from their deck when no cards are left in it.

UNDERSTANDING THE CARDS

Card Types

In the Azuki TCG, you can have a mix of several types of cards in your deck.



- 1. Leader: The main character that defines your deck and represents your health total.
2. Gate: The core of your deck with unique portal abilities, guiding strategy and playstyle.
3. Entity: Your leader's allies are called entities. They are placed in the field when played and can attack when they are in the Garden.
4. Weapon: Cards used to empower your entity and leader cards. They are placed in the discard pile after their effects resolve.
5. Spell: Cards that provide powerful one-time effects. These are placed in the discard pile after their effects resolve.
6. IKZ: Resource card used to pay for card costs.

PLAYING THE CARDS

Playing a card means taking a card from your hand, paying its IKZ cost, and placing it face-up on the table.

Paying Card Cost

Each card has an IKZ cost in the upper left corner. To play the card, you must tap that many IKZ cards in your IKZ area.



Once a card is played, the tapped IKZ cards remain tapped until the beginning of your next turn.

PARTS OF A CARD - PART I (see reverse side for part II - breakdown of other card types)

- Parts of the card that are universally used on all card types
Parts of the card that are unique to the labeled card type

ENTITY CARDS

- IKZ Cost: How much IKZ is required to play this card. Leader and Gate cards don't have a cost.
Card Name: The referenced card name in the rule text.
Gate Power: Gate power is a unique attribute of Entity cards which represents how effectively this card can interact with the Gate card's ability when it is portaled from the Alley into the Garden.
Stamps: A unique symbol that indicates it belongs to a specific, special, or limited edition set.
Subtype: A secondary card type that is often referenced in a card rules (such as "Monk" and "Steelborn" in this example).
Card Information: Additional information, such as rarity, card number, and artist name.



- Element: The elemental type associated with this card.
Card Type: The main category that defines this card's role or function in the game.
Abilities & Effects: A card's special rules. Common abilities or effects are sometimes labeled with keywords inside a colored tag (like Charge in this example).
Attack: How much damage this card deals during combat.
Health: How much damage it takes to destroy this card.
Collectible #: The serial number of the Azuki, Elemental, or Beans collection this card is based on, if applicable.

USING CARDS

To attack with a card or use abilities that have a symbol in the requirement, turn the card sideways to indicate that it is attacking or its ability is activated.



Cooldown: Entity cards cannot attack or activate abilities that require them to be tapped on the turn they enter the Garden.

COMBAT

Combat is broken into 3 main phases.



LEADER CARDS



Leaders are not played or shuffled into the deck. They are placed in play in the Garden face-up at the beginning of the game. Leaders do not have an innate attack value like entities, but can attack if equipped with a weapon card. The leader's health is also the player's life total. The gate card and main deck cards must share your leader's element unless they are neutral.

GATE CARDS



Gates are not shuffled into the deck or played from your hand. They begin the game in play, placed directly in the Alley face-up. Gates do not have attack or health and cannot be attacked or destroyed. They have the unique ability to portal entities from the Alley into the Garden, which triggers powerful effects.

WEAPON CARDS



When weapon cards come into play, they must be equipped to a leader or an entity in the Garden, temporarily providing them with additional attack power and unique abilities. Weapons are placed in the discard pile at the end of the turn.

SPELL CARDS



When spell cards are played, their one-time effects are resolved, and then they are placed in the discard pile. Spells may be Main or Response spells, indicating when they can be played.

PLAYER ACTIONS

Here are some common player actions and frequently seen rule text.

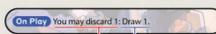
Sacrifice: A player-initiated action that places a card from play into the discard pile, usually to pay a cost or fulfill a condition. Sacrificed cards are not considered destroyed.

Bottom Deck: Place one or more cards at the bottom of your deck (additional rule text may follow to specify the order in which the cards should be placed).

Replace: When a field (Garden or Alley) is at its max field size of 5 entities, if a new entity enters that field, another entity in that same field must be replaced - place it in the discard pile. Replaced cards are not considered destroyed.

ACTIVATING ABILITIES

Cost of Activation and Resulting Effect: Abilities on cards often have activation requirements or a cost, and it is stated in this format:



Cost of Activation : Resulting Effect

The text before the colon (":") indicates the cost for activating the ability. Paying the cost is optional unless otherwise stated in the rule text.

If you do not pay the cost of activation, then you cannot activate the resulting effect after the colon (":"). In the above example, if you do not pay the cost "discard 1", then you cannot get the resulting effect of "draw 1 card".

If you pay the cost of activation, then you must resolve the resulting effect (unless the rule text says "may", in which case you can choose not to).

PHASES OF PLAYER TURNS

Combat is broken into 3 main phases.



EFFECTS GLOSSARY

There are many types of card rules and effects, especially those with colored tags. The following is a basic list of common effects and keywords that you may see frequently.

- Timing Specific Effects: These effects are tied to specific timing windows or activation conditions that occur during the active player's turn.
Combat Effects: These effects are tied to combat, such as effects that activate when the active player attacks or when the defending player responds to an attack.
Keyword Abilities: These are unique words or phrases that represent a set of rules describing an ability present on a card. It is the replacement of a longer line of rules describing a specific game mechanic.
Field Specific Effects: These effects have location based requirements to activate.

PLAYSHEET: A large diagram showing the layout of the game field with sections for Garden (Front Row), Alley (Back Row), Leader, Gate, IKZ Pile, IKZ Area, Deck Area, and Discard Pile. It includes instructions for card placement and game flow.

PLAYSHEET



AZUKI TRADING CARD GAME