



# Rulebook

Designed by Jorge Zhang  
2 players

**Goal:** Reduce your opponent's life points to 0.

**Building your deck:** use the card generator found at [www.jorgezhang.com/bizarre-world](http://www.jorgezhang.com/bizarre-world)



**Random mode:** Click the red **RANDOM CARD** button. Screenshot that card, then repeat until you have your deck. Only play random decks against other random decks



**Crafting mode:** Using the drop-down menus, select the card you wish to create and make sure the point value is  $\geq 0$ . Click the green **CRAFT CARD** button. Special restriction for crafting mode: You may only have 3 of each unique card in your deck.

**How many cards should my deck be?**

**Speed Duel**

18-26 cards  
10 Life

**Normal Duel**

27-35 cards  
15 Life

**Long Duel**

36+ cards  
20 Life

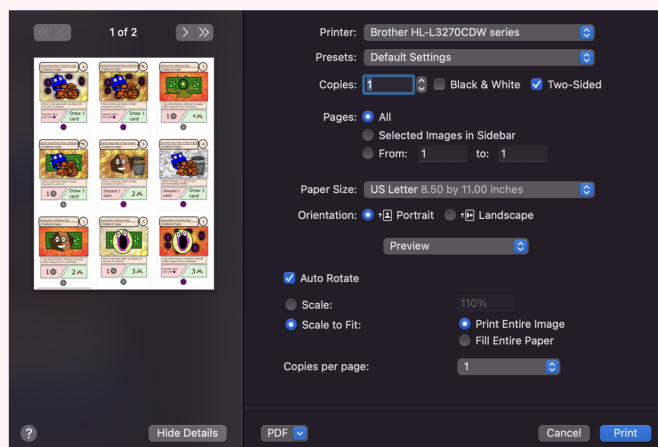
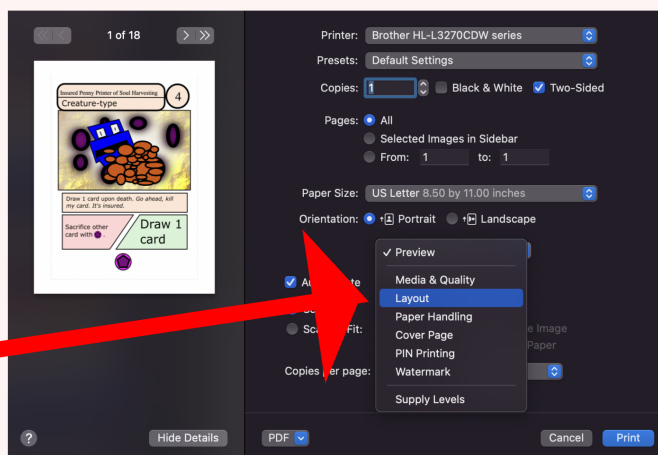
**Unique cards** have different card names. Therefore, a cost 2 "Lazy Rock of Charity" is considered the same as a cost 3 "Lazy Rock of Charity."

**Printing your deck:** take the screenshots from the previous step, and put them into the 9 card layout:



### **Change Layout:**

Open the images and print them all. Select "Layout" and make sure you check "9 pages per sheet."



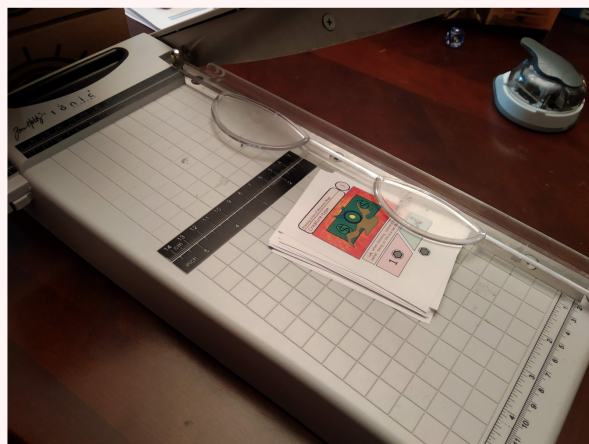
**Adjust** the size of each card with "scale to fit" if they are too small



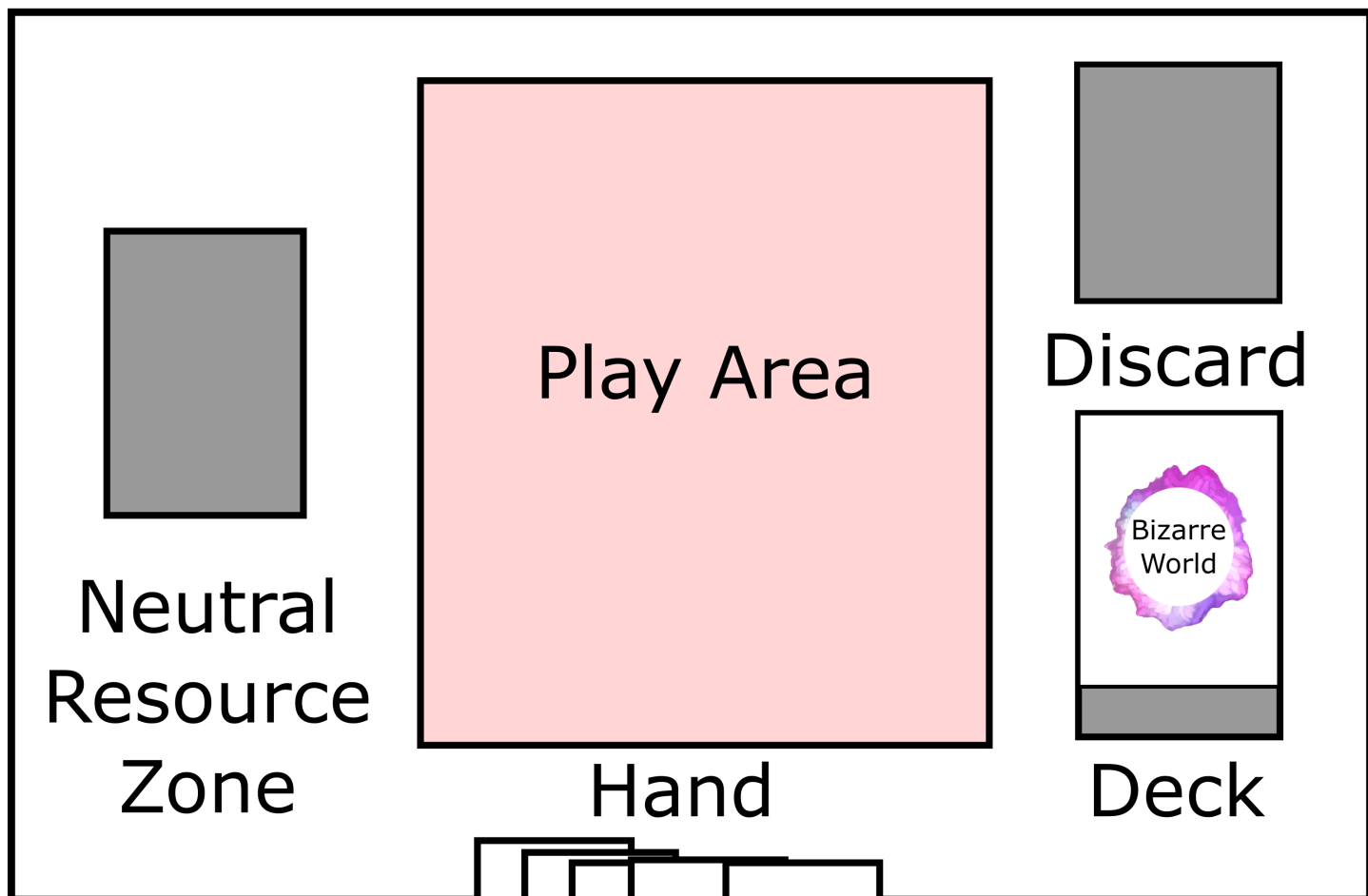
### **Print and cut the cards.**

For a better experience, look into these advanced PnP methods:

- MtG cards + penny sleeves (for "realistic" feel)
- Lamination (for riffle shuffling)
- 8 card layout + fold (for aligned card backs)



**SET UP:** Decide who will be the starting player. Both players should take their decks and place them in the deck zone like so:



**Starting hand:** Both players draw cards until they have 5 cards in hand each.

**Draw a card:** This refers to taking a card from the top of the deck and adding it to the hand.

**Deck:** The stack of cards that you begin the game with.

**Discard/Play Area:** Places to put cards.

**Neutral Resource Zone:** A place to put cards on as face-down resources.

**Turn Structure:** Do the following phases in order on each turn.



**Draw Phase:** Draw 1 card.



**Sacrifice Phase:** Place any number of cards from your hand face-down on the Neutral Resource zone.



**Unexhaust Phase:** Unexhaust all of your resources and creatures.



**Main Phase:** Play cards from your hand to the Play Area, use the abilities of creatures in the Play Area, or Declare an Attack.



**End Phase:** Tell your opponent that you finally finished your turn, and that they now get to take a turn.

**Turn:** From your start phase to your end phase.

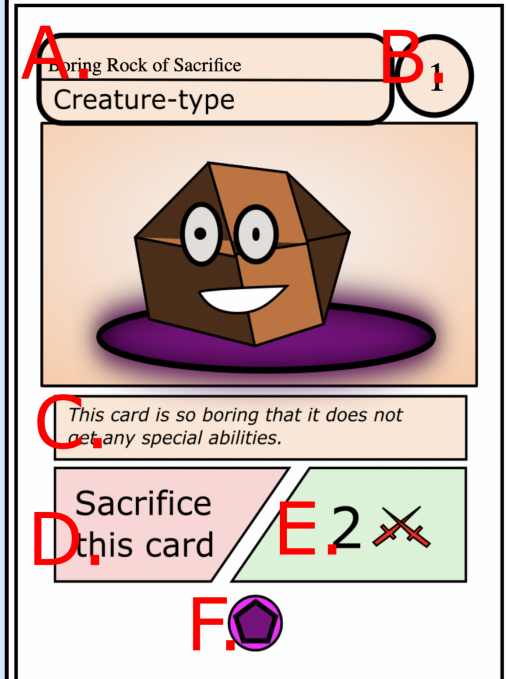
**Phase:** Part of a turn.

**Round:** Your turn and the opponent's turn = 1 round.

**Exhausted:** A creature/resource that is exhausted cannot use its abilities or be spent as a resource. Turn exhausted cards to a horizontal orientation.

**Unexhausted:** A creature/resource that is unexhausted can use its abilities or be spent as a resource. Turn a card to a vertical orientation to keep track of this.

**Play a card:** During the main phase you may play a card from your hand to the play area face-up and unexhausted (vertically oriented). You must exhaust resources equal to the cost written in the upper right corner of that card. Most of the time, you will exhaust neutral resources that you placed in the Neutral Resource Zone, but some creatures may be treated as resources.



**Card Layout:** (refer to the diagram above)

**A. Card name**


**B. Card cost:** The number of resources you must exhaust in order to play it to the play area.


**C. Passive Ability:** Unless otherwise specified, this effect is always active while that card is in play.


**D. Active Ability Cost:** When activating the ability of a creature in play, the text written in this red box MUST be applied.



**E. Active Ability:** After the cost has been paid, this ability resolves. Apply as much of this ability as possible.

**F. Resource:** This symbol indicates that this creature can be used as a resource.




**Neutral Resource:** Resources played face-down from the hand to the Neutral Resource Zone are Neutral resources. Some creatures with the  symbol can be treated as a normal resource. Keep this creature in the play area, but you may exhaust it to pay for costs.

**Special Resource:** Special resources are only found on certain creatures. A special resource will be designated by a symbol (example: ). Special resources can be used as if they were neutral resources, but they can also be used to pay for special costs (such as a creature ability that requires them).

**Attack ():** This icon represents attack, which is used for calculating the result of a battle. Attacking the opponent is the main way to reduce their life points.

**Declaring an Attack:** During the Main Phase, you can spend ALL of the Attack () you have gained this turn to declare an attack. You can declare any number of additional attacks per turn provided that you have  to spend each time.



**Responding to an Attack:** Normally, you are not allowed to do anything on your opponent's turn. One exception is if you are attacked. At this time, you may use the abilities of creatures that grant you . If an ability would grant you  and also do an additional effect, it can be activated. An ability that does not grant any  cannot be activated at this time.



2

**Attacker Distributes  $\times$ :** Distribute as much  $\times$  as you can towards your opponent's attack sources. Any remaining  $\times$  is reduced from your opponent's life points.

**Attack sources** are creatures that contributed  $\times$  that was spent during this battle. Only creatures that are in play can be attack sources.

**Distributing  $\times$ :** The amount of  $\times$  that can be distributed to a creature is equal to the amount of  $\times$  that it contributed to the battle. If the maximum amount of  $\times$  is distributed to a creature, it is killed.



3

**Defender Distributes  $\times$ :** Distribute as much  $\times$  as you can towards your opponent's attack sources. Any remaining  $\times$  is reduced from your opponent's life points.

**Attack with no source** is  $\times$  that was not from an attack source. A common scenario is a creature that is already dead by the time  $\times$  is distributed. Generally, any effect that grants " $\times$  this turn" has no source. You cannot distribute  $\times$  towards attack with no source.

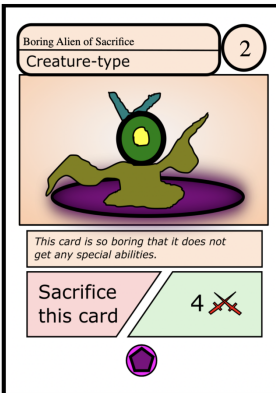
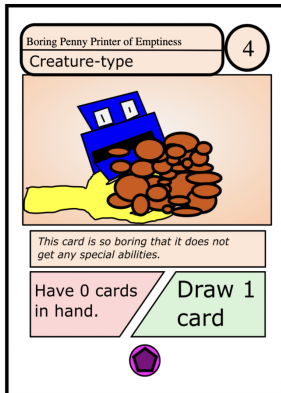
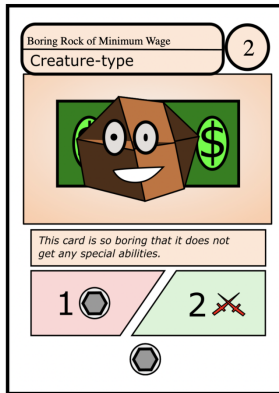
**Killed Creatures** are put in the discard.

You cannot declare an attack on the first turn.

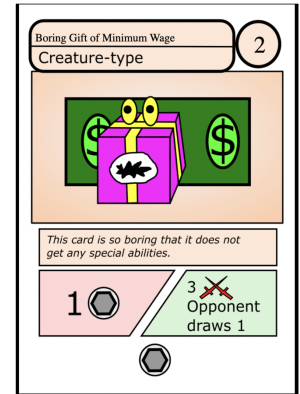
**The following example** covers a battle between 2 players, Steve and Steve2. In this scenario, Steve attacked Steve2.

# Steve

# Steve2



# VS



1

**Steve uses the ability** of Boring Rock of Minimum Wage by exhausting 1 resource to get 2 damage. He then uses the Boring Alien of Sacrifice, killing it to get 4 damage. He then uses his Boring Penny Printer of Emptiness to draw 1 card because he has 0 cards in hand.

2

**Steve declares an attack on Steve2** by spending all 6 damage he gained this turn. His Rock is considered an attack source, but his Penny Printer is not since it added 0 attack. His Alien is already dead so it is also not an attack source.

3

**Steve2** decides to use the ability of his Boring Gift of Minimum Wage by exhausting 1 resource and gains 3 damage. He can do this because even though it has a second effect, it contributed some attack and thus is an attack source.

4

**Steve** must distribute 3 damage to the Gift, killing it. He then has 3 remaining damage, so Steve2 loses 3 life.

5

**Steve2** distributes 2 damage to the Rock, killing it. He then has 1 remaining damage that is wasted.