

[EDITION 01]

CARDTAPULT

A SHOOTING CARD GAME

In a quaint outskirts of Neo-Dursa, lived a young boy named Ryo. An enthusiast of crafting and 3D printing, Ryo inherited his late father's cherished possession – an old, weathered 3D printer. Spending endless hours in his makeshift workshop, he channeled his curiosity and found joy in bringing his imaginings to life through the magic of 3D printing.

One day, while Ryo was browsing the internet, he stumbled upon a peculiar digital blueprint hidden within a forgotten online archive. The blueprint was titled "Cardtapult," and curiosity consumed him. With a sense of wonder, he set his 3D printer to work, eager to see what this mysterious design would reveal.

As the printer hummed and whirred, Ryo marveled at the emerging creation. It was no ordinary playing card. Each card had a unique form, intricately designed to stand upright. They were like tiny, finely crafted statues with hidden mechanisms. But there was something peculiar about these blueprints. Alongside the intricate designs, cryptic clues were etched into the digital canvas - a letter "P," the number "23," and a heartfelt inscription: "Made with passion from the laundry room."

Intrigued, Ryo decided to test their potential. He set up two cards on a flat surface, as if in a duel, and tapped one card gently. To his astonishment, the cards sprang to life! They both launched dice-shaped projectiles forward, colliding mid-air, as if engaged in an epic battle. Ryo's eyes widened with excitement; this was no ordinary card game. It was a thrilling fusion of creativity, strategy, and skill.

With newfound enthusiasm, Ryo delved deeper into the world of Cardtapult. The more cards he printed, the more he realized the depth of their intricacy. Each card represented a fantastical creature or hero, possessing unique traits and abilities. He experimented with various filament materials, seeking the perfect combination for strength and flexibility. Day by day, his Cardtapult deck grew, a testament to his passion for creation.

Ryo's dream began to take shape: to become the World Cardtapult Champion and inspire the world with the joy of making and 3D printing. He wanted others to experience the wonder of crafting and embrace their creative potential.

As Ryo continued his journey, he encountered other talented Cardtapult players – each with their own unique style and approach. They forged bonds of friendship and camaraderie, sharing their passion for making and their shared dream of becoming the best.

The tale of Cardtapult was on the verge of a grand crescendo, with Ryo's destiny intertwined with the elusive genius behind the game. The Maker's Odyssey was far from over, and the true nature of the creator remained a tantalizing secret, waiting to be unveiled in the course of Ryo's epic adventure.

Introducing Cardtapult, the revolutionary 3D-printed card game that combines the excitement of a catapult with the strategy of a traditional card game. The game includes a 3D-printed card that can turn into a catapult, each with unique designs and abilities.

Players take turns using the cardtapult to launch bullets at the opposing player's cards, trying to knock them out. The projectile used in the game is essentially a dice, each deck has its own shape of dice with a special marking that causes different effects.

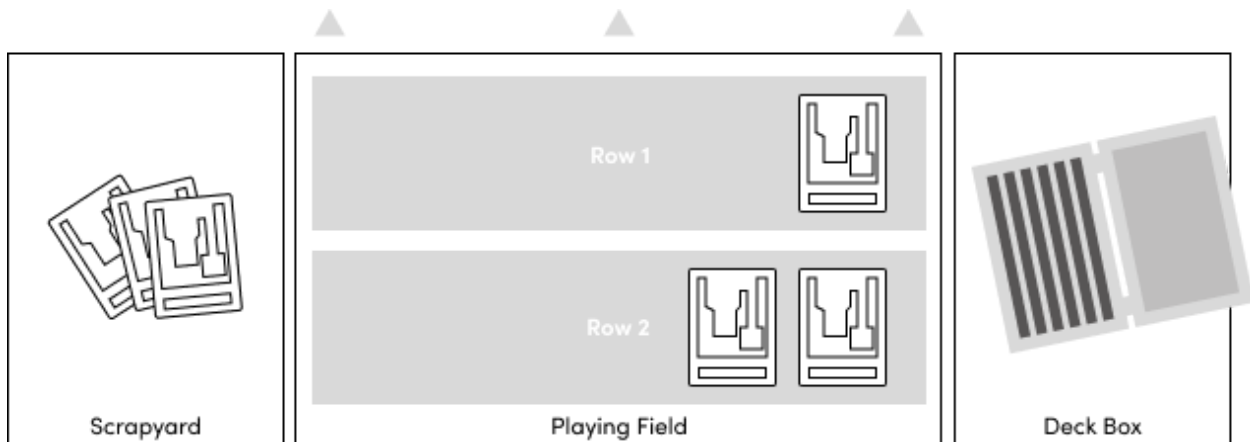
This rule book will cover the card types, winning condition, game setup, and the turn-based mechanics of Cardtapult.

Winning condition

The game is essentially a death match between two teams, whoever manages to wipe out the other team, or render them unable to do further actions, wins the game.

How to setup the game

Each team uses a deck that consists of six Cardtapult cards. The total amount of health points from the selected six cards cannot exceed 20 points. Each player has a playing field in front of them, the field consists of 2 rows of space to play the card, and you can place your deck box and scrapyard space (a space to place your defeated cards) on either side of it. The distance between two player's fields needs to be at least 3 cards' height apart.



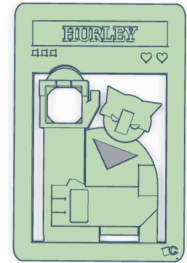
Card types

There are three types of card that you can use in the game: launcher card, guard card, and support card. Each of them serves a specific role.

Launcher Card

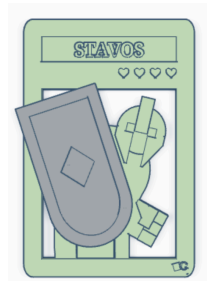
This card is the main element of the Cardtapult game. Each launcher card is equipped with catapult(s) to shoot dice towards your opponent. To shoot, you need to load a dice into the catapult, aim towards the enemy and launch it.

Additionally, each launcher card has a critical damage point, when you hit the enemy and the dice lands with the critical marking on top, deals the critical damage stated on the card instead of just 1 DMG.



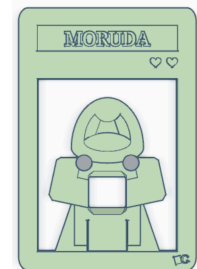
Guard Card

As the name suggests the sole job of guard cards is to protect other cards from any incoming projectiles. To soak all the damages, the guard cards have bigger build and HP compared to other types of card. Normally you want to place the guard card in the front row to protect the cards behind it.



Support Card

Support cards' main task is to provide projectiles for launcher cards. When active on the field, the support card will get dice at the beginning of every turn.



Turn based game and action points

Each player takes turns to deploy their cards and attack the opposing team. The amount of actions available per turn is described using AP (action point), the amount of AP/turn is determined by the amount of active cards on your field.

0-2 active cards : 1 AP/turn

3-5 active cards: 2 AP/turn

6 active cards: 3 AP/turn

For each turn you can do the following actions and each cost 1AP:

Draw a card

Turn the roulette on your deck box and draw a card from the corresponding slot, and place it on the field collapsed as inactive.

If the corresponding slot is empty, see the arrow above the slot number, and take the card from the next slot pointed by the arrow. If the arrow is up, take the card from the next filled slot after the original slot, if the arrow is down, take from the next filled slot before the original slot. If there are no cards left on the next slot pointed by the arrow, you draw nothing.

Activate card on the field

Raise the collapsed card on the field to activate it, you can only use its function when the card is active. Inactive cards on the field cannot take damage, even though being hit by the enemy.

Move a card

Move an active/inactive card to another empty space on the field. You cannot swap a position between two cards.


Load & Shoot / Shoot/ Load

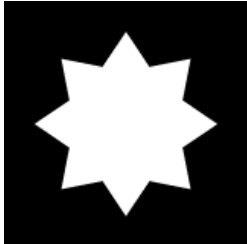
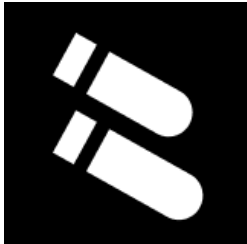

Retrieve dice from a support card, load it to a launcher card, aim towards the enemy and shoot! You can also just load a dice into your card without shooting it, or just shoot a dice from your preloaded launcher card.

If the dice hits the opponent card, apply 1 DMG, but if it hits and the dice lands with the critical mark on top, apply the critical DMG from the launcher card you used to shoot instead.

Card abilities

Some cards are equipped with some abilities, which symbol can be found on the right side of the card's name. Action point(s) are not required to activate the abilities, most of them will be activated if you met a certain condition during the game. Below are the list of abilities with their explanations:

No.	Symbol	Ability	Description
1		Agile	Moving a card with this ability doesn't cost AP.

2		Stunning Strike	If you successfully deal a critical hit using a card with this ability, the targeted card will be deactivated after the critical DMG is applied.
3		Salvo	A card with this ability can shoot OR load and shoot all catapults it has and it will only cost 1 AP (eg. Barragon has 3 catapults attached, shooting OR loading and shooting all 3 of them will only cost 1 AP)
4		Symbiotic	At the end of your turn, you can give OR take 1 HP from a card that is orthogonally adjacent from the card with this ability.

A wacky and fun card game

Cardtapult is meant to be fun and wacky. For instance, If an active card that is currently holding a dice gets hit, and the dice falls off, the dice needs to be taken away and that card needs to reload again next turn. Even the physical limitation of the design can be incorporated as the game mechanic.

There will be more cards and decks to come and the game is constantly under improvement. If you have further questions or any inputs about Cardtapult, kindly reach out to me on my [Instagram](#) or [Youtube](#). Have fun playing Cardtapult and many thanks! :)