

Bubble War

Material: 1x1 game with 42 cards in each player's deck.

Starting the Game: Each player must place two "Small Bubble" cards from their hand onto their side of the field.

Initial Setup: Players shuffle their own libraries, and the opponent cuts the deck.

Who goes first?: Determine the first player by flipping a coin, playing rock-paper-scissors, or rolling a die to see who gets the highest number.

General Structure: The game is played in rounds, and each round consists of five phases. After the five phases of a round, the player passes the turn to the other player, and the game continues until a victory condition is met.

Each player starts with seven cards in hand.

1st Phase – Fabricate: Optional; requires having an active "Fabrication" special card on the field.

Requires seven or more cards in the discard pile to fabricate. The player must use the Fabrication card, which is exiled from the game and does not return to the game, neither to the discard pile nor to the library.

2nd Phase – Collect: Mandatory. The player rolls two six-sided dice and chooses the highest roll. If the roll is between 1-5, the player draws 1 card. If the roll is 6, the player gains 1 point on a counter and re-rolls the die until a number smaller than 6 appears. The player then draws the value of the counter +1 in cards after rolling a 2-5 or loses the entire counter and draws only 1 card after rolling a 1.

3rd Phase – Blow: Optional. The player may play as many bubble-type cards as they have in hand. For each small or medium bubble, they can also play 1 special effect card, or 2 for each large bubble card. Special effect cards can only remain on the field if the corresponding number of bubbles is still present; otherwise, these cards return to the player's hand.

4th Phase – Pair: Test the bubbles from left to right using the numbers marked on the bottom. If a number on the card is rolled, place an instability marker on the bubble. If the bubble already has a marker, it bursts and goes to the graveyard. The bubbles are rearranged by moving them to the left of the board, and if it is a small bubble, nothing further happens. However, if it is a medium or large bubble, the card to the left must re-test for stability.

If a bubble is destroyed, this can change the limit of special cards on the field.

5th Phase – Shine: Optional. Some cards can only be activated during this phase.

Special effect cards on the field can only be activated during the phase indicated by their icon in the upper right corner.

Example: A card with a "C" can only be activated during the "Collect" phase, and a "P" can only be activated during the "Pair" phase.

Explaining Fabrication: A player rolls a six-sided die. If a 6 is rolled, the player must roll again and repeat until a value different from 6 is rolled. The results are then summed up.

The total rolled must be removed from the graveyard pile. If the graveyard does not

contain enough cards, the player must remove all cards.

The cards removed are added to the library, which is shuffled, and after shuffling, the player draws the same number of cards as the total rolled.

In this way, it is possible to fabricate many cards if the player is lucky.

Victory Condition: The player who gets 14 bubbles on the field or is the only one with bubbles on the field wins. Alternatively, every time a bubble bursts, 1 point is added to the opponent's score. If they reach 14 points, you lose. You also lose if you can no longer draw cards during your draw phase.

Each special effect card has its description of effect and usage, except for the Fabrication card, which has already been explained in this manual.