



Quick Rule Guide

Version 2.1 (2026.07.22)

1. Introduction

Welcome to VARZ TCG

VARZ is a tactical card game played on a hex-based battlefield.

Command your Hero, summon Spils, and fight for control of the Portals.



How to Win

There are two ways to win :

- ❑ Reduce your opponent's Life to 0.
- ❑ Destroy all portals on any one of your opponent's lands.

Choose your color



In VARZ TCG, every card draws its power from one of six elemental forces. Each Element defines a unique identity, playstyle, and strategy.

Red: Direct damage and aggression

Blue: Spells and disruption

Green: Growth and board presence

Purple: Debuffs and denial

Yellow: Defense and counters

Silver: Movement and control



2.Path to Victory

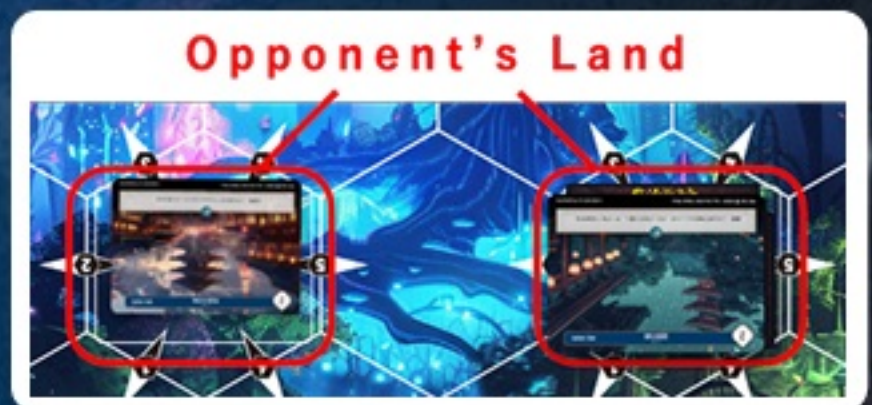
Two paths to victory:

① Destroy a Land's Portals

The portal will be destroyed if it takes total damage equal to or greater than its Shield Life

- Destroyed portals are sent to the Ruins, and their owner takes damage to their Life equal to the Shield Life.

- After a portal is destroyed, the next portal is automatically revealed.



② Overpower the Opponent's Hero

Heroes remain on the battlefield even if their Power is reduced to 0.

Any excess damage is dealt to their Life.

Example: A Hero with Base Power 4 takes 7 damage. The Hero remain on the battlefield even at 0 Power and the extra 3 damage reduces their Life.



If this reduces your opponent's Life to 0 or lower, or if your opponent has no Portals remaining on any one land, you win the game..

3. Deck/Card Type

Each player prepares 1 Hero and 3 types of decks.



1. Hero Card - 1 card
2. Deck - 30 spell cards total / Up to 3 copies
3. Portal Deck - 8 cards total
4. Skill Deck - 9 cards total

[Total: 48 cards]

① Hero Card ×1

You build your deck using the Hero's color and Skill Class.

- ① Life: The player's starting life.
② Hero Type/Level (Front: Syncer/Back: VSyncer)
③ Skill Class ④ Memory Count ⑤ Hero's Color

② Skill Card

Skill cards are cards used to either activate skills unique to a Hero's class or to generate cost for casting spells.

Use Skills that match your Hero's Class or are Generic.



③ Portal Card

A revealed Portal affects the Land where it is placed.

 You may include up to 2 Effect Portals and arrange all 8 Portals in any order before the game begins.



④ Spell Card

Your main deck of 30 cards, built from Spils, Commands, and Slashes.

- ① CardName ② Vaz Cost ③ Base Power
④ Color Type ⑤ Ability Text ⑥ FlavorText
⑦ Card Type ⑧ Class Type ⑨ CardID/Rarity



- **Spil**

A spell that can be cast by paying its VAZ cost. The summoned Spil fights alongside your Hero. A Spil may be summoned to any empty hex on the battlefield. If a Spil takes damage equal to or greater than its Power, it is Dropped and sent to the Abyss.

- **Command**

One-time spells that support your strategy. Used only during your Main Phase.



- **Slash**

Instant spells that can be played at any time you have priority—during combat, in response to effects, or even on your opponent's turn.

5. How to use Skills

Each player places two skills in their holder per turn. Skills can be used in the following ways.

① Generate VAZ

Sync a Skill to generate 1 VAZ.
Any Skill can generate VAZ matching your Hero's color.
To generate another color, use a matching VAZ Skill.
Pay VAZ matching the color of the card you want to play.



② Activate Skill Ability

You can activate unique skills (skills that match hero classes and general skills).

⚠ The number of unique skills that can be added to the deck is limited to the hero's memory capacity.

③ Level-up and VSync your Hero

The number of skills in the holder = the hero's level. When the level reaches 6, the hero becomes a V-Syncer and turns over.



6. Game System

Sync & Unsync

Turning a card sideways or upright is referred to as Sync and Unsync.



Unsynced

→ Sync



Synced

Action & Slash

Action Abilities can be used during your Main Phase. Slash Abilities can be used at any time, including during your opponent's turn or in response to other effects.

Unit (Hero / Spil)

Units are defined as both Heroes and Spils on the battlefield.

A Portal is not a Unit. Effects that choose a Unit cannot choose a Portal.



Hero



Spil



✗ Not a Unit

Unit

Range



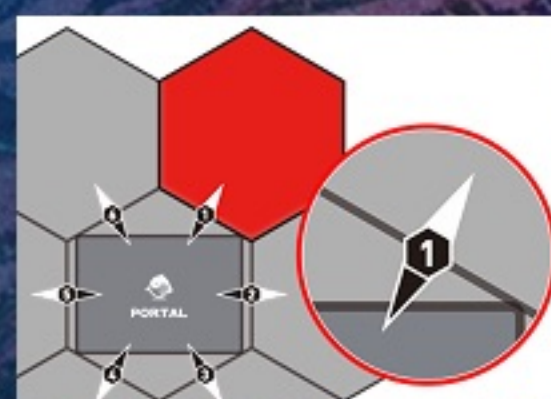
On this land



Adjacent Hex



Within range 2



The hex matching the die result



Choose 1 direction/
the designated area

Action » 1 Once/Turn Choose 1 direction:
Deal the specified damage to all non-red
units within the designated area.



7. Ability Labels

Triggered and Activated abilities are written in the format of "<Activate /Trigger Label> (Activation Condition): Effect."

Activate Abilities

Action >> 2

Slash/ ↻ 3



Activate Icon

This ability does not require Syncing.

! Abilities with the "Activate icon" can be activated on the turn the Spil is summoned.



Sync Icon

This ability requires Syncing to activate.

! Abilities with "Sync icon" cannot be activated until the start of your next turn after it is summoned.



Activate Cost

This is the VAZ cost to activate the ability.

! Even abilities other than Hero Color Spill can be activated with colorless VAZ.

Trigger Abilities

Black: Trigger ⚡ Attack Decl ⚡ Block Decl ⚡ Dropped ⚡

Effects triggered in specific situations.

White: On Reveal ⚡ On Enter ⚡

Effects triggered at reveal/summon timing.

Yellow: Each Turn Start ⚡ Your Turn End ⚡

Effects triggered according to the phase progression.

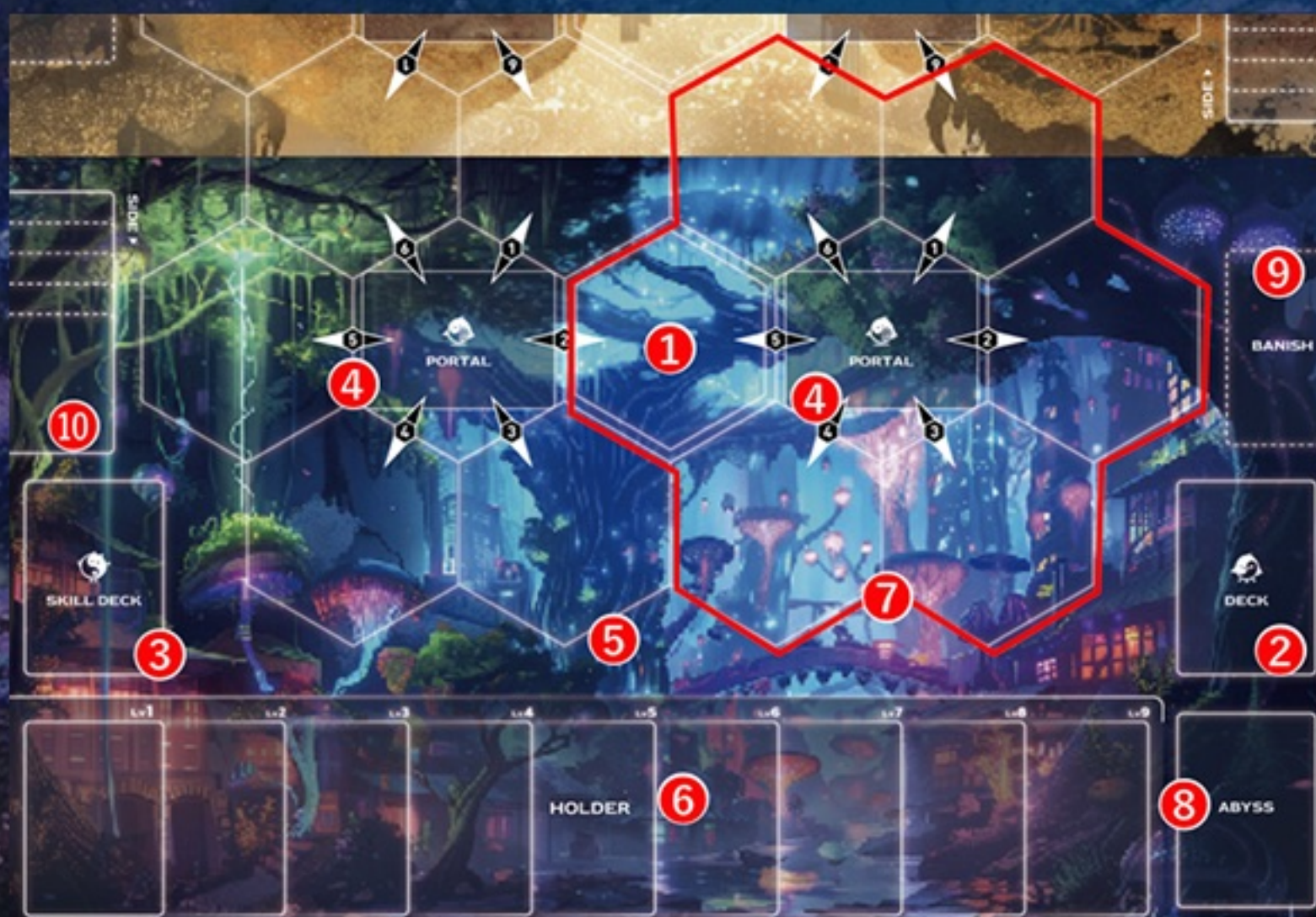
Once/Turn This ability can be used once each turn.

8. Game Setup

1. Place your Hero face up on the Start Hex.
2. Shuffle your Deck and Skill Deck and place them in their designated areas. Arrange your Portal cards in any order and place four face down on each Portal hex.
3. Determine the first player by rolling a die.
The second player places one Skill card face down into the Holder.
4. Draw five cards from your Deck.
5. Once only, you may return any number of cards from your hand to your Deck, shuffle it, then draw the same number of cards.
6. Reveal the top Portal card of each Portal stack and begin the game.

Portal "On Reveal" effects do not trigger at the start of the game.

Game Zones



- ① Start Hex
- ② Deck
- ③ Skill Deck
- ④ Portal Hex
- ⑤ Battlefield
- ⑥ Holder
- ⑦ Land
- ⑧ Abyss
- ⑨ Banish
- ⑩ Ruins

9. Game Phases

◇ Unsync Phase

↓ Unsync all your cards.

◇ Level-up Phase

↓ Place 2 skill cards from the Skill Deck into the Holder.
If, at this time, your Hero's level is equal to or higher than its Evolution Level, flip it to V-Sync.

◇ Draw Phase

↓ Draw 1 card from the deck.

↓ **⚠** The first player cannot draw on the first turn.

◇ Start Phase

↓ Effects labeled "Turn Start" trigger during this phase.

◇ Main Phase

↓ Perform the actions in any order, any number of times.

- ① Cast a spell
- ② Activate ability
- ③ Shift
- ④ Attack Decl

◇ Combat Phase

① Block Decl

The defending player may select one or more blockers adjacent to the attack target.

② Damage Step

Combat is then resolved.

◇ End Phase

- Effects labeled "End of Turn " will trigger.
- Remove all damage from all units and portals.
- Effects that are labeled as "during this turn" are nullified.
- If you have 7 or more cards, discard cards until you have 6.

10. Actions

① Cast a Spell

You can cast a spell from your hand by paying its VAZ cost and following its effects.



② Activate Ability

You can activate any ability on your units and skills.

Action ↘

Slash/ ↘

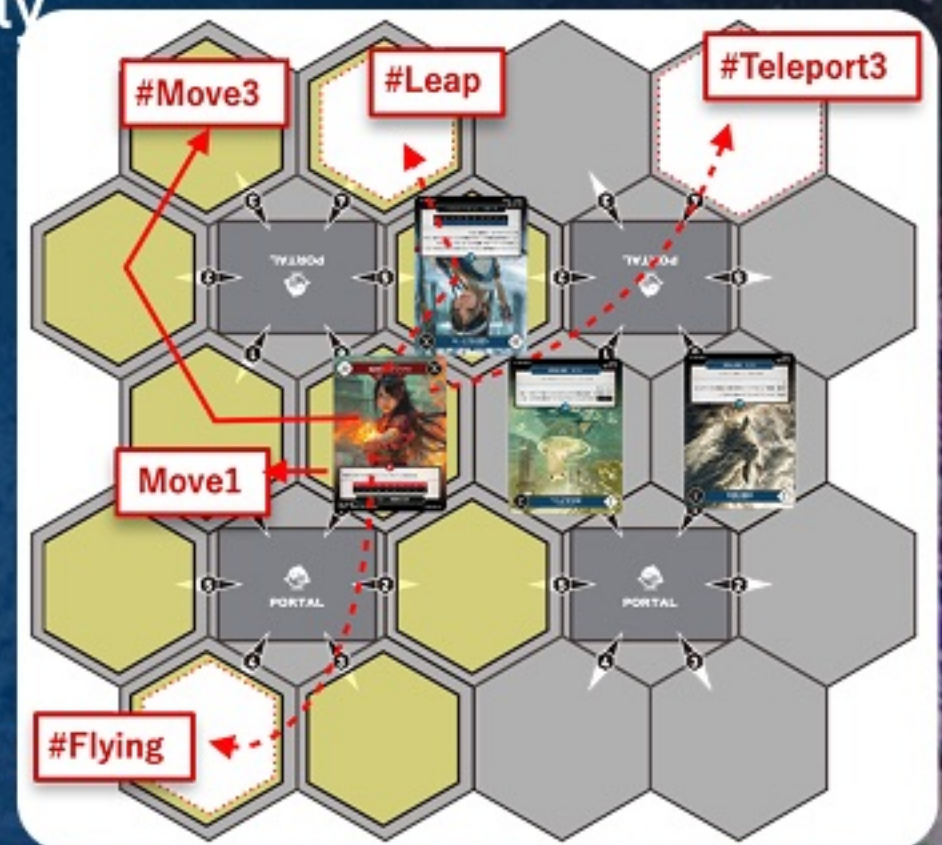
⚠ Spills summoned this turn cannot activate abilities that require Sync.

③ Shift

Each of your unsynced units may be shifted once per turn.

- All units have the "Move1" shift ability (move to an adjacent empty hex).
- Units with shift-related keyword abilities like #Flying, #Leap, or #Teleport may be able to move more than 1 hex.

⚠ Spills summoned during this turn cannot be shifted.



④ Attack Decl

You may attack once with each of your unsynced units. To attack, sync your unit and choose an adjacent opponent's unit or portal as the target.

⚠ Spills summoned this turn cannot Attack Decl.

⚠ Each player cannot Shift and Attack during their first turn.

11. Combat Phase

① Block Declaration Step

The defending player may block by Syncing one or more Unsynced allied units adjacent to the attack target. Blocked units fight in place of the attack target.



② Damage Step

Unit's Power = Base Power – Damage Taken

This represents the unit's current strength in combat. If a spill's Power drops to 0 or below, it is Dropped and sent to the Abyss.

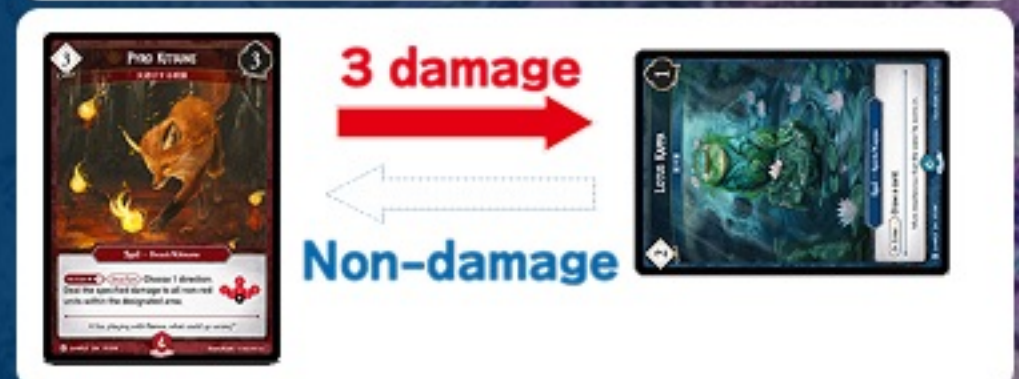
If attack target is unsynced:

In combat, both units deal damage equal to their power to each other simultaneously.



If attack target is synced:

The attacker deals combat damage to the target unilaterally.



If blocked by multiple units:

If an attack is blocked by multiple units, the attacker and all blockers deal damage equal to their total Power simultaneously.

The attacker chooses how to divide its damage among the blockers, but must assign all of it if possible.



12.Keyword Abilities

#Overstrike : Deal any excess combat damage to the attack target.

#Menace : Can only be blocked by two or more units.

#Lethal : Any damage dealt to an opponent's Spill results in it being sent to the Abyss after combat.

#Vigilance : This unit can declare a block without needing to sync.

#Atk+N : When declaring an attack, put N Power +1 Marker on this.

#Block+N : When declaring an block, put N Power +1 Marker on this.

#Armor+N : Reduces damage by N.

#Curse+N : Increase damage taken by a unit by N.

#Haste : This unit can declare an attack in the turn it is summoned.

#Flash : This unit can be summoned during the slash timing.

#MoveN : Can move up to N spaces when shifting.

#Leap : Can leap over adjacent units when shifting.

#TeleportN : Can shift to an empty space within a range of N.

#Flying : This unit can shift to any empty space on the land it is located.

#Veil : Can't be the target of an opponent's spells or abilities.

#Stealth : This unit cannot be targeted by opponent's attacks.

#Barrier : Cannot take damage from non-combat sources.

13. Detailed Rules

Effect that targets

Effects that target a specific unit are marked with the "⊕" symbol next to the target. When determining whether #Veil (Can't be the target of opponent's spells or abilities.) applies, refer to this symbol.

Slash Timing

Slash Timing refers to specific points during the game—such as combat or the opponent's turn—when Slash cards or Slash abilities can be played.

- These effects are instant-speed and can be used in response to actions or other effects.
- When a Slash spell or ability is used, it is placed on the stack.

What is the Stack?

The stack is a game mechanic that determines the order in which abilities and effects are resolved. When multiple effects are triggered, they are placed on the stack and resolved in Last In, First Out (LIFO) order.

Example:

1. Player A declares an attack.
2. Player B casts a Slash spell in response.
3. Player A responds with another Slash spell.
4. The second Slash resolves first, then the first Slash, and finally the combat continues.

Portal Effects Take Top Priority

Portal effects are always resolved before any other triggered effects.

If multiple portal effects are triggered at once, resolve them starting with the portal to the active player's right, moving clockwise.

Effects Targeting All Players

When effects that apply to all players are triggered and no specific order is given, resolve them starting with the active player, then the non-active player.

Simultaneous Triggers from Multiple Players

When multiple triggered effects from different players trigger at the same time, they are placed on the stack in APNAP order. First, the active player places all of their triggered effects on the stack in any order they choose. Then, each non-active player does the same in turn order. Once all triggered effects have been placed on the stack, they resolve in Last In, First Out (LIFO) order.

Golden Rules of VARZ TCG

- 1. Card text takes priority** – If a card contradicts the rules, follow the card.
- 2. "Cannot" beats "Can"** – If one effect allows something but another forbids it, the forbidden effect wins.
- 3. Ignore the impossible** – If part of an effect can't be done, skip it and do what you can.

14. Multi Players Mode

In 3-player mode, each player places two Portal Decks (4 cards each): one in front of them and one to their left.



3 Players Mode

In 4- to 6-player modes, each player places one Portal Deck directly in front of them.



4 Players Mode



5-6 Players Mode

⚠ At the start of the game, each player places two skill cards face down in the holder.

⚠ Each player may only place 1 Skill card during Turn 1.

⚠ The game proceeds clockwise starting from the first player.

2v2 Team Mode / Double Hero Mode

Each player or team places three Portal Decks (3 cards each)

After deciding which team goes first, each team selects their starting player.

⚠ The turn order proceeds as follows:

First Team's first player → Second Team's first player → First Team's second player → Second Team's second player,

