



***Tactical player versus player chaos!***

**Official Rulebook**

**Clash of the Genres:  
Tactical Player versus Player chaos!**

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Thank you for playing!

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## ***Introduction***

***Welcome to the chaos!***



Clash of the Tactical Player versus Player chaos!  
is a deathmatch between 3-8 players on an arena-styled board.

Players must position their pawns in defensive and offensive locations as the game progresses; using cards they draw from any four randomly assorted decks called “armories” to attack unfriendly targets and assist themselves.

**When only one player has health remaining,  
they are the champion of the clash!**

## ***Game Contents***

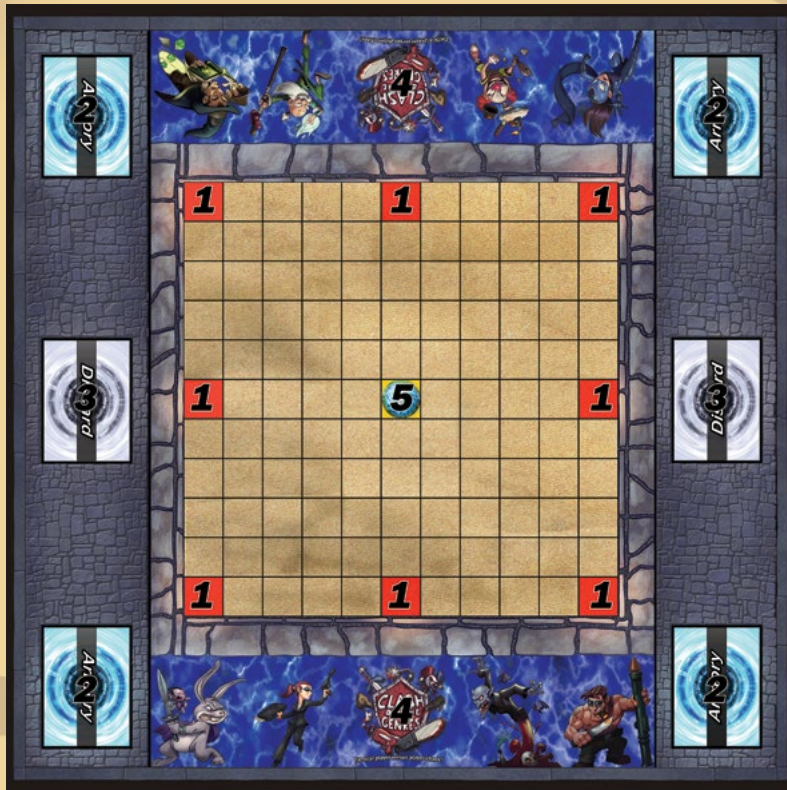
***What's in the box?***

Clash of the Genres  
contains:

- 1 Battlefield Quarter-Fold Board
- 8 Player Pawns
- 7 Ghost Pawns
- 8 Life Counters & Sliders
- 1 Card Box
- 160 Battle Cards
- 20 Damage Markers
- 20 Summon Chips
- 4 Zone Cards
- 1 Rulebook

# THE BATTLEGROUND

**Endless battles across time and space!**



1. Player Start(x8) - Players choose where to begin their fight. Must be on one of these spaces.
2. Armory(x4) - Battle cards to be drawn by players. Place an equal amount of cards in each pile.
3. Discard(x2) - All used cards go here.
4. Free Space(x2) - Extra space for summon cards and life totals.
5. Center Stage(x1) - Players on this square draw an extra card and heal 1 health at the start of their turn.

## Starting the game

**Let's get this party started.**

Players start with a hand of 7 **battle cards** each. They may draw from any of the four **armory** piles. Play a round of rock, paper, scissors, flip a coin: however players want to decide who goes first. **Each player starts with 10 health.** They each choose a starting space (red squares only) to place their pawn.

**Object of the game: Be the last combatant standing by reducing your opponents' health to zero.**

Player Turn - A player draws a **battle card** whenever it is their turn, **including their first turn**. The player can then take two **actions**. When a player has used their actions, in addition to any **summon** actions they may have, the turn passes on to the player to their right. If a 'skip turn' card has been played on a player, pass their turn entirely until the card's effect has been used up.

### Actions:

Moving- Players can move their pawn anywhere on the battlefield grid within a 5 square radius from their current position using 1 **action**.

Movement can be horizontal, vertical, or diagonal. Players may use additional actions to move again if they want.

## Actions cont.:

Playing a battle card - Playing most cards cost 1 **action**. Some cards take 2 or no actions, those are labeled on the card. Players may use both actions to play 2 different battle cards. **Battle cards** providing additional actions do NOT use an action. *For example: if Player 1 plays a card giving them 2 extra actions, they have 4 actions to use that turn.* Discard used or destroyed battle cards into the discard area.

Drawing a battle card - Players may use an action to draw an additional **battle card** from an armory pile. This may only be done once per turn.

Melee Attack- The player uses an **action** to deal 1 damage to an adjacent target. Considered as basic melee damage.

A turn ends when a player has used all of their actions. If they hold more than seven cards in their hand, they must discard until down to seven, unless a card in play states otherwise.



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## Battle Cards

*The catalysts of the chaos!*

1. Card Title
2. Genre
3. Card Type
4. Description
5. Flavor Text
6. Health, Attack, and Defense values (summon only)



A **battle card** is any card drawn from an **armory** stack. There are several battle card types that can be used in a variety of gameplay strategies. Cards are meant to be randomly drawn to help keep new games fresh, so no deck building here!

Battle cards fall under these categories: **Action, Event, Objection!, Combo, Equipment, Zone, and Summon.**

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## Action Cards

**101 Ways to wow the crowd.**



They cost one or more **actions** in order to play. Players use them to attack opponents, help them get more cards, force an opponent to discard, and more! Everything except Objection!, Combo, and Event cards use an action to play. Action cards are discarded upon use.

## Attacks

There are numerous damaging/attack **action** cards in COTG, and they are the only way to defeat your opponents. Placement of your pawn is the key to victory. Think carefully about your positioning to attack up close, or from across the board.



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## Adjacent Attacks

**Adjacent targets-** An adjacent target is any player or **summon** that is within 1 square space (burst 1) from the player using the attack.

Adjacent attacks are considered **melee** damage.

## Line Attacks

**Line targets-** Line attacks affect pawns in any squares that align horizontally or vertically (**NO DIAGONAL**) from the attacking player, and only in a **single chosen direction** (unless the card declares multiple directions).

Targets can be singular or multiple depending on the card.



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## Burst Attacks

**Burst targets-** ‘Burst’ is a term used for an area of effect surrounding the player. For example, a burst 1 is a 3x3 grid surrounding the player. A burst 2 would be a 5x5 grid surrounding the player, a burst 3 would be a 6x6 grid, and a burst 4 would be a 7x7.

Burst attacks affect **all unfriendly targets** within the area stated. Attacks affecting a singular **adjacent** target is NOT the same as a burst 1 attack, but does share the area of effect to choose targets from.

Certain cards may exclude an area, leaving targets on those squares unaffected. Targets past that excluded burst area are still affected. *For example: a ‘burst 2 but not burst 1’ card will not affect targets adjacent to the player, but will affect targets in the outer squares of the burst 2 range.*

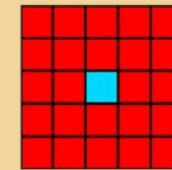


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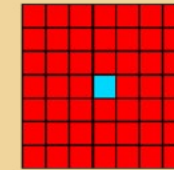
## Attack Examples



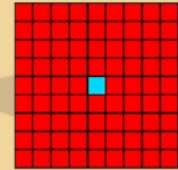
**adjacent/melee**



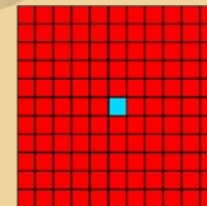
**burst 2**



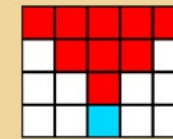
**burst 3**



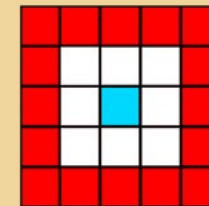
**burst 4**



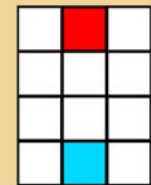
**burst 5**



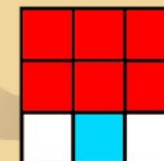
**cone**



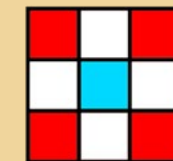
**2 not 1**



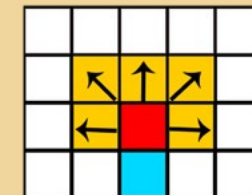
**3 away**



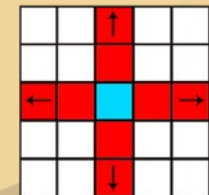
**2x3**



**X shape**



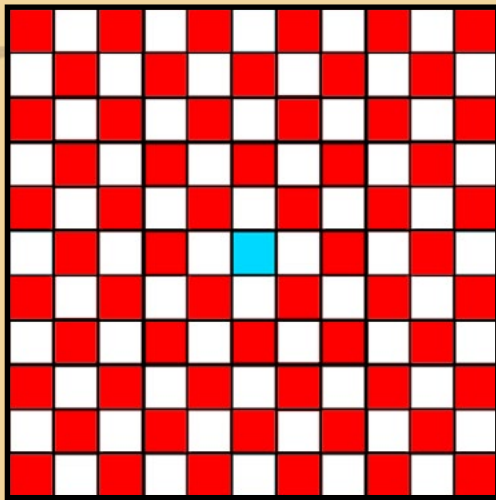
**Push**



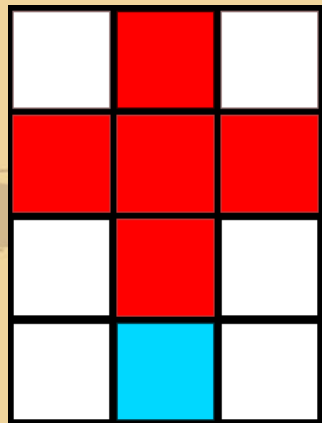
**Line**

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## More Attack Examples

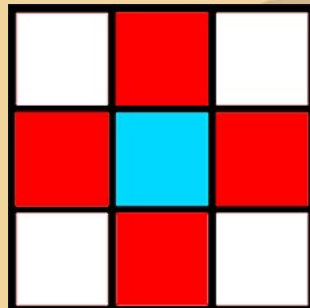


**Checkerboard** (must be in center)



**Plus shape (+)**

OR



**Alternate plus**  
(does not hurt self)

## Events, Interrupts, and Combos

### Event

Event cards must be played as soon as they are drawn, including at the start of the game. Playing these cards does NOT use an **action**. Event cards can be anything from painful to helpful. It's all in the luck of the draw!

If an event causes/creates an effect, it lasts all game.

### Objection!

Objection! cards can only be played during another player's turn. These cards are designed to disrupt, hurt, or help an opponent's actions. They can be played directly after an action is declared.

### Combo

Combo cards are used to boost other **action cards**. You can stack combo cards to deal devastating amounts of damage in a single turn or heal yourself from the brink of death. Playing these cards does NOT use an action.



# Equipment and Zones

## Equipment

Equipment cards require an action to play. Players may place up to two equipment cards on their pawns or **summons**. Placing a third equipment on a target discards the first equipped card. Equipment lasts until it is replaced or destroyed. It affects a player/summon's offensive and defensive values when determining damage.

Damage reductions (defense) refer to all sources of damage unless otherwise stated.

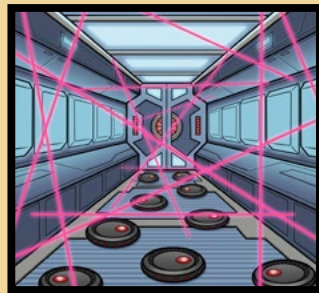
## Zone

Zone cards affect the battlefield in a variety of ways. By using an action to play a zone card, players may place the described zone anywhere they choose.

A zone is a 3x4 or 4x3 grid that remains on the battlefield until it is removed via a battle card or when a maximum zone limit (4) has been reached. Zones can overlap each other, spaces occupied by multiple zones can stack effects.



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# More about Zones

Zone effects take place at the start of each player's turn, as well as when a player **first** enters a zone. Direct damage from a zone occurs only during the affected player's or **summon's** turns. Movement zones affect players' and summons' max/min. movement while within the zone squares. Zones that modify damage take effect when the target of an action is in the zone (add or subtract the value of the zone effect from the action's damage.)

## Walls

Some **zone** cards will read: "Place a wall zone..."

A **wall** is considered an impassable area, such as the borders surrounding the battlefield, or a zone that is defined as a wall. A wall zone cannot be placed on any space occupied by players or summons.



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# Summons

**Your friends on the battlefield.**

## Summon



Summon cards create support pawns that aid you in pummeling your opponents! Playing a **summon** costs an **action**. Upon playing a summon card, a player places a summon pawn on an adjacent square to them. If all spaces are occupied, place it upon the nearest available square.

Keep the summon card by you to help keep track of its health, attack, and movement values.

### Summon turn

Summons each get their own turn AFTER a player has used up their actions. They normally have one move and one attack action per turn, but unlike the player these values vary. Summons do not use **battle cards**, but rely on **melee/adjacent** attacks. A summon may take its turn as soon as it is played and the player has used all of their actions. You may attach up to two **equipment** cards on your summons.

Summons cannot pass through **walls** or players if they are blocked. They can occupy the **center spotlight**, but gain no benefit from it.

# Summon Stats

There are three values to consider with summons:



**Health-** Health of summon. Cannot heal past this value. Represents how many points of damage the summon can take. When a summon has 0 health, discard the battle card and remove the corresponding summon pawn from the battlefield.



**Attack-** Attack/offensive damage of the summon. Summons can only attack adjacent targets(burst 1 area). The damage counts as melee/adjacent damage.



**Movement-** This value is how many squares a summon can move each turn. Summons may move horizontal, vertically, and diagonally. Summons may only use one movement action per turn.

## Summon Abilities and Death

Summon cards often have passive abilities that must be considered. Summons that increase or decrease a player's attack affects ANY DAMAGE the player inflicts. This includes attack cards and basic melee by the player. It does **NOT** affect damage dealt by the player's summons, unless specifically stated.

*For example: If Player One has an "Annoying Sidekick" in play under their control and the Player tries to do a basic melee attack with a base value of 1, the Sidekick drops that attack to 0 damage.*



Your attack actions and other summons you control **DO NOT** deal damage to your other summon, so no friendly fire! Summons owned by the player **CANNOT** deal damage to their owner either.

### Summon death

When a summon loses all its health, remove its pawn from the board and discard its card. If the summon had equipment attached to it, the opposing player may take that equipment and attach it to themselves or a summon they control. Otherwise, discard the equipment.

## Death is only the Beginning

When a player's health goes to zero or below health, they are declared dead for the rest of the game. The player then gives their hand to the player that defeated them.

Discard any **summons**, **zones**, or **equipment** cards in play owned by the defeated player.

The game does not end until all players but one are defeated so what is the dead player supposed to do in the meantime? **Get revenge as a restless spirit of vengeance!** When a player is defeated, they remain on the board as a **ghost**, taking their turn minus a few exceptions. Ghosts:

- Have a movement value of 5 once per turn.
- Have an attack value of 1 "true" melee damage, per turn.
- Cannot use or draw **battle cards**.
- Can be affected by objection! and combo cards.

**Ghost attacks bypass any equipment or summon card defense bonuses**, so poke away! (Penalties also do not apply.)

Ghosts are **NOT** affected by zones or player-placed walls. However, when a ghost is the target of an attack (such as being included in a burst attack, or a single melee source), they are 'frozen' for a turn. Once every other player has taken their turn (and not frozen the ghost for a second turn), the ghost may take their turn. Ghosts may **NOT** deal lethal damage to players, but **CAN** kill summons (ghosts do not gain equipment on summon deaths).

## Glossary

**Action card-** A battle card drawn from the armory that requires an action to play.

**Action-** An act by the player or summon, such as moving, playing an action card, or damaging a target directly. Players and summons have two actions per turn, unless otherwise stated.

**Attack-**The numerical value of attack. Players have a base attack of 1 damage and must be adjacent to a Target to use. Summon attack values vary and must also be adjacent to a Target.

**Attack card-** An action card that deals damage to an opposing target.

**Adjacent target(s)-** Any target within one tile space of the player. (3x3). Considered melee damage. Summons may only attack this way.

**Armory-** The four piles of cards in which players draw from each turn.

**Battle cards-** The title for any card drawn from an armory.

**Battlefield-** The title referring to the area on the board that each players' pawns and summons occupy at any time. (11x11).

**Burst attack-** An area of effect attack, bursts extend outwards in every direction from the player. The distance that the burst extends is specified by each battle card's description (XxX).

## Glossary

**Center stage-** The center tile in the battlefield. Occupying this space gives the Player an additional card and one health per turn.

**Combo card-** Played with other action cards; it does not require an action to play.

**Defense-** The numerical value of resistance against attacks. Subtract it from the attack value to determine damage.

**Discard-** The action of using or simply discarding one or more battle cards.

**Discard Pile-** The area on the board in which used or discarded battle cards must be placed.

**Equipment card-** A battle card that a player may play up to two for themselves or one for their summon. The card remains in play until replaced by the Player or destroyed.

**Event card-**A battle card that must be played as soon as it is drawn, regardless of turns. They do not cost an action to play.

**Genre-** The type of battle cards dividing different entertainment genres. The current genres are: Horror, Kung-Fu, Meathead, Sci-Fi, Espionage, Epic Fantasy, Fairy Tale, Superhero, Comedy, and Grab Bag. These titles are meant to pay homage to classic tropes while also diversifying the game. Plus, its one of the few examples where an angry rabbit can ride a velociraptor into battle while wielding a laser sword.

## Glossary

**Ghost-** A player that has been reduced to zero health. The player may move up to five spaces and attack adjacent targets for one health once per turn. Ghost attacks are not affected by equipment or summon bonuses or defects but are affected by combos and objection! cards. A ghost is not affected by zones, and if attacked must skip their next turn. A ghost may not deal lethal damage to a player, but can to a summon. Ghosts cannot play battle cards and do not gain a bonus from being on the center stage.

**Ghost pawn-** A game piece to represent the player when they have been defeated. Players may use the same pawn used before defeat.

**Health-** The numerical value representing how many points/number of damage before players lose the game. This value can also be added to with healing battle cards, but can never go above a max. of 11 health.

**Hand-** The cards each player holds in their hand. The card limit on your hand is seven. If a player holds no cards in their hand, they may draw two cards at the start of their turn rather than one. Any other bonuses or negatives for hand size apply here. Discarding down to the proper hand size occurs at the end of the player's turn.

**Healing-** An act that raises the player's health value. Sources for this include summon abilities, equipment, attacks, action cards, and the center stage.

## Glossary

**Line attack-** A horizontal or vertical attack, spanning the entirety of the battlefield in each cardinal direction. Line attacks affect one direction chosen by the player, unless otherwise stated.

**Movement-** The individual tile space value representing areas of Player movement. Players may move in any direction (horizontal, vertical, diagonal) at a base value of five tiles. Summon movement values vary. If movement is "halved", each tile represents two moves. (Players cannot move more than two tiles at base value with a halved movement). At double movement speed every two squares are considered one move. (For example: 5 squares = 2.5 moves, 10 squares = 5 moves).

**Objection! card-** A battle card which does not require an action to play and is used during an opposing player's turn. More than one objection! may be played at a time, by each player. Priority goes to the last battle card played on the stack.

**Player-** The title referring to the persons playing Clash of the Genres: Tactical Player versus Player chaos!<sup>TM</sup>. Minimum requirements for the game are three players and maximum eight players. Players are represented on the battlefield as one of eight pawns.

**Plus attack-** A "plus-shaped" attack within a 3x3 tile space adjacent to the Player using the attack. Three horizontal tiles and three vertical tiles are the areas of effect. A player may also attack within a plus area that includes their pawn. This does not deal damage to the attacking player.

**Push-** The act of moving another player or summon to a new tile space based on the numerical value provided.

## **Glossary**

**Summon card-** A battle card that grants a player a summon pawn to remain in play until its health value reaches zero. The summon is placed adjacent to the owner's pawn when played and has a turn with two actions proceeding the player's turn controlled by its owner, unless otherwise stated. Players may have unlimited summons in play at the same time. Summons are not harmed by their owners' attacks or friendly summons.

**Turn-** The time each player and summon has to act upon the battlefield. A turn consists of two actions, unless a card in play states otherwise.

**Wall-** The areas bordering the battlefield, in which no player may pass through. Certain zones are also considered walls.

**Zone card-** A battle card directly affecting the tile spaces on the battlefield. A zone card occupies a 3x4 space chosen by the player who played it. Some zone cards will only last until the player's next turn, but others remain permanently until moved or removed. Zones may overlap other zones to combine/stack effects. Zones may also be placed on the center stage.

When more than four zones are in play, discard the first zone that was placed onto the battlefield. Damage zones affect players and summons at the start of their turn, and when they first move their pawns onto a zone's square. Movement zones affect pawns while in the zone's squares (1 becomes 2 movement per square, or 2 squares require 1 movement). Damage altering zones affect targets within the zone squares.

## **Credits**

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