



The
THEATRE
Trading Card Game

a game by Telsie



TABLE OF CONTENTS

Introduction.....	2
Overview.....	3
Playing the Game.....	4
Between Acts.....	5
Parts of a Card.....	6
Suits.....	7
Prints and Abilities.....	8
Boost and Sap.....	9
Combo and Finisher.....	10
Gamble and Chaos.....	11
Formats.....	12
Deckbuilding.....	13
Shooting Star Format.....	14
Terms.....	15
Quick Reference	16

The Theatre TCG is copyright Good Enough Games.

Game Design, Art, and Documentation by Telsie.

For additional details, card lists, FAQs, or any other information, visit <https://thetheatretcg.com>.

All characters in The Theatre are owned by Telsie, with the sole exception of Pooky, owned by Pooky.

INTRODUCTION



The Theatre Entertainment
2200 Fountain Plaza
Royale, NFF 0103-A
HR Services

Congratulations! Your application has been accepted for the Director of Staff at The Theatre, and we'd like you to assume your duties immediately.

Your new position will put you in charge of building a staff list for an event at The Theatre, an entertainment venue that performs all manner of acts and performances, attempting to best serve the needs of our varied clientele.

Your staff lineup will be judged against other director's choices to see who best caters to the desires of our audience. You'll have comparable budgets and will be serving the same clients, so it should be an even playing field.

I wish you luck in your new position. Find attached the outlined rules of your staff selection and the contest between directors. Don't let me down.

Welcome to The Theatre~

Telsie Roali, Owner

A stylized, handwritten signature in black ink that reads "Telsie". A small heart symbol is placed above the letter "i".



OVERVIEW



Objective:

The objective of The Theatre is to put on the greatest performance, playing cards with higher value than your opponents to Dismiss their cards. If you dismiss enough cards from all of your opponents, they are eliminated from the game and you win!

Setup:

To play The Theatre you'll need:

- A deck for each player (premade or following the deckbuilding rules in this guide)
- A six-sided die (**The Theatre Suit Die** recommended)
- A way to track bonuses (**The Theatre Tokens** recommended, but pen and paper will work)

Each player will need a designated space for their **Deck**, a pile of **Breakroom** cards (for cards that win), and a pile of **Dismissed** cards (for cards that lose).

There should be a shared "play area" space between players that cards will be played into for each round.

Before playing, each player will shuffle their deck and announce their total deck cost (if not using a premade deck).

The **Leader** should be determined before starting the game. When using custom decks, whoever has the least amount of total cards in their Deck will be the first Leader. If everyone has the same amount of cards, then the Leader can be chosen at random.

Flow:

The Theatre is played in continuous "Acts" where each player will draw 5 (five) cards to their hand and then play those cards in sequence into the play area. Each "Round" of cards will determine a winner, with the winning card going to its player's Breakroom while losing cards go to their player's Dismissed pile.

Between Acts players will check to see if they still have 5 (five) cards to draw from their Deck. If not, they will shuffle their Breakroom pile into their Deck. If they still don't have 5 (five) cards in their Deck, they are eliminated from the performance!



PLAYING THE GAME



Acts

Draw

Each player draws 5 (five) cards to start each Act.

Roll Die

The die is rolled at the start of each Act to determine the **Desired Suit**. This will give bonuses to cards with matching Suits (see pg. 6, **Suits**, for more details)

Round (x5)

Play Cards + Activate Abilities

Each player, starting with the Leader and going clockwise, will play one card from their hand into the play area. If a played card has an ability, that ability will activate immediately. (see pg. 7, **Abilities**, for more details)

Modify Card Values

Once all players have played a card, modifications for all cards are calculated. This will include the Desired Suit and abilities - all changes to a card's value are calculated simultaneously at the end of a round.

Determine Winner

After all modifications to card values are calculated, the winner is the highest value of all cards played and it is moved to the player's Breakroom, while all losing cards are Dismissed. The winning player is designated the new Leader and will play the first card in the next round.

Ties

If there is a tie for the highest value, all cards are considered losing and all cards are Dismissed. The first player who played a card that tied for the highest value is designated the new Leader and will play the first card in the next round.



BETWEEN ACTS - WINNING



Clear Play Area:

Once the final Round in an Act has been played, the play area can be cleared of any remaining tokens or cards. No abilities or tokens are carried over between Acts.

Check Deck:

Once the final Round in an Act has been played, players can check if they have less than 5 cards left in their Deck.

Reshuffle Breakroom:

If a player has less than 5 cards left in their deck, they will shuffle their Breakroom pile into their deck.



Elimination/Winning:

If a player still has less than 5 cards left in their deck after shuffling their Breakroom into it, they are eliminated. Play continues until all but 1 player is not eliminated, declaring them the winner.

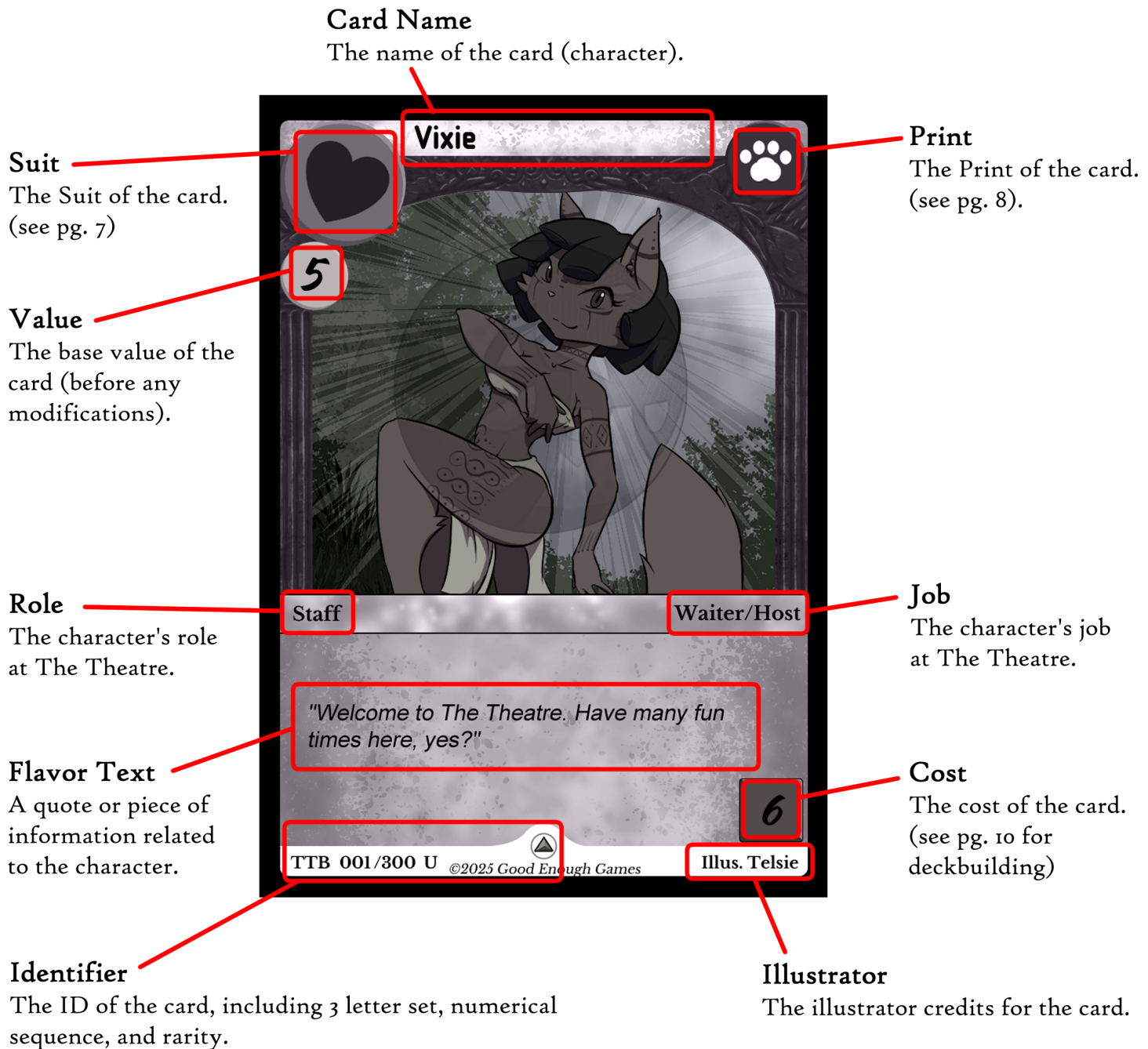
If all remaining players are eliminated simultaneously, the player with the most cards left remaining in their Deck wins.

If players have the same amount of remaining cards in their deck, whichever player started the game with less cards in their Deck wins.

If there is still a tie, the player who played the last card in the last round wins.



PARTS OF THE CARDS



SUITS



Desired Suit:

At the start of each Act, a die is rolled to determine the Desired Suit of that Act. Cards that have a Suit (printed in the top left) that matches the Desired Suit will get a +3 (three) bonus to their value at the end of the round. For example, a value 2 (two) card would normally lose to a value 4 (four) card, but if the value 2 (two) card had a Suit that matched the Desired Suit, it would become a value 5 (five) at the end of the round and win!

There are five suits in The Theatre:



Charm, represented by a pink heart



Luck, represented by a green clover



Agility, represented by a yellow lightning bolt



Will, represented by a blue scroll



Strength, represented by a red fist

These are sometimes referred to as the CLAWS system.

Additionally there is a sixth "null" suit. If null is the Desired Suit for the Act, no cards will gain any Suit bonuses for the Act. Other bonuses (such as from abilities) still apply.

If the official The Theatre Suit Die is used, the suit will be shown directly on the face of the die.

If a standard six-sided die is used, you can use the below table to match the rolled number with the Desired Suit.

1 - Charm

2 - Luck

3 - Agility

4 - Will

5 - Strength

6 - Null



PRINTS AND ABILITIES



Prints:

Every card has a Print, displayed in the top right. This represents the type of character on the card, usually related to some species or sub-species. These are primarily used by the abilities in the game to give cards bonuses and penalties to their value. There are eight Prints in the base version of The Theatre:



Paw



Hoof



Claw



Talon



Slither



Webbed



Fin



Float

Abilities:

Some cards will have abilities that are used to modify values of cards played. These abilities can sometimes effect the card played with the ability, but often effect other cards as well, even cards played by your opponents. Each ability has unique rules explained in depth on the following pages.

There are six abilities in the base version of The Theatre:



Boost: Gives a +1 bonus to cards with a matching Print.



Combo: Gives a +1 bonus to your next card played



Gamble: Lets you play a new card instead.



Sap: Gives a -1 penalty to cards with a matching Print.



Finisher: Gives a bonus based on how many cards you've played.



Chaos: Lets you reroll the Desired Suit for the Act.



BOOST AND SAP



Boost



Sap

Cards with these symbols use the Boost or Sap abilities. These abilities will always be tied with an associated Print marker.

Whenever a Boost or Sap cards is played, a matching Boost/Sap token for the Print can be placed in the play area. For the rest of the Act (including the current Round) when calculating values, cards with a Print matching a Boost or Sap token will get +1 or -1 modifications, respectively.

Boost and Sap tokens apply to all cards played, including the round they are played (and even the card played with Boost/Sap if the Print matches).

Boost and Sap apply to all cards played by all players, so both you and your opponents can benefit or be punished by these abilities.

Alternatively, a card with the Sap ability can optionally remove ANY Boost token that is on the field when it is played. This effect replaces the adding of a Sap token if selected.



COMBO AND FINISHER



Cards with these symbols use the Combo or Finisher abilities.

Combo:

Cards with the Combo ability will add a +1 (one) bonus to the next card that player plays. A Combo token can be used to track this if desired, adding it in front of the player's Deck and removing it after it resolves.



Combo only applies to the next card that player plays, not the original card with the Combo ability.

If a Combo card is played last in an Act, the Combo token will be removed between Acts (it will not carry over to the next Act/Round).

Finisher:

Cards with the Finisher ability will add a bonus to the card immediately based on how many cards have been played this Act. If a Finisher card is played first in the Act, it will get a +0 (zero) bonus. If it is played last in the Act (the fifth card played), it will get a +4 (four) bonus.



Finisher only applies to the card played with the Finisher ability.



GAMBLE AND CHAOS



Gamble:

At the end of the round once all players have played a card, the player who played the Gamble card is given the option to Gamble. If they choose to Gamble, the player will draw a card from their Deck and place it in the play area. The new card replaces the original Gamble card for determining a winner, and all abilities and modifications are resolved as if the new card was played at the end of the round.



Gamble

If the new card wins the round, both the original Gamble card and the new card are placed in the Breakroom. In the case of a tie or a loss, both cards are Dismissed.

If the new card has an ability, the ability is played out as usual. In the case that the new card has the Gamble ability, the ability is ignored.

If a player does not have a card in their Deck when choosing to Gamble, they may shuffle their Breakroom into their Deck first. If they still do not have a card in their Deck, the ability is ignored.



Chaos

Chaos:

When a card is played with the Chaos ability, the die is rerolled at the end of the round. All future rounds in this Act will use the newly rolled result as the Desired Suit instead of the original roll.



FORMATS - 3+ PLAYERS



Duels - 2 Players:

In Duels play is standard as written in the rules.

Free-for-All - 3+ Players:

Play remains mostly standard for Free-for-Alls, with the following changes.

In the case of a tie for a round, if multiple players tie for the top value but at least one player plays a lower value card, the tied cards are considered winners and placed in players' Breakrooms, while the lower value cards are considered lost and Dismissed. In this case, whoever played the first card that tied for the highest value will be marked as the Leader.

If all players tie for the highest value, all cards are Dismissed.

Team Play - Teams of 2 Players:

In team play, members of the same team will sit opposite from their "partner", alternating plays between teams during a round. Winners are still determined by the highest value card but players on the same team win together, moving their played card to the Breakroom.

In the case of a tie for highest value, if players who tied are all on the same team then all tied cards are considered winners. If the tie is amongst players not on the same team, all cards are Dismissed.

If a player on a team has less than five cards in their Deck and Breakroom at the start of an Act, that team is considered eliminated and all players on that team are eliminated from the game.



DECKBUILDING



Deckbuilding:

A major part of The Theatre game is building a deck. The premade decks provide a simple way to jump directly into the game, but players can build their decks from any cards available as long as guidelines are met.

Standard deck guidelines are as follows:

- Every deck must contain at least five cards.
- Every deck must contain no more than three copies of any specific card.
- A "specific card" is any card with the same Name and Suit. For example, "Vixie" with the Charm suit is not the same as "Vixie" with the Luck suit.
- Every deck must have a total cost less than or equal to the specified total for a given format or tournament.
 - Duels must have equal to or less than 80 total cost.
 - Free-for-All and Team formats must have equal to or less than 100 total cost.
 - Tournaments and casual play have varying total costs.

Cost:

When building a deck, cost is a primary factor. Every card has a Cost printed in the bottom right corner. All cards in a deck must have their cost counted and included in the total cost for the deck.

Announcing this total cost is part of the beginning of every game of The Theatre. Additionally, keeping track of the total number of cards in a deck will be used for determining the first Leader and potential winner of a game.



SHOOTING STAR FORMAT



Shooting Star:

Shooting Star is an alternate format that lets players ignore deck costs. Instead of having a total cost for Decks, a single number of cards is agreed upon and all players will play with a Deck that has that number of cards.

Winning:

When playing Shooting Star, the Breakroom is never shuffled into the Deck. Instead the game is played until players do not have five cards left in their Deck, then the player with the most cards in their Breakroom wins.

Additional Rules:

If a player has less than five cards in their Deck between rounds, they will instead draw all remaining cards into their hand. They will continue playing as if they had five cards, but will automatically lose any rounds they cannot play.

If all players are eliminated but one and the remaining player still has cards in their Deck for any reason, the player then moves all cards in their Deck to their Breakroom (considered free wins).

If there is a tie amongst players for the highest number of cards in their Breakroom, then whoever played the last card in the last round wins.

Deckbuilding:

A standard game of Shooting Star will use a deck of 40 cards. This is subject to change in official tournaments. In casual play, this can be changed to any number as long as all players agree.



COMMON TERMS



Performance - The term given to an entire match between players.

Act - The term given for five rounds of play between players, starting with the players drawing five cards and determining a desired suit.

Round - A single card played by each player. Five rounds are played in every Act.

Roster/Deck - Refers to all cards in a player's deck.

Suit - One of five types of card attributes printed on every card and rolled at the beginning of each Act.

Print - A card attribute, primarily used to add or subtract value from card with abilities.

Value - A card attribute used to determine the winner of each round.

Ability - A card attribute that may adjust the value of cards during the Act.

Cost - A card attribute used to to determine the total cost of a deck.

Play Area - The area where cards are played each round.

Breakroom - The stack/area where cards are placed after winning a round.

Dismiss - A card is dismissed when it loses or ties in a round. Dismissed cards are generally considered removed from the game.



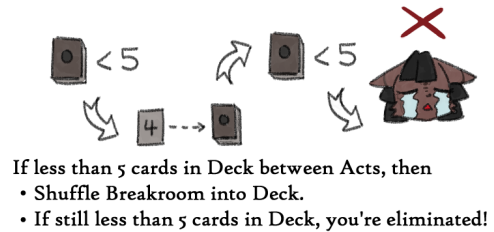
QUICK REFERENCE



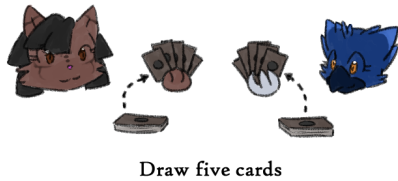
Setup



Winning

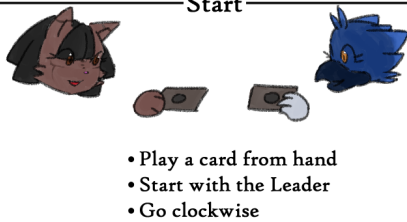


Act



Round

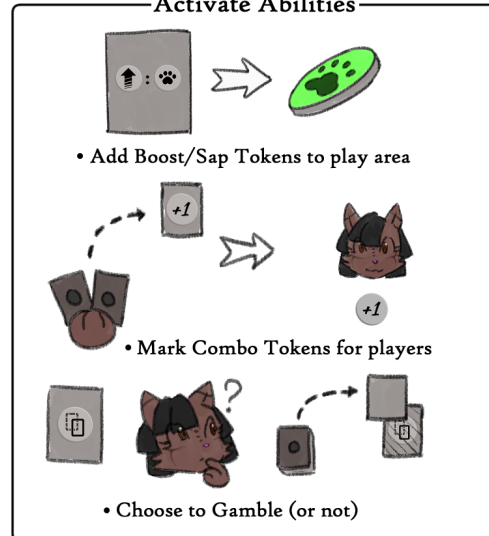
Start



Modify Values



Activate Abilities



Determine Winner

