FIXDRAGON
TRADING CARD GAME

OFFICIAL GAME RULES

Important Note: This rules may be updated, as November 2023 this rules are the most recent update. To see the current Rules Book go to: https://fixdragon.webnode.pt/game-rules/

Rule #1 - Players

A FixDragon game are disputed by 2 players (1v1).

Rule #2 - Player Life

A Player start the game with 5 LC (Life Cards) face down, when a card attack directly that means that they are attacking a LC (or the PLP if are no more LC). When a card breaks and are more damage to be used that rest of attack is directly.

(The LP of a LC is how we determine if a LC is destroyed or not)

When attacking a LC:
- If the LC dont break: the card that attacked is destroyed
- If the LC break: the card turn into a normal cards and goes to Trash

When all 5 LC are destroyed, the player have more 3000 PLP (Player Life Points), he only loses when reduced to 0 PLP.

In case of a Effect card be a LC (players cannot check the LC cards in the during of the game)

shoffule your deck and choose one random card to be the LC (the effect card goes to Trash

Rule #3 - Game format

A game are disputed in turns until a Player lose all LC and PLP.

Turns are organized in 4 phases:

1 - Draw Phase (DP) - The player receive the top card of the deck (the deck have to be face down)
2 - Main Phase 1 (MP1) - The player summon his cards and turn cards (if already played) to Attack Position or Defense Position
3 - Battle Phase (BP) - When the player attacks the opponent, each cards can make 1 attack per BP
4 - Main Phase 2 (MP2) - The player summon his cards and turn cards (if already played) to Attack Position or Defense Position

A player can Normal Summon (hand to field) once per turn and Special Summon infinite times per turn (effects dont are NS or SS)

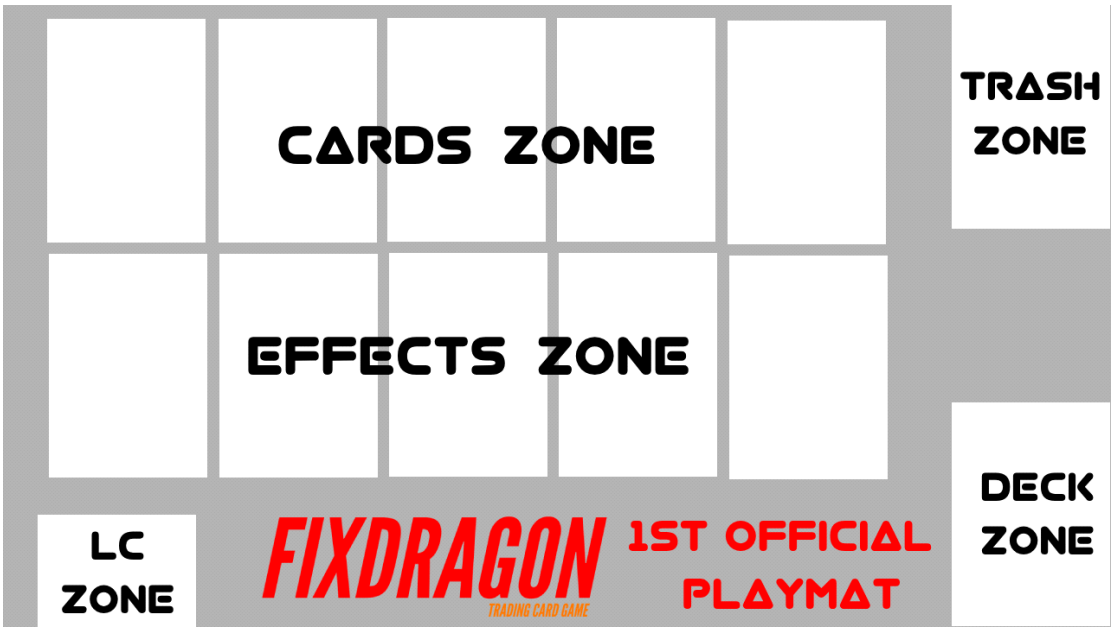
Rule #4 - Basics

There are 4 types of cards: LVL 1, LVL 2, LVL 3 and Gold (LVL X cards are the same as LVL 1,2 and 3 cards) that have attack and/or defense and can be played in Attack Position or Defense Position.

Effects are cards that make effects and can be Rapid or Continuous

- Rapid Effects are Effects that when played, do their effect and go to Trash
- Contiuous Effects are Effects that continue in the Field (to identify these cards they are in "defense position") and have a contiuous effect.

Rule #5 - Cards Zones


CARDS ZONE
TRASH ZONE
EFFECTS ZONE
DECK ZONE
LC ZONE
FIXDRAGON
TRADING CARD GAME
1ST OFFICIAL PLAYMAT