

POINTS
BITS



SWARDS CUT THE DECK

CORE RULEBOOK

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VERSION 1.2



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CHANGELOG

1.0

- ✘ Initial release.

1.1

- ✘ Added rulings for 「**TIME KNIFE**」, 「**SQUIDRIFICIAL DAGGER**」.
- ✘ Added detail to rules surrounding 🟣 **POISON TOKENS**.
- ✘ Simplified drafting rules for 16-player Swornament Modes to make them more similar to other modes.
- ✘ Added missing section that stops a Sword's damage value from dropping to 0.
- ✘ Clarified that Bonus Moves are lost if the Hero is defeated.
- ✘ Defined terms "in play", "allies", "convert".
- ✘ Expanded + **REMEDY** to allow healing Heroes and Swords in the Waiting Zone.
- ✘ Clarified that 🗡️ **CLEAVE**, ✂️ **PARRY** deal damage *like* 🗡️ **ATTACK** but are distinct Moves.

1.2

- ✘ Reorganized the chapters of the Rulebook to better match the Quickstart Rules.
- ✘ Added a section to describe how to unpack the game and sort the cards efficiently.
- ✘ Added rulings for 「**BIRTHDAY BLADE**」, 「**ESTOCTOPUS**」, and 「**NECKTIE SWORD**」.
- ✘ Changed terminology to avoid confusion between Gold and Tokens.
- ✘ Enforce a specific order 🧑‍🤖 **END THEM RIGHTLY**, 🔄 **SWAP**, and + **REMEDY**.
- ✘ Clarified that players can look at their own face down cards at any time.
- ✘ Bonus damage from abilities also bypasses 🛡️ **BLOCK** when 🗡️ **CLEAVING**.
- ✘ Corrected rules about when the 「**MYSTERY SWORD**」 becomes a random Sword.
- ✘ Clarified what happens in a Team Rumble when there aren't enough Heroes/Swords for all players to play.
- ✘ Made 🟠 **BURN TOKENS** stronger by upgrading them to deal 🦇 **NECROTIC DAMAGE**.

GETTING STARTED



SWORDS: Cut the Deck is a battle card game based on the award-winning webcomic, **SWORDS**. In this game, a variety of odd heroes use funny and fearsome weapons in epic skirmishes. Who will prove their skill with the blade? And who will die by the sword?

UNPACKING THE BOX

When you open your box of **SWORDS: Cut the Deck**, you will find several packs of cards. Each pack contains a mix of cards, so they will need sorted before playing.

Complete these items to get your decks ready:

- ✘ Decide what to do with foil cards. The guest artist and PanDEMONium mystery sword cards are duplicated as a foil version. Choose whether you want to play with the foil version, the normal version, or both shuffled into your deck.
- ✘ Put all Hero cards (red backs) into one deck.
- ✘ Sort the yellow cards into a Sword deck and a Random Mystery Sword deck, as described in the Game Elements section.
- ✘ Separate the 「**BIRTHDAY BLADE**」 card from the normal Sword Deck. This special card is granted to a player on their birthday, and is otherwise not accessible during play.
- ✘ Prepare a purple Move deck for each player as described in the Game Setup section.

GAME ELEMENTS

In **SWARDS: Cut the Deck**, you'll use a variety of card and token types.

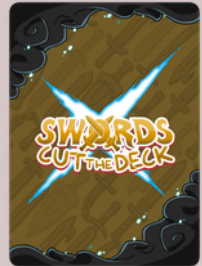


HERO CARDS

Whether a Hero, Villain, Monster, or Merchant, all characters in the game are represented by Hero Cards. Each player or team will have their own set of Heroes, which they purchase at the start of the game.

SWORD CARDS

Swords are the noble weapons used by your Heroes. Each player or team will have their own set of Swords, which they purchase at the start of the game.

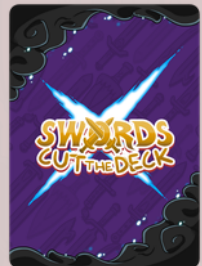


RANDOM MYSTERY SWORD CARDS

The cards in this deck function exactly the same way as Swords, except they are not purchased at the beginning of the game like Swords are. Instead they are used when a player purchases and equips one of the eight base **「MYSTERY SWORD」** cards.

MOVE CARDS

Move Cards are the actions your Hero makes during battle. Each player starts the game with a specific set of these cards in their hand. If you don't have enough Move cards for all players, you can use the Digital Move Card Tool on your phone at <https://swords.game>.



ANATOMY OF A HERO CARD



- ❌ **CARD NAME:** This Hero's name.
- ❌ **GOLD COST:** The amount of gold it costs to add this Hero to your Waiting Zone at the start of a game.
- ❌ **ABILITY:** Special abilities, actions, or effects applied to this Hero. Abilities **only take effect while the Hero is Active**, or if the ability specifically says otherwise.
- ❌ **HEALTH:** The amount of **DAMAGE TOKENS** this Hero can take before being discarded.
- ❌ **ELEMENT TAG:** The element associated with this Hero. May have interactions with certain card Abilities.
- ❌ **FACTION TYPE:** The faction this Hero is most closely aligned with. May have interactions with certain card Abilities.

When you build your team during the set up phase, you may not have any duplicate Heroes. A duplicate Hero is a Hero with an identical name to one you already have, even if it has different artwork.

ANATOMY OF A SWORD CARD



- ✘ **CARD NAME:** This Sword's name.
- ✘ **GOLD COST:** The amount of gold it costs to add this Sword to your Waiting Zone at the start of a game.
- ✘ **ABILITY:** Special abilities, actions, or effects applied to this Sword. Abilities **only take effect while the Sword is Active**, or if the ability specifically says otherwise.
- ✘ **DAMAGE VALUE:** The amount of **DAMAGE TOKENS** this Sword deals when using an **ATTACK** Move.
- ✘ **ELEMENT TAG:** The element associated with this Sword. May have interactions with certain card Abilities.
- ✘ **FACTION TYPE:** The faction this Sword is most closely aligned with. May have interactions with certain card Abilities.

When you build your team during the set up phase, you may not have any duplicate Swords. A duplicate Sword is a Sword with an identical name to one you already have, even if it has different artwork. The only exception to this rule is the **「MYSTERY SWORD」**.

The Damage Value of Sword cards will often be modified by different abilities. Unless a card says otherwise, the Damage Value of a Sword can never be reduced to less than 1.

USING MYSTERY SWORD CARDS



Mystery Swords are an optional add-on to the game.

If you decide to play with Mystery Swords, include the eight base 「**MYSTERY SWORD**」 cards in your **normal Sword deck**. Then put all of the **Random Mystery Sword** cards together into a deck (shared between all opponents) and shuffle it.

HEADS UP!

You can tell which cards are the Random Mystery Swords because they have the lighter pattern on the back.

Remember, the 8 *base* Mystery Swords go in the *normal* Sword Deck.

When a Hero first equips a base 「**MYSTERY SWORD**」, it is permanently replaced with the top card of the Mystery Sword Deck. (The original 「**MYSTERY SWORD**」 card is then discarded).

「**MATTHEW, THE ARTIST**」 and 「**TRAVEL GOBLIN**」 are cards which reference the Mystery Sword Deck, so you may decide to remove them if you are playing without Mystery Swords.








TOKENS

Cut the Deck uses a variety of Tokens to track status effects to Heroes and Swords.

DAMAGE TOKENS




These track the amount of damage a Hero or Sword has taken.








Using an  **ATTACK**,  **CLEAVE**, or  **PARRY** Move puts  **DAMAGE TOKENS** on Heroes. When a Hero has at least as many  **DAMAGE TOKENS** as their health stat, they are defeated, and their card is placed in the shared discard pile.

Using a  **BLOCK** or  **PARRY** Move puts  **DAMAGE TOKENS** on Swords. When a Sword has at least three  **DAMAGE TOKENS**, it is broken, and its card is placed in the shared discard pile.

BUFF TOKENS


These track the amount of power a Hero has stored up.




 **BUFF** and  **POWER GAMBIT** Moves put  **BUFF TOKENS** on Heroes. There are several ways to spend them:

-  Use the  **CLEAVE** Special Move to turn the  **BUFF TOKENS** into bonus damage
-  Use the  **REMEDY** Special Move to remove tokens from yourself
-  Use a Hero or Sword ability that costs  **BUFF TOKENS**

ARMOR TOKENS


These protect a Hero from taking damage.

Each  **ARMOR TOKEN** on a Hero can be discarded to prevent one damage the Hero would take from a Sword.

They cannot prevent damage from  **POISON TOKENS**,  **BURN TOKENS**,  **CLEAVE** Bonus Damage, some Ability Bonus Damage, or  **NECROTIC DAMAGE TOKENS**.




BURN TOKENS

These punish your Foe for defending.

Whenever a Hero with a  BURN TOKEN on them makes a  BLOCK Move (successful or not!), remove one  BURN TOKEN from them and replace it with a  NECROTIC DAMAGE TOKEN.

POISON TOKENS

These cause delayed damage.

When Combat ends, all Heroes with  POISON TOKENS convert *one* of those tokens into damage by removing a single  POISON TOKEN and replacing it with a  DAMAGE TOKEN. This even affects Heroes in the Waiting Zone!



HEADS UP!

No matter how many  POISON TOKENS a Hero has, they still only convert one  POISON TOKEN into a  DAMAGE TOKEN per Round.

EXP TOKENS

These are also called Experience Tokens. They have no effect on their own, but are used by certain Hero and Sword abilities.

NECROTIC DAMAGE TOKENS

These tokens function like normal damage, but are permanent. Neither  REMEDY nor any Ability can remove  NECROTIC DAMAGE, unless specifically stated on the card.



GAME SETUP

THINGS YOU NEED TO PLAY

No matter which Game Format you choose to play, you'll always need a couple things:

✂ A PILE OF TOKENS TO SHARE

Use tokens in a variety of different colors to track status effects during combat. These could be printed bits of paper, dice, or even very tiny swords.

It's traditional to use red objects for  **DAMAGE TOKENS**, and green objects for  **BUFF TOKENS**, but as long as all players agree on what token represents what, you can use whatever you like.

✂ A SET OF MOVE CARDS PER PLAYER

Each player puts a set of 12 **Move cards** into their hand. You should have:



- ✂ 2 copies of  **ATTACK**,  **BLOCK**, and  **BUFF**
- ✂ 1 copy of  **CLEAVE**,  **POWER GAMBIT**,  **SWAP**,  **REMEDY**,  **PARRY**, and  **END THEM RIGHTLY**

If you do not have enough Move cards for all players, you can use the Digital Move Card Tool at <https://swords.game>

✂ HERO AND SWORD CARDS

Your chosen game format will explain how many Heroes and Swords you get, along with the process for choosing them.

In most formats, you gain Hero and Sword cards by purchasing them during the Setup Phase of the Game. These cards start off face-down (to hide them from your opponents).

Face down cards are turned face up in a couple of cases:

- ✘ When the card becomes Active by entering the Active Zone
- ✘ When you use the ability of the card
- ✘ When a token is placed on the card due to the effect of another ability

You can look at your own face down cards at any time, of course!

THE BATTLEFIELD



The battlefield is divided into several zones where you will place cards:

- ✘ **ACTIVE ZONE:** Place your Active Hero and Sword in this zone.
- ✘ **WAITING ZONE:** Your Heroes and Swords stay in this zone while they aren't actively fighting.
- ✘ **MOVE ZONE:** Stack three Move Cards face down here at the beginning of each combat round.
- ✘ **DISCARD ZONE:** All players share a single Discard Zone where defeated Heroes and Swords are placed.

When an ability refers to cards **in play**, it refers to cards in all Active and Waiting Zones.

Some Game Formats may have additional zones or special rules. For example, players on the same team might have a shared Waiting Zone.

GAME FORMATS

Once you've prepared the game elements, it's time to choose which game format you're going to play.

FORMAT	PLAYERS	DESCRIPTION
Quick Duel	2	Draft Heroes and Swords then battle your opponent.
Team Rumble	4+	Split into equal teams and battle until one team wins.
The Swor'nament	Up to 16	Choose a single Hero and Sword then fight a series of 1v1 battles to be the last one standing.
Adventure	???	Play through a pre-made Adventure Module solo or with friends.

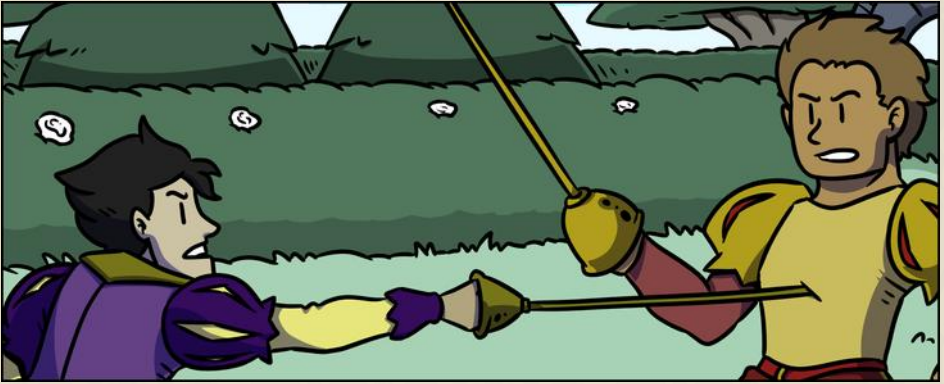
For beginners, the Quick Duel format is a great way to learn the game.

HEADS UP!

You can download Adventures and more Game Formats at <https://swords.game>

If you're playing multiple matches (for example, best of three games), using the optional **FIELD OF BATTLE** rules can add rising stakes to the game!

QUICK DUEL



In this 1v1 game format, you'll purchase your Heroes and Swords from a randomly selected pool of cards.

CHOOSING GAME LENGTH

Choose the length of the game you'd like to play.

LENGTH	EXPECTED DURATION	GOLD
Quick Match	8-15 minutes	4 Gold (About 1 Hero and 2 Swords)
Epic Duel	15-20 minutes	7 Gold (About 2 Heroes and 3 Swords)
Legendary Battle	25-30 minutes	10 Gold (About 3 Heroes and 4 Swords)

PURCHASING HEROES AND SWORDS

Shuffle the Hero and Sword decks. Deal 5 Hero cards and 8 Sword cards to each player.

Each player spends their Gold to purchase Heroes and Swords. (The price of each Hero or Sword is indicated on the card.)

Each player may purchase as many Heroes and Swords as they want from the cards that were dealt to them. They do not have to spend all of their Gold, but any unspent Gold is lost.

Make sure to buy a good mix of Heroes and Swords... if you don't have at least one of each, you instantly lose the game!

Purchased Heroes and Swords are placed in the player's Waiting Zone, face-down. The remaining unpurchased cards are placed in a shared Discard Zone.

HEADS UP!

If you feel like there's too much randomness in the Heroes and Swords players have to choose from, you could instead evenly split ALL the Hero and Sword cards between both players.

BATTLE!

See the chapter **BATTLE!** to complete the battle.

VICTORY AND DEFEAT

Once you defeat all of your opponent's Heroes or break all of their Swords, you win!

TEAM RUMBLE



In this team-based game format, your team will draft Heroes and Swords as a group.

DIVIDING INTO TEAMS

Use whatever method you like to divide into two teams. Each team should have an equal number of players.

If you have an odd number of players, you can have one player be the "Renegade" who switches teams each round.

Team players win as long as their team is victorious (even if they are themselves defeated). The Renegade player wins as long as they survive the battle.

Teams start with 4 Gold per player, all put into a shared pool. The Renegade (if one exists) receives 4 Gold.

DRAFTING HEROES AND SWORDS

Shuffle the Hero and Sword decks. Reveal 5 Hero cards and 5 Sword cards, placing them into a Shop Zone.

The Renegade player goes first, then teams take turns purchasing Heroes and Swords from the Shop Zone. Each turn, a player/team may purchase one card from the shop, putting it into the team's shared Waiting Zone face up. The price of each Hero or Sword is indicated on the card. Whenever a card is purchased, the empty spot is refreshed with a new card from the

corresponding deck.

By the end of this Drafting Phase, each team should have at least as many Heroes as they have players. (If you don't, you'll be at a serious disadvantage!)

Once both teams have finished purchasing cards, the game begins!

BATTLE!

Before each Combat Round starts, players are randomly assigned opponents from the opposing team. If it's not possible to assign all players an opponent, the extra players do not directly contribute to the combat. Instead, they get one **Assist Move** that they can play sometime during combat. See the Assist Moves section on the next page for details.

HEADS UP!

You can use any method to randomly assign opponents. One method we like is to give everybody on Team A a different type of token, and then have players on Team B draw matching tokens out of a bag.

See the chapter **BATTLE!** to complete the battle. All opponent pair battles are completed simultaneously.

VICTORY AND DEFEAT

In cases where a player can no longer continue the fight (for example, there aren't enough Heroes on the team left for every team member to play), any remaining Hero or Sword cards they have are returned to the Team's Waiting Zone.

Once your team has defeated all the opposing Heroes or break all of their Swords, your team wins!








The Renegade player wins as long as they survive the battle. Their cards are ignored when calculating if a team has won the game.

In rare cases where both teams defeat each other, leaving only the Renegade alive, it is that player's duty to relentlessly mock all the other players.

ASSIST MOVES

In Team Rumble, **Assist Moves** are played by players who do not have an opponent in the current combat round. A single Assist Move should be placed during the Preparation Phase (rather than the normal three card Move Stack).

The chosen Assist Move can be activated at any time during the Combat Phase, with a unique effect from the table below.

MOVE	EFFECT
 ATTACK	Put 1  DAMAGE TOKEN on any Hero.
 BLOCK	Prevent 1  DAMAGE TOKEN from being placed on any Hero.
 BUFF	Put 1  BUFF TOKEN on any Hero.
 REMEDY	Remove 1 Token from your Active Hero or Sword.

Moves not in the Assist Move table have no effect when used.

ADVENTURE MODULES



Adventures for **SWORDS: Cut the Deck** are light role-playing scenarios that you can play solo or with friends. Each Adventure has its own unique rules and objectives.

When playing an Adventure, you'll also need **standard six-sided dice** to power the enemies you'll be fighting.

THE SWOR'NAMENT



In this game format, you'll choose a single Hero to fight a series of 1v1 battles with up to 16 players. May the strongest swordsperson win!

CHOOSING HEROES AND SWORDS

Each player has 4 Gold to choose a single Hero and one or more Swords using the Drafting method detailed in the Team Rumble section, except every player has their own Waiting Zone.

Once all players have chosen their Hero and Swords, the Swor'nament begins!

THE BRACKET

Players are paired off into 1v1 matches by writing their names on a Swor'nament Bracket. Each pair performs a battle (using the rules in the section **BATTLE!**) to determine the winner.

The winner of each match advances to the next round, while the loser is eliminated. The winner also adds the loser's Swords to their collection (even if they were discarded), for use in future matches.

All tokens (even **☠️ NECROTIC DAMAGE TOKENS**) are removed from Heroes and Swords in between matches.

Continue until only one player remains!

You can get a printable copy of the Swor'nament Bracket at <https://swords.game>

BATTLE!



Each combat round is an action-packed clash called a **Bout**, which consists of a **Planning Phase** where you prepare your Move cards, and a **Combat Phase** where you execute those Moves.

VICTORY

To complete the battle, repeatedly play Bouts until a player is victorious.

You immediately win the battle if your opponent has either no Heroes or no Swords left in play.

TWO DEAD IDIOTS

Due to the nature of simultaneous actions, it's quite possible for two players to defeat each other at the same time. If this happens, the game is considered a loss for both sides... you can't tie if you're dead!

In HEMA, this can be called a "double hit" or "two dead idiots". This situation usually arises from being too aggressive instead of properly defending.

PLANNING PHASE



This is the first phase of battle, where you choose what Moves you will use in the upcoming fight.

Both players perform each step simultaneously before moving onto the next step. If for some reason a step can't be done simultaneously, randomly determine which player goes first.

✂ REFRESH MOVE CARDS

Return all played Move cards to your hand.

✂ ACTIVATE HEROES & SWORDS

If you do not have both an Active Hero and an Active Sword card, move **all** your Active cards into the Waiting Zone. Then, move cards into the Active Zone as if you had played a  SWAP move. (This activates effects that trigger on the use of  SWAP.)

When a face down card becomes Active, the card is flipped face up.

If more than one player is missing a card in their Active Zone, randomly determine which player resolves this step first.

✂ ACTIVATE "BEFORE COMBAT" ABILITIES

Activate abilities that happen "**Before Combat**". If the ability contains the word "may", you can choose to skip it. Otherwise, the ability **must** resolve before ending this step.

Abilities triggered in this step resolve **in the order they are declared**. If you really need your ability to go first, you should speak up before your opponent does! If it's impossible to tell who declared their ability first, randomly determine which ability resolves first.

Most card abilities can only activate while they are Active. If you have a card whose ability triggers while in the Waiting Zone, you must flip that card face up before using its ability.

✘ CHOOSE MOVE CARDS

Stack **3 Move cards face down** in your Move Zone.

You can only play one **Special Move** per Bout! If you put a second Special Move card in your stack, it will automatically become **Negated** when revealed.

HEADS UP!

Sometimes new players accidentally reverse the order of their moves when they flip their stack face down. Make sure you've placed each Move correctly - they will be played *in order!*

✘ ACTIVATE "WHEN COMBAT BEGINS" ABILITIES

Activate abilities that happen "**When Combat Begins**", using the same process as the "Before Combat" abilities.

COMBAT PHASE

In this phase, the Moves you placed during the Planning Phase are resolved. Follow this sequence until you have either used all the Move cards in your stack, or a Hero/Sword card is defeated.

Like the Planning Phase, players perform each Combat Step simultaneously before moving onto the next step.

✘ REVEAL YOUR MOVE

Both players **flip the top card** in their stack of Move cards, placing it next to their stack.

✘ COMPARE IT TO THE FOE'S MOVE

Using the combat table, **both players check** if their Moves are Successful.


Find the row that contains your Move. If your opponent's Move symbol appears in the "Successful vs" column, your Move is **Successful!** Otherwise, your Move is **Negated**.

One, both, or neither of the Move cards might be successful.

✘ APPLY EFFECTS

Now follow the table's instructions for **just the Successful Moves**.

If tokens should be placed, both players place them **at the same time**. (It's possible for both Heroes to defeat each other.)

When a card has  **DAMAGE** equal to or exceeding its health, it is discarded. **Heroes have a health stat** on their card. **Swords always have 3 health**.

If a Hero or Sword is discarded, **the Bout ends immediately**. Do not play any more Moves, and skip the "Ending Combat" step. Instead, start a new Bout in the Planning Phase.

Refer to the section on **MOVES** for detailed descriptions on how to resolve each Move.

When multiple abilities are triggered by the same event, resolve Hero abilities first, then Sword abilities. If the ordering between abilities is still ambiguous, randomly determine which resolves first.

✘ REPEAT

If there are still Moves left in your Move Stack, go back to **Reveal Your Move** and repeat for the next Move card... Combat is not over yet!

Otherwise, move on to the **Ending Combat** step below.

✘ ENDING COMBAT

Activate abilities that happen "**When Combat Ends**", using the same process as the "Before Combat" abilities did in the Planning Phase.

HEADS UP!

Remember that  **POISON TOKENS** activate when combat ends! If a Hero has one or more  **POISON TOKENS**, that Hero converts *one* of the  **POISON TOKENS** into a  **DAMAGE TOKEN**.

Once this step is complete, return to the start of the Planning Phase and begin a new Bout!

MOVE RESOLUTION

BASIC MOVE	SUCCESSFUL VS	NEGATES	EFFECT WHEN SUCCESSFUL
ATTACK	 		Put DAMAGE TOKENS equal to your Sword's damage stat on your Foe.
BLOCK	 		Put 1 DAMAGE TOKEN on your Foe's Sword. Also prevent CLEAVE'S base damage.
BUFF	 		Put 1 BUFF TOKEN on your Hero.
SPECIAL MOVE	SUCCESSFUL VS	NEGATES	EFFECT WHEN SUCCESSFUL
CLEAVE	 		<i>Requires at least 1 BUFF TOKEN.</i> Turn ALL your BUFF TOKENS into bonus damage , then deal damage like an ATTACK . Bonus damage is not prevented by BLOCK Moves.
PARRY	 	 	Deal damage like an ATTACK . Also put one DAMAGE TOKEN on your Sword.
POWER GAMBIT	 		If successful, get 3 BUFF TOKENS . If negated, receive *2 damage (calculated after Sword/Hero abilities).
REMEDY	 		Remove 1 Token from a Hero or Sword you control. For every BUFF TOKEN you spend, remove an additional Token.
SWAP	 		Switch your Active Hero and/or Sword with ones in your Waiting Zone.
END THEM RIGHTLY	 	None	<i>Requires your foe to have exactly 1 Health left.</i> Your foe is utterly destroyed . (Discard them.)

Move Resolution Priority: 1st= 2nd= 3rd= Last=

MOVES



The heart of **SWORDS: Cut the Deck** is the set of Move cards and their interactions. No matter what Moves your Foe uses, there's always a counter— if you can anticipate their strategy without revealing your own.

BASIC MOVES

There are three basic types of Moves: 🗡️ **ATTACK**, 🛡️ **BLOCK**, and 🌿 **BUFF**. You should have **two of each Basic Move** in your hand.

Basic Moves have a silver bar across the card.

SPECIAL MOVES

There are 6 types of Special Moves: 🗡️ **CLEAVE**, 🔄 **SWAP**, 🌿 **POWER GAMBIT**, 🗡️ **PARRY**, 🛡️ **REMEDY**, and 🗡️ **END THEM RIGHTLY**. You should have **one of each Special Move** in your hand.

These powerful actions allow you to thwart your opponent's strategy. However, unlike Basic Moves, you may only use **one Special Move per Bout**. If you play another Special Move during a Bout, it is automatically negated.

Special Moves have a gold bar across the card.

BASIC MOVES



⚔️ ATTACK

This is your primary **damage-dealing** Move. When successful, place **⚔️ DAMAGE TOKENS** on your Foe equal to the damage value of your Sword.

Some card abilities change your Sword's **base damage**, and some grant you extra **bonus damage**. Both the base and bonus damage are used for this value.

You'll want to use **⚔️ ATTACK** when you think your foe is going to lower their defenses. But take care! Being too aggressive leaves you vulnerable to enemy **⚔️ ATTACKS**. Many a Hero has fallen dead alongside their foe!



🛡️ BLOCK

This is your primary **defense** Move, and a way to **break the Foe's Sword**. When successful, place one **🛡️ DAMAGE TOKEN** on the Foe's Sword.

🛡️ BLOCK protects you from aggressive moves. It negates **⚔️ ATTACK** and **⚔️ PARRY**, and reduces the damage taken against a **🔪 CLEAVE** to just the bonus damage.

If you notice your foe being too aggressive, using **🛡️ BLOCK** to destroy their Swords is another way to win a battle!



⚡️ BUFF

This Move lets you **store up power** to unleash later. When successful, place a **⚡️ BUFF TOKEN** on your Hero.


These tokens are valuable resources that power Special Moves like **🔪 CLEAVE** and **⚡️ REMEDY** as well as some card abilities.




If your foe plays too defensively, **⚡️ BUFFING** allows you to prepare an enormous **🔪 CLEAVE** to bypass their **🛡️ BLOCK** moves

SPECIAL MOVES






CLEAVE

This Move allows you to **cash in all your**  **BUFF TOKENS** for hard-to-avoid **bonus damage!**




When  **CLEAVE** is played, remove **all your**  **BUFF TOKENS**. Your Sword gets that much **bonus damage** for this Move. Then deal damage like an  **ATTACK** Move would.

If you  **CLEAVE** while you have no  **BUFF TOKENS**, it is automatically negated and does not deal *any* damage.

When  **BLOCKED**, **only bonus damage** from  **BUFF TOKENS** and abilities is put on the foe. Both moves are still considered successful and the  **BLOCK** still deals 1 damage to the opposing Sword.

Since  **CLEAVE** is only negated by  **PARRY**, it provides a nearly perfect guarantee that you'll deal damage. Great for finishing off a defensive foe!


HEADS UP!


While  **CLEAVE** deals damage *like* an  **ATTACK** Move, it isn't one, so it does not trigger any abilities that depend on a normal  **ATTACK**.

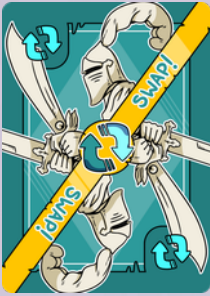


POWER GAMBIT

This Move is a **more powerful**  **BUFF** with **extra risk**. If successful, it gives you **3**  **BUFF TOKENS**, but if negated, you take ***2 damage** from the enemy Move.

This ***2 damage** even doubles the bonus damage from  **CLEAVE** Moves and card abilities that increase Sword damage, so be careful!

A  **POWER GAMBIT** is just that: a high-risk, high-reward play that can set you up for victory or doom you to defeat!



↻ SWAP

This Move allows you to **change your Active Hero and/or Sword**.

When ↻ SWAP is played, the player moves their Active Hero and/or Sword into the Waiting Zone. Then the player fills the empty slots in the Active Zone with different cards.

↻ SWAP triggers abilities that happen when a Sword is equipped. (If no change is made, do not trigger these effects.)

In cases where a card ability allows more than one Active Hero or Sword, you may fill all the allowed slots in your Active Zone. If the ability ends for any reason, immediately put the extra cards back in the Waiting Zone.

Face down cards moving into the Active Zone are flipped face up. Heroes and Swords moved into the Waiting Zone remain face up and keep all their tokens.

↻ SWAP resolves before all other moves except 🧨 END THEM RIGHTLY. If two players ↻ SWAP at the same time, randomly decide who goes first.



✂ PARRY

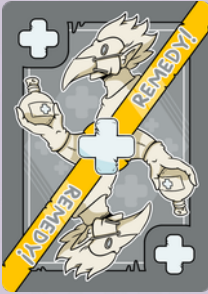
This is a powerful tactic to **stop an enemy strike and simultaneously hit back**, at the risk of damaging your Sword.

When successful, ✂ PARRY deals damage like an 🗡 ATTACK Move would, then puts a 🩸 DAMAGE TOKEN on YOUR Sword.

Using ✂ PARRY is the only way to negate enemy 🗡 CLEAVE and 🧨 END THEM RIGHTLY Moves. Timing it perfectly will leave your foe in shambles!

HEADS UP!

While ✂ PARRY deals damage *like* an 🗡 ATTACK Move, it isn't one, so it does not trigger any abilities that depend on a normal 🗡 ATTACK.



⊕ REMEDY

This is your primary way to heal Heroes and repair Swords.

When successful, ⊕ **REMEDY** removes a token of any type from a card you control. The Hero using ⊕ **REMEDY** may spend any number of their 🟩 **BUFF TOKENS** to remove that many additional tokens from the same card.

HEADS UP!

🔪 **NECROTIC DAMAGE TOKENS** are an exception - they typically cannot be removed from a Hero or Sword.

⊕ **REMEDY** resolves before all other moves, except 🧠 **END THEM RIGHTLY** and 🔄 **SWAP**. This means ⊕ **REMEDY** cannot prevent the damage from an 🗡️ **ATTACK** that's about to place 🩸 **DAMAGE TOKENS** on a Hero.

Using ⊕ **REMEDY** is a great way to remove damage, but it can also get rid of harmful status effects like ☠️ **POISON TOKENS** or 🔥 **BURN TOKENS** before they cause problems!



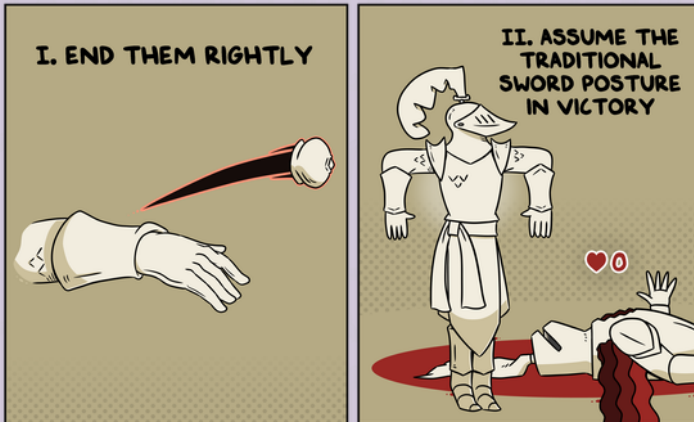
👹 END THEM RIGHTLY

Want to finish off the battle in style? This move **instantly discards** the foe if they have **exactly one Health** remaining. Otherwise, it Negates itself and has no effect.

The only way to avoid being 👹 **ENDED RIGHTLY** is by using a well-timed ✂️ **PARRY**.

When successful, this Move takes effect before all other Moves.

When 👹 **ENDING AN OPPONENT RIGHTLY**, it is customary to assume the traditional sword posture to assert your dominion!



If both players play 👹 **END THEM RIGHTLY** simultaneously, the Swordiverse implodes and players will need to find an alternate way to resolve the game. (Perhaps a sword duel?)

HEADS UP!

👹 **END THEM RIGHTLY** does not negate any Moves, and it does not place 🗡️ **DAMAGE TOKENS** on your Foe. It directly discards the opposing Hero, immediately ending the Combat Round.

BONUS MOVES

Sometimes an ability will instruct you to make a **Bonus Move**. This Move has the same effects as a regular Move of its type, but isn't contested by an opponent's Move (so it generally can't be Negated.)

When triggered during Combat, resolving Bonus Moves happens one at a time, immediately after the normal Move is resolved. If both players have Bonus Moves at the same time, randomly determine which to resolve first.

HEADS UP!

If your Hero is defeated before they can resolve their Bonus Moves, the Bout ends immediately, meaning the remaining Bonus Moves are lost!

Bonus Moves do not activate the abilities of Heroes or Swords.

ACKNOWLEDGEMENTS

SWORDS: Cut the Deck spawned from the minds of Matthew Wills and Thane Brimhall, originally played on index cards at Matthew's kitchen table next to a basket of NZ chocolate and US gummy candy.

Over years of Discord chats and very late nights, countless hours and too much caffeine, they sharpened and polished it to its final form.

Special thanks to Kaitlin and Stacey for mastering all trades to get this thing created, Kickstarted, promoted, finetuned, sold, and distributed. Also made possible by Thane's kids, who playtested the game hundreds of times and skillfully analyzed strategies and card interactions... and who take every opportunity to 🧐 **END EACH OTHER RIGHTLY.**

GUEST ARTISTS



Admiral
Wonderboat



CarnivalSix



FeatherMage



HolleringElk



JakeyBoiArts



LibertyComics



Merrivius



Pierre Mortel



RdsToNowhere



Saturday
Morning
Breakfast Cereal



The__Reddot



VernonDraws



AlarminglyBad



CME_T



GrisleyComic



Immortal Think
Tank



Kris from
Cyanide &
Happiness



LitterboxComics



MyDadIsDracula



PizzaCakeComics



SkeletonClaw



Sketch Goblin



Steve Conley



Wolfmancomic



AwooComic



Doodle Demon



HiAdventure



InkyRickshaw



LastPlaceComics



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PositivelyGhostly



Slackwurm



Spreetri



TinySnekComics

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GLOSSARY

BASIC MOVE

A Basic Move is an  **ATTACK**,  **BLOCK**, or  **BUFF**. You can use any number of Basic Moves per Bout.

SPECIAL MOVE

 **CLEAVE**,  **PARRY**,  **SWAP**,  **REMEDY**,  **POWER GAMBIT**, and  **END THEM RIGHTLY** are all Special Moves. You may only use one Special Move per Bout.


BOUT

A combat round is called a Bout. It consists of the **Planning Phase** where you prepare Move cards, and the **Combat Phase** where you execute those Moves.

SUCCESSFUL/NEGATED

These terms are opposites. When a move is not Successful, it is Negated. Only **Successful Moves will be resolved** during a combat. Negated Moves have no effect.

DEFEATED/BROKEN

These terms refer to cards that are **discarded**. When a card has  **DAMAGE** equal to or exceeding its health, it is placed into the Discard Zone shared between all players. **Heroes have a health stat** on their card. **Swords always have 3 health**.

ACTIVE

A Sword or Hero is considered Active if it is currently in the Active Zone. They are Inactive while in the Waiting Zone.

IN PLAY

A Sword or Hero is considered "In Play" if it is in any player's **Active or Waiting Zone**. Cards in the Discard Zone or other Zones are not.

FOE

A Hero's Foe is the Active Hero they are currently fighting. A Sword's foe is the Active Hero fighting its wielder.

ALLY/ALLIES

A Hero's allies are the other Heroes in play which are controlled by its player or players on the same team.


OPPONENT

A player's Opponent is the player they are currently battling against. This differs from the Foe, which specifically refers to the Opponent's Active Hero.

BONUS MOVE

A Bonus Move is immediately resolved when they are activated. They aren't opposed by any other Moves, so they always succeed. They do not trigger abilities.

EQUIPPED

A Sword is Equipped while it's Active and has an Active Hero. When it becomes equipped, it activates abilities that trigger on equip. This trigger happens when it first enters battle, when a  SWAP move is played, or during the Planning Phase's "Activate" step.

CONVERT

When you convert a token from one type into another type, replace it with the new token type.

CARD CLARIFICATIONS AND RULINGS

「BIRTHDAY BLADE」

This card isn't shuffled into the Sword deck like normal, but is instead bestowed up a player at the start of a game when it is their birthday.

If multiple players share a birthday, you should give them each a 「BIRTHDAY BLADE」 card at the start of the game. If you don't have enough copies, you can use a different card as a proxy.

「ESTOCTOPUS」



When any ability or Move references Estoctopus's Sword, the player controlling Estoctopus chooses which sword the ability or Move will use.


This can change at any time, even during the resolution of a single Move.

「NECKTIE SWORD」

While 「NECKTIE SWORD」 and another Sword are both equipped, all abilities or Moves that reference the Hero's sword will use the other equipped sword, not Necktie Sword.

「SQUIDRIFICAL DAGGER」

Bonus damage added to 「SQUIDRIFICAL DAGGER」 (from sources like  CLEAVE or effects from the Hero) is placed as  NECROTIC DAMAGE.

Other sources of damage like  BURN TOKENS,  POISON TOKENS, or abilities like 「QUEST SPROUT'S」 "guilt" damage are placed regularly.

「TIME KNIFE」

While 「TIME KNIFE」 is in play, both the wielder and their opponent place 7 Move cards into a stack during the Preparation Phase. This does not affect players in other combats.

In an extreme scenario where an affected player has less than 7 Move cards available, both players use the smaller number of Move cards.

**THANK YOU FROM THE
WHOLE TEAM!**

**PLEASE ENJOY
SWORDS: CUT THE DECK!**



**SWORDS
CUT THE DECK**