

SANDLAND TACTICAL CARD BATTLE

Akira Toriyama's SAND LAND

Players are competing for water in the world of Sandland! Each player has a deck and leader, and wages skirmishes – each skirmish is won by whoever has more water or by defeating the opposing side.

The first player to win 2 skirmishes wins the game.

Card Type & Deck Building

There are 3 types of cards. The deck is constructed with 1 Leader card and 30 Asset/Tactic cards.

*The product is a random deck, and battles as sealed games are recommended.

*You can enjoy battles by freely swapping in any of the 10 PR cards included with the product.

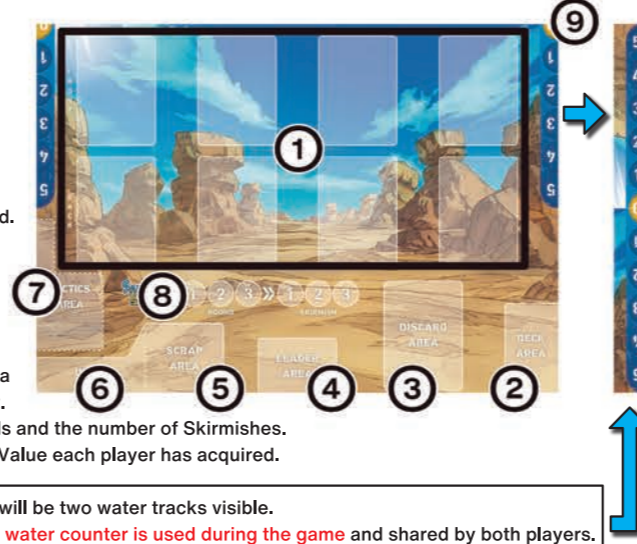
Leader Cards

Asset Cards (Unit/Location)

Tactic Cards

Field

- Place the Asset or Tactic card face down here.
- Place your deck here.
- This is where Asset cards that lost in battle or cards trashed are placed.
- Place your Leader Card here.
- This is where you place Scrap as the cost to use a card.
- Place the Scrap used in play here.
- If the scrap cost is paid, set the Tactic Card aside to the tactics area and resolve any reveal effects on it.
- Keep track of the number of Rounds and the number of Skirmishes.
- This is where you count the Water Value each player has acquired.



Putting two playmats together, there will be two water tracks visible. Only a single water track and a single water counter is used during the game and shared by both players.

Game Sequence

A game consists of up to 3 skirmishes.

The phases of each skirmish are as follows:

- Draw 4 cards (Skip this step during the first skirmish)
- Play 8 cards (Place played 4 cards in the Scrap Area)
- Action Phase
- Cleanup

Victory Condition: The first player to win 2 skirmishes wins the game.

1 Skirmish=up to 3 rounds



Once both players pass, the round is over.

- Draw**: Each player draws 4 cards. This step is skipped during the first skirmish.
- Play**: Each player places 8 cards from their hand face down in the 2x4 Play Area. The remaining 4 cards in each players' hand are added to the players' Scrap.
- Action Phase**: Players face off against one another
- Cleanup**: Players move all their scrap in the 'used' area to the 'scrap' area. Cards in the play area, tactics area and discard area – are returned to players' hands.

How to win a Skirmish

There are 3 ways to win a skirmish.

- A player wins if the Water Token ever reaches the 5 space on their side.
 - A player wins if there are no more assets left in the opponent's play area. If this happens simultaneously, the winner is the player whose turn it currently is.
 - At the end of round 3 in a skirmish, the winner is the player who has the Water Token on their side.
- *If the first skirmish ends in a draw, the next winner of a skirmish wins the game.
- *If any skirmish other than the first ends in a draw, the player that won the first skirmish wins the game.
- *If all 3 skirmishes end in draws, the game is declared a draw.

Game Setup

Leader Card and Decks

- Each player needs exactly 1 Leader Card to play.
- Each player needs a deck with 30 cards (Asset/Tactic).

Other Items

- Each player will need to have a reserve of damage counters.
- One player will need a water counter.

Pregame Setup

- Players shuffle and draw 12 cards from their deck.
- Each player places their Leader Card in their Leader Area.
- Putting two playmats together. Players set the water counter on the 0 in the center of the water track.
- Use a random method to choose the first player.
- Each player places 8 cards from their hand face down in the 2x4 Play Area. The remaining 4 cards in each players' hand are added to the players' Scrap Area. The Scrap is always face down. And go to Action Phase.

The starting player of a round is determined the following way:

First Skirmish, First round

Starting Player
→ Chosen randomly (before players place their 8 cards)

Any Skirmish, Round 2 and 3

Starting Player
→ Player who passed first in the previous round.

2nd/3rd Skirmish, First round

Starting Player
→ Player who lost the previous Skirmish chooses (after players place their 8 cards).
If the previous Skirmish was a draw, the starting player is the player who passed first in the last round of the previous skirmish.

Action Phase

An Action Phase consists of up to 3 rounds.

Players alternate turns which consist of actions

- The starting player in each round takes 1 action on their first turn.
- Subsequent turns consist of 2 actions (or 0-1 actions and passing)
- Once both players pass, the round is over.
- *Once a player can no longer make an action, they must pass.
- *When a player is able to take an action, but does not wish to, they may pass.
- *Once a player passes, their opponent may make as many actions as they'd like in a row, until they also pass.

End of Round Procedure

- Each player readies all their exhausted cards (assets, tactics and leader). Any tactic that is attached to an asset stays attached.
- Each player counts up the Water on all the assets in play and their leader. The player with the larger total Pulls Water equal to the difference in totals.
- *If it is the end of the third round, the winner of the skirmish is the player who has the Water Counter on their side of the track. In case it is on the central 0 space, the skirmish is declared a draw.



Water

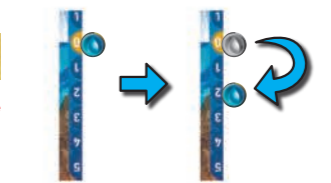
During the game, players will Pull Water.

This happens at the end of each round and some cards may even make it happen during a round.

EX) When a neighbor is defeated, pull 1 water.

If a player would ever move the water counter to space number 5 towards themselves, they win a skirmish.

*This may happen when players gain water at the end of a round, or when a card allows a player to get water during a round.



When a player pulls x water, they move the water counter x spaces towards themselves on the water track.

How to pay the cost (Scrap)

Since players draw 4 new cards in the Draw Step, they will have 4 additional Scrap for each Skirmish in the game. That is, 4 scrap in the first skirmish, 8 scrap in the second and 12 scrap in the third.

Scrap begins each skirmish Unused (in the 'scrap' area), and when it is used to pay for a card or effect it becomes Used and is moved to the 'Used' area. In the Cleanup Step all used scrap is returned to the 'scrap' area. *Scrap is not returned to a player's hand during the Cleanup Step

EX) You decide whether to pay the Scrap to play it

when you reveal the card during your Action Phase or when it is revealed due to an attack from an opponent.



Attack and Moving

Moving: To move a card, select any slot in your 4x2 grid and move the card to that slot. If the slot is occupied, the card that was there swaps locations with the moving card.

Attack: An asset can only attack from the front row and can only attack an opposing card.

An opposing card is one that is in the row directly in front, in the slot in front of it, the slot diagonally front-left, or diagonally front-right EX)



Attack with Range
Range (This unit can attack any asset on the opponent's side.)

Can attack any opponent's asset.

An attacking card deals damage to the target equal to the attack value of the attacking card. When an asset accumulates damage equal to or greater than its Health, it is defeated and sent to the discard area

EX) ANGRY BEELZEBUB Attack SHERIFF RAO
3 damage to their health
=4 Health left

*If the card is a tactic card, it is moved to the tactics area and the attack does not damage it.

Pursuit: When a player's front row is empty, all cards in their back row are immediately pushed one space forward to the front row. This does not count as moving and even Locations can be moved this way.

What is the "Action"

To take an action, choose a ready card on your side.

If it is face down, turn it up and either pay the scrap cost, or trash it.

Trashing a card finishes your action, and then that card is sent to the Discard Area.

- If you pay the scrap cost, you may use an activated effect on the card, after which you may either move or attack with it. A player may choose to neither move nor attack.
- If the card is an ASSET:LOCATION, you may not choose to move.
- After the action is finished, the asset card is exhausted.
- If you reveal one of your tactic cards this way (and decide to pay the scrap cost), simply move it to your tactics area.

Activated Effect: Some cards have an activated effect.

- This is optional, and may be used before the card moves or attacks.

Example)

Activate : Attack with this unit.

Neighbor

Neighbor: A neighbor is a friendly card in any adjacent space to a particular card you control (to the left, right, directly in front or behind).



About Effect, Keywords and more details, please check the official rule manual on the web site.

<https://www.sandland-tac-card.com/>

*The illustration may differ somewhat from the final product.

*Data usage fee for site access are the responsibility of the player.

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