Giantwave Collectibles TCG Playbook

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Giantwave is a two-player game of building a field, protecting lanes and raiding the Vault. Empty your opponent's Vault of all three Cosmic Shards (Shard Cards) to win.

1 Setup and deck construction

Item	Rule
Deck	40 cards per player
Opening hand	4 cards
Vault	3 face-down Shard Cards per player
Field	3 lanes with a Raiding Position and a Defence Position in each
First player	Players agree or declare who takes the first turn
First turn	Both players draw 1 card on their own first turn; neither may raid on that turn

Recommended deck mix

A suggested 40-card deck contains 20 PRIM Mascots, 10 Defending Mascots, 5 boosted forms and 5 Assist cards. This is an ideal starting mix, not a mandatory quota for each card type.

Prepare the game

- Each player shuffles their own 40-card deck and draws 4 cards.
- Place the next 3 cards from your deck face down in a row to form your Vault. Do not look at them unless a card effect permits it.
- Keep your deck and discard pile separate from the field. Reserve a pile to the left of your field for Shard Cards you claim from your opponent's Vault.
- Players agree who goes first. The same first-turn restrictions apply to both players.

> **Golden rule**
>
> Specific card text takes priority over a general playbook rule for that effect.

2 Cards and field layout

Mascots and positions

A Mascot may be a Raiding Mascot or a Defending Mascot. An Active Mascot is any Mascot currently on your field, including either type. RP means Raid Power; DEF is the defensive value used by Defending Mascots.

Type	How it enters play
PRIM (Primary)	Play from your hand into an open Raiding Position during your Build or End Phase.
AMP (Amplified) and MAX (Max Amplified)	Boost through the required sequence: PRIM to AMP, then AMP to MAX. Use the matching lower-stage Mascot.
REQ	Meet every requirement printed on the card. REQ is a restriction label, not a boost stage.
Defending Mascot	Play from your hand into an open Defence Position during your Build or End Phase. It cannot boost or raid unless a card effect permits it.

A Defending Mascot protects the Raiding Mascot and Shard Card behind it. While your Defending Mascot stands in front of your Raiding Mascot, that Raiding Mascot cannot raid. Each position holds at most one Mascot unless a card says otherwise.

Three lanes

Position	Lane 1	Lane 2	Lane 3
Front	Defender	Defender	Defender
Behind defender	Raiding Mascot	Raiding Mascot	Raiding Mascot
Vault	Shard Card	Shard Card	Shard Card

A Shard Card is vulnerable only when both Mascot positions in its lane are empty. Leave a claimed Shard Card's slot empty; never slide the remaining Shard Cards into new lanes unless a card effect permits it.

Assist cards and Quick Saves

Play Assist cards from your hand and follow their printed instructions. Unless limited by a card, you may use any number on your turn, including after the Raid Phase. Set or move Mascots during your Build or End Phase unless a card effect permits different timing.

Quick Saves are reactions. Play one only when its printed trigger occurs, including during an opponent's turn. Resolve it before the interrupted action continues. Discard it afterward unless its text places it on the field or creates a lasting effect.

3 The four phases

Phase	What happens
1 DRAW	Draw 1 card, including on your first turn.
2 BUILD	Set eligible Mascots, boost, freely rearrange your field Mascots, and use legal cards and effects.
3 RAID	Declare and resolve legal raids. Skip raids on your own first turn.
4 END	Set eligible Mascots, boost, freely rearrange your field, use permitted Assist cards and effects, resolve end-of-turn effects, then announce the end of your turn.

Build and End Phase placement

- Play PRIM Mascots into open Raiding Positions and Defending Mascots into open Defence Positions. There is no general per-turn cap on these placements beyond legal positions, available cards and card restrictions.
- A newly played Raiding Mascot may raid that turn, except on your first turn. A newly played Mascot may also be boosted immediately if the boost requirements are met.
- Setting, swapping, discarding and boosting are permitted during the Build and End Phases. You cannot normally set or move Mascots during the Raid Phase. Follow an explicit card effect when it permits different timing.
- Claimed Shard Cards follow the placement and timing rules on page 5.

Freely rearrange your field

During your Build and End Phases, you may freely rearrange the Mascots already on your side of the field to suit your strategy. You may move a Mascot into an open position or exchange occupied positions; there is no once-per-turn swap limit and no cost. Each Mascot must finish in a position it can legally occupy.

Discard and replace field Mascots

During your Build and End Phases, you may discard Mascots from your field and replace them with eligible Mascots from your hand, or simply remove them from the field altogether. Put discarded Mascots in your discard pile.

A replacement must finish in a position it can legally occupy. AMP, MAX and REQ cards must still meet their printed requirements.

4 Boosting, recalling and raids

Boosting

During your Build or End Phase, sacrifice the required lower-stage Mascot to the discard pile and play its matching next stage in the same Raiding Position: PRIM to AMP, then AMP to MAX. The required lower-stage Mascot is identified at the top-left corner of the AMP or MAX card.

- You may play the lower-stage Mascot and immediately boost it on the same turn, including your first turn.
- You may boost any number of eligible Mascots. A freshly played boosted stage may be boosted again immediately if the next stage's requirements are met.
- Temporary RP changes and effects on the sacrificed Mascot do not transfer unless a card says otherwise.
- REQ Mascots are not a boosted stage. Follow the requirements in the card effect exactly to play the card.

Recalling from the discard pile

All card types, including AMP and MAX, are eligible to be recalled unless a card specifically forbids it. A permitted card effect is still needed to perform a recall; eligibility does not create a free recall action. Follow that effect's destination, timing and restrictions. Returning a card to your hand does not waive its requirements for later play.

Declaring a raid

Each eligible Raiding Mascot may declare one raid per turn unless a card grants an additional raid. Neither player may raid on their own first turn.

- Choose a Raiding Mascot with an unused raid for the turn that is not blocked by your own Defending Mascot.
- Choose a legal target. A Defending Mascot must be targeted before the Raiding Mascot or Shard Card behind it unless a card allows a bypass.
- Allow triggered reactions such as Quick Saves to resolve at their printed timing.
- Choose whether to activate the raiding Mascot's optional raid effect. Meet all costs and conditions if you activate it; mandatory restrictions still apply.
- Resolve combat or claim the vulnerable Shard Card. Defeating a Mascot does not automatically claim the Shard Card behind it.
- You must have a Mascot eligible to raid in order to claim a Shard Card. Raid the Shard Card directly to claim it, in the same way that opposing Mascots are raided.

Combat results

Target	Result
Raiding Mascot	Compare RP. Destroy the lower-RP Mascot. If RP is equal, destroy both.
Defending Mascot	Compare the raider's RP with DEF. If RP is greater, destroy the Defender and attached cards. If RP is equal or lower, destroy the raider; the Defender remains.
Shard Card	If both Mascot positions in its lane are empty, raid the Shard Card directly. If the raid resolves, reveal and claim it.

Power does not carry through a defeated Defender to another Mascot or Shard Card unless a card effect says otherwise. Put destroyed cards in the appropriate discard pile and retain their original-owner identification.

5 Shard Cards and effect timing

Claiming and using Shard Cards

When you successfully raid and claim a Shard Card, reveal it and place it in the claimed Shard Pile to the left of your field. Leave its former Vault position empty.

- If the claimed card is a Mascot, you may choose to set it during your Build or End Phase if its conditions and an appropriate open position allow it. AMP, MAX and REQ requirements still apply.
- If it is an Assist card, you may choose to use it during your Build or End Phase if its conditions allow it.
- You may play Quick Save and certain effect cards directly from your Shard Pile during your opponent's turn the same way you would play response cards directly from your hand. For example, if your Shard Pile contains a Quick Save card and its effect can help you during your opponent's raid phase, play that card directly from your Shard Pile subject to any legal restrictions.
- Otherwise, keep the card in your claimed Shard Pile for later use at a legal time, subject to its conditions. Claiming a Shard Card does not automatically put it into your hand.

Track original ownership

Keep claimed Shard Cards identifiable even when they enter play or another zone. If using sleeves, place an ownership marker inside the claimed card's sleeve. If playing without sleeves, sleeve each Shard Card you claim. Return every claimed card to its original owner after the game.

Optional raid effects

A Mascot's raid effect is optional even when its wording does not say “may”. If you activate it, satisfy its conditions, pay its card-specific costs and follow its timing. Declining the optional effect does not cancel the raid. Mandatory play requirements and prohibitions are not optional.

Reactions and simultaneous effects

- A Quick Save resolves before the action that triggered it continues, if that action remains legal.
- When both players respond to the same action, the non-active player's response resolves first, followed by the active player's response.
- For simultaneous triggered effects, the active player resolves theirs first, then the opponent. Each player orders simultaneous effects they control.
- Specific card text overrides a general rule. “Cannot” overrides “can” when two card effects directly conflict.

End Phase and victory

During your End Phase, you may set eligible Mascots, boost, freely rearrange your field, play legal Assist cards and activate eligible effects. Resolve the current action and applicable end-of-turn effects, then announce the end of your turn.

The game ends when a player empties the opponent's Vault. If both Vaults are emptied by the same resolving effect, the active player wins unless the effect states otherwise.

6 Quick reference

Every turn

- DRAW: draw 1 card, including on your first turn.
- BUILD: set and boost eligible Mascots, and freely rearrange your field Mascots at no cost.
- RAID: each eligible Raiding Mascot has one raid unless a card says otherwise. Neither player raids on their own first turn.
- END: use legal Assist cards and effects; set cards from your hand, boost eligible Mascots, freely rearrange your field and resolve end-of-turn effects. Then end your turn.

Remember

1. Empty the opponent's three-card Vault to win.
2. Set PRIM and Defending Mascots from your hand at no cost during your Build or End Phase, subject to legal positions and card requirements.
3. Boost eligible lower-stage Mascots through the required sequence. You may boost immediately on the same turn; follow the card requirements.
4. Freely rearrange your field during your Build and End Phases. You may also discard field Mascots or replace them with eligible cards from your hand.
5. All cards are recall-eligible unless specifically prohibited; a valid recall effect is still required.
6. Claimed Shard Cards go to the pile on your left. Use them during Build or End when legal, and keep their original ownership identifiable.
7. Do not rearrange unclaimed Shard Cards unless a card effect permits it. Defeating a lane's Mascots does not automatically claim its Shard Card; an eligible Raiding Mascot must raid that Shard Card directly.