

OASIS CCG Game Rules

Players

OASIS CCG can be played by two or more players, known as “researchers”. Most games will be played by two to four researchers. Larger numbers of researchers will increase game time drastically, but create the potential for guild-on-guild competition, for added fun.

Play Equipment

Each researcher should have a deck of exactly 30 OASIS CCG cards. They may construct their deck from any official OASIS CCG cards that they own, but all cards must bear their initials and an original signature from Mr. Landry’s hanko (stamp). Lore points may be kept track of using marks on paper, tokens, counters, a cribbage board, or a custom OASIS CCG pegboard (similar to a miniature cribbage board). For some specialty cards, a six-sided die will be needed, or alternately, a coin can be flipped. Standard size card protector sleeves are legal for tournament play, but should not have any logos from other games on them. Standard-issue deck boxes should hold approximately 60 cards without sleeves. Researchers may provide their own deck boxes if they wish.

Acquiring Cards

All researchers will begin with a starter deck of 30 cards provided by the head researcher. Additional booster packs and singles of uncommon cards and rare, or even unique, cards can be earned in various ways at the discretion of the head researcher.

Objective

The game objective is to be the first to gain 20 lore points (instant win, game play stops immediately), or, after all cards have been played, to have the highest lore point total of all researchers at the table.

Description of Play

First Play

Researchers will flip a coin, roll a die, play rock-paper-scissors, or some similar method to determine who plays first. If the same researchers play additional games in a row at the same sitting, they will alternate who plays first. In games with more than two researchers, the next researcher to the left will begin.

Setup

Each researcher will place their deck on the table in front of them, and to the left, face down. They will then draw five cards from the deck without revealing them to other researchers. This is known as their “hand.” All lore counters must be set to zero.

Taking Turns

Researchers will alternate taking turns. In games with more than two researchers, after each turn, the researcher on their left will begin their turn.

Each researcher will play one card on their turn, then draw a new card from their deck to replenish their hand. Once their deck is empty, they will continue to play cards until their hands are exhausted. At the end of the turn where the last card is played, the game ends. At no time may a researcher play a card except during their own turn, unless the card description says otherwise.

Types of Cards

Cards are of two types: Instant and Permanent.

- Instant cards take effect immediately and are then placed in the discard pile to the right of the play area.
- Permanent cards are placed on the table in front of the researcher between their deck and discard pile. They may take effect at one of three times, based on the card description:
 - Automatically based on some pre-determined event
 - Automatically at the beginning of the controlling researcher’s turn
 - Upon activation by the controlling researcher at any point during their own turn