

CGT

Card Game Traders

Closed economy card game about trading card collectors

CGT is a closed economy set collection game about collecting cards from the famous trading card games, trying to make your collection most valuable by manipulating the **Meta**

Contents:

7 Meta cards

1 Meta Token Card

1 Market Token Card

12 Ability Cards

4 Reference cards per Language

56 Main Cards in different quantities:



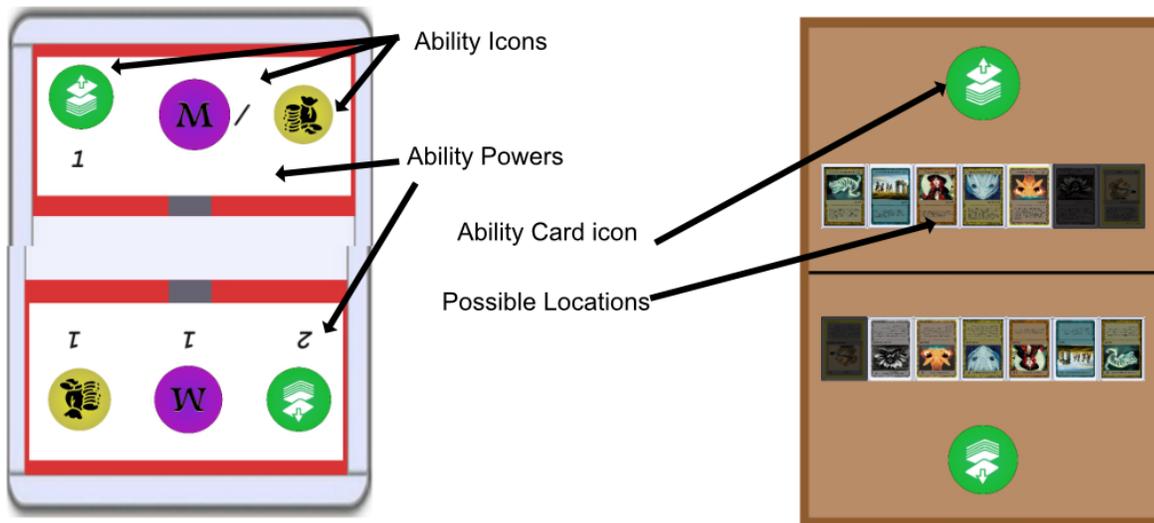
Cards

Meta and Main cards



Meta cards have meta icons. Both **Main** and **Meta** cards have a quantity number - the quantity of that card in the deck, including the **Meta** card of the same name.

Abilities



Each ability card has an ability card icon and possible setup locations on the back of the card, and two ability powers, with their respective ability icons. Explanation of all icons can be found on the back of the rulebook, as well as on the reference cards.

Setup

Take 7 **Meta** cards, and **Meta Token** card, and put them in a row, starting from “Card with the in-game code” on the left and ending with “Artist” on the right, so they form a descending order by their quantity number.

Shuffle ability deck, and draw cards from it (notice that ability cards are two sided, so you can turn every second card on the opposite side).

For each card drawn, look at the backside of the card location that the ability can be placed at, and put the card beneath and above the first available **meta** card, so that just the half that is right-side up is showing above the meta card. Position is available if it is not darkened (see example). There can never be two abilities with the same ability card icon in the game, except for value icon () (there can be multiple value abilities in the game).



Ex: The player has drawn their second ability card. This is a value card that can't be placed on the first two locations, but on any other location. The player then places the card on the first available location, which is "Magical Lottery Girl". They flip the card, and place it underneath and above that card



This row represents "The Meta".

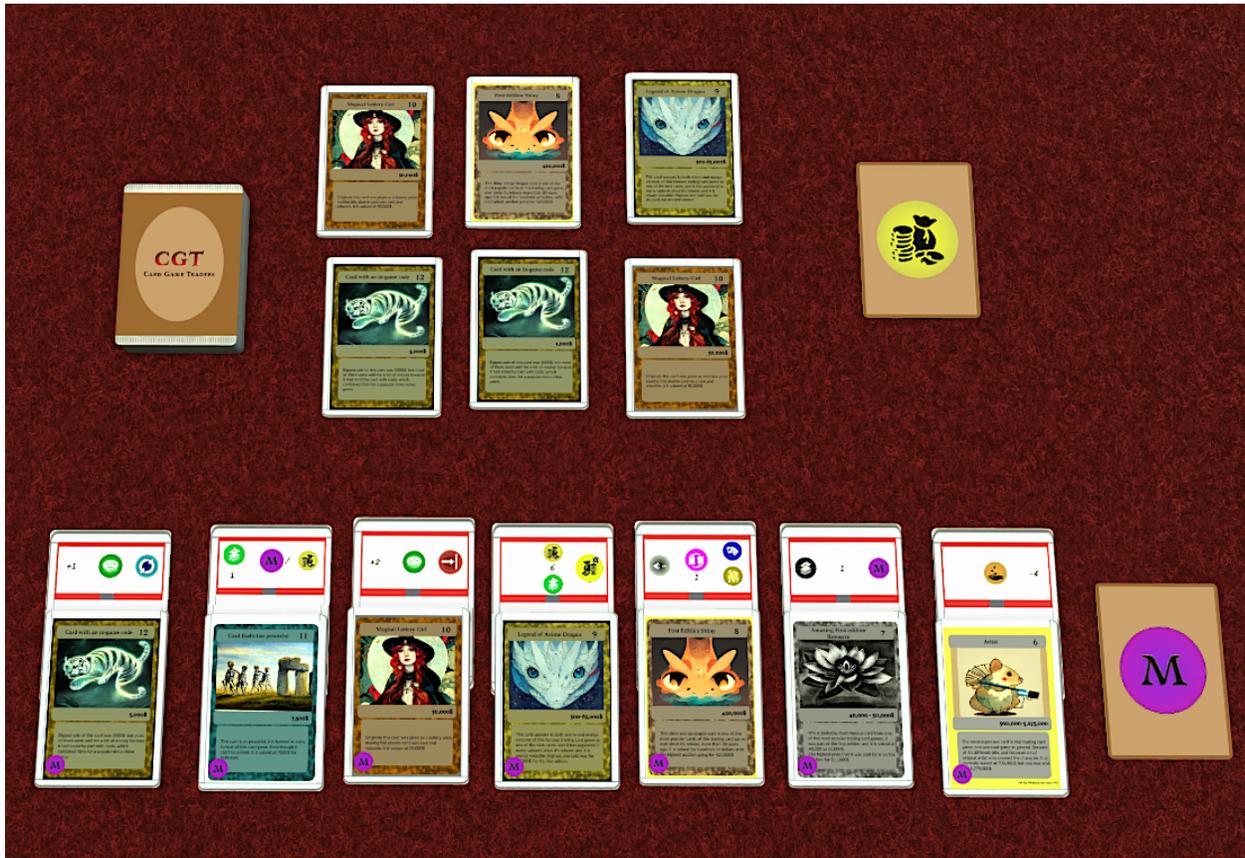
Shuffle the **Main Deck**, and deal each player 5 cards. Put **Market token card** within reach of all players, and deal 6 cards next to it, face up. This represents **the Market**.

Put the rest of the **Main Deck** next to the **Market**

Players then create their initial **collections**, as well as creating the starting **Meta**. Each player drafts 4 cards: Choose one card from their hand, add it to their **collection**, and pass the rest to the player to the left. When the player is left with two cards in their hand, they add one to their **collection**, and put the other one on the respected card in the **Meta**, therefore increasing its **value**.

Give each player a reference card, and start with the player who most recently sold or exchanged a card from tcg or ccg, or choose the first player randomly.

Example of the game at the end of setup



Important Terms

Collection - represents players collection - the cards that are in their hand.

Market - represents market from which players buy new cards

Meta- represents meta which indicated the **value** of all of the cards

Value of the Card - Value of the card represents it's monetary value, as well as number of points it gives the players at the end of the game. Value of each card in players' Collections is the number of the same cards in the **Meta**, modified by the **ability** of the card (**value**, **arrow** and **discount** abilities can modify the **Value** of the cards.

!!Value of the card can never be less than 1

Meta Cards - cards with Meta icon in the bottom left corner. **Meta cards can never be moved, removed or taken.**



Example: in this situation, each “Card with in-game code” has a value of 3 (2 because of the number copies in the Meta, and +1 because of ability, that increases the value of this card by 1 during the game. If the game ended like this, the value of each of these cards would be 2 points).

Each “Card that’s just too powerful” has a value of 1

Each “Magical Lottery girl” has a value of 3 (because there are 3 copies of it in the Meta. Ability of this card increases it’s value by 2 at the end of the game, which means each of them would be worth 5 points and the end)

Each “Legend of Anime Dragon” has a value of 4, because of the number of copies in the Meta

Playing the game

The game is played in turns. Each turn consists of 4 phases:

1. **Play a card(mandatory)***
2. **Use ability (mandatory)**
3. **Buy Cards(optional)**
4. **Replenish Market (mandatory)**

After the player has finished these 4 phases the turn passes to the next player to the left.

*After the end game has been triggered, the players can skip their turn if they want.

Play a Card

Player puts a card on the respective Meta pile, so the number of the copies can be clearly seen. The Value of the card instantly increases, and gives the player the **Buying power**.

Use ability

After placing a card, activate the ability of the card.

Buy Coins

The player can buy cards from the **Market**. Players buying power is the current **Value** of the card played. Cost of each card in the market is equal to their **value**. Player can buy any number of cards, as long as sum of their values does not exceed players **Buying power**

Replenish

The player replenishes the **Market** by drawing coins from the Main Deck, until there are 6 Cards in the Market. If there are more than 6 cards in the market (due to previously used ability), do not refill the market.

If the Market can't be refilled completely, the end of the game is triggered. The game continues until it comes to the first player, so each player has an equal number of turns. After the game end has been triggered, players can pass their turn, if they do not wish to play it.

End of the game

At the end of the game, each player shows their collection, and sums the values of cards in it. Player with the highest sum wins. If there is a tie, the player among the tied, with the least number of cards wins. If there is still a tie, the player with more cards with a quantity number of 6 wins (this continues with quantity numbers 7-8-9-10-11-12). If it is still tied, The next player wins, because they have a more unique collection than the highest players.

***Important** There are abilities that change the value of coins during the final scoring.

Ability Appendix

Value Abilities: 



These abilities change the value of cards during the final scoring, at the end of the game.



These abilities change the value of the cards during the game. At the end of the game, Value of the cards is equal to the number of cards stacked.

Value can never be lower than 1

Discount Abilities : 

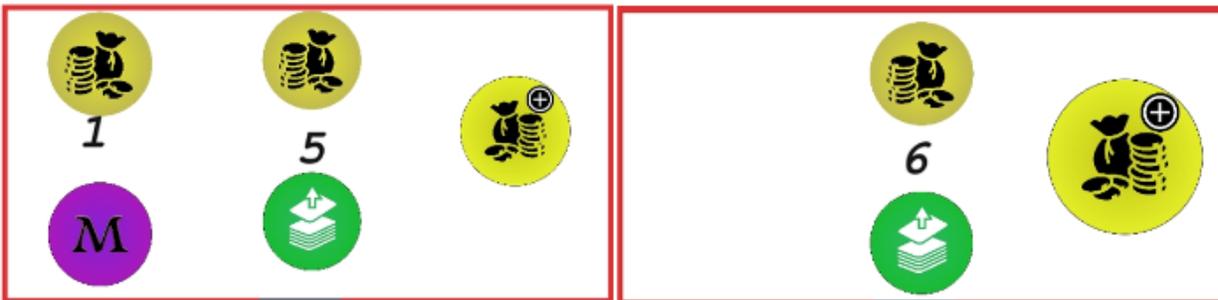


These abilities give players a discount on market buys

Left one - first 2 buys are with a discount of 2

Right one - First buy is with a discount of 4

Market refresh Abilities



These abilities allow players to refresh the Market.

First one allows player to put one card from market to the Meta (increasing the value of one card), then put 5 cards into the deck, shuffle the deck, and refill the Market

Second one allows players to put 6 cards from the market into the deck, shuffle the deck, and refill the market.

When something says that the market should be refilled, draw cards face up to the market, until there are 6 cards.

Draw abilities



These abilities let players draw cards from the deck, and influence the Meta and/or market.

First one lets the player draw one card from the deck, and put it in either meta, increasing the value of a card, or Market. **(missprint)**

Second one lets the player draw two cards from the deck, put one into the Meta, increasing the value of a card, and the other into the market.

It is possible that Market would have more than 6 cards after these abilities.

Players can buy cards added to the market this way in the same turn.

Remove Abilities

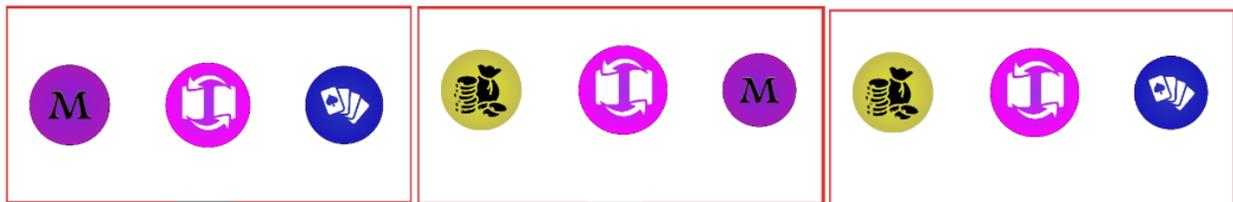


These abilities remove cards from the game. Cards that are removed are out of the game, and effectively reduce the possible number of copies for a card. **Cards that have the Meta symbol in the lower left corner can't be removed this way** (they always stay in the Meta)

First ability lets the player remove one card from the Market, and refill the market afterward

Second ability lets the player remove one card from the Meta, reducing the value of those cards.

Exchange Abilities



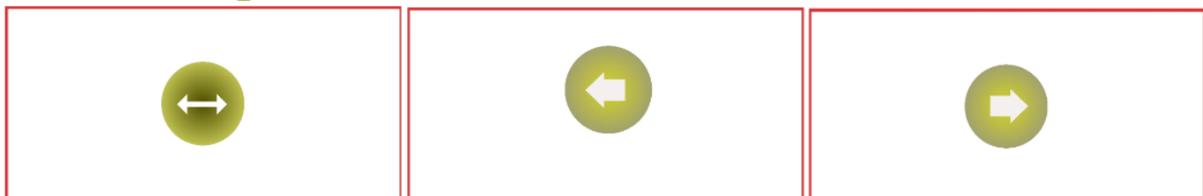
These abilities let players change cards between two locations. **Cards that have the Meta symbol in the lower left corner can't be exchanged this way.**

First ability exchanges one card from the Meta with one card from the players Collection

Second ability exchanges one card from the Market with one card from the Meta

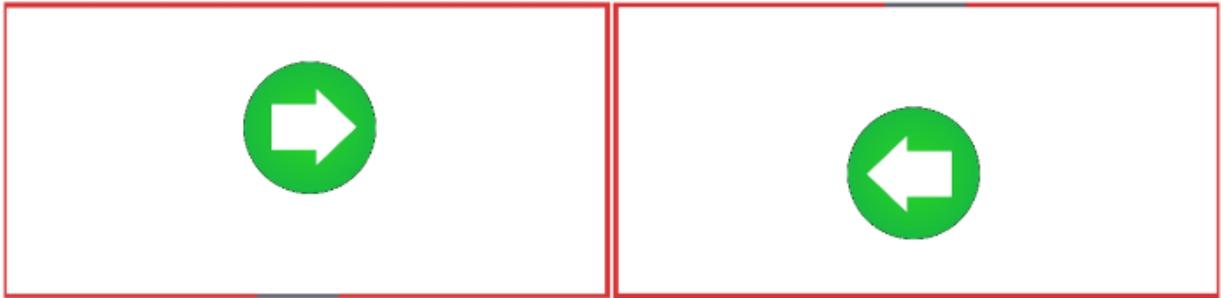
Third ability exchanges one card from the Market with one card from the players Collection

Arrow Abilities



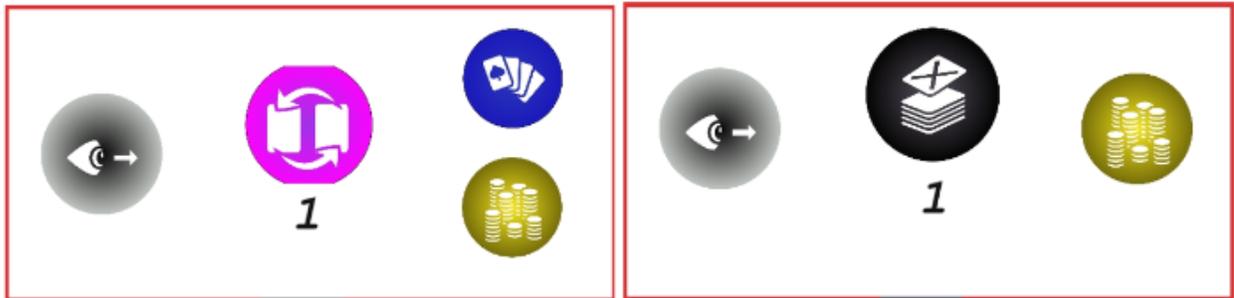
These abilities copy the ability of the card they are pointing to. Value used for Buying Power is still the value of this card. In case of the first ability, players can choose the ability they are using

from the two available. Once chosen, it can't be changed for the rest of the turn. During the scoring, players can choose abilities that would give them increased value (from value abilities).



These abilities copy the value of the card they are attached to, to the card they are pointing to - so the value of the card they are pointing to is identical to their own, no matter the number of the cards present. If that card has a value ability, that ability precedes this rule.

Look Abilities 



These abilities let players look at opponents' collection, and change the board in a certain way. First ability lets the player look at the opponent's hand, and then exchange one card from their own collection with one card from the Meta.

Second ability lets the player look at opponent's hand, and then remove one card from the Meta.

Cards that have the Meta symbol in the lower left corner can't be removed or exchanged this way

(missprint)