

TRAILS

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TRADING CARD GAME

Quick Rule Guide

Last Updated: June 24, 2026

Complete Rules are Available Here!



* The rules posted on the website are the most up-to-date.

Winning the Game

Players start the game with 40 bond each. When they take damage during the game, they lose bond equal to the damage value. The maximum bond limit is 40, and there is no lower limit, meaning it can fall below 0. Even if a player’s bond falls below 0 during the game, the game continues until the end of the current turn. At the end of the turn, if your opponent’s bond is 0 or less, you win the game. If both players’ bonds are 0 or less, compare their bonds; the player with the higher bond wins.

Game Mode Instructions

Let’s play the game. Choose one of the following two modes and prepare a deck accordingly.

1.Blitz Shield Mode

Open 5 packs of The Trails trading card game (hereafter referred to as Trails TCG), use all 40 cards to build a deck, and play the game.

How to Build a Deck

- A deck has 40 cards opened from 5 packs. You can’t have any other cards in a deck.
- You may have any number of cards same name and same sub-name in a deck.

2.Strategy Mode

Build your own unique deck with the collected Trails TCG cards and play the game.

How to Build a Deck

- A deck has exactly 50 cards.
- You can have up to 4 cards with the same name and same sub-name in a deck.

Card Details and How to Use Cards

You can use a card by paying its cost. This process of using a card is called “playing” the card.

UNIT

When played, a UNIT enters the field and engages in combat.

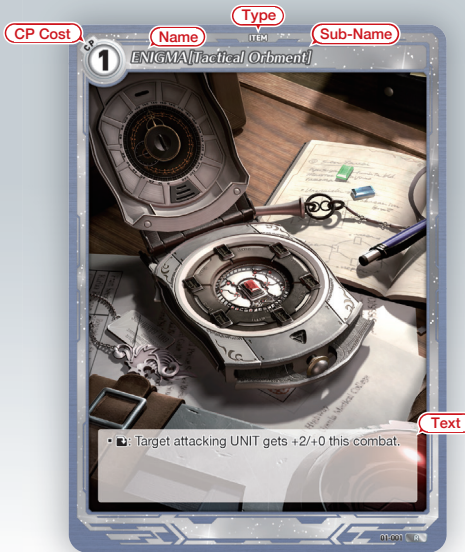


How to Play UNITS and ITEMS

- ◆ Players can play a UNIT or ITEM from their hand by paying its CP cost. The played card is placed ready and face-up on the field.
- ◆ UNITS and ITEMS can only be played during their deployment step.

ITEM

When played, an ITEM enters the field and provides support to its owner and the UNITS they control.



- ◆ At the beginning of a player deployment step, they gain 1 CP for each card in their homebase. Any CP they have disappears at the end of their deployment step.

Point!

About Arts

Some UNITS have arts. Arts can be played in the same way as an EVENT. When a player plays a UNIT as an art, they resolve the arts’s effect. Players can’t play arts possessed by UNITS on the field.

EVENT

When played, resolve the EVENT’s effect.



How to Play EVENTS

- ◆ Players can play an EVENT by paying its EP cost and putting it into their trail from their hand, or play it by turning it face up if it is face-down in their homebase.
- ◆ Players can action a card from their homebase to gain 1 EP. At the end of each phase, any remaining EP disappears.

BASE

When played, a BASE affects the entire game as long as it remains in the homebase.



How to Play BASES

- ◆ BASEs have a building level instead of a cost.
- ◆ Players can play a face-down BASE from their homebase by turning it face up, as long as its building level is equal to or less than the number of cards in their homebase. Example: If a player has 2 cards in their homebase, they can play a BASE with a building level 2 or less.

Point!

Playing cards from the homebase

Cards played from the homebase aren’t put into the trail; instead, they remain their in current state there.

List of Icon Craft

Icon crafts are written in the format: [(icon craft name)] .

[Covert]	▪ This card can only attack UNITS with [Covert] or players, and can only be attacked by UNITS with [Covert] .
[Reinforcements]	▪ Play this card as UNIT only if you control a UNIT that shares an organization with this card.
[Attribution]	▪ Whenever UNITS you control first attack each turn, this card gains the organizations of them this turn.
[Dispatch]	▪ You may play this face-down card from your homebase. If you do, you may put a card from your hand face-down into your homebase actioned.
[Martial Arts]	▪ This card gets +1/+1 for each combating UNIT your opponent controls that don’t have [Martial Arts] while combating.
[Hate]	▪ If your opponent attacks, they must attack this card if able.

Glossary

Action	Change target card to an actioned state.
Actioned (State)	A card that is in a horizontal state on the field or in the homebase.
Defending	The situation where a UNIT is being attacked by another UNIT.
Craft	The ability of the card. It is written in the format “• (Text)” .
Plan	The player look at the top specified number of cards of their deck. They put any number of them on the bottom of their deck and the rest on the top of their deck in any order.
Attacking	The situation where a UNIT is attacking another UNIT.
Rebuild	The player with a card to be rebuilt in their homebase reveals and destroys it. If they do, they put the top card of their deck face-down into their homebase actioned.
Support	While a UNIT with support is attacked, the attacking UNIT can’t cause overkill that combat.
Stun	Change target UNIT to a stunned state. Whenever a UNIT becomes stunned, the player who owns it loses bonds equal to its CP cost.(Stun damage)
Stunned (State)	A UNIT being stunned on the field. A stunned UNIT is face-down and actioned. A stunned UNIT can’t ready.
Combating	The situation where a UNIT is attacking or defending.
K.O. / Destroy	Put target card into its owner’s trail.
Link	UNITS of linked organizations have each other’s organization in all areas.
Ready	Change target card to a ready state.
Ready (State)	A card that is in a vertical state on the field or in the homebase.
↶	Refers to “Action this ready card.”
⬇	Refers to “When putting this card on the field,” .

Field

- ◆ Stunned UNITs lose all crafts.
- ◆ Whenever a UNIT is cured, Action it and turn it face up.
- ◆ You can't play arts possessed by UNITs on the field.

Deck Zone

- ◆ Place the deck here face-down. Unless specifically instructed, its contents can't be checked.
- ◆ Whenever you draw a card, if you run out of cards in your deck, you lose the game.
- ◆ Whenever you put multiple cards on the top or bottom of the deck, arrange them in any order unless specifically instructed.

* UNITs with [Covert] are easier to manage if placed here, separated without [Covert] .

Homebase

- ◆ You can play face-down EVENT cards and arts from face-down UNIT cards in your homebase by paying the EP cost and turning them face up.
- ◆ You can play face-down BASEs in your homebase by turning them face up, as long as their building level is equal to or less than the number of cards in your homebase.
- ◆ EVENTs, arts(UNITs), and BASEs played from your homebase remain in the same state as when they were played there.
- ◆ Unless otherwise specified, the craft of face-up non-BASE cards in the homebase can't be played and are ignored.

Card's State



Ready



Actioned



Stunned

(For UNITs on the field only)

* The ready and actioned states don't depend on whether the card is face-up or face-down.

Actions That Players Can Always Perform

1. Playing EVENTs, Arts (UNITs), and BASEs

2. Playing Crafts

Crafts written as "• (Cost): (Text)" can be played by paying the cost.

3. SCLM Supporting

Target UNIT you control has support by actioning with another UNIT you control that belongs to the same organization during this turn. This is called "SCLM Support" . When SCLM Supporting, if the targeted UNIT has [Covert] , another UNIT must also have [Covert] .

4. Gaining EP

Action a card from your homebase to gain 1 EP. At the end of each phase, any remaining EP disappears.

Trail

- ◆ Put K.O.'d UNITs, played EVENTs, and other cards here face-up.
- ◆ The order of the cards here is not managed, and all players can check the cards in the trail at any time.

Game Preparation

- I. Greet your opponent before the game.
- II. Randomly select one player, who then decides which player will be the initiative player for the first turn.
- III. Each player shuffles their deck and places it face-down in their Deck Zone.
- IV. Draw 4 cards from the top of your deck and put them into your hand.
- V. The initiative player for the first turn may choose any number of cards from their hand, put them on the bottom of their deck, and draw an equal number of replacement cards. This is optional. Then, the non-initiative player for the first turn does the same.
- VI. Once both players have finished preparing, the game begins.

1. Preparation Phase

The initiative player performs steps I to III once, and then the non-initiative player performs steps I to III once. Afterward, the preparation phase ends.

I. Draw Step

Draw two cards.

II. Homebase Step

You may put a card face-down and ready into your homebase from your hand. This is optional.

III. Deployment Step

At the start of the deployment step, you gain 1 CP for each card in your homebase. You may play any number of UNITs and ITEMs by paying their cost. At the end of the deployment step, any CP you have disappears.

2. Combat Phase

The initiative player performs steps I to II once, and then the non-initiative player performs steps I to II once. This repeats until both players pass consecutively on step I. If both players pass consecutively on step I, the combat phase ends.

I. Propose Attacker Step

Choose a UNIT you control as the attacker, then choose a non-stunned UNIT your opponent controls as the attack target. If the attacker can't attack any UNIT your opponent controls, you may choose your opponent as the attack target instead. If you choose not to attack, you may pass this attack.

SCLM Attack

Whenever you choose your UNITs to attack in step I, you may choose multiple UNITs with the same organization and attack with them together. This is called a "SCLM attack." During a SCLM attack, the STR of the attacking UNITs, as referred to in step II, is the total STR of all UNITs participating in the SCLM attack. When the UNIT being SCLM attacked fights back, the opponent chooses one of the attacking UNITs as the target for the fight-back. Additionally, when the attack target is a UNIT, the attacking UNITs cannot cause overkill while SCLM attacking.

* If the attack can no longer continue, the attacking player restarts from step I. (If any non-stunned attacking UNITs remain on the field, ready them.)

II. Combat Resolution Step

Action the attacker and begin attacking the attack target.

Case : The Attack Target is a UNIT

- During this combat, the attacker becomes the attacking UNIT, and the attack target UNIT becomes the defending UNIT.
- If the attacking UNIT's STR is greater than or equal to the defending UNIT's DEF, the attacking UNIT stuns the defending UNIT, and if the defending UNIT's STR is greater than or equal to the attacking UNIT's DEF, the defending UNIT stuns the attacking UNIT. Whenever a UNIT becomes stunned, the player who owns it loses bond equal to its CP cost. (Stun damage)
- If the attacking UNIT's STR is greater than the defending UNIT's DEF and the defending UNIT doesn't have support, cause overkill. Your opponent loses bond equal to the difference in STR and DEF. (Overkill damage)

Case : The Attack Target is a Player

- During this combat, the attacker becomes the attacking UNIT.
- Cause overkill. Your opponent loses bond equal to the attacking UNIT's STR. (Overkill damage)

3. Cure Phase

If your opponent's bond is 0 or less, you win the game. If both players' bonds are 0 or less, compare their bonds; the player with the higher bond wins. If both players have the same bond at 0 or less, the non-initiative player for that turn wins the game.

If the game winner isn't determined, each player, starting with the initiative player, may choose a stunned UNIT on their field and cure it. At this time, they may choose not to cure any UNIT.

Then, both players put all stunned UNITs they control into their trail, ready all cards from their field and homebase, and the cure phase ends.

After the cure phase ends, switch the initiative player and begin the next turn.