

FANDOM EVENTS

Ecchi Expo®

Duel of Desires™

THE SPICIEST CARD GAME IN CONVENTION HISTORY™



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THE SPICIEST CARD GAME IN CONVENTION HISTORY™

🔥 OBJECTIVE

Seduce, outwit, and embarrass your opponent by reducing their Shame Meter from 20 to 0 using Performers, Actions, Equipment, Special Events, and Settings!

♣ CARD TYPES

- **Performer Cards:** Your frontline charmers and cosplayers! Each has stats:
 - **💋 Seduction** - attack
 - **❤ Charm** - defense
 - **🌟 Fan Frenzy** - triggers bonuses when crowd goes wild
- **Action Cards:** Spicy spells that disrupt, boost, or humiliate!
- **Setting Cards:** Iconic naughty anime locations. Generate **⚡ Moanergy** to play Performers & Actions.
- **Item Cards:** Equip to Performers for bonuses. Takes **⚡** to equip.
- **Special Events:** Use 10 **🌟 Fan Frenzy** to trigger an epic moment.

📦 GAME SETUP

1. Each player has a deck of 30 cards.
2. Each player starts with:
 - 20 Shame Points (keep track with a D20)
 - A hand of 5 cards
 - 1 **🌟 Fan Frenzy Point** (VIP & Waifu Club Badge holders start with **🌟3**)
 - 3 **⚡ Moanergy** (maximum of 10)
3. Best 2 out of 3 Jan-Ken-Pon matches decide who goes first

🎮 TURN STRUCTURE

Each player's turn has 4 phases:

Draw Phase

- Draw 1 card, giving you 6 cards on turn one.

Setting Phase

- Play 1 Setting card based on which setting benefits your hand the best.
- Only 4 Setting cards can be in your control at a time.



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 **TURN STRUCTURE (CONTINUED)**
Action Phase

- Spend **⚡ Moanergy** to summon Performers or play Actions.
- Performers are deployed to "The Stage". Performers need 1 turn to warm up before they can attack, but can block during Opponent's next turn.
- If no performers are on the stage, Opponent takes damage to their Shame Meter.
- Resolve effects and adjust opponent's Shame Points.

Cleanup Phase

- Maximum of 7 cards in hand at end of turn.
- Resolve any ongoing effects.

 **MOANERGY SYSTEM ⚡**

- Moanergy is the primary resource used to play Action, Item, and Performer cards.
- Players start their turn with 3 ⚡ Moanergy and gain +1 ⚡ per turn, up to a maximum of 10 ⚡.
- Moanergy refills and adds 1⚡ on your next turn to a maximum of 10 ⚡.
- You may spend ⚡ Moanergy on any combination of cards (actions, equipping items, etc.), as long as you don't exceed your current ⚡ pool.



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 **FAN FRENZY**

Fan Frenzy is a powerful bonus system that builds when you excite the crowd – just like a con full of screaming fans!

★ **What is Fan Frenzy?**

- Earn Fan Frenzy Points by playing flashy, spicy, or fan-favorite moves.
- When you reach 10 Frenzy Points, trigger a Frenzy Bonus, then reset to 0.
- Keep track with a D10 or token coins

🎈 **Earn a ★ Frenzy Point when:**

- You play a Card with ★ Appeal.
- You deal more than 4 damage in a turn to the Opponent's Shame Meter.

🎁 At 10 ★ Fan Frenzy you may play a Special Event card from your hand or do the following:

- 🎭 Spicy Encore - Choose a Performer from your Backstage and place in your hand.
- 🎭 Standing Ovation - Restore 3 Shame.
- 💄 Wardrobe Malfunction - Force opponent to send a Performer backstage

Note: Frenzy Points cap at 10.

Special Treatment:

👑 **Autographed Card:**

- Each time you play a Performer card that is autographed, gain 1★

👑 **VIP & Waifu Club Badge Holders Bonus:**

- Start with 3 ★ Fan Frenzy Points at the beginning of the game

CARD TYPES:

⭐ **PERFORMER CARDS**

Each Performer card has three key stats:

❤️ **Charm** - This is their defense / endurance stat.

💋 **Seduction** - This is their attack stat.

★ **Appeal** - Builds Fan Frenzy. Not used in attacks or defense.



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★ PERFORMER CARDS (CONTINUED)

- Performers are deployed to "The Stage".
- Performers need 1 turn to warm up before they can attack, but can block.
- You may play up to two Performers per turn, unless a card effect says otherwise.
- Maximum of 4 Performers on your Stage at once.
- Replacing a Performer on the Stage sends them to "Backstage" (discard pile).
- Performers may have a **⚡** cost and status effects to buff or de-buff opponents.

★ SETTING CARDS

You may play 1 Setting per turn. Maximum of 4 Setting Cards on your Stage at a time. You may exchange 1 setting card from your hand per turn. The active Setting goes to the "Previous Event" discard pile when replaced.

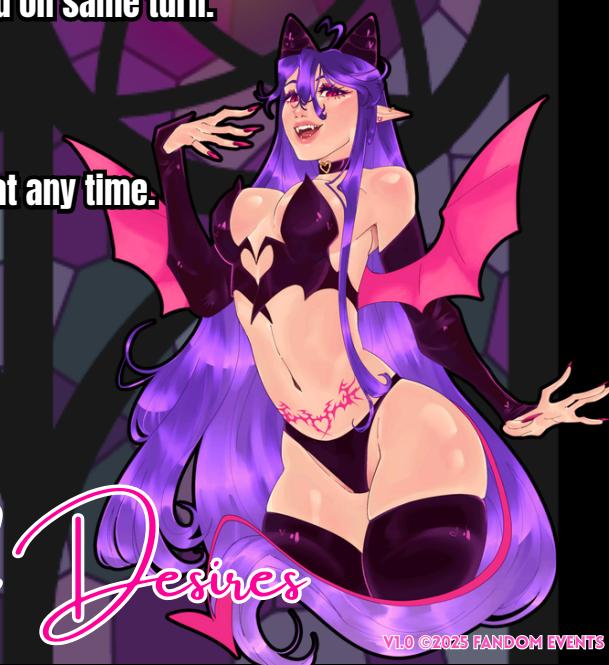
★ EQUIPMENT CARDS

These cost varying amounts of **⚡** to attach to a Performer. They remain on the Performer until:

- The Performer is sent Backstage (discarded),
- The item is destroyed by a card effect,
- Or the player unequips it manually. Cannot be re-equipped on same turn.

★ ACTION CARDS

- These cost **⚡** depending on their impact. Can be played at any time.
 - Minor disruption or status effect: **⚡**
 - Moderate field manipulation: **⚡⚡**
 - Major shift/game-changer: **⚡⚡⚡**



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SPECIAL EVENT CARDS

At 10 ★ Fan Frenzy you may play a Special Event card from your hand or do the following:

- ✨ Spicy Encore - Choose a Performer from Backstage and place them in your hand.
- 🎭 Standing Ovation - Restore 3 Shame.
- 💄 Wardrobe Malfunction - Force opponent to send a Performer backstage

HOW ATTACKS WORK

1. Declare an Attack:

On your turn, you may declare Performers on your Stage to attack an opponent. Opponent may choose a defender. If the opponent has no Performers on Stage, damage goes directly to the Opponent's Shame Meter.

2. Compare Stats:

- The attacker's 💋 Seduction is compared to the defender's ❤ Charm.
- If 💋 > ❤, the defender is defeated and sent Backstage (discard pile).
- If 💋 ≤ ❤, the attack fails, and both Performers stay in play.
- If defender's 💋 > attacker's ❤, attacker is sent Backstage.

3. Damage Modifiers:

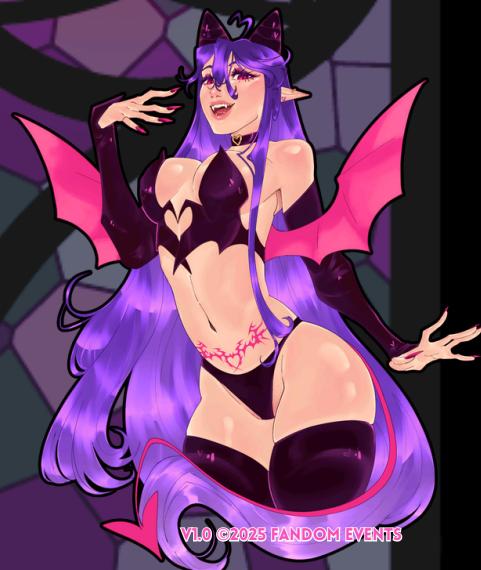
- Status Effects like 💧 Soaked or 💔 Jealous may reduce a Performer's ability to attack or defend.

4. Special Abilities:

- Some Performers or Items grant immunity, retaliation, or multi-attack effects.

★ WINNING THE GAME

- Be the first to reduce your opponent's Shame Meter to 0
-OR- Opponent runs out of cards.



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 **GAMEPLAY ZONES & TERMS** **DECK & DRAW PILE**

Your shuffled main deck contains Performer, Action, Equipment, Special Event, and Setting cards.

 **THE STAGE (ACTIVE ZONE)**

Where your Performers strut their stuff. Max of 4 at a time.

- To bring out a new Performer, you must retire (discard) one already on the Stage.
- Defeated performers (❤ = 0) are sent backstage automatically.

 **SETTINGS (ACTIVE LOCATIONS)**

You may have up to 4 Settings in play at a time.

- Playing a new Setting replaces the previous one after 4.
- Some Settings offer persistent effects until the end of the turn.

 **BACKSTAGE (DISCARD PILE)**

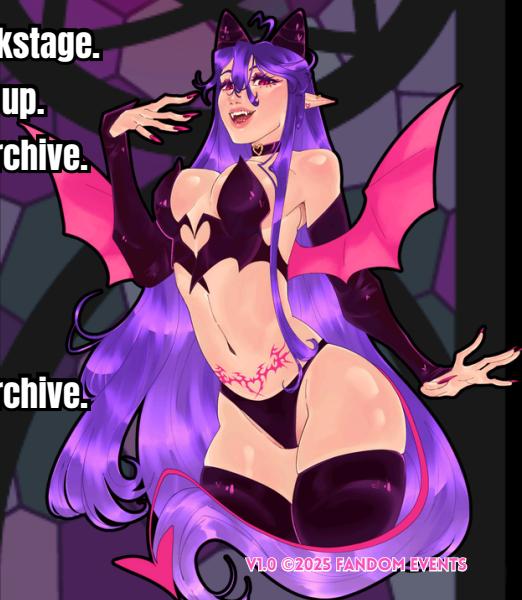
Where your tired, defeated, or rotated-out performers go to sulk, rehydrate, or prep for the next round.

- Some Action or Spell cards may revive Performers from the Backstage.
- The show's over, the lights are off, and the banners are packed up.
- Optional cards may revisit or "replay" past settings from this archive.

 **ARCHIVED EVENTS (DISCARD PILE)**

When a Setting card is replaced or discarded, it is placed here.

- Optional cards may revisit or "replay" past settings from this archive.



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STATUS EFFECTS:

These are temporary effects that can help or hinder Performers. Lasts 1 turn, unless otherwise stated.

🔥Flustered: Performer loses -1 💋 Seduction. Can't use Special abilities.

"Wait, I wasn't ready for that question..."

😴Exhausted: Performer cannot act next turn. *"I need... a moment..."*

恧Blushing: Performer takes +1 additional damage from all sources. *"Don't stare at me like that!"*

💦Soaked: Can't block this turn. *"Why is the floor wet?"*

🎭In Character: Player gains +1 ⭐ if interacting with a Setting they match.

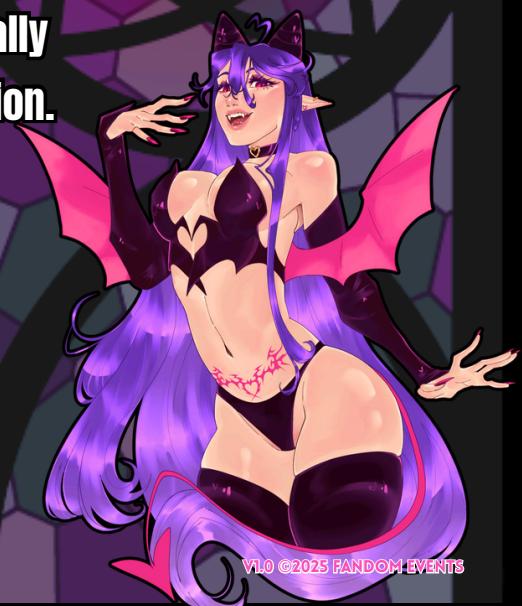
"You've activated my cosplay instinct!"

💔Jealous: Target Performer deals -1 💋 this turn. Usually applied by seeing someone else get too much attention.

"You're laughing at her jokes now?"

✨Hypnotized: Performer switches teams for 1 turn.

"Zutto... omae dake o..."



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★ PRO TIP

- Read the flavor text. It won't help you win, but it'll absolutely make your game more fun.
- Players often save high-cost Performers for when they have 6+⚡.
- Status effects can stack – but managing your ⚡MOANERGY economy is crucial for long-term dominance!

- 📦 Buy randomized blister packs and a full deck at the merch booth!
- 🎟️ VIP and Waifu Club members get exclusive starting cards!
- 📍 Playtest it LIVE at Ecchi Expo®!

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