

FANDOM EVENTS

# EECH! EXPO<sup>®</sup>

## Duel of Desires<sup>™</sup>

THE SPICIEST CARD GAME IN CONVENTION HISTORY<sup>™</sup>



V1.0 ©2025 FANDOM EVENTS





# FANDOM EVENTS **EECH EXPO** <sup>®</sup> *Duel of Desires* <sup>™</sup>

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 ⚡ **Moanenergy** 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 ⚡ **Moanenergy** (maximum of 10)
3. Best 2 out of 3 Jan-Ken-Pon matches decide who goes first

## 🎮 TURN STRUCTURE

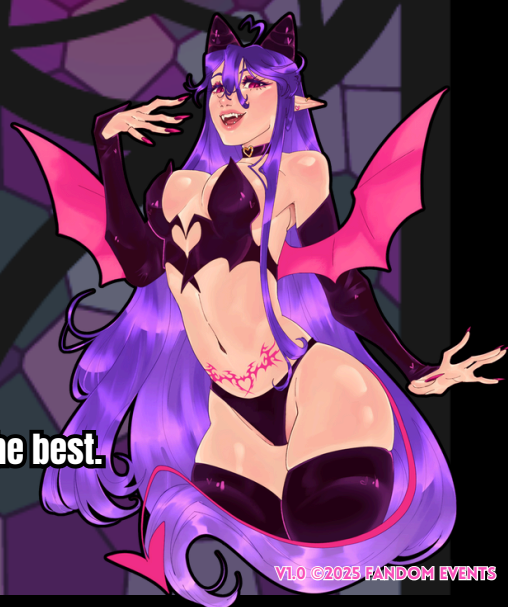
Each player's turn has 4 phases:

### 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.





# FANDOM EVENTS **Ecchi Expo** <sup>®</sup> *Duel of Desires* <sup>™</sup>

THE SPICIEST CARD GAME IN CONVENTION HISTORY™

## **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.



# **Ecchi Expo** *Duel of Desires*

# FANDOM EVENTS **EECH EXPO** <sup>®</sup> *Duel of Desires* <sup>™</sup>

THE SPICIEST CARD GAME IN CONVENTION HISTORY™

## **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.





# FANDOM EVENTS **ECCHI EXPO** <sup>®</sup> *Duel of Desires* <sup>™</sup>

THE SPICIEST CARD GAME IN CONVENTION HISTORY™

## **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: ⚡⚡⚡



# **ECCHI EXPO** <sup>®</sup> *Duel of Desires* <sup>™</sup>

# FANDOM EVENTS **EECH! EXPO** *Duel of Desires*™

THE SPICIEST CARD GAME IN CONVENTION HISTORY™

## 🎁 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.





# FANDOM EVENTS **EECH! EXPO** <sup>®</sup> *Duel of Desires* <sup>™</sup>

THE SPICIEST CARD GAME IN CONVENTION HISTORY™

## 🎤 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)

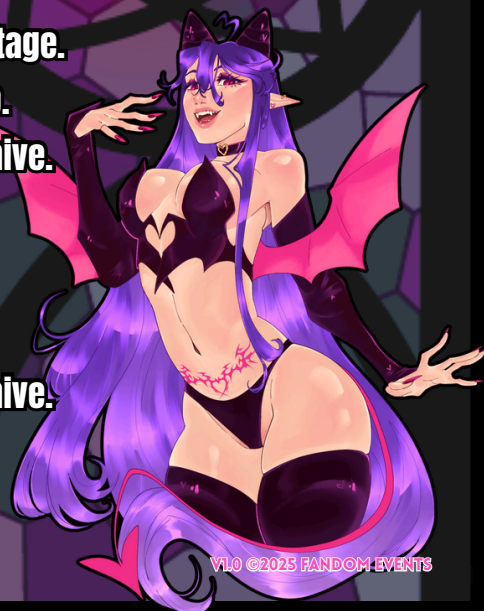
Where your tired, defeated, or rotated-out performers go to sulk, rehydrate, or prep for the next round.

- 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.



# FANDOM EVENTS **EECH EXPO**® *Duel of Desires*™

THE SPICIEST CARD GAME IN CONVENTION HISTORY™

## 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..."*

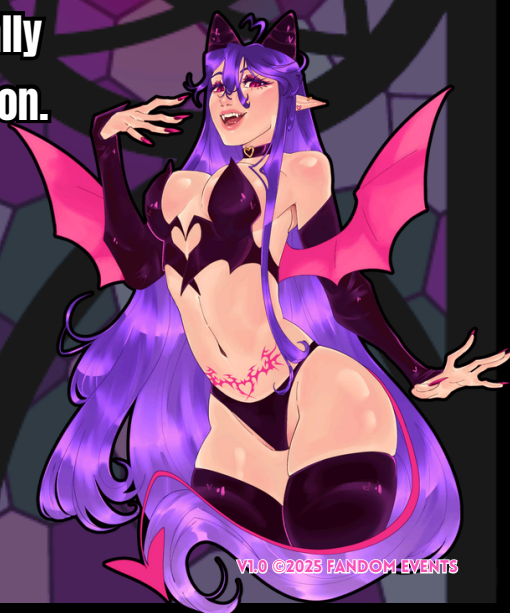
😳 **Blushing:** Performer takes +1 additional damage from all sources. *"Don't stare at me like that!"*

💧 **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..."*





# FANDOM EVENTS **ECCHI EXPO** *Duel of Desires*™

THE SPICIEST CARD GAME IN CONVENTION HISTORY™

## ★ 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®!

FANDOM EVENTS  
**ECCHI EXPO** *Duel of Desires*™

THE SPICIEST CARD GAME IN  
CONVENTION HISTORY™

LEARN MORE AT  
[ECCHIEXPO.ORG/DUELOFDESIRE](http://ECCHIEXPO.ORG/DUELOFDESIRE)

V1.0 ©2025 FANDOM EVENTS