



RISE OF THE PACK

PHYSICAL PLAY

Official Rules

Two players. Cards on the table. No screen.

40

HERO HP

40

CARD DECK

5

CREATURE LANES

10

MANA CAP

If a printed card contradicts this book, follow the card.

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02 How to win

Reduce the enemy Hero to **0 HP**. You win. They lose.

Only Heroes have a life total that wins the game. Creature fights are all-or-nothing — a body is either still on the table or it is in the graveyard.

If both Heroes would hit 0 at the same time, the game is a **draw**.

This book is for physical play. The digital beta on ddltcg.com uses the same rules.

01 What you need

A match is two players, sitting across from each other.

- Two constructed 40-card decks.
- A life counter for each Hero. Both start at 40 HP.
- A mana tracker for each player, from 1 to 10. Dice, crystals, or a pad.
- One Coin token for the player who goes second.

Table space: five creature lanes and five spell/trap spaces per player, plus a deck pile and a graveyard. Optional markers help for summoning sickness, already attacked, Freeze, and Taunt.

03 Build a deck

- Exactly 40 cards.
- No more than 3 copies of any one card.
- You may mix classes. Neutral cards can go in any deck.

Shuffle thoroughly before every game. The deck sits face-down. The graveyard sits face-up next to it.

04

Set the table

Each player has two rows in front of them, closer to the middle of the table first:

- Creature row — five lanes. A lane holds at most one creature. Empty lanes stay empty. Never slide creatures together to close a gap.
- Spell row — five spaces behind your creatures, closer to you. Face-down traps and lasting Passive spells sit here.

Line the creature rows so each of your lanes sits directly across from one of theirs. Left and right neighbors are adjacent. Diagonal is not adjacent.



Hand stays in hand. Maximum hand size is 10. If you would draw past 10, the extra card goes to the graveyard.

05 Read a card



GARY · NEUTRAL CREATURE

1 Cost

Top-left. Pay this much mana to play the card.

2 Type

Creature, Spell, or Trap.

3 Class

Crown, Bow, Wizard, Zombie, Pirate, or Neutral.

4 Attack / HP

Bottom-left Attack, bottom-right HP. Creatures only.

5 Text

What the card does. Keywords and pills print here.

06

Start the game

- 1 Shuffle your 40-card deck. Set Hero HP to 40.
- 2 Decide first player at random. The second player takes the Coin.
- 3 Each player draws 4 cards.
- 4 Opening return: put every card in that opening hand that costs 5 or more back into your deck, shuffle, and draw that many replacements. Cards that cost 4 or less stay.

THE COIN

Once during the game, when the second player plays a card, they may spend the Coin to pay 1 extra mana for that card. The Coin does not raise their mana cap. After it is used, it is gone.

07

A turn

Turns alternate. Unspent mana does not carry over.

1

Gain

Mana cap +1, max 10.
Refill. Turn 1 is 1 mana.

2

Draw

Draw 1. Empty deck:
fatigue 1, then 2, then
3...

3

Start

Start-of-turn effects,
left to right.

4

Main

Play, set traps, attack —
any order you can pay.

5

End

End-of-turn effects.
Temps wear off. Pass.

08

Playing cards

CREATURES

Pay the cost and put the creature into any **empty lane** you choose. If every lane is full, you cannot play it. A creature is not ready the turn you play it unless it has **Rush**.

SPELLS

Most spells resolve now, then go to the graveyard. Lasting Passive spells stay in your spell row until something destroys them. If a spell needs a target and you have no legal target, you cannot play it.

TRAPS

Pay the cost and set the trap **face-down** in an empty spell-row space. It stays secret until it fires.

09 Combat

Ready creatures may attack an enemy creature or the enemy Hero. After a creature attacks, it is spent for the turn unless it has **Fury**.

THE KILL-GATE

Creatures do not chip each other. A creature fight is legal only if somebody dies.

You may send a creature at an enemy creature only if at least one of these is true:

- Your Attack is greater than or equal to the defender's current HP, or you have Poison — you destroy them.
- Their Attack is greater than or equal to your HP — they would destroy you on the way through. Suicide trades are legal.

If neither body would die, the attack is illegal. Do not tap, do not deal damage, do not poke. Nothing happens because you cannot declare it.

LEGAL

3 Attack / 3 HP vs 3 HP / 3 Attack

Both die. Equal Attack kills.

ILLEGAL

2 Attack / 4 HP vs 3 HP / 2 Attack

Nobody dies. You cannot attack that body.

LEGAL

2 Attack / 2 HP vs 3 HP / 2 Attack

You die. They live. Suicide is allowed.

LEGAL

1 Attack with Poison vs any HP

Poison destroys the body you fight.

STACKING AN ATTACK

You may send two or more of your ready creatures at **one** enemy creature as a single attack. Add their Attack together for the kill-gate. If the stack is legal, the defender strikes back at **each** of your attackers separately.

HITTING THE HERO

A ready creature may attack the enemy Hero and deal its Attack as damage. This is real numbered damage — Heroes do take chip damage.

You cannot hit the Hero the turn a creature is played, even with Rush. Rush only lets that creature attack other creatures the turn it enters.

If the enemy has any **Taunt** creature, you must attack a Taunt. Face is closed. Non-Taunt bodies are closed until every Taunt is gone.

10 Keywords

Taunt	While any enemy Taunt is in play, your attacks must go at a Taunt. You cannot hit the Hero or a non-Taunt creature.
Rush	May attack creatures the turn it is played. Still cannot attack the Hero that turn.
Poison	Destroys the creature it fights, even if Attack is lower than that creature's HP. Poison does not ignore Hero HP.
Fury	May attack twice per turn when ready.
Frozen	A Frozen creature cannot attack. Freeze lasts through that creature's controller's next turn, then wears off.

11 Effect timing

Cards print when they fire. Resolve one creature fully before moving to the next, left to right.

Play	Once, when you play the card from your hand. Creatures summoned by other cards do not get Play.
Start	During your Start step, left to right.
End	During your End step, left to right.
Haunt	When the creature dies — put it in the graveyard, then do the Haunt. Some cards also trigger Haunt while still in play. Follow the printed text.
Passive	Always on while the card is in play: auras, locks, and start/end ticks.

There is no shared response stack. Resolve what the card says, in the order it prints, then continue.

12 Spells and traps

TRAPS AT THE TABLE

- 1 Pay the cost. Set the card face-down in your spell row.
- 2 When its trigger happens — an enemy summon, attack, spell, and so on — you may Spring it or Hold it.
- 3 Spring: flip it, do what it says, then put it in the graveyard.
- 4 Hold: leave it face-down for a later trigger.

If several of your traps could fire on the same moment, resolve them left to right. A trap that stops the action (counter, prevent, negate) ends that wave. Later traps stay set.

LASTING SPELLS

Passive spells that stay in play occupy a spell-row space and keep working until they are destroyed.

13 Classes

Crown, Bow, Wizard, Zombie, and Pirate are the five classes. Neutral cards sit in any deck.

Crown

Walls, Taunt, healing, the long game.

Bow

Play-effect chains and movement.

Wizard

Spells, end-of-turn value, answers.

Zombie

Haunt payoffs, sacrifice, graveyard.

Pirate

Fast boards and death payouts.

Neutral

Shared tools. Fits any pack.

14 What wins an argument

- 1 The printed card.
- 2 This rulebook.
- 3 If both Heroes would die at once — draw. Shuffle up again.

Do not invent Attack, HP, costs, or card text. If a card is unclear, read it aloud, follow the words, and keep playing.

Same rules in the digital beta at ddltcg.com/play. Gallery for the set. Stores for a shop near you.



Follow the card.

Then keep playing.

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