



# ELFLINES ONLINE THE TCG

## BATTLE FOR THE ELFLANDS

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## BETRAYAL

### DATA

Confused?  
Wondering  
what this has  
to do with  
**Cyberpunk  
RED?**

Elflines Online  
is Night City's  
most popular  
MMO. We've  
covered how to  
play it in three  
different DLCs,  
all available on  
our website!  
Check them  
all out!

It stings. You give your energy to something and they stab you right in the back. I expected more out of the Elflines Franchise. It all started when I, along with much of the Elflines Online Community, woke up to a mysterious announcement on Segotari's Garden Patch, a live countdown, leading up to an event at midnight in ten days. Speculation began immediately. Was it a reboot, a remaster, a new entry in the Elflines JRPG series, or perhaps, was it a new expansion for Elflines Online? The community kicked into high gear. The members of {Nature's Thorns} were hyped, and everyone had a theory about what the announcement was going to be.

I stayed up all night before the announcement with Morlissa on my Agent, watching scary movies on Chyron while hanging out together in our player-owned house. It was nice. I was, for sure, convinced the announcement would be for a remaster of Elflines 1, since it's been about 25 years since it was released, but Morlissa was positive it would be an anime announcement—perhaps an anime movie. Honestly, I think I would have been happy if she was right. At least we could have seen it together, even if it turned out to be bad.

Nothing could have prepared us for the truth.

It was a stupid card game. Who asked for this? Nobody. And some packs have codes for exclusive Elflines Online items? Aw hell, it's the Whispering Orb all over again. Except now I gotta play gacha to even get the ones I want!

These aren't harmless cosmetics either. We are talking gameplay-defining items here, shoved randomly into card packs for Arvish's sake! I was at the end of my rope. This was clearly bad for the game. Toxic. And my entire Elfline agreed with me!

Segotari, fuck this, we said! But despite the protests of the community, no changes were made. It's been months now and weefles are playing this on every damn corner of The Street. I guess we're stuck with this crap.

Better learn to live with it.

**-DAERIC SYLAR**

## WHAT IS THIS THING?

Elflines Online the Trading Card Game takes all the fun of Elflines Online and stuffs it into a deck of plastic cards you can collect, trade, and play! This hot new sensation redefines the Elflines Online experience, allowing you to explore the Elflands anywhere without the need of a Segotari Rush Revolution or a functioning CitiNet connection.

And for you **Cyberpunk RED** Players at home? It is a fully functioning card battle game you can play using a regular poker deck and some imagination. Play it in-character when a mission's in wait mode! Play it out-of-character just for kicks!

**The Battle for the Elflands begins with you!**

## BUYING INTO THE CRAZE

**Daeric's guide: Don't gamble. Buy singles.**

### BUYING PACKS IN GAME

A pack of Elflines Online the TCG cards costs 10eb (Cheap) and contains ten cards—one face card and nine number cards. Yes, you will need to buy multiple packs to put together a full deck for play.

A booster box of Elflines Online the TCG cards costs 100eb (Premium). It contains ten packs plus one additional, randomly chosen face card as a bonus.

### CREATING PACKS OUT OF GAME

Take a poker deck and separate out the face cards but leave the jokers in to create two stacks. Shuffle each stack separately. Deal one card from the face card stack and nine cards from the number/joker stack into a new stack, face down.

A single poker deck can create four Elflines Online the TCG packs. You will have cards left over. Keep those to sell as singles!

Note, we're using regular playing cards to represent your Elflines Online the TCG cards here but in the world of **Cyberpunk RED**, these are specific cards with art and unique designs and names and everything! See The Cards (**PAGE 5**) for more details on which cards represent what.



Now fold them up into the included printable packs (**SEE PAGE 10**) and hand them to your players so they can know the joy of opening up a pack to find the cards they need or the crushing despair of getting a bum draw.

Players, we recommend marking your cards on the front so you can tell your 3 of Spades from someone else's.

If a player pulls a joker out of their pack, they've scored a loot card with a code they can redeem in Elflines Online (**SEE PAGE 7**)!

## BUYING SINGLES

Like any good trading card game, Elflines Online the TCG has a thriving secondary market. If you know the right people, you can always purchase the specific card you're looking for. While the prices for singles technically mean Edgerunners can find them anywhere, few specialty shops exist so all Elflines Online the TCG cards require Fixers to help you acquire

them. The good news is, all it takes is a DV13 Streetwise or DV9 Local Expert (Elflands) Check to find one who will deal you the sweet, sweet cards you need.

## READY TO PLAY?

You've bought your cards. You've found someone to play against since this is a two player game.

Now, you're ready to duel! Here's the rules you need to play Night City's favorite TCG.

## DECK CONSTRUCTION RULES

**Limited:** Use this for a quick game without worrying about buying packs or deck construction.

Take a standard poker deck, remove the jokers, and split it up into four suits. Each player selects two of the four suits to represent them and shuffles them together to form their deck of twenty-six cards.

## NEW PRICE CATEGORY

You may have noticed a new Price Category here. That's because there is one. 5eb (Dirt Cheap). That won't even buy you a pack of Kibble so that'll tell you what these cards are really worth to most people in Night City.

## ► SINGLE CARD PRICING

Card	Cost
<b>Number Cards (set of 10)</b>	5eb (Dirt Cheap)
<b>Jack of Clubs</b>	5eb (Dirt Cheap)
<b>Jack of Diamonds</b>	5eb (Dirt Cheap)
<b>Jack of Hearts</b>	10eb (Cheap)
<b>Jack of Spades</b>	10eb (Cheap)
<b>Queen of Clubs</b>	5eb (Dirt Cheap)
<b>Queen of Diamonds</b>	5eb (Dirt Cheap)
<b>Queen of Hearts</b>	5eb (Dirt Cheap)
<b>Queen of Spades</b>	5eb (Dirt Cheap)
<b>King of Clubs</b>	5eb (Dirt Cheap)
<b>King of Diamonds</b>	5eb (Dirt Cheap)
<b>King of Hearts</b>	5eb (Dirt Cheap)
<b>King of Spades</b>	5eb (Dirt Cheap)
<b>Joker*</b>	5eb (Dirt Cheap) to 100eb (Premium)

\* For more information about Jokers, see (**PAGE 7**).

## TOURNAMENTS

Players are encouraged to play as fast as possible. In a tournament setting, turns must be completed in under a minute. In addition, matches consist of five games played between two opponents with the best of five winning. The loser of the previous game in a match goes first in the next game.

**Constructed:** This method is for real players who own their own cards!

Each player creates a deck of twenty-six cards. Twenty must be number cards and you can never have more than two of any specific number. We recommend sticking to two suits for your number cards but, hey, this is your deck. The remaining six can be face cards from any suit. Check to see if there is a limit on how many of a specific face card can be in a deck. Aces are number cards representing one and not a face card. All cards must come from a player's existing stash. If they don't have enough cards of the right type to form a deck, they can't play. You've got to be in it to win it, choomba.

Unlike Limited, playing Constructed will require multiple poker decks. This represents not just playing Elfines Online the TCG but the experience of purchasing and collecting the cards as well.

## PLAYING THE GAME

Randomly determine a player to go first. The player going first begins the game with 20 Elf Points. The player going second begins the game with 24 Elf Points.

Elfines Online the TCG is played in rounds. Each round consists of two phases.

### DRAW PHASE

At the beginning of round one, the player who goes first draws six cards. The player going second draws seven cards.

At the beginning of all other rounds the players draw cards until they have seven in their hand. If at any time no cards are left in their deck when a player goes to draw, they reshuffle their discard pile into a new deck and continue to draw.

### PLAY PHASE

The player picked to go first takes their turn, followed by their opponent.

During their turn, a player may do any of the following four actions as many times as they have the resources to do so. They must pass their turn if they no longer have the resources to perform an action, though they can do so before they run out of resources as well.

**Summon:** Discard one or more number cards whose numbers add up perfectly to the number on a card you wish to summon from your hand to summon it as a summoned creature.

*Example: Daeric Sylar wishes to summon a Restless Spirit (aka a 6 of Spades) from his hand. To do so he discards a 2 of Diamonds and a 4 of Spades. They go into his discard pile and he triumphantly slaps the Restless Spirit down on the table.*

**Attack:** Discard two cards with the same suit as a summoned creature that hasn't yet attacked this turn or a number card with the same number as it to attack with it, using it to discard all of the opponent's summoned creatures of its number or lower to the discard pile or to deal damage equal to its number directly to the opponent's Elf Points.

*Example: Daeric Sylar wants to attack with his Restless Spirit (aka a 6 of Spades). He has two choices to do so. He can either play two Spades from his hand or another card with a value of 6.*

*He has another Restless Spirit (aka a 6 of Diamonds) so moves it from his hand to his discard pile to power the attack. Daeric's opponent has 20 Elf Points and three summoned creatures: a Gremlin (aka a 3 of Hearts), a Draglin (aka a 5 of Clubs), and a Bearwolf (aka a 7 of Hearts).*

*Daeric can either send the Gremlin and the Draglin to the discard pile or hit his opponent directly to reduce those 20 Elf Points to 14 Elf Points. Daeric decides to play the long game and gets rid of the two monsters.*

**Remove:** Discard four cards of the same suit to place one of your opponent's summoned creatures into their discard pile.

*Example: Daeric's opponent summoned a Dragon (aka a 10 of Clubs) on his last turn but couldn't attack with it. Daeric knows that monster can bite a big chunk out of his Elf Points, so he discards an Ace of Diamonds, 3 of Diamonds, 5 of Diamonds, and 9 of Diamonds to send the Dragon straight to the discard pile.*

**Activate Face Card:** Play a face card from your hand and activate its effects. The effect may be instantaneous or remain in the game until certain conditions are met. Once a face card's effect ends, the card is not placed in the discard pile. Instead, it is removed from the game.

*Example: Daeric's down ten Elf Points and worried his opponent might pull out some big monsters on their next turn. To help counter this, he plays the Blessing of Arvish (aka the Queen of Diamonds) and heals seven Elf Points, then places the card back in his custom deck box.*

## VICTORY

The game ends immediately when one of the two player's Elf Points drops to 0.

## THE CARDS

**Daeric's Guide: At least the art is good.**

We're representing the cards of Elflines Online the TCG with regular playing cards but in the world of **Cyberpunk RED**, your Edgerunner will be slinging premium plastic cards covered in glorious Elflines Online art. Each playing card in your hand corresponds to an Elflines Online the TCG card in your Character's hand. Here's the breakdown.

### ► NUMBER CARDS (SINGLE COST: 5EP [DIRT CHEAP] PER 10)

Note, with number cards the suit does not matter when determining which monster the card represents.

Number	Monster	Flavor Text
<b>1 (Ace)</b>	Elf	Outnumbered but not discouraged, the Elves seek to reclaim the Elflands.
<b>2</b>	Slime	Drippy, goopy, slimy, and oozy, Slimes infest much of Enthenox.
<b>3</b>	Gremlin	Rampaging Gremlins love the taste of elf blood.
<b>4</b>	Cursed Head	The beheaded spirits of firsthold are eternally cursed to roam.
<b>5</b>	Draglin	The result of a failed experiment to infuse Gremlins with Dragon blood.
<b>6</b>	Restless Spirit	Elvish ancestors ripped back to unlife by the miasma.
<b>7</b>	Bearwolf	The hearty Bearwolf, the strongest animal in the Elflands.
<b>8</b>	Zazzolif	Confused natural guardians, overwhelmed by the extent of the corruption.
<b>9</b>	Golem	Basalt giants constructed by The Warlock to wage siege warfare.
<b>10</b>	Dragon	The Dragons blame all elves for the actions of one.

## ▶ FACE CARDS

Card	Name	Effect	Single Cost
<b>Jack of Clubs</b>	Spreading Slime	Each player must discard one of their summoned monsters. Limit two per deck.	5eb (Dirt Cheap)
<b>Jack of Diamonds</b>	Gather the Elfines	Swap a number card in your hand for a number card of your choice from your discard pile.	5eb (Dirt Cheap)
<b>Jack of Hearts</b>	Hero's Tutor	Search your deck for a card, then shuffle your deck and place the card on top.	10eb (Cheap)
<b>Jack of Spades</b>	Pot of Miasma	Draw two cards. Limit two per deck.	10eb (Cheap)
<b>Queen of Clubs</b>	Curse of Enternox	Lower a player's Elf Points by five. Limit two per deck.	5eb (Dirt Cheap)
<b>Queen of Diamonds</b>	Blessing of Arvish	You heal for seven Elf Points. You cannot heal above your starting Elf Points. Limit two per deck.	5eb (Dirt Cheap)
<b>Queen of Hearts</b>	Rank Up!	Discard one of your summoned monsters, then play a monster from your hand with a number higher than the one you discarded.	5eb (Dirt Cheap)
<b>Queen of Spades</b>	Rise from Bog	Take a card with a number 5 or less from your discard pile and summon it. Limit two per deck.	5eb (Dirt Cheap)
<b>King of Clubs</b>	Flight of Dragons	Discard all summoned monsters of number 6 or higher, even your own. Limit two per deck.	5eb (Dirt Cheap)
<b>King of Diamonds</b>	Zazzolite Aura	Place this card sideways atop a summoned monster. When next the monster would be discarded, remove this card from play instead. Only one shield can be placed atop a summoned monster at a time.	5eb (Dirt Cheap)
<b>King of Hearts</b>	Hero's Reversal	Play this card at any time your opponent uses the Activate Face Card action. Your opponent's Face Card does not take effect and is removed from the game unless they also have a Hero's Reversal, in which case play proceeds normally and both Hero's Reversals are removed from the game. Limit two per deck.	5eb (Dirt Cheap)
<b>King of Spades</b>	Warlock's Wrath	Discard all summoned monsters on the field, even your own. Limit two per deck.	5eb (Dirt Cheap)



## ► JOKERS

Scattered throughout the various Elflines Online the TCG packs one can find loot cards with codes you can enter in Elflines Online to obtain new items and gear! Use jokers to represent these cards.

Roll 2d6	Loot Item	Effect	Single Cost
2	Super Repair Hammer	Repairs made using a Super Repair Hammer occur instantly and cost half of the gold they would typically cost.	100eb (Premium)
3	Tiny Tent	Only one may be owned by a player. Every 24 hours a Tiny Tent can be deployed. It takes 1 minute to deploy the item, after which it clears a small area of Miasma for 10 minutes. At the center of the clearing is a cute tent of a color of the player's choosing. The minute-long deployment process is canceled if a player who owns the Tiny Tent takes any damage.	50eb (Costly)
4	Duel Flag	Allows a player to initiate mutually agreed duels with other players in areas without Miasma. Instead of being killed when reduced to 0 HP, the losing player is reduced to 1 HP. The winning player is fully healed immediately.	50eb (Costly)
5	Weapon Glow Vial	One use. When applied to a weapon, it begins to glow a color chosen by the player.  Useless, but highly sought after by the playerbase.	50eb (Costly)
6	1 Revive Sickness Cure	Removes Revive Sickness without having to pay 2000gp ( <b>SEE ELO PAGE 4</b> ).	20eb (Everyday)
7	500 Elflines Online Gold	500 gold pieces.	5eb (Dirt Cheap)
8	10 Sacred Herbs	10 Sacred Herbs to heal with ( <b>SEE ELO PAGE 3</b> ).	5eb (Dirt Cheap)
9	Weapon Polish	One use. When applied to a weapon, it becomes Excellent Quality.	20eb (Everyday)
10	Rank Up Elixir	One use. When drunk your ELO Character Ranks Up if they weren't Rank 10 already ( <b>SEE ELO PAGE 4</b> ).	20eb (Everyday)
11	Tiny Draglin	A tiny Draglin. It mindlessly follows the player around, occasionally emoting but can perform no other actions. It will express remorse whenever the player fights with a Draglin, and will cry when one is killed.	50eb (Costly)
12	Dungeonstone	Allows the player to transport themselves and up to 6 other players to the entrance of a dungeon they have completed before. The teleportation process takes 1 full minute, very audibly plays the Elflines 1 JRPG theme, and is canceled if any of the players involved take any damage.	100eb (Premium)

FACEDOWNS  
AND GAMES

Finally, while intimidation is illegal and grounds for disqualification in a tournament setting, many games played outside of a tournament setting begin with a Facedown (SEE CP:R PAGE 194). Defeating someone in a game still counts as a defeat for the purposes of mitigating a negative Facedown effect.

MORE CHEATING!

Try using these Cheating Maneuvers to cheat in non-Elflines-related-card-games you run into on the streets of Night City. Poker night, anyone?

CHEATING

While playing Elflines Online the TCG as a minigame during a game of **Cyberpunk RED**, cheating is encouraged. Most tournaments held in Night City are full of cheaters hustling for the tournament prize. During gameplay, when you decide it's time to play dirty, you can attempt the following Cheats with 1d10 + INT + Gamble Skill Check (or another appropriate Skill Check as noted). If you don't beat the DV, your Cheat fails and your attempt is obvious to your opponent and any observers.

Additionally, once per game after the cheater has attempted a Cheat, a participant or observer can oppose the Character's Check with a Concentration, Gamble, or Streetwise Check, catching the cheater if they win. In a tournament setting, cheating is grounds for disqualification and expulsion. In a street setting, it's grounds for violence.

CHEATS

DV	Cheat
13	Secretly look at an opponent's hand. Can be attempted by observers. Stealth Skill may be used instead of Gambling to attempt this Cheat.
13	Signal information to a person using a prepared code. Can be attempted by observers. Cryptography Skill may be used instead of Gambling when attempting to spot this Cheat.
15	Palm a card/switch card in hand for a palmed card. Conceal/Reveal Object Skill may be used instead of Gambling to attempt this Cheat.
15	Draw from the bottom of the deck instead of the top whenever you desire this turn.
15	Easy Cheat approved by the Gamemaster and not covered by these rules.
17	Stack the top or bottom eight cards of the deck during a shuffle.
17	Slide a card from your hand onto the bottom of your deck and draw a card.
17	Standard Cheat approved by the Gamemaster and not covered by these rules.
21	Swap a deck with one you have prepared. Conceal/Reveal Object Skill may be used instead of Gambling to attempt this Cheat.
24	Extreme Cheat approved by the Gamemaster and not covered by these rules.





## ELFLINES ONLINE MERCH

**Daeric's guide: Every game launch comes with merchandise. Even the ones you aren't excited by. Even the ones that hurt you. The bastards.**

### ► DUEL CASTER

**Cost:** 100eb (Premium)

A bulky winged triangular plastic housing for your Elflines Online TCG Deck, with an included revving trigger and a pair of very overactive flywheels with which to fling your cards onto (and sometimes into) the table.

*An Exotic Medium Pistol. It is 3 ROF and allows you to make 3 Attack Checks per Attack Action if it is the only weapon you're firing this Round. Otherwise, it is 2 ROF. The Duel Caster deals 1d6 damage and cannot be concealed. Instead of firing bullets, it fires Elflines Online the TCG cards. The cards can be recovered after they are fired (albeit no longer in mint condition). The Duel Caster has a capacity of 26 cards, just enough to hold your Elflines Online the TCG deck. It can also be loaded with standard playing cards, costing 5eb (Dirt Cheap) per deck but doing so causes the Duel Caster to act like a Poor Quality Weapon until proper Elflines Online the TCG cards are swapped in.*

### ► SCARLET BLACKBOW (AS SEEN IN ELFLINES ONLINE)

**Cost:** 50eb (Costly)

A premium cosplay recreation of the popular Scarlet Blackbow from Elflines Online. It really works and plays sounds from the game when drawn to full extension! Makes a great gift for the elf in your life. Each purchase comes with a quiver of six Rubber Arrows (**SEE CP:R PAGE 346**).

*An Exotic Poor Quality Bow. Whenever you roll a Critical Failure (a 1) when firing the weapon, it destroys itself beyond repair. Additionally, when the weapon destroys itself beyond repair, its battery pack electrocutes the wielder, dealing them 6d6 damage, soaked by their armor as normal.*

### ► SWORD OF ARVISH (AS SEEN IN ELFLINES ONLINE)

**Cost:** 50eb (Costly)

A real metal replica of the legendary Sword of Arvish as wielded by The Hero himself! The pride of any elf's mantle. It is big! It is heavy! And you aren't a real fan unless you have one!

*A Poor Quality One Handed Exotic Heavy Melee Weapon. Whenever you roll a Critical Failure (a 1) with this weapon, instead of the weapon malfunctioning, you instead suffer the Crushed Fingers Critical injury (dealt after you resolve your Attack Check and damage) to the hand that you were using to wield it.*

### ► ELFLINES ONLINE MERCH WEAPONS

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire (ROF)	Hands Required	Can be Concealed?	Cost
<b>Duel Caster</b>	Handguns	1d6	26 (ELO the TCG Cards)	3/2	1	NO	100eb (Premium)
Alt. Fire Modes & Special Features: Can also load regular playing cards.							
<b>Scarlet Blackbow</b>	Archery	4d6	N/A (Arrow)	1	2	NO	50eb (Costly)
Alt. Fire Modes & Special Features: Poor Quality. May electrocute you.							
<b>Sword of Arvish</b>	Melee Weapon	3d6	—	2	1	NO	50eb (Costly)
Alt. Fire Modes & Special Features: Poor Quality Heavy Melee. May crush your fingers.							

#### DATA

These are real weapons! Take your Elflines Online offline to The Street!

#### DATA

Yes, the Duel Caster does break the "you can never make more than two Attack Checks as part of an Action" rule from CP:R page 169.

We think Ripperjack designed it.

#### DATA

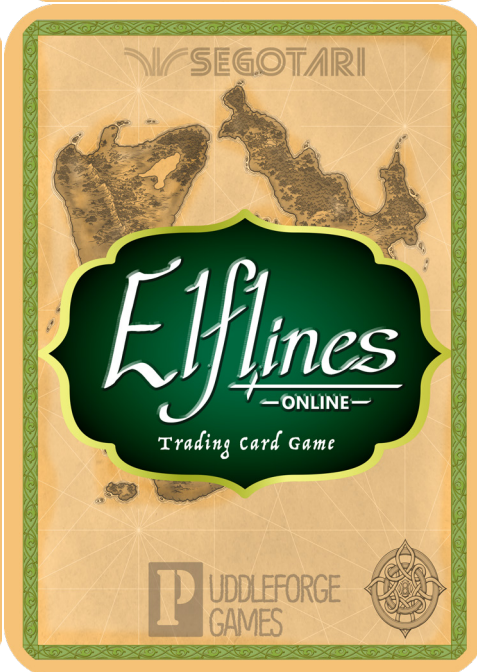
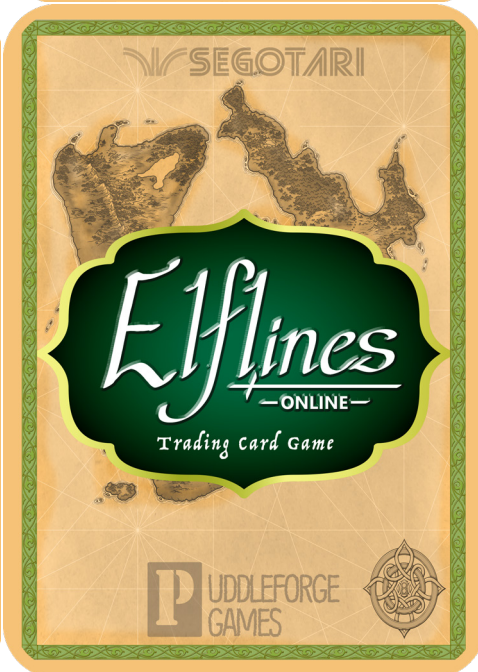
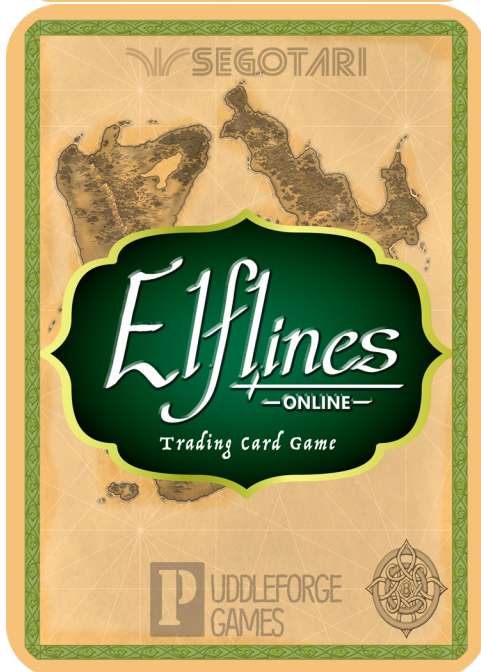
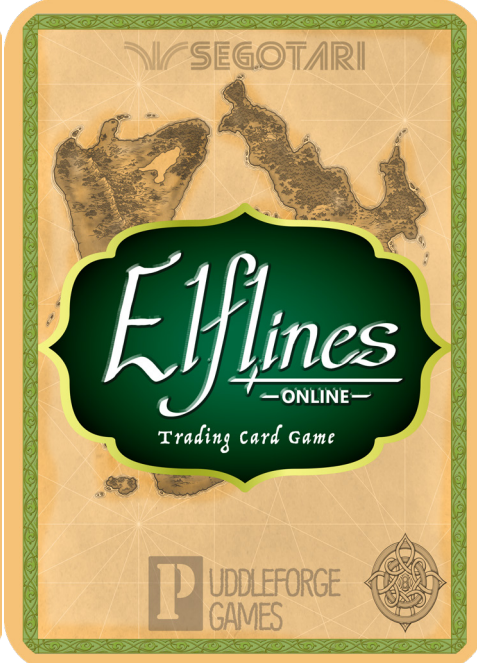
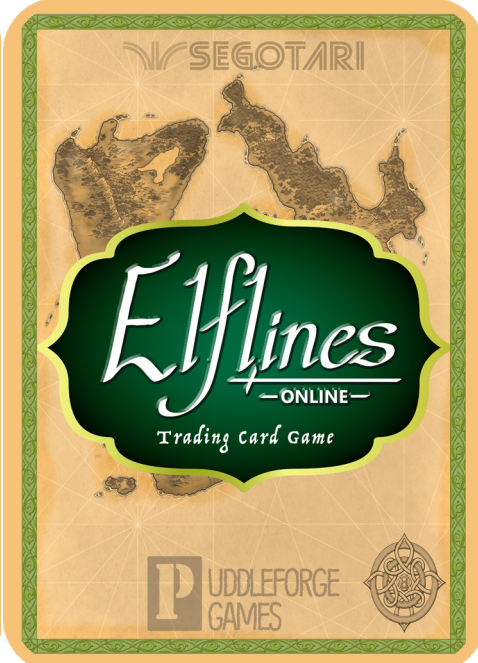
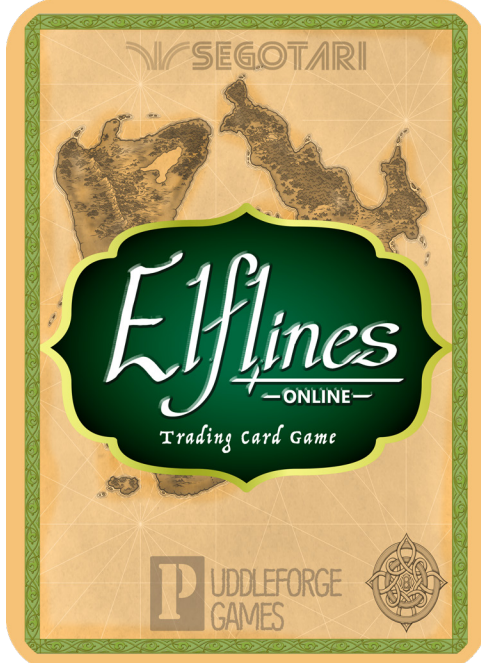
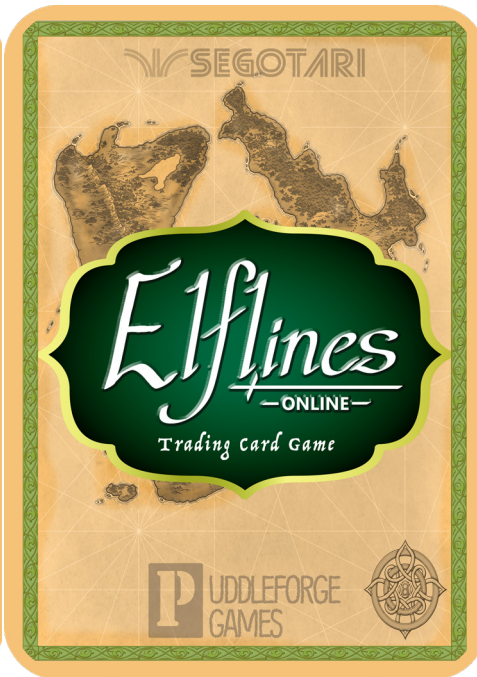
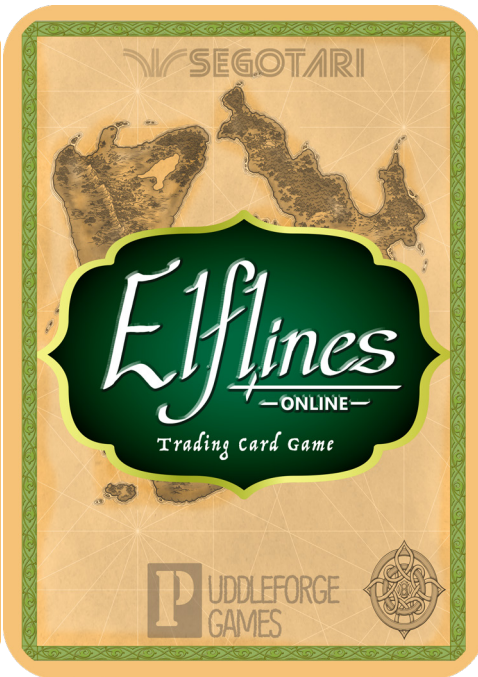
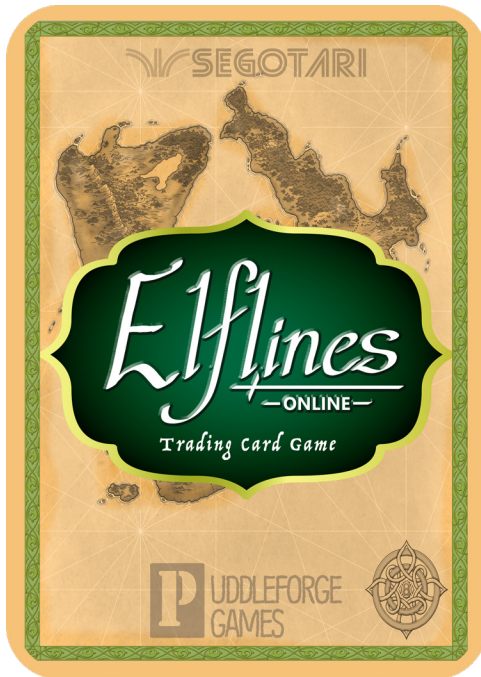
Check each item's full description for additional rules and information.

**GMs! Want to give your Players the full Elfines Online the TCG buying experience?**

**Print this packaging out, cut and fold, and slot your cards inside!**







If you're the sort to sleeve your cards, here's some backs to include to enhance your experience.