hololive OFFICIAL CARD GAME Quick Manual

What is the hololive OFFICIAL CARD GAME?

The hololive OFFICIAL CARD GAME is a trading card game built on the concept of "Comp-Creation" — Co-creation and competing with everyone.
Players, as fans of the talent, will produce the most impressive stage with their chosen "Oshi holomem" and other "holomem." Players send "Cheers" to their holomem to reach the top of the "hololive Exstreamer Cup." Make new friends and make the most of your hololive "Oshi" Katsu (or, in short, "holoKatsu") with this new trading card game!
* "holomem" is the abbreviation for "the hololive member(s)."

Things you need for the game

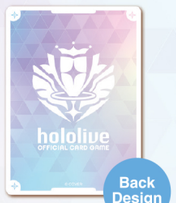
Oshi holomem Card

Prepare 1 card separate from your deck.



LIFE
Life used for the battle.
Life points may differ between different Oshi holomem.





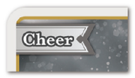
Back Design

Name of Oshi holomem

Cheer Deck

Create a cheer deck with 20 cheer cards.
You can include any number of cheer cards of the same number.





Cheer cards have the word "Cheer" written on the top-left corner of the card.



The card number is written on the bottom-right corner of the card.



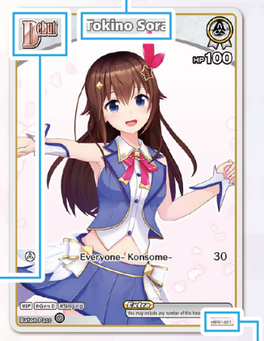
Back Design

Deck

Create a deck of 50 cards consisting of holomem and support cards.
You can include up to 4 cards of the same number.

holomem card

Name of holomem



Bloom Level
holomem cards have one of the following icons (bloom level icon) on the top-left corner.

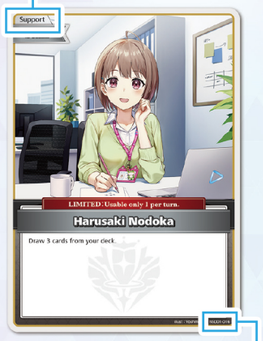
Debut
1st
2nd
Spot

holomem cards with the Debut icon are called Debut holomem cards.



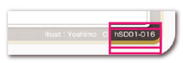
The card number is written on the bottom-right corner of the card.

Support card





Support cards have the word "Support" written on the top-left corner of the card.



The card number is written on the bottom-right corner of the card.



Back Design

Damage Counters



※Place counters on cards to track the damage taken.

Die



※ Prepare if it is required for card effects

Explanation of the Playmat

Stage refers to the three areas indicated as "center position", "collab position", and "back position."



Game Setup

1. Shuffle your deck and place it face down in the deck position.
2. Shuffle your cheer deck and place it face down in the cheer deck position.
3. Place your Oshi holomem card face up in the "Oshi position".
4. Play a round of rock-paper-scissors. The winner decides if they will go first or second.
5. Draw seven cards from your deck for your hand.
6. You may choose to redraw your cards once.
7. Starting with the first player, choose one Debut holomem and place it face down in the center position.

※If you do not have any Debut holomem
Reveal your hand to your opponent before returning your hand to your deck and shuffle it, then draw seven cards from the top of the deck.
If you still do not have a Debut holomem in hand, repeat the step above.
After placing a Debut holomem face down, excluding the redraw from 6, choose the same number of cards equal to the number of redraws from hand, and send them to the bottom of the deck in any order.

8. If you have one or more Debut or Spot holomem in hand, you may place them face down in the back position.
   (You may have up to six holomem on stage, including the center position)
9. Place the same number of cheer cards as the life value on your Oshi holomem card from your cheer deck face down.
10. Turn all your holomem cards face up.
11. The first player begins their turn.

Winning Conditions

- Reduce your opponent's life to 0 by downing their holomem.
- Remove all of your opponent's holomem from the stage, except for their Oshi holomem.
- Your opponent has no cards left in their deck at the start of their draw phase, and they are unable to draw a card.

Glossary

Collab Effect
An ability that activates when a collab occurs. Refer to the main phase for how to collab.

Bloom Effect
An ability that activates when bloom occurs. Refer to the main phase for how to bloom.

Gift
An ability that remains active throughout the match or can be activated at specific timing conditions.

Extra
Any special rules for that card are written here.

© COVER

Turn Progression

* The game proceeds in the following order, starting with the first player.

Reset phase

This phase is skipped on the first turn of each player.

❶Turn all resting holomem on your stage vertical to make them active.

❷Move collab holomem to the back position.
If it was moved, rotate that holomem sideways to indicate they are now resting.

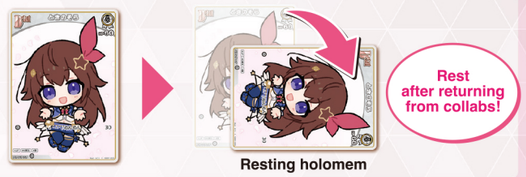
❸If there is no center holomem, choose a non-resting holomem from the back position and move it to the center position.
If all holomem are resting, choose a resting holomem and move it from the back position to the center position.

❶



Resting holomem
(Horizontal holomem)

❷



Resting holomem

Draw phase

Draw the top card of the deck.

Cheer phase

Turn the top card of the cheer deck face up, and send it to your holomem on stage.

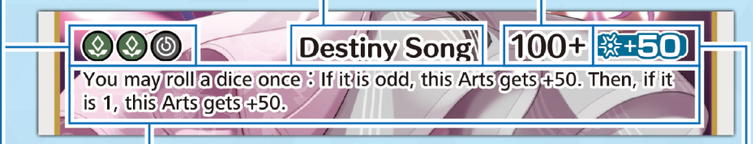
Main phase

Perform A to F on the right in any order.

Performance phase

Skipped for the first turn of the first player.
You can use the Arts of your center holomem and collab holomem.

Explanation of Arts



Cheer needed for the Arts
The necessary number of cheers needed to use the Arts.
"Destiny Song" can be used as long as a total of 3 cheers, including "2 green cheers" and "1 cheer of any color", are attached to the holomem.
The cheers remain attached even if you use the Arts.

1 white cheer card　1 green cheer card
1 cheer card of any color

Name of the Arts
This is the name of the Arts.

Base value
This is the basic damage amount that this Arts can deal.

Ability text
If there is text below the name of the Arts, follow the instructions written here.

Critical icon
If the color attribute of the target opponent's holomem is the same color as the critical hit icon, this damage is added to the base value.

How to use Arts

- Your active center holomem and collab holomem can use Arts once each. (You can choose either holomem to use their Arts first)
- Choose either the opponent's center holomem or collab holomem, and declare the name of the Arts.
- The total value including the base value and critical will determine the damage. Place damage counters on the opponent's holomem according to the damage dealt. Once the number of damage counters equals or exceeds the holomem's HP, that holomem will be downed.
- Once all Arts have been used, proceed to the end phase.

If a holomem is downed...

- The player whose holomem was downed decreases their life by 1. (There are special holomem that decrease life by 2 too)
- Turn the reduced life face up, and send it as a cheer to a holomem on stage.

*Downed holomem are archived along with any "stacked holomem", "attached cheer cards", and "attached support cards".



End phase

Abilities marked with [During this turn] are nullified.
If you do not have a center holomem, perform step ❸ of the reset phase here.

A. Place "Debut holomem" and "Spot holomem" on stage

You can have up to 6 holomem excluding Oshi holomem on your stage.
"1st holomem" and "2nd holomem" cannot be placed as is.

B. "Bloom" holomem

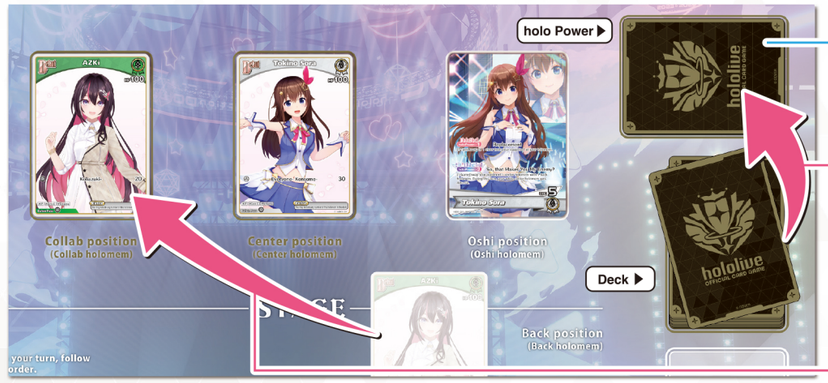
To stack cards with the same card name from your hand following the "bloom level" of Debut→1st→2nd is to "bloom".
Bloom can only be performed once for each Debut or greater holomem each turn. All "cheers", "support cards", "damages", and "status afflictions of that holomem" that were attached to the holomem before bloom are transferred.



* The following blooms cannot be performed.
・Blooming on the first turn of either player.
・Bloom a holomem that was placed or bloomed in the same turn.
・Blooming to a lower level. (e.g., Blooming from 2nd to 1st)
・Blooming to a holomem that has less HP than the current damage taken.
(e.g., Blooming to a holomem with 100 or less HP when the holomem has already taken 100 damage)

C. "Collab" holomem

・Once per turn, you can put the top card of the deck face down as is to "holo Power" and move a non-resting back holomem to the "collab position".
・A collab holomem will remain in the collab position until the reset phase of your next turn.



holo Power can be used to pay for the cost of "Oshi skill". Refer to "Oshi skill" and "SP Oshi skill" for how to use holo Power.

Collab step ❶
Put 1 card from the top of your deck face down as is to "holo Power" area.

Collab step ❷
Choose 1 active back holomem, and move it to the "collab position."

D. Use "Oshi skill" and "SP Oshi skill"

You can use the Oshi holomem's "Oshi skill" and "SP Oshi skill" by archiving the specified number of holo Power accumulated from collab.



Amount of holo Power to archive
If it is "holo Power:-1", archive 1 holo Power.

Some Oshi holomem have an Oshi stage skill instead of an Oshi skill or an SP Oshi skill.



An Oshi stage skill is always active, or activates at a specified timing during the game.

E. Use "support cards" from hand

You can use any number of support cards from hand.
However, only 1 LIMITED card which has "LIMITED: Usable only 1 per turn." written on it can be used each turn, and even LIMITED cards with different card names cannot be used on the same turn. Also, LIMITED cards cannot be used on the first turn of the first player.



F. "Baton pass"

You can exchange your active center holomem with a non-resting back holomem by archiving the specified number of cheers attached.
*Baton pass not from ability and support cards can only be performed once on your turn.

The number of cheer cards to archive is...

