

THE **HODLTRUMPS** **RULEBOOK**



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INTRODUCTION

HELLO & WELCOME TO THE WONDERFUL WORLD OF HODLTRUMPS!

HODLTRUMPS IS A UNIQUE NEW TWO-PLAYER NFT COLLECTIBLE CARD GAME PLAYED VIA TELEGRAM THAT'S BASED ON THE LIFE OF EVERYONE'S FAVOURITE COUNTERPARTY CUTIE - HODLPET!

ASSEMBLE YOUR PRIZE COLLECTION, CONSTRUCT A KILLER DECK, WIN MEDALS, DEVISE EXPERT STRATEGIES TO DEFEAT YOUR FOES AND COMPETE IN HODLTRUMPS TOURNAMENTS TO EARN SPECIAL PRIZES!

TO JOIN THE HODLTRUMPS COMMUNITY, VISIT THE HODLTRUMPS [TELEGRAM GROUP](#).

TO BUY HODLTRUMPS CARDS & ASSEMBLE A DECK, VISIT [THE HODLTRUMPS SITE](#).

TO SEE HOW YOUR COLLECTION FARES, CHECK OUT THE [HODLTRUMPS LEADERBOARD](#).

FOR NEWS AND GIVEAWAYS, SUBSCRIBE TO THE HODLTRUMPS TWITTER: [@HODLTRUMPS](#)

TO FIND OUT MORE ABOUT THE HODLPET PROJECT, CHECK OUT [THE HODLPET FAQ](#).

HOW TO PLAY

BEFORE PLAYING, PLACE YOUR HODLTRUMPS COLLECTION, INCLUDING ANY MEDALS YOU OWN, IN AN XCP WALLET.

VISIT THE HODLTRUMPS DECKVIEWER (SEE §3 FOR MORE INFO) AT [HODLPET.IO/DECKVIEWER](https://hodlpet.io/deckviewer), ENTER YOUR HODLTRUMPS WALLET ADDY AND CLICK 'SUBMIT':

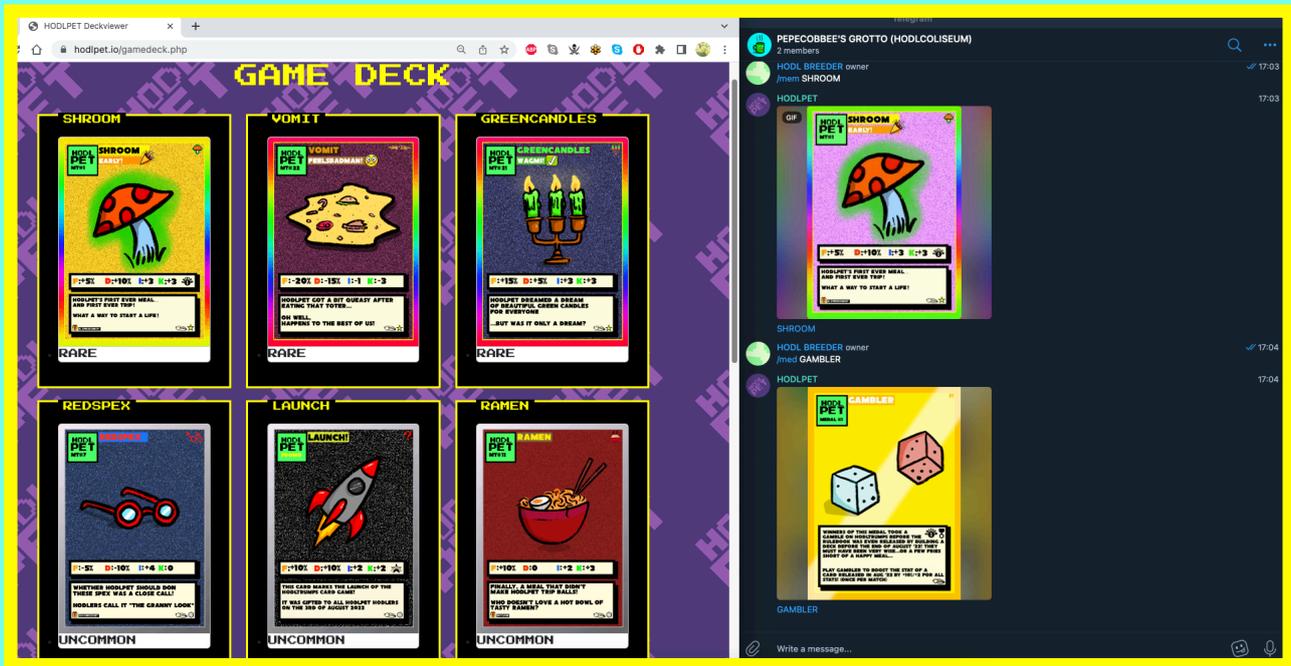
HODLTRUMPS DECKS CONSIST OF THREE DIFFERENT RARE CARDS, THREE DIFFERENT UNCOMMON CARDS, THREE DIFFERENT COMMON CARDS AND UP TO THREE DIFFERENT MEDALS.

SELECT YOUR DECK BY CLICKING THE CHECKBOXES UNDERNEATH THE CARDS YOU WANT IN YOUR DECK AND HIT 'SUBMIT':

YOU SHOULD THEN SEE YOUR DECK DISPLAYED IN FOUR NEAT ROWS - ONE FOR YOUR THREE RARES, ONE FOR YOUR THREE UNCOMMONS, ONE FOR YOUR THREE COMMONS, AND ONE FOR YOUR MEDALS.

ONCE YOU HAVE CONFIRMED YOUR DECK, MEET YOUR OPPONENT IN ONE OF THE FIVE LEGENDARY HODLCOLISEUMS ON TELEGRAM (SEE §4 FOR MORE INFO).

THEN SET UP YOUR DESKTOP SOMETHING LIKE THIS, SO YOU CAN SEE BOTH THE HODLCOLISEUM TELEGRAM CHAT & YOUR DECK IN THE HODLTRUMPS DECKVIEWER:



NOW FLIP A COIN OR ENTER **/TOSS IN THE HODLCOLISEUM CHAT TO DECIDE WHO GOES FIRST. LET'S SAY YOU WON THE TOSS...**

THE MATCH HAS NOW STARTED! DURING THE MATCH, EACH PLAYER MUST PLAY ONE (AND ONLY ONE) FLIP CARD BY ENTERING **/FLIP AT THE BEGINNING OF ANY TURN (BEFORE ANY MEMORY TOKENS HAVE BEEN PLAYED).**

THE FLIP CARD INVERTS ALL STATS (PLUSES BECOME MINUSES AND VICE VERSA) UNTIL THE GAME BECOMES UNFLIPPED AGAIN WITH THE SECOND FLIP CARD.

THERE MUST BE AT LEAST TWO DUELS BETWEEN THE TWO FLIP CARDS. FOR MORE INFO ON THE FLIP CARD, SEE §6.

HODLTRUMPS MATCHES CONSIST OF NINE TURNS, DURING WHICH YOU WILL PLAY EACH OF THE NINE MEMORY TOKENS IN YOUR DECK.

CHOOSE THE MEMORY TOKEN YOU WANT TO DUEL FOR THE TURN BY ENTERING THE **/MEM COMMAND + **THE CARD'S TITLE** INTO THE HODLCOLISEUM CHAT, THEN WAIT FOR YOUR OPPONENT TO DO THE SAME.**

ONCE YOU HAVE PLAYED A MEMORY TOKEN, CLICK IT ON THE DECKVIEWER TO BLACK IT OUT, SO YOU CAN REMEMBER WHICH CARDS YOU HAVE PLAYED SO FAR.

YOU MAY NOW ACTIVATE ONE OF YOUR THREE POWERS USING THE **/POWER COMMAND + **THE POWER NAME** AND FOLLOW ANY SPECIAL INSTRUCTIONS. FOR MORE INFO ON POWERS, SEE §7.**

NOW DECIDE WHETHER TO BOOST ANY OF YOUR DUELLING CARD'S STATS USING ANY MEDAL BONUSES YOU HAVE, BY USING **/MED + **THE MEDAL TITLE**. FOR MORE INFO ON MEDALS, SEE §8.**

ONCE YOU ARE HAPPY WITH YOUR POWERS AND MEDAL BOOSTS, YOUR OPPONENT MAY NOW RESPOND BY ACTIVATING ANY OF THEIR POWERS OR PLAYING ANY OF THEIR MEDALS IN RESPONSE TO THE POWERS AND MEDALS YOU HAVE PLAYED.

YOU MAY THEN DECIDE WHETHER YOU WOULD LIKE TO FURTHER ACTIVATE ANY POWERS OR PLAY ANY MEDALS IN RESPONSE TO YOUR OPPONENT'S POWERS AND MEDALS, AND SO ON, UNTIL NEITHER PLAYER WANTS TO ACTIVATE ANY MORE POWERS OR PLAY ANY MORE MEDALS.

ONCE BOTH PLAYERS ARE HAPPY WITH THEIR POWERS AND MEDALS, IT'S TIME TO DUEL!

USE THE /ROLL COMMAND TO SELECT A RANDOM STAT (ONE OF FEELS (F), DANK (D), IQ (I) AND KARMA (K)) TO DUEL.

WHICHEVER PLAYER'S CARD HAS THE HIGHEST NUMBER FOR THE STAT CHOSEN BY THE BOT (AFTER FLIPS, MEDAL BONUSES AND POWERS ARE ACCOUNTED FOR) WINS THE TURN AND SCORES ONE POINT!

IF IT IS A DRAW FOR THE CHOSEN STAT, ROLL AGAIN UNTIL SOMEONE WINS THE TURN!

PLAY EIGHT MORE TURNS IN THIS MANNER UNTIL NINE TURNS (AND ALL MEMORY TOKENS) HAVE BEEN PLAYED, ALTERNATING WHO GOES FIRST EACH TURN. WHOEVER HAS THE HIGHEST SCORE AFTER NINE TURNS WINS THE MATCH!

N.B. YOU CANNOT PLAY THE SAME MEMORY TOKENS AGAINST EACH OTHER DURING A TURN, AND CAN USE EACH OF YOUR MEMORY TOKENS AND POWERS ONCE ONLY (SOME MEDALS CAN BE USED MORE THAN ONCE PER MATCH).

IN THE RARE SITUATION THAT BOTH PLAYERS ARE LEFT WITH THE SAME CARD AT THE FINAL TURN, BOTH PLAYERS TYPE **/MEM WITH NO TITLE TO SELECT A RANDOM MEMORY TOKEN FROM THE ENTIRE HODLTRUMPS COLLECTION AND DUEL THE RESULTING RANDOM CARDS AGAINST EACH OTHER!**

FINALLY, IF A STAT BOOST WILL MAKE BOTH OF YOUR CARDS HAVE EXACTLY THE SAME VALUES FOR ALL FOUR STATS, YOU CANNOT USE THAT STAT BOOST (YOU CANNOT DUEL CARDS WITH EQUAL STATS AGAINST EACH OTHER).

YOU MAY FIND IT USEFUL TO HAVE A PEN AND PAPER HANDY TO KEEP TRACK OF WHICH POWERS YOU HAVE ACTIVATED, THE SCORE, AND THE WAY YOUR BOOSTS HAVE AFFECTED YOUR CARD'S STATS DURING A TURN.

HAVE FUN!

THE DECKVIEWER

USE THE HODLTRUMPS DECKVIEWER TO ASSEMBLE YOUR DECK AND KEEP TRACK OF YOUR MATCH.

FIRST OFF VISIT [HODLPET.IO/DECKVIEWER](https://hodlpet.io/deckviewer).

NEXT, ENTER THE XCP ADDRESS CONTAINING YOUR HODLTRUMPS COLLECTION IN THE 'DECK WALLET' BOX AND HIT SUBMIT.



Deck Wallet:

YOU WILL NOW BE ABLE TO CHOOSE YOUR DECK FROM YOUR ENTIRE COLLECTION!

CHOOSE THREE DIFFERENT RARE CARDS (THESE HAVE RAINBOW BORDERS), THREE DIFFERENT UNCOMMON CARDS (THESE HAVE SILVER BORDERS), THREE DIFFERENT COMMON CARDS (THESE HAVE BLACK BORDERS) & UP TO THREE DIFFERENT MEDALS (THESE DON'T FLASH & ARE EITHER DIAMOND BLUE, GOLD, SILVER OR BRONZE) TO ASSEMBLE YOUR DECK - DECKS CONTAIN A MAXIMUM OF TWELVE CARDS.

USE THE CHECKBOX BELOW THE CARDS TO CHOOSE A CARD FOR YOUR DECK. ONCE YOU'RE HAPPY WITH YOUR DECK, HIT SUBMIT.

YOU WILL THEN BE ABLE TO SEE YOUR DECK IN FOUR NEAT ROWS - ONE FOR YOUR RARE CARDS, ONE FOR YOUR UNCOMMON CARDS, ONE FOR YOUR COMMON CARDS AND ONE FOR YOUR MEDALS. HERE'S AN EXAMPLE:

Home Drops Trumps FAO Part

GAME DECK

<p>SHROOM</p> <p>HO�L PET MTR2</p> <p>HO�LPET'S FIRST EVER MEAL AND FIRST EVER TRIP! WHAT A WAY TO START A LIFE!</p> <p>RARE</p>	<p>VOMIT</p> <p>HO�L PET MTR2</p> <p>HO�LPET GOT A BIT QUEASY AFTER EATING THAT TASTEY ON W WELL... HAPPENS TO THE BEST OF US!</p> <p>RARE</p>	<p>GREENCANDLES</p> <p>HO�L PET MTR2</p> <p>HO�LPET DREAMED A DREAM OF BEAUTIFUL GREEN CANDLES FOR EVERYONE... BUT WAS IT ONLY A DREAM?</p> <p>RARE</p>
<p>LAUNCH</p> <p>HO�L PET MTR2</p> <p>THIS CARD MARKS THE LAUNCH OF THE HO�LTRUMPS CARD GAME! IT WAS GIVEN TO ALL HO�LPET HO�DLERS ON THE 3RD OF AUGUST 2022</p> <p>UNCOMMON</p>	<p>RAMEN</p> <p>HO�L PET MTR2</p> <p>FINALLY, A MEAL THAT DIDN'T MAKE HO�LPET FEEL SLEET! MAYBE IT HAS SOMETHING TO DO WITH THAT SPOON?</p> <p>UNCOMMON</p>	<p>HANGOVER</p> <p>HO�L PET MTR2</p> <p>POOP HO�LPET OVERDID IT A BIT LAST NIGHT... ...OOOOWWWW, PASS THE ASPIRIN...</p> <p>UNCOMMON</p>
<p>HO�LTUNE</p> <p>HO�L PET MTR2</p> <p>HO�LPET LOVES TO WHISTLE THIS TUNE! WHAT A CLASSIC!</p> <p>COMMON</p>	<p>PINKSHIT</p> <p>HO�L PET MTR2</p> <p>HO�LPET'S FIRST POOP LOOKED PRETTY FUNNY! MAYBE IT HAS SOMETHING TO DO WITH THAT SPOON?</p> <p>COMMON</p>	<p>BROOM</p> <p>HO�L PET MTR2</p> <p>THE FINALLY BROOM APPEARED AFTER SO LONG! "THE POOP!" WHERE'D IT TAKE IT TO? WHO KNOWS!</p> <p>COMMON</p>
<p>HATTRICK</p> <p>HO�L PET MEDAL 01</p> <p>WINNERS OF THIS MEDAL WERE AMONG THE FIRST TO WIN THREE MATCHES IN A ROW! WHEN HATTRICK IS PLAYED, THE OWNER MUST ASK THEMSELVES IF THEY HATE THE GAME START EACH TIME. THEIR DOLLING CARD IS BOOSTED BY 25% FOR ALL STATS (THREE PER MATCH)</p> <p>MEDAL</p>	<p>SLEEPER</p> <p>HO�L PET MEDAL 01</p> <p>WINNERS OF THIS MEDAL WERE AMONG THE FIRST TO PLAY A HO�LTRUMPS MATCH WHILE HO�LPET WAS ASLEEP! IF HO�LPET IS CURRENTLY ASLEEP, PLAY SLEEPER TO BOOST A CHOSEN STAT BY 10% (2 TIMES PER MATCH)</p> <p>MEDAL</p>	<p>LEARNER</p> <p>HO�L PET MEDAL 01</p> <p>WINNERS OF THIS MEDAL WERE TAUGHT HOW TO PLAY THE GAME BY A HO�LTRUMPS REPERT OR IMPRESSED THEM ENOUGH THAT THEY KNEW HOW TO PLAY! PLAY THIS MEDAL TO BOOST YOUR DOLLING CARD BY 25% FOR A CHOSEN STAT, ONCE PER MATCH</p> <p>MEDAL</p>

HO�LERS: 303/325

YOU CAN PLAY EACH CARD IN YOUR DECK ONCE (EXCEPT FOR MEDALS, WHICH CAN SOMETIMES BE PLAYED MORE THAN ONCE).

ONCE YOU HAVE PLAYED A CARD, YOU CAN CLICK IT ON THE DECKVIEWER TO BLACK IT OUT SO YOU CAN KEEP TRACK OF THE CARDS YOU'VE YET TO PLAY:



THE FIVE LEGENDARY HODLCOLISEUMS

THE FIVE LEGENDARY HODLCOLISEUMS ARE PUBLIC TELEGRAM GROUPS CONTAINING THE HODLTRUMPS BOT WHERE PLAYERS CAN PLAY HODLTRUMPS MATCHES. MEET AN OPPONENT IN ONE AT ANY TIME AND USE THE HODLTRUMPS BOT TO PLAY.

THE FIVE LEGENDARY HODLCOLISEUMS ARE AS FOLLOWS (CLICK TO ACCESS):



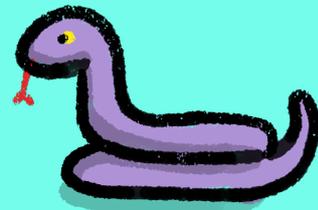
[PEPECOBEE'S GROTTO](#)



[PINKSHIT'S DISCO](#)



[MARIO'S SEWER](#)

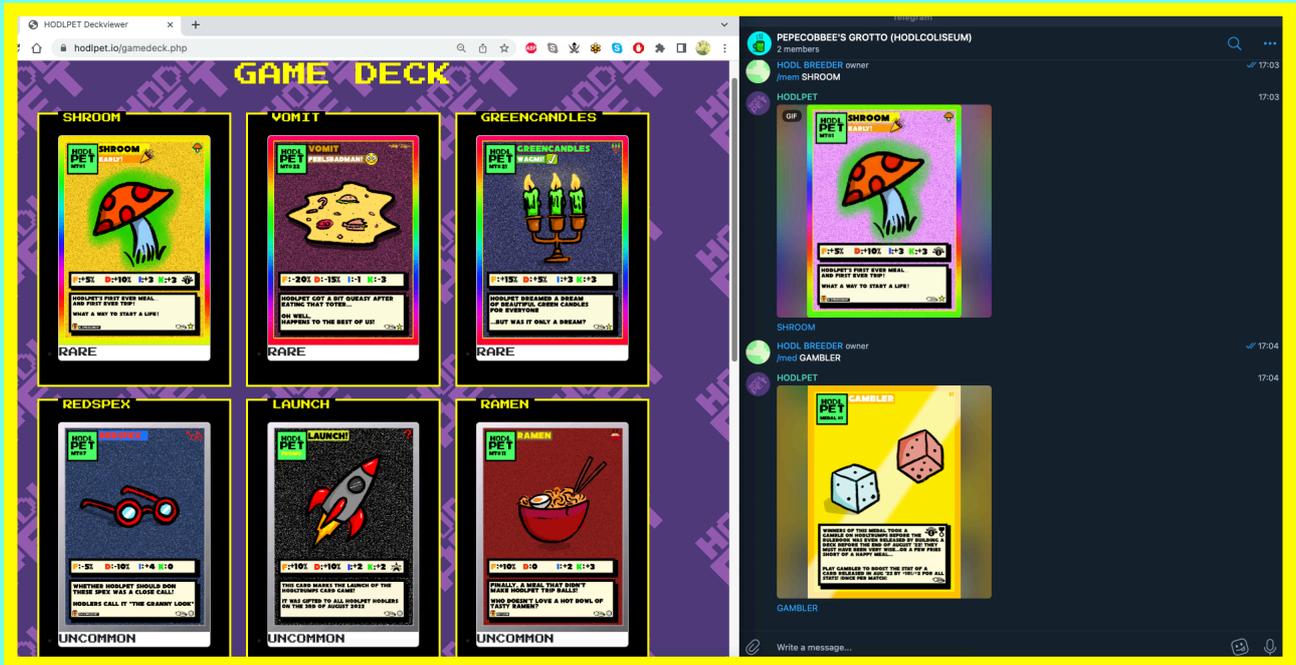


[SNEK'S JUNGLE](#)



[BROOM'S CUPBOARD](#)

ONCE YOU'VE BUILT YOUR DECK USING THE DECKVIEWER AND ENTERED A HODLCOLOISEUM WITH AN OPPONENT, WE SUGGEST YOU ARRANGE YOUR DESKTOP IN THE FOLLOWING MANNER TO MAKE HODLTRUMPS EASY TO PLAY, WITH BOTH THE DECK VIEWER AND THE HODLCOLOISEUM VISIBLE SIDE-BY-SIDE:



THE HODLPET BOT

ONCE YOU HAVE ASSEMBLED YOUR DECK ON THE DECKVIEWER, AND HAVE ENTERED A HODLCOLISEUM WITH AN OPPONENT, YOU ARE READY TO PLAY USING THE HODLPET BOT. USE THE FOLLOWING COMMANDS TO PLAY YOUR MATCH:

/TOSS – TOSSES A COIN TO SEE WHO PLAYS FIRST

/FLIP – DISPLAYS THE FLIP CARD. EACH PLAYER MUST PLAY ONE AND ONLY ONE FLIP CARD PER MATCH AT THE BEGINNING OF ANY TURN. ONCE A FLIP CARD IS PLAYED, ALL STATS ARE INVERTED (PLUSES BECOME MINUSES AND MINUSES BECOME PLUSES) UNTIL THE SECOND FLIP CARD IS PLAYED. THERE MUST BE AT LEAST TWO DUELS BETWEEN FLIP CARDS.

/MEM + MEMORY TOKEN TITLE – WILL DISPLAY A CHOSEN MEMORY TOKEN (E.G. "/MEM SHROOM" WILL DISPLAY SHROOM)

/POWER + POWER TITLE – ACTIVATES A CHOSEN POWER (E.G. "/MEM EARLY" WILL ACTIVATE THE EARLY POWER)

/MED + MEDAL TITLE – DISPLAYS A CHOSEN MEDAL (E.G. "/MED GAMBLER" WILL DISPLAY THE GAMBLER MEDAL)

/ROLL – DISPLAYS A RANDOM STAT, ONE OF FEELS, DANK, IQ AND KARMA. USE THIS COMMAND TO DUEL!

THE ABOVE 6 COMMANDS ARE THE MAIN COMMANDS USED TO PLAY HODLTRUMPS MATCHES. HOWEVER, OTHER HODLPET BOT COMMANDS MAY BE NEEDED IN SPECIAL CIRCUMSTANCES.

FOR EXAMPLE, THE "EARLY" POWER STATES THAT PLAYERS DISPLAY THE LOWEST SUPPLY HODLDROP OR HODLCOMMON CARD THEY OWN (SEE: [HODLPET.IO/DROPS](https://hodlpet.io/drops)) USING THE **/COMMON OR **/DROP** COMMANDS.**

SOME POWERS AND MEDALS MAY ALSO REQUIRE YOU TO SEE WHAT HODLPET IS UP TO USING THE **/HODL COMMAND.**

YOU CAN SEE THE FULL LIST OF ADDITIONAL COMMANDS BY TYPING **/HELP AT ANY TIME.**

CARD GUIDE

A. MEMORY TOKENS

THE CORE COMPONENT OF YOUR HODLTRUMPS DECK ARE MEMORY TOKENS - THESE ALL CORRESPOND TO AN EVENT IN HODLPET'S LIFE.

EACH HODLTRUMPS DECK CONSISTS OF THREE DIFFERENT RARE MEMORY TOKENS (WHICH HAVE RAINBOW BORDERS), THREE DIFFERENT UNCOMMON MEMORY TOKENS (WHICH HAVE SILVER BORDERS) AND THREE DIFFERENT COMMON MEMORY TOKENS (WHICH HAVE BLACK BORDERS). EACH OF THE NINE MEMORY TOKENS IN YOUR DECK ARE PLAYED ONCE PER MATCH.

EACH MEMORY TOKEN HAS FOUR STATS: FEELS (F), DANK (D), IQ (I) AND KARMA (K), WHICH DETERMINE HOW STRONG THE CARD IS.

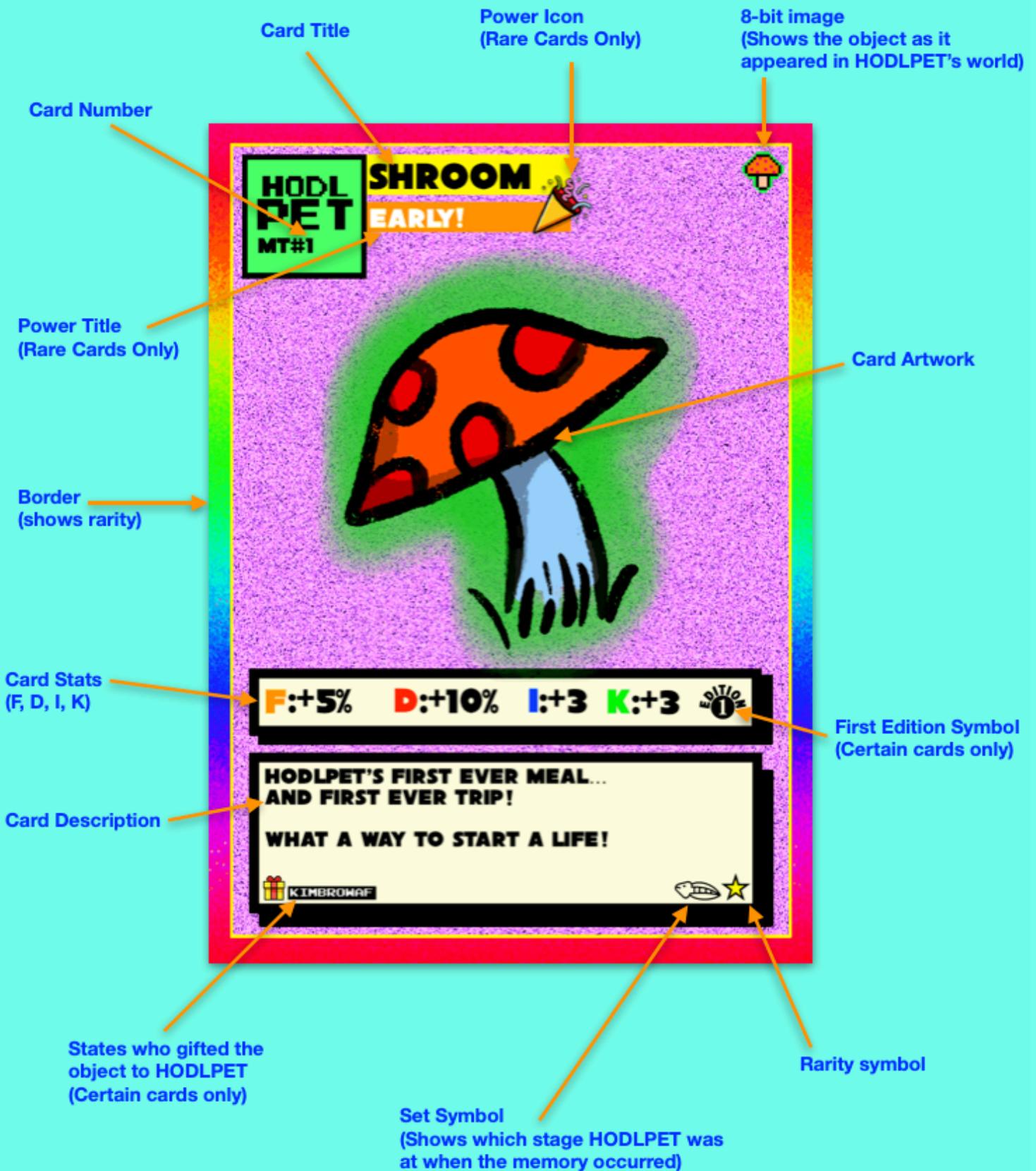
RARE TOKENS TEND TO BE BETTER THAN UNCOMMONS AND UNCOMMONS TEND TO BE BETTER THAN COMMONS.

FOR EXAMPLE, THE RARE MEMORY TOKEN SHROOM HAS A DANK STAT OF '+10%', WHEREAS THE COMMON MEMORY TOKEN BROOM HAS A DANK STAT OF '0'. IF THE DANK STAT IS SELECTED USING THE /ROLL COMMAND WHEN SHROOM AND BROOM ARE PITTED AGAINST EACH OTHER IN A DUEL, SHROOM WOULD THEREFORE WIN THE ROUND.

RARE MEMORY TOKENS ALSO HAVE 'POWERS' WHICH RARE MEMORY TOKENS YOU INCLUDE IN YOUR DECK WILL DETERMINE WHICH POWERS YOU WILL BE ABLE TO USE IN THE GAME. FOR MORE INFO ON POWERS, SEE §7.

IN ADDITION TO THE 29 NUMBERED MEMORY TOKENS WHICH COMPRISE SET ONE, THERE ARE ALSO A NUMBER OF PROMOS WHICH ARE RELEASED TO MARK VARIOUS HODLTRUMPS MILESTONES. CHECK THEM OUT HERE: [HODLTRUMPS.IO/TRUMPS](https://hodltrumps.io/trumps)

MEMORY TOKEN CARD MAP

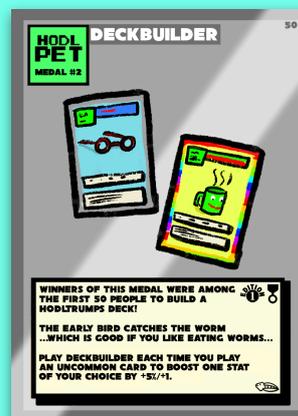
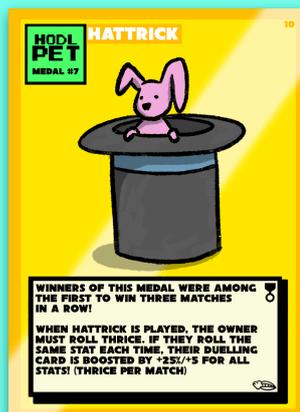


B. MEDALS

IN ADDITION TO THE NINE MEMORY TOKENS YOU USE TO CREATE A DECK, YOU MAY ALSO SUPPLEMENT YOUR DECK WITH UP TO THREE DIFFERENT MEDALS (FOR A TOTAL OF TWELVE CARDS PER DECK).

MEDALS ARE AWARDED TO PLAYERS FOR ACHIEVING DIFFERENT GOALS. FOR EXAMPLE, DECKBUILDER IS AWARDED TO THE FIRST 50 PEOPLE TO CREATE A HODLTRUMPS DECK, HATTRICK IS AWARDED TO THE FIRST TEN PEOPLE TO WIN THREE HODLTRUMPS MATCHES IN A ROW, AND CHAMPION IS AWARDED TO THE WINNER OF THE FIRST HODLTRUMPS TOURNAMENT!

MEDALS COME IN FOUR KINDS: **DIAMOND (WHICH HAVE A SUPPLY OF 1-5), **GOLD** (WHICH HAVE A SUPPLY OF 6-49), **SILVER** (WHICH HAVE A SUPPLY OF 50-99) AND **BRONZE** (WHICH HAVE A SUPPLY OF 100-150). THE SMALLER THE SUPPLY, THE HARDER THE CHALLENGE TO WIN THE MEDAL AND THE BETTER THE BONUS THE MEDAL GIVES TO YOUR DECK!**



MEDALS CONFER VERY DIFFERENT BONUSES FROM ONE ANOTHER. SOME MAY BE USED JUST ONCE, WHEREAS OTHERS MAY BE USED MULTIPLE TIMES. CONSULT THE RELEVANT MEDAL TO SEE WHAT THE BONUS IS AND HOW IT CAN BE PLAYED.

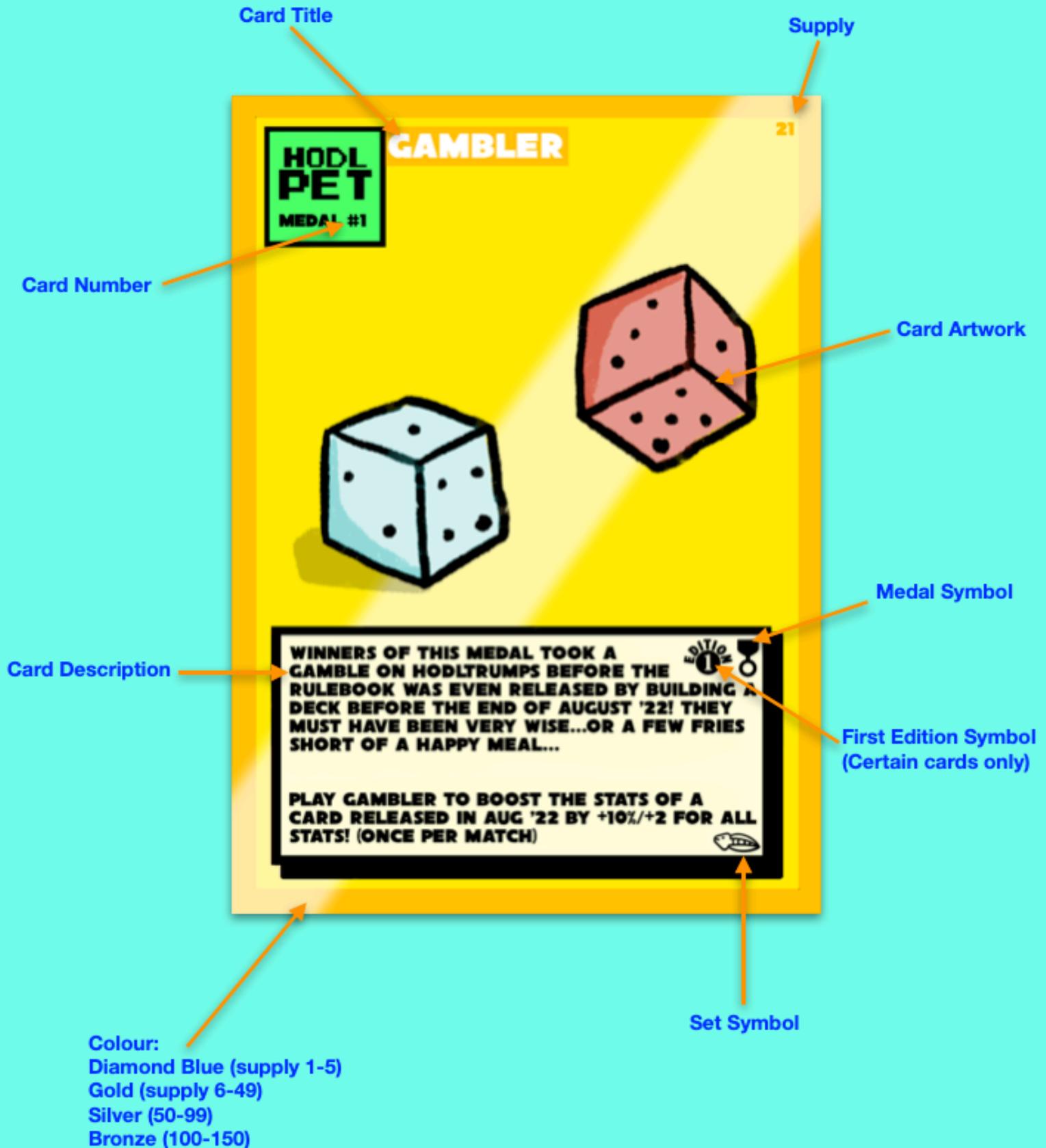
USUALLY, A MEDAL CAN ONLY BE PLAYED DURING THE "POWERS & MEDALS" STAGE OF A TURN, BUT SOMETIMES A MEDAL MAY STIPULATE THAT IT CAN BE USED AT ANY TIME. YOU CAN PLAY AS MANY OF YOUR THREE MEDALS AS YOU LIKE DURING A TURN, BUT YOU MAY NOT PLAY THE SAME MEDAL TWICE DURING THE SAME TURN.

SOME MEDALS HAVE EFFECTS WHICH MAY COMBINE WITH OTHER CARDS. FOR EXAMPLE, THE EATER MEDAL IS ABLE TO BOOST CARDS WHICH DEPICT SOMETHING HODLPET ATE. SO IF YOU USE THIS MEDAL, BE SURE TO STACK YOUR DECK WITH THINGS HODLPET ATE!

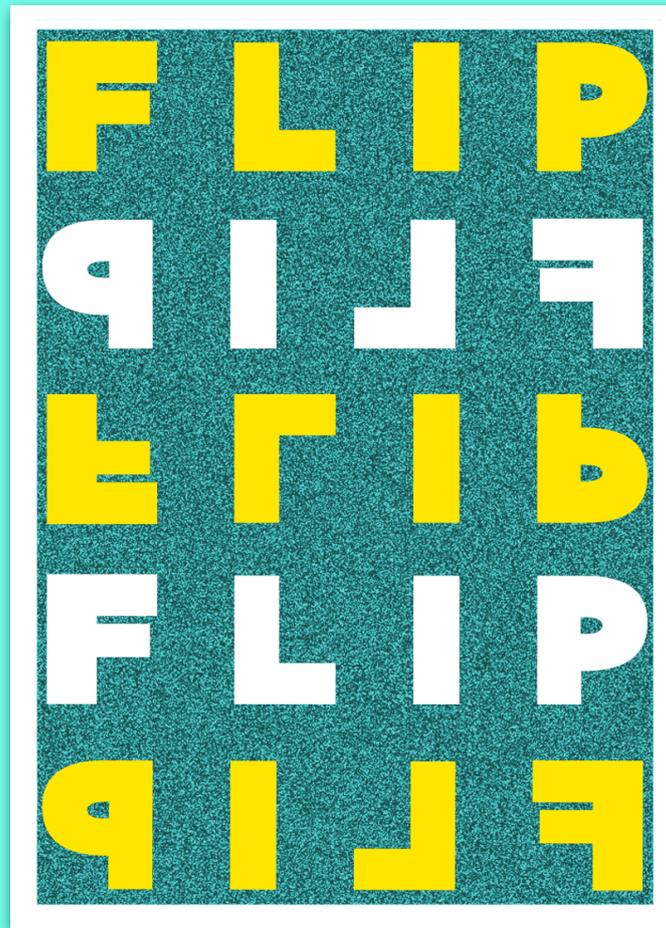
IF YOU BELIEVE YOU HAVE ACHIEVED THE GOAL FOR WINNING A CERTAIN MEDAL, REMEMBER TO DM HODLBREEDER (@HODLBREEDER) ON TELEGRAM TO RECEIVE YOUR AWARD! IF A MEDAL RUNS OUT BEFORE YOU DO SO, UNFORTUNATELY THERE'S NOTHING WE CAN DO, SO REMEMBER TO DM US!

FOR MORE INFORMATION ON SPECIFIC MEDALS, CONSULT THE SET ONE MEDAL LIST (§9).

MEDAL CARD MAP



C. THE FLIP CARD



THE FLIP CARD REPRESENTS A CRUCIAL GAME MECHANIC FOR ALL HODLTRUMPS MATCHES! UNLIKE MEMORY TOKENS AND MEDALS, THE FLIP CARD IS NOT BOUGHT OR WON. INSTEAD, EACH PLAYER MUST PLAY ONE (AND ONLY ONE) FLIP CARD DURING EVERY MATCH, USING THE **/FLIP COMMAND.**

EITHER PLAYER MAY PLAY THEIR FLIP CARD AT THE BEGINNING OF ANY TURN, BUT BEFORE THE FIRST MEMORY TOKEN FOR THE TURN IS PLAYED. ONCE THE FIRST FLIP CARD IS PLAYED, A MINIMUM OF TWO DUELS MUST TAKE PLACE BEFORE THE SECOND PLAYER CAN PLAY THEIR FLIP CARD.

ONCE THE FIRST FLIP CARD IS PLAYED, THE GAME IS FLIPPED, MEANING THAT THE STATS FOR ALL MEMORY TOKENS PLAYED AFTER THE FLIP CARD ARE INVERTED, I.E. ALL NEGATIVE STATS BECOME POSITIVE STATS AND VICE VERSA. ANY ADDITIONAL BOOSTS FROM MEDALS OR POWERS ARE APPLIED AFTER THE FLIP IS ACCOUNTED FOR. FOR EXAMPLE, TAKE THE CARD VOMIT BELOW:



IF VOMIT IS PLAYED WHILE THE GAME IS NOT FLIPPED, IT HAS THE STATS **F:-20%, **D:-15%**, **I:-1**, **K:-3** - MAKING IT VERY WEAK DURING UNFLIPPED PLAY. HOWEVER, IF A PLAYER FLIPS THE GAME WITH A FLIP CARD AND THEN PLAYS VOMIT, IT HAS THE INVERTED STATS **F:+20%**, **D:+15%**, **I:+1**, **K: +3**, MAKING IT ONE OF THE STRONGEST CARDS IN THE GAME DURING FLIPPED PLAY!**

IF THE PLAYER WANTS TO FURTHER BOOST THESE STATS USING A POWER OR A MEDAL, THE BOOSTS ARE ADDED TO THE INVERTED STATS. FOR EXAMPLE, AN IQ BOOST OF +1 WOULD INCREASE VOMIT'S FLIPPED IQ STAT +1 TO +2.

IF NO ONE HAS PLAYED A FLIP CARD BY THE BEGINNING OF TURN 7, THE GAME IS AUTOMATICALLY FLIPPED FOR THE FINAL THREE TURNS (7, 8 & 9).

N.B. FOR EACH HODLTRUMPS MATCH, A MINIMUM OF TWO DUELS WILL HAPPEN WHILE THE GAME IS FLIPPED. THIS MEANS YOU NEED TO MAKE SURE YOU HAVE AT LEAST TWO CARDS WITH DECENT NEGATIVE STATS IN YOUR DECK TO MAXIMIZE YOUR CHANCES OF SUCCESS.

POWERS

POWERS ARE A CRUCIAL PART OF HODLTRUMPS STRATEGY, ADDING SPECIAL RULES AND FEATURES TO YOUR MATCHES TO GIVE YOUR DECK AN EDGE.

EACH HODLTRUMPS MATCH, PLAYERS MAY ACTIVATE UP TO THREE POWERS. WHICH THREE POWERS THEY MAY USE ARE DETERMINED BY THE RARE CARDS THEY HAVE IN THEIR DECK.

THE NAME OF A RARE CARD'S POWER IS WRITTEN UNDERNEATH ITS TITLE (SEE THE MEMORY TOKEN CARD MAP AT §6.C ABOVE).

YOU MAY ACTIVATE AS MANY OF YOUR POWERS AS YOU LIKE DURING A TURN.

FOR EXAMPLE, IF YOUR DECK'S RARE CARDS ARE SHROOM, PEPECOBREE AND CLYDE, THE POWERS YOU MAY ACTIVATE DURING THE MATCH ARE EARLY, COBREECAT AND WEAKEN.

USE /POWER + POWER TITLE TO ACTIVATE ONE OF YOUR POWERS.

CRUCIALLY, YOU DO NOT NEED TO ACTIVATE A RARE CARD'S POWER WHEN YOU PLAY THAT CARD. YOU MAY ACTIVATE IT DURING ANY TURN IN THE "POWERS & MEDALS" STAGE OF THE TURN (PROVIDED YOU HAVE NOT ACTIVATED IT ALREADY).

EACH POWER HAS A DIFFERENT EFFECT. SOME POWERS MAY JUST AFFECT ONE TURN, OTHERS MAY COMBINE WITH OTHER CARDS IN YOUR DECK TO POWER UP YOUR CARDS.

FOR EXAMPLE, MILESTONE! (WHICH IS TWOFIDDY'S POWER) MAY BE USED TO BOOST ANY CARD IN YOUR DECK THAT DEPICTS A MILESTONE (E.G. TWOHUNDY OR TWOFIDDY).

THINK CAREFULLY ABOUT WHICH POWERS WILL MAKE YOUR DECK MOST EFFECTIVE!

CONSULT THE POWERS LIST ON THE NEXT PAGE TO SEE ALL THIRTEEN OF THE SET ONE POWERS AND THEIR EFFECTS.

SET ONE POWERS LIST

- 1. EARLY!** - WHEN EARLY IS ACTIVATED, PLAYERS MUST SHOW THE LOWEST ISSUANCE HODLDROP OR HODLCOMMON THEY OWN USING THE **/DROP** OR **/COMMON** COMMANDS. WHOEVER'S HAS THE LOWEST SUPPLY GAINS AN EXTRA POINT IF THEY WIN THIS TURN!
- 2. COBBEECAT!** - WHEN COBBEECAT IS ACTIVATED, THE DUELLING STAT SELECTED LAST TURN IS ALSO AUTOMATICALLY THE DUELLING STAT FOR THIS TURN.
- 3. WEAKEN!** - WHEN WEAKEN IS ACTIVATED, THE LOSER OF THE TURN'S STATS ARE ALL REDUCED BY **-5%/-1** NEXT TURN.
- 4. FORESIGHT!** - WHEN FORESIGHT IS ACTIVATED, YOUR OPPONENT MUST WARN YOU EXACTLY ONE TURN IN ADVANCE BEFORE THEY USE THEIR FLIP CARD. IF THEY FORGET TO DO THIS, DEDUCT 2 POINTS FROM THEIR SCORE.
- 5. NU-UH!** - WHEN NU-UH IS ACTIVATED, ALL ACTIVE POWERS ARE DEACTIVATED.
- 6. SWITCH!** - WHEN SWITCH IS ACTIVATED, YOU MAY SWITCH AN UNPLAYED CARD FROM YOUR DECK FOR A CARD OF THE SAME RARITY IN YOUR GRAVEYARD. SHOW YOUR OPPONENT WHICH CARD YOU HAVE RETRIEVED. POWERS ARE NOT SWITCHED.
- 7. GROWTH!** - WHEN GROWTH IS ACTIVATED, THE WINNER OF THIS TURN'S STATS ARE ALL STRENGTHENED BY **+5%/+1** NEXT TURN.
- 8. NOMNOM!** - WHEN NOMNOM IS ACTIVATED, IF YOU JUST PLAYED A CARD DEPICTING SOMETHING HODLPET ATE OR DRANK, IMMEDIATELY **/ROLL**. THE CHOSEN STAT IS BOOSTED BY **+10%/+2** FOR THE CARD FOR THIS TURN. DO THE SAME EACH TIME YOU PLAY A CARD DEPICTING SOMETHING HODLPET ATE FOR THE REMAINDER OF THE MATCH (UNLESS NOMNOM BECOMES DEACTIVATED BY ANOTHER POWER).

9. WAGMI! - WHEN WAGMI IS ACTIVATED, YOUR POWERS (EXCEPT THIS ONE) ARE REFRESHED, MEANING THEY CAN BE USED AGAIN.

10. FEELSBADMAN! - WHEN FEELSBADMAN IS ACTIVATED, WHILE THE GAME IS FLIPPED, YOUR OPPONENT MUST **/ROLL** EACH TIME THEY PLAY A DUELLING CARD. THE CARD IS THEN WEAKENED BY **-5%/-1** FOR THE SELECTED STAT FOR THE TURN. IF THE GAME WAS FLIPPED THIS TURN, YOUR OPPONENT SHOULD ROLL NOW TO SEE WHICH STAT IS WEAKENED.

11. DOUBLEVISION! - WHEN DOUBLEVISION IS ACTIVATED, IF YOU PLAYED A COMMON CARD THIS TURN, NOW PLAY A SECOND COMMON CARD. AFTER THE DUEL STAT IS ROLLED, YOU MAY CHOOSE WHICH OF THE TWO COMMONS YOU PLAYED IS THE ONE YOU WANT TO PARTAKE IN THE DUEL.

12. SHUTDOWN! - WHEN SHUTDOWN IS ACTIVATED, THE TURN IMMEDIATELY ENDS AND NO POINTS ARE SCORED FOR THE TURN. ALL POWERS ARE DEACTIVATED. BOTH DUELLING CARDS PLAYED THIS TURN GO TO THEIR OWNERS' GRAVEYARDS.

13. MILESTONE! - WHEN MILESTONE IS ACTIVATED, IF YOU JUST PLAYED A CARD THAT DEPICTS A MILESTONE, YOU MAY BOOST A CHOSEN STAT BY **+10%/+2**. THE SAME IS TRUE FOR ANY FUTURE MILESTONE CARDS YOU PLAY DURING THE MATCH WHILE THIS POWER IS ACTIVE!

SET ONE MEDALS LIST

THERE ARE 31 SET ONE MEDALS, AS FOLLOWS. IF YOU BELIEVE YOU ARE ELIGIBLE FOR A MEDAL, YOU MUST DM HODLBREEDER ON TELEGRAM (@HODLBREEDER) TO CLAIM YOUR PRIZE BEFORE THE MEDAL RUNS OUT!

1. GAMBLER

HOW TO WIN: BUILD A HODLTRUMPS DECK BEFORE THE END OF AUGUST 2022.

SUPPLY: 21

EFFECT: ONCE PER MATCH, PLAY GAMBLER TO BOOST THE STAT OF A MEMORY TOKEN RELEASED IN AUG '22 (MEMORY TOKENS 1-11, PLUS LAUNCH AND ONEFIDDY PROMOS) BY +10%/+2 FOR ALL STATS.

2. DECKBUILDER

HOW TO WIN: ASSEMBLE A HODLTRUMPS DECK!

SUPPLY: 50

EFFECT: PLAY DECKBUILDER EACH TIME YOU PLAY AN UNCOMMON CARD TO BOOST ONE STAT OF YOUR CHOICE BY +5%/+1.

3. PLAYTESTER

HOW TO WIN: BECOME A HODLTRUMPS PLAYTESTER!

SUPPLY: 20

EFFECT: PLAY PLAYTESTER ONCE PER MATCH TO BOOST THE IQ STAT OF A DUELLING CARD BY +2.

4. FRENMAKER

HOW TO WIN: PERSUADE A FRIEND WHO HASN'T ALREADY COMPLETED A DECK TO COMPLETE A HODLTRUMPS DECK AND PLAY A MATCH WITH THEM.

SUPPLY: 50

EFFECT: EACH TIME YOU PLAY A DUELLING CARD THAT DEPICTS A FRIEND OF HODLPET (FOR SET ONE THESE ARE PINKSHIT, BROOM, PEPECOBEE, MARIO, PARTY, MARIOSHROOM & BATHTIME), IMMEDIATELY PLAY FRENMAKER AND ROLL. THE CHOSEN STAT IS BOOSTED BY +10%/+2.

5. COLISEUM

HOW TO WIN: SIMPLY PLAY A HODLTRUMPS MATCH IN ONE OF THE FIVE HODLCOLISEUMS!

SUPPLY: 150

EFFECT: PLAY THIS MEDAL AT ANYTIME (ONCE PER MATCH) TO INVERT THE STATS OF YOUR NEXT MEMORY TOKEN (POSITIVE STATS BECOME NEGATIVE AND VICE VERSA). THE INVERSION IS APPLIED BEFORE FLIPPING, POWERS OR OTHER MEDAL BOOSTS.

6. TRADER

HOW TO WIN: TRADE A HODLTRUMPS CARD WITH ANOTHER PLAYER!

SUPPLY: 150

EFFECT: PLAY THIS MEDAL AT ANYTIME (ONCE PER MATCH). WHEN YOU DO, YOU MAY SWAP ONE OF YOUR UNPLAYED COMMON CARDS FOR A COMMON CARD IN YOUR GRAVEYARD. SHOW YOUR OPPONENT WHICH CARD YOU HAVE RETRIEVED.

7. HATTRICK

HOW TO WIN: WIN THREE HODLTRUMPS MATCHES IN A ROW!

SUPPLY: 10

EFFECT: YOU MAY PLAY HATTRICK FOUR TIMES PER MATCH. EACH TIME YOU DO, ROLL TWICE. IF YOU ROLL THE SAME STAT EACH TIME, YOUR MEMORY TOKEN FOR THE TURN IS BOOSTED BY +25%/+5 FOR ALL STATS.

8. ROLLER

HOW TO WIN: WIN TEN HODLTRUMPS MATCHES IN A ROW!

SUPPLY: 1

EFFECT: HAVING THIS MEDAL IN YOUR DECK ALLOWS YOU TO USE ONE OF YOUR POWERS (ANY YOU CHOOSE) TWICE IN YOUR MATCHES.

9. SLEEPER

HOW TO WIN: PLAY A HODLTRUMPS MATCH WHILE HODLPET IS SLEEPING!

SUPPLY: 60

EFFECT: PLAY SLEEPER WHENEVER YOU PLAY A CARD DEPICTING SOMETHING THAT CAN SLEEP (ANYTHING WITH EYES) TO BOOST A CHOSEN STAT BY +5%/+1.

10. EATER

HOW TO WIN: PLAY A HODLTRUMPS MATCH WHILE HODLPET IS EATING!

SUPPLY: 60

EFFECT: EACH TIME YOU PLAY A CARD DEPICTING SOMETHING HODLPET ATE (FOR SET ONE THESE ARE SHROOM, PEPECOBBEE, SPICEMELANGE, RAMEN, MARIOSHROOM, PUNCHANDPIE, BURGER, CANDYCANE & TOTER), PLAY THIS MEDAL THEN ROLL. THE ROLLED STAT IS BOOSTED BY +5%/+1.

11. REFEREE

HOW TO WIN: BECOME A HODLTRUMPS REFEREE!

SUPPLY: 5

EFFECT: PLAY REFEREE TO BOOST YOUR MEMORY TOKEN'S IQ STAT BY +3. (TWICE PER MATCH)

12. LEARNER

HOW TO WIN: LEARN HOW TO PLAY HODLTRUMPS!

SUPPLY: 150

EFFECT: PLAY THIS MEDAL TO BOOST YOUR DUELLING CARD BY +5%/+1 FOR A CHOSEN STAT. (ONCE PER MATCH)

13. GIVER

HOW TO WIN: GIVE HODLPET A GIFT THAT APPEARS IN HODLPET'S WORLD!

SUPPLY: 100

EFFECT: PLAY THIS MEDAL WHENEVER YOU PLAY A CARD WITH A NAME ON IT (IN THE BOTTOM LEFT CORNER) TO BOOST IT BY +5%/+1 FOR A CHOSEN STAT!

14. LOSER

HOW TO WIN: LOSE THREE HODLTRUMPS MATCHES IN A ROW! NO PURPOSEFULLY LOSING THOUGH!

SUPPLY: 10

EFFECT: PLAY LOSER TO RE-ROLL THE DUELLING STAT FOR THE TURN IF YOU WERE GOING TO LOSE! (ONCE PER MATCH)

15. ARTISTE

HOW TO WIN: MAKE A HODLCOMMON!

SUPPLY: 99

EFFECT: IF YOUR HODLCOMMON HAS A LOWER SUPPLY THAN ANY HODLCOMMON MADE BY YOUR OPPONENT (OR THEY HAVEN'T MADE ANY) THEN PLAY THIS MEDAL TO WIN AN EXTRA POINT IF YOU WIN THE TURN. (ONCE PER MATCH)

16. SELLOUT

HOW TO WIN: CLEAR OUT A HODLTRUMPS OR HODLPET DISPENSER!

SUPPLY: 99

EFFECT: THIS MEDAL BOOSTS ANY MEMORY TOKENS THAT ARE CURRENTLY NOT FOR SALE ON ANY XCP DISPENSER BY +5%/+1 FOR ALL STATS.

17. STAKER

HOW TO WIN: PLAY A HODLTRUMPS MATCH FOR BTC! (MINIMUM STAKE 0.0005)

SUPPLY: 40

EFFECT: WHEN YOU PLAY STAKER, GUESS THE DUELLING STAT FOR THE TURN. IF YOU ARE CORRECT, YOUR NEXT DUELLING CARD IS BOOSTED BY +10%/+2 FOR ALL STATS! (FOUR TIMES PER MATCH)

18. TRUMPHUSTLER

HOW TO WIN: PLAY A HODLTRUMPS MATCH FOR HODLTRUMPS CARDS!

SUPPLY: 40

EFFECT: WHEN YOU PLAY TRUMPHUSTLER, GUESS THE DUELLING STAT FOR THE TURN. IF YOU ARE CORRECT, THE WINNER OF THE TURN IS THE LOSER AND THE LOSER IS THE WINNER! (THRICE PER MATCH)

19. PESSIMIST

HOW TO WIN: WIN A MATCH USING A DECK CONSISTING MOSTLY OF NEGATIVE STATS. THIS MEANS THAT AT LEAST 19 OF THE 36 STAT VALUES IN YOUR DECK MUST BE NEGATIVE STATS.

SUPPLY: 1

EFFECT: PLAY THIS CARD TO INCREASE THE MINIMUM NUMBER OF DUELS BETWEEN FLIP CARDS FROM TWO TO FOUR.

20. CLOUDNINE

HOW TO WIN: WIN A HODLTRUMPS MATCH 9-0!

SUPPLY: 1

EFFECT: THIS MEDAL BOOSTS ANY MEMORY TOKEN WITH A NUMBER THAT IS A MULTIPLE OF 9 (FOR SET ONE THESE ARE HODLTUNE, BURGER AND SPLIFF) BY +10%/+2 FOR ALL STATS! USE THIS MEDAL ANY TIME YOU PLAY A MEMORY TOKEN WITH A NUMBER THAT IS A MULTIPLE OF 9.

21. GOLDMEDAL

HOW TO WIN: HAVE THE MOST HODLTRUMPS CARDS AT THE END OF JUNE '23!

SUPPLY: 1

EFFECT: THIS MEDAL BOOSTS THE BOOSTS OF YOUR OTHER TWO MEDALS BY +15%/+3.

22. SILVERMEDAL

HOW TO WIN: HAVE THE SECOND MOST HODLTRUMPS CARDS AT THE END OF JUNE '23!

SUPPLY: 1

EFFECT: THIS MEDAL BOOSTS THE BOOSTS OF YOUR OTHER TWO MEDALS BY +10%/+2.

23. BRONZEMEDAL

HOW TO WIN: HAVE THE THIRD MOST HODLTRUMPS CARDS AT THE END OF JUNE '23!

SUPPLY: 1

EFFECT: THIS MEDAL BOOSTS THE BOOSTS OF YOUR OTHER TWO MEDALS BY +5%/+1.

24. COLLECTOR

HOW TO WIN: COLLECT ALL 29 SET ONE MEMORY TOKENS!

SUPPLY: 99

EFFECT: PLAY THIS MEDAL TO BOOST A RARE CARD BY +10%/+2 FOR ALL STATS!

25. ENTRANT

HOW TO WIN: ENTER THE FIRST EVER HODLTRUMPS WORLD CHAMPIONSHIPS!

SUPPLY: 32

EFFECT: BOOST A CHOSEN STAT BY +5%/+1. (ONCE PER MATCH)

26. QUARTERFINALIST

HOW TO WIN: BECOME A QUARTERFINALIST IN THE FIRST HODLTRUMPS WORLD CHAMPIONSHIPS!

SUPPLY: 8

EFFECT: BOOST A CHOSEN STAT BY +10%/+2. (ONCE PER MATCH)

27. SEMIFINALIST

HOW TO WIN: BECOME A SEMIFINALIST IN THE FIRST HODLTRUMPS WORLD CHAMPIONSHIPS!

SUPPLY: 4

EFFECT: BOOST A CHOSEN STAT BY +10%/+2. (TWICE PER MATCH)

28. RUNNERUP

HOW TO WIN: COME SECOND IN THE FIRST HODLTRUMPS WORLD CHAMPIONSHIPS!

SUPPLY: 1

EFFECT: PLAY RUNNERUP TO BOOST YOUR DUELLING CARD BY +10%/+2 FOR ALL STATS! (ONCE PER MATCH)

29. CHAMPION

HOW TO WIN: WIN THE FIRST HODLTRUMPS WORLD CHAMPIONSHIPS!

SUPPLY: 1

EFFECT: PLAY CHAMPION TO BOOST YOUR DUELLING CARD BY +10%/+2 FOR ALL STATS! (TWICE PER MATCH)

30. PEPETROPHY

HOW TO WIN: WIN THE FIRST HODLTRUMPS WORLD CHAMPIONSHIPS!

SUPPLY: 1

EFFECT: USE PEPETROPHY TO BOOST YOUR DUELLING CARD'S STATS BY +15%/+3 FOR ALL STATS - THRICE PER MATCH! IF YOU BEAT THE OWNER OF PEPETROPHY WHILE THEY HAVE PEPETROPHY IN THEIR DECK, THEY MUST SEND YOU PEPETROPHY. PEPETROPHY IS BANNED FROM TOURNAMENT PLAY.

31. BIDDER

HOW TO WIN: PLACE ONE OF THE TOP TEN BIDS IN THE AUCTION FOR NARDO'S PRISMASKULL PHYSICAL.

SUPPLY: 10

EFFECT: BOOST A CHOSEN STAT BY +10%/+2! (TWICE PER MATCH)