

**WARNING**  
**ADULT**  
**CONTENT**  
**18+**

# Padding power

**The ABDL Powered TCG**  
**Official Rule Book**





## **Table of contents:**

Page 1: Getting Started.

Pages 2-3: Little One Cards.

Pages 4-5: Middle Cards.

Pages 6-8: Toy Cards.

Page 9: Caregiver and Play-Space Cards.

Pages 10-11: Shenanigan Cards.

Page 12-13: Utilizing the Playing Field.

Pages 14-15: Game Winning and Play Conditions.

Page 16-17: Game Play and Common Questions.

Pages 18-19: Notes.

## **Padding Power TCG Rules V3.0**

Welcome to the battle of padding supremacy and welcome to Padding Power TCG! Now are you ready to learn all about the new and exciting Padding Power Trading Card Game? It is time to plan your move and be the last baby standing! You have to be cunning and remain one step ahead of your opponent. You will be strategically using your Little Ones to overwhelm your opponent's Padding Power Meter and stand tall over your opponent's very wet and stinky defeat!

Here is what you will need to get started:

- A 40-60 card deck of Padding Power TCG cards, consisting of Little One, Middle, Toy, Caregiver, Play-Space, and Shenanigan Cards.
- Multiple sets of dice and a coin.
- Sleepy, Grumpy, and Stinky tiles.

Optional:

- Card sleeves.
- Play-mat.
- Additional dice and/or coins.

Now that you have all the necessities for a great game, let's get familiar with the rules, game mechanics, abilities, effects and more of Padding Power TCG.



## Identifying The Different Card Types:

There are 6 different types of card types in Padding Power TCG. They are: Little One, Middle, Toy, Caregiver, Shenanigan, and Play-Space cards. Each card type plays an integral part in helping you win a game of Padding Power TCG.

Let's take a look at an example of a Little One card:



Little One cards can be identified by locating this symbol in the top right hand corner of the card.

Each Little One card has a **Padding Counter Value**, **Toy Capability** and a **Return Cost**. Each one of these mechanics shapes the overall ability and power that the card can potentially have while in play.

In addition to these mechanics, Little One cards can also have **Moves** and/or **Abilities**. This is where the main action of the game is at and where strategy and playing your cards right is most important.

In most cases, Abilities can only be used once per turn. That all depends on the conditions of the Ability of the Little One card. After you have used your Ability, you may wish to enter your Active Phase and use your Active Zone Little One's Move. Once you have used your active Little One's Move, your turn immediately ends after all Move Phase effects have been completed and resolved.

2

## Little One cards continued:

Now that you are familiar with Little One Cards, let's discuss **Move Power**, **Padding Counter Value**, **Item Capability** and **Return Cost**.

**Move Power**- is the depicted value that is listed with the effect or next to the name of the move that is listed on a Little One Card. This value is subtracted from your Opponent's Active and/or Play-Room Little One card(s) in play. Whichever is specified in the move effect text.

**Padding Counter Value**- is the total number of Padding Counters the Little One card has. This value can be positively and/or negatively impacted by an opponent's Active Little One's Move Power or by card effect. Once the Padding Counter Value hits zero, then that card goes face up, in a horizontal position in your Padding Power Meter Zone. Once you have 5 Little One Cards in your Padding Power Meter Zone, you lose the game.

**Toy Capability**- is the number listed on a Little One Card, that describes how many Toys that are allowed to be equipped to that specific Little One Card.

**Return Cost**- is the negative number listed on a Little One Card, that describe the number of Padding Counters you must subtract from that card's current Padding Counter value in order to return that card back to your Play-Room Zone. If the current Padding Counter value is not greater than its Return Cost, then you can not Return the card back your Play-Room Zone.

3



## Middle Cards and Middle Power:

Middle Cards are a new addition to Padding Power and they come jam-packed with even more Padding Counters and SUPER powerful Abilities and Action Powers. These Abilities or Action Powers are bracketed at the bottom of the card. These Action Powers or Abilities are called **Middle Powers** and they can only be used once per game.



## Middle Cards and Middle Power continued:

Middle Cards can only be put into play after one turn from which you put its previous **“Previous Age” Little One** card into your Active Zone or Play-Room Zone. Middle Cards are classified by a **unique symbol** in the top right hand corner of the card, just like the other types of cards in Padding Power TCG. Middle Cards can only be put into play from your hand or via card effect by placing the Middle Card on top of the appropriate **“Previous Age” Little One** card in play. Think of it as attaching an Equip Toy Card, but it is now becoming a new card instead. The Padding Counters that are already existing on the **“Previous Age” Little One Card** are removed.

*“With great power comes great responsibility. . .”*

Now that you have Powered Up your Little One Card into a Middle Card, now is the time to reap the benefits of your new found power. But be careful, as with Middle Cards they come with a high risk of the game coming to an end much quicker than only playing with Little One cards in your deck. If a Middle Card gets sent to the Padding Power Meter Zone, then you must also send the Previous Age card that the Middle Card Powered Up from to the Padding Power Meter Zone as well. This new mechanic will surely change the way how you strategize and produce game changing combos that will most certainly end with your opponent facing a very **“Stinky”** defeat. . .



## Toy Cards:

Toy cards are very useful tools for you to use in combination with your Little One Cards. There are 2 different types of Toy cards. You have your standard Toy Card that has a one and done use and a Equip Toy Card, that has a continuous use, as long it is equipped to a Little One Card. Equip Toy Cards can be equipped to either an active Little One Card or to one of your Play-Room Little One Cards. Toy Cards can help get rid of pesky setups your opponent may have. Or, they may help power up one of your Little One Cards. As soon as the Toy Card's effect is resolved, then the card is sent to the Discard Pile. You can play as many Toy Cards from your hand, during your turn and before your Active Phase only. Be careful playing with too many of your Toy Cards too quickly, as you may burn through your resources faster than you may expect.



Standard Toy Card



Equip Toy Card



## Toy Cards Continued:

What happens to my equipped Toy Cards when my active Little One is returned to my Play-Room zone?

Normally the equipped Toy Cards are placed in the Toy Card zone when they are equipped to your active Little One card. But when that card is returned to the Play-Room Zone, those cards are placed underneath the equipped Little One Card, until that card is placed back in the Active Zone or when they are discarded to the Discard Pile via card effect.

Those Toy Card effects remain active (when applicable) and do not count towards your Active Zone Little One Cards or card effects of your Active Zone Little One Card's Ability or Action Power.

Some Toy Cards can be equipped to your opponent's Active Zone Little One Card. If that card is returned to your opponent's Play-Room Zone then, the equipped Toy Card is placed underneath that returned Little One Card.

Please note the effects, abilities or conditions of any card you play, as you may accidentally cancel out or inadvertently discard/remove any of your cards already in play.



## Toy Cards Continued:

The effects of Equip Toy Cards, remain in effect as long as they are equipped to your Active or Play-Room zone Little One Cards.

If the Equipped Toy Card(s) are discarded to the Discard Pile or removed, then the Padding Counters and Action Powers that were increased or decreased return to their appropriate current values. Additional abilities gained are removed from the Little One or Middle Card the Equip Toy Card was equipped to.

Some Toy Cards can only be equipped to specified Little One or Middle cards or when a specified card is active on either side of the playing field. If these cards are equipped when the required conditions are not met then, that Toy Card is immediately discarded to the Discard Pile.

Always remember to check the Toy Capability on the Little One card you wish to equip an Equip Toy Card to. Not all Little One or Middle Cards can be equipped with Toy Cards.

If the Little or Middle One Card has the maximum number of Toy Cards equipped to it, you cannot equip another Equip Toy Card to that card.



8

## Caregiver Cards and Play-Space Cards:

Caregiver cards are very similar to Toy Cards as they too can be used in combination with your Little One or Middle Cards, Toy Cards and Play-Space Cards. However, Caregiver Cards can only be played once per turn. Caregiver Card effects are much more powerful than Toy Cards and require 1 turn to pass (your opponent's) before you may play your next Caregiver card. There are very few exceptions that would allow you to play additional Caregiver cards during the same turn. Don't worry if you forget this rule, as this rule is printed on the bottom of every single Caregiver Card.

Play-Space cards have a designated zone on both your side and your opponent's side of the Play field.

That designated zone is called The Play-Space Zone. Only 1 Play-Space card can be present on the field at one time.

For example: If your opponent has an active Play-Space card in play and you play one from your hand; your opponent must discard their Play-Space card to the Discard Pile. The same would go in reverse if you were the one with active Play-Space card in play.



9



## Shenanigan Cards:

The effects of Shenanigan Cards, can only be play if they have been face down for at least one turn.

Shenanigan Cards are very powerful and can even negate the effects of Caregiver Cards. With that, there is one major caveat to this card type and that is only one can be in play on your side of the field at any given time.

You can not place more than one Shenanigan Card face down on your side of the field.

Always remember to check effect of the Shenanigan Card you put into play. As they all have different effects and are not all cancel any effect type of cards.

So now that you know the basics of the Shenanigans Card, it is now time to learn how to put these cards in play and how to use the these cards properly during either players.



10

## Shenanigan Cards Continued:

Shenanigan Cards are to be slid face down underneath your Active Zone card. After one turn has passed, you may (when applicable) choose to flip over your Active Zone card and reveal and playing your face down Shenanigan Card.

Once the Shenanigan Card's effect has resolved, you discard the played Shenanigan Card to the Discard Pile and flip back over your Active Zone card art side up again.

While your Active Zone card is face down, you can not use that card's Ability.

You can play your own Shenanigan Card's effect in response to your opponent's Shenanigan Card's effect to try and negate the other effect.



11



## The Playing Field and Where Cards Are Placed :

The playing field features all the necessary zones you need in order to have a well played and organized game play experience.

The Padding Power Meter Zone (formerly known as Time Out) is the easy, visual factor that will help you determine how well you are doing during at any point of the game. Neat! Right?

Of course, you have your standard elements such as the Deck Zone and Discard Pile. These are where you keep your new and used or discarded cards.

The Void is where all cards removed from the game go.

The Play-Room Zone is where you stage your next Little One or Middle Cards that you plan to put into play if and when your active Little One or Middle Card is sent the Padding Power Meter Zone.

The Play-Space Zone is where all your Play-Space Cards are placed once you play them. Play-Space cards help shape the playing field into your advantage. Be careful, as your opponent can replace your Play-Space Card with one of theirs and derail your setup and plans for a Padding Power victory.



## The Playing Field and Where Cards Are Placed Continued:

The Active Zone is where you place your active Little One or Middle Card either at the start of the game or from your Play-Room Zone if and when your active Little One or Middle Card is sent to the Padding Power Meter Zone. If at the start of game you do not have a Little One Card that can be played in your hand, you must shuffle your hand back into your deck and draw 5 new cards. Your opponent then may draw 1 additional card from their deck. This process repeats until you are able to draw a hand that contains at least one playable Little One card.



## Game Winning Conditions:

What are the win/lose conditions of Padding Power?

1. You or your opponent have 5 Little One or Middle Cards in the Padding Power Meter Zone. (Thus Maxing out you or your opponent's "Padding Power".)
2. When you or your opponent no longer have any Play-Room Little One or Middle Cards to replace the Active Zone card when it is sent to the Padding Power Meter Zone.
3. When you or your opponent runs out of playable cards or decks out.
4. It is unlikely to happen, but DRAW games are completely possible. That is where neither you and your opponent have any playable cards or moves left.
5. Cheating. You cheat you lose. 'Nuff said.

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## Play Conditions:



Your Little One or Middle Cards can be affected by 3 different play conditions. Those play conditions can prevent certain game play mechanics from taking place during your turn and/or your opponent's turn. Your Play-Room Little One or Middle Cards cannot not be affected or targeted by play conditions. Here are the 3 Play Conditions:

**Grumpy** - When your active Little One or Middle Card becomes Grumpy, it is not able to use or utilize the effects of any equipped or played Toy Card until the end of your next turn.

**Sleepy** - When your Active Zone cards becomes Sleepy, it is not able to use its Action or Ability.

**Stinky** - When your Active Zone card becomes Stinky, you have 1 turn from the turn your Active Zone card became Stinky, to change your Active Zone card out with one of your Play-Room Zone cards. Or, use a card effect that would remove the Stinky Play Condition. Otherwise, on your next turn, that Active Zone card must be sent to the Padding Power Meter Zone.



## **Game Play:**

So how does the game play work for Padding Power TCG? I am glad you asked! Here are the phases of the turn and how to conduct each phase.

Both players start the game by shuffling their opponent's deck. You and your opponent decide who may go first via calling a coin flip. Both players start with 5 cards in their hand and at the start of every turn, you draw one card from your deck. Each turn has 4 phases and they go in the following order:

1. Draw Phase - You can only draw one card from your deck at the start of your turn, unless by card effect that prevents or allows you to draw card(s).
2. Play Phase - This part of the turn, you can activate the abilities of your Little One or Middle cards, effects of Toy cards, Caregiver and Play-Space Cards.
3. Active Phase - This phase of your turn is where you would use your Active Zone's Action. Once you have used your Active Zone card's Action, it is immediately the End Phase.
4. End Phase – All card effects complete and resolve, and turn passes to your opponent.

## **Common Questions About Padding Power TCG:**

- How many copies of each card can I keep in my deck? You may keep up to 3 copies of each card in your deck.
- Is there a deck limit? It is advisable to have a deck with no more than 60 cards. Feel free to go HAM though!
- Is there a deck minimum? Yes, 40 cards is the minimum card limit.
- Is there a hand limit? No, there is no hand limit.
- Is it possible to have team matches? Most definitely! Go nuts!
- Will there eventually be a banned or limited or rotated card list? Yes, please refer to [www.paddingpowertcg.com](http://www.paddingpowertcg.com) to view the current banned and limited card list.
- Will there ever be an online version of Padding Power TCG? Oh yes! I'd love for that to become a reality one day and with your continued support it can be! For now, join the Padding Power TCG Game Central Discord Server and support Padding Power TCG on Patreon.
- How can I further support this game other than collecting and purchasing Padding Power TCG products? Support Padding Power TCG on Patreon. Pledge your support at: [www.patreon.com/ABDLTCG](http://www.patreon.com/ABDLTCG)



Notes:

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