

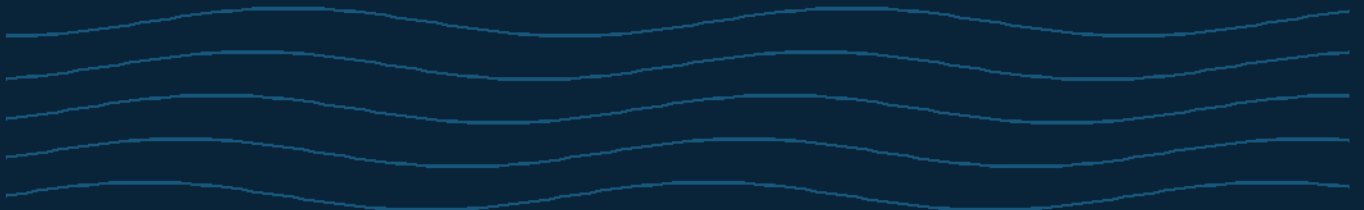


TRAVEL EARTH TCG

OCEAN SET - S1

GAME RULEBOOK

Version 1.4



Collect real animals. Compare real statistics.
Discover why conservation matters.

1. GAME OVERVIEW

Travel Earth TCG is a collectible, playable card game for ages 10-100. Players use illustrated cards based on real animals and compete by comparing factual statistics. The first launch is **Ocean Set S1**, a 100-card set featuring animals that live in the world's oceans - the place where the game's conservation vision began.

CORE IDEA Build a Pool of animals, choose the best statistic for each matchup, and keep enough animals ready to defend when the challenge turns against you.

OBJECTIVE

Be the last player able to provide the required Animal as a new Challenger or Defender. A player is eliminated only when a rule requires a Challenger or Defender and that player cannot provide an Animal from the location allowed by that rule.

WHAT YOU NEED

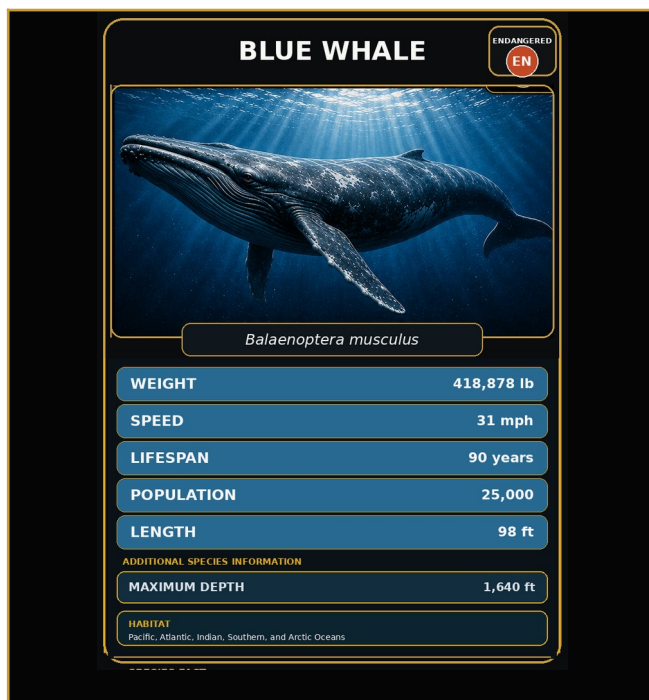
- 2 or more players. The core rules below are written for two players.
- One legal deck per player. Casual and open-play decks may contain any number of cards at or above the 20-card minimum. Championship decks must contain exactly 60 cards. A deck may contain no more than four copies of the same common name and collector number. If future championship formats include non-Animal cards, the deck must contain at least 30 Animal Cards.
- A flat play area with room for a Deck, Hand, Pool, Active Zone, and Discard Pile.

THE FIVE BATTLE STATISTICS

STAT	STANDARD UNIT	COMPARISON
WEIGHT	pounds (lb)	Higher wins
SPEED	miles per hour (mph)	Higher wins
LIFESPAN	years	Higher wins
POPULATION	estimated wild individuals	Lower wins
LENGTH	feet (ft)	Higher wins

IMPORTANT Population is the only battle statistic where the lower value wins because a smaller wild population represents a rarer animal. Maximum Depth appears below the battle statistics as educational species information and is not used in battle. Conservation status is also educational information, not a battle statistic.

2. READING AN ANIMAL CARD

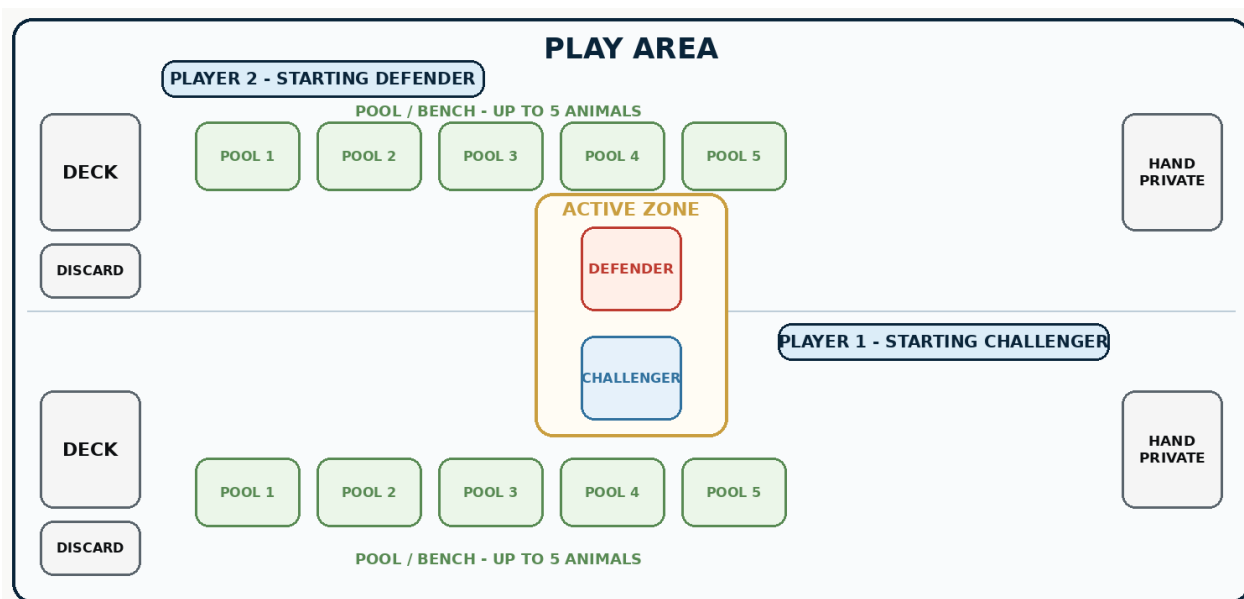


1. Common Name - The animal's familiar name appears above the illustration.
2. Conservation Badge - Shown in the top-right corner, such as EN for Endangered.
3. Illustration - Artwork depicts the real-life animal and its environment.
4. Scientific Name - Printed directly below the illustration.
5. Battle Statistics - Weight, Speed, Lifespan, Population, and Length.
6. Additional Species Information - Maximum Depth appears below the battle statistics but is not used in battle.
7. Habitat - Lists the oceans or marine regions where the species lives.
8. Species Fact - A short real-world fact appears below the habitat text.
9. Footer Codes - S1 identifies the set. The collector number shows the card's position out of 100. First Edition marks the first printing.

OFFICIAL COMPARISON VALUES Every card prints one official comparison value for each of the five battle statistics. Educational ranges may appear separately, but only the official value is used during play. Maximum Depth also uses one clearly printed educational value, but it is not compared in battle.

PRINTED VALUE RULE Use the number printed on the card. Players do not need to research values during a game.

3. PLAY AREA AND SETUP



SETUP

- 1 Shuffle** - Each player shuffles a legal deck and places it face down. Casual decks contain 20 or more cards; championship decks contain exactly 60 cards. If non-Animal cards are legal in a future championship format, the deck must contain at least 30 Animal Cards.
- 2 Draw six** - Each player draws 6 cards.
- 3 Choose the first player** - Use any fair method. The first player skips the draw step on their first turn.
- 4 Choose starting animals** - After the first player is determined, that player chooses and reveals 1 Animal Card from hand as the starting Challenger. The opposing player then chooses and reveals 1 Animal Card from hand as the starting Defender.
- 5 Build the Pools** - After the starting Challenger and Defender are revealed, each player may place any number of their remaining Animal Cards face up into their Pool, up to the maximum of 5.
- 6 Begin** - The first player begins the first turn. The first player skips the Draw Phase on that first turn but must still complete the remaining phases and attack.

OPEN INFORMATION The Pools and Active Zone are face up. Cards in hand remain private. The Challenger is always established before the opposing player chooses the Defender.

4. TURN SEQUENCE

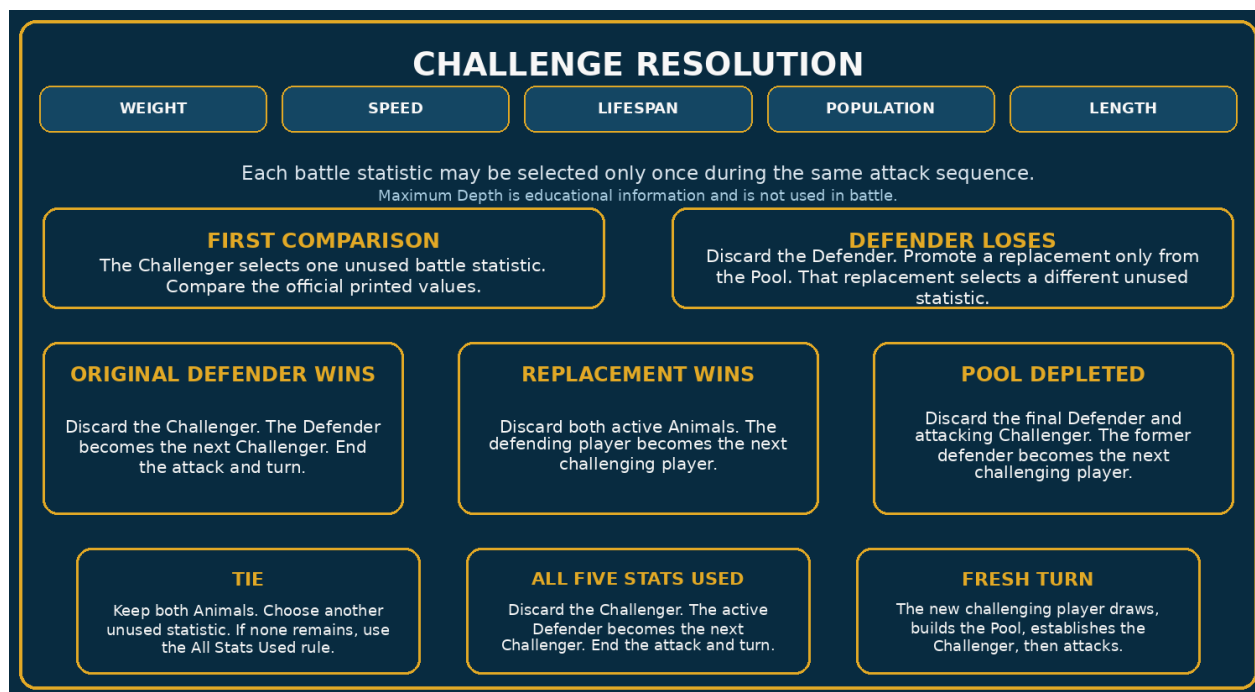
- 1** Draw Phase - Draw 1 card. The first player does not draw on the first turn of the game. If the deck is empty, continue without drawing.
- 2** Pool Phase - Place any Animal Cards you wish to add from your hand into your Pool, up to the five-card limit. If your Pool is empty, you may refill it from your hand. All desired Pool placement must be completed before the Challenger is established and the attack begins.
- 3** Establish the Challenger and Defender - Establish or promote the required Challenger. An Animal already designated as Challenger cannot be voluntarily replaced. After the Challenger is known, the opposing player chooses a Defender from their Pool, or from hand if their Pool is empty. A player unable to provide a required Defender is eliminated.
- 4** Challenge Phase - The Challenger must attack. Choose 1 unused battle statistic and announce the official printed comparison value. Maximum Depth cannot be selected. A player cannot end the turn without attacking unless a card effect specifically allows it.
- 5** Resolution - Compare the Challenger and Defender, then follow the Challenge Rules. During one attack sequence, each of the five battle statistics may be selected only once.
- 6** End Phase - After the attack and any Defense Chain fully resolve, only the player whose turn is ending checks their hand. If that player has fewer than 3 cards, they draw until they have 3, if possible. There is no maximum hand size. Cards drawn during this refill cannot be added to the Pool until that player's next turn.

CARD TEXT OVERRIDES If a future card effect directly conflicts with a general rule, follow the card text.

POOL RULES

- A player may never have more than 5 Animal Cards in their Pool.
- Animal Cards may normally be added from hand to the Pool only during that player's own Pool Phase.
- If a player begins their turn with an empty Pool, they may place Animal Cards from hand into the Pool and then promote one of those Animals as the Challenger when required.
- All desired Pool placement must happen before the Challenger is established and the attack begins. Once the attack begins, no more cards may be added to that Pool until the player's next turn.
- Only Animals already in the Pool may be promoted as replacement Defenders during a Defense Chain. Cards in hand cannot enter the active Defense Chain.
- At the end of a turn, only the player whose turn is ending refills to 3 cards, if possible. There is no maximum hand size. Refill cards cannot be played into the Pool until that player's next turn.

5. CHALLENGE RULES



OFFICIAL DEFENSE CHAIN

- An attack sequence may contain up to 5 comparisons because there are five battle statistics. The original Defender is compared first, followed by as many as 4 replacement Defenders from the Pool before all statistics are used.
- The Challenger chooses the statistic for the first comparison. Weight, Speed, Lifespan, and Length are won by the higher official value. Population is won by the lower official value. Maximum Depth is not a battle statistic.
- If the original Defender loses, discard it. The defending player may promote one Animal already in their Pool. That replacement Defender chooses a different unused battle statistic. Repeat if another replacement loses and an unused statistic remains.
- If a comparison ties, neither Animal is discarded. The player who selected the tied statistic chooses another unused battle statistic for the same two Animals. If no unused battle statistic remains, apply the All Statistics Used rule.

HOW A DEFENSE CHAIN ENDS

Original Defender wins: Discard the Challenger. The Defender becomes the new Challenger and cannot be voluntarily replaced. End the attack and current turn.

Replacement Defender wins: Discard the Challenger and the winning replacement Defender. The defending player becomes the next challenging player and will choose a new Challenger during their fresh turn.

Pool is depleted: After the final Defender loses and no Pool Animal remains, discard that Defender and the attacking Challenger. The former defender becomes the next challenging player.

All statistics used: If all five battle statistics have been selected and the attack has not otherwise ended, discard the Challenger. The active Defender survives and becomes the next Challenger. End the attack and current turn.

Fresh turn: Whenever Challenger control changes, the current attack and turn end. The player whose turn is ending completes the End Phase refill. The new challenging player then begins a fresh turn: Draw, place desired Animals into the Pool, establish the Challenger, allow the opponent to choose a Defender, and attack.

POOL RISK AND REWARD More Pool Animals provide more defensive attempts but expose more cards to loss. Fewer Pool Animals limit both the risk and the chances to stop the attack.

6. EXAMPLE ROUND

EXAMPLE: A DEFENSE CHAIN

1

BLUE WHALE CHALLENGES

Weight is selected. Blue Whale: 418,878 lb. Shortfin Mako: 1,200 lb. The original Defender loses and is discarded.

2

REPLACEMENT DEFENDER

The defending player promotes Sailfish from the Pool. Weight is already used, so Sailfish selects Speed.

3

SAILFISH STOPS THE ATTACK

Sailfish: 68 mph. Blue Whale: 31 mph. Sailfish wins as a replacement Defender, so both active Animals are discarded.

4

FRESH TURN

The Sailfish player becomes the next challenging player. They begin a fresh turn, build their Pool, establish a Challenger, and then the opponent chooses a Defender.

WHY THE SECOND WIN IS DIFFERENT The Sailfish entered from the Pool after the first Defender lost and selected a different unused statistic. Because the Sailfish won as a replacement Defender, both active Animals were discarded. The Sailfish player becomes the next challenging player and begins a fresh turn.

TIE EXAMPLE

An Orca and a Shortfin Mako show the same official Speed value. The comparison is tied, so neither card is discarded. The player who selected Speed chooses another unused battle statistic. If Speed was the fifth and final unused statistic, discard the Challenger; the active Defender becomes the next Challenger and begins a fresh turn.

NO AVAILABLE DEFENDER

After the Challenger is established, the opposing player must choose a Defender from their Pool. If their Pool is empty, they choose an Animal from hand. If they have no Animal available in either location, they are eliminated.

7. WINNING, MULTIPLAYER, AND SPECIAL CASES

WINNING THE GAME

- A player is eliminated when required to choose a new Challenger and cannot produce an Animal from the location allowed by the current game result, normally the Pool or hand.
- A player is also eliminated when required to choose a Defender and has no Animal available in either their Pool or hand.
- In a two-player game, the remaining player wins immediately.
- In a multiplayer game, continue until only one player remains.

MULTIPLAYER RULE

FOR 3 OR MORE PLAYERS Seat players in a circle. The current Challenger challenges the next active player clockwise. When ownership of the Challenger changes, play continues clockwise from the new Challenger's player. If a targeted player cannot provide a required Defender, that player is eliminated and the attack ends. The current Challenger remains active. Its player completes the End Phase and targets the next active player clockwise on their next turn.

- Eliminated players remove their remaining hand, deck, Pool, and discard pile from the game.
- Skip eliminated players when choosing the next Defender.
- The first player alone skips the first-turn draw; every other player draws normally on their first turn.

SPECIAL CASES

- End-of-turn refill: only the player whose turn is ending checks their hand. If they have fewer than 3 cards, they draw until they have 3, if possible. There is no maximum hand size.
- Deck empty: a player does not lose automatically. Continue using Animals already in hand, Pool, and the Active Zone. The top card of the deck cannot be used blindly as a new Challenger.
- All five statistics used: if the attack has not already ended after the fifth battle statistic resolves, discard the Challenger. The active Defender survives, becomes the next Challenger, and begins a fresh turn.
- Established Challenger: once an Animal becomes the Challenger, it remains the Challenger until a comparison, Defense Chain, Pool-depletion result, or card effect removes or replaces it.
- Mandatory attack: a player with an active Challenger must attack during their turn unless a card effect specifically allows otherwise. More specific card text overrides a general rule.

RULE NOTE The clockwise targeting rule is the official multiplayer format. Players may agree on a different targeting order before a casual game begins.

8. QUICK REFERENCE

DECK SIZE	Casual/open play: 20 or more cards. Championships: exactly 60 cards. Future championship formats with non-Animal cards require at least 30 Animal Cards.
START	Shuffle, draw 6, reveal the starting Challenger first, reveal the starting Defender second, then fill each Pool up to 5.
FIRST PLAYER	Skips the first-turn draw but must still attack.
EACH TURN	Draw 1, place all desired Pool cards, establish Challenger, choose Defender, attack, then refill only the active player's hand to 3.
POOL LIMIT	Maximum 5 Animals.
ACTIVE LIMIT	1 Challenger and 1 Defender.
BATTLE STATS	Weight, Speed, Lifespan, Population, and Length.
WINNING VALUE	Higher wins for Weight, Speed, Lifespan, and Length. Lower wins for Population.
CHALLENGER WINS	Discard the Defender. A replacement may come only from the Pool and selects a different unused statistic.
FIRST DEFENDER WINS	Discard Challenger; Defender becomes Challenger; end the attack and begin a fresh turn.
REPLACEMENT WINS	Discard both active cards; defending player becomes the next challenging player.
POOL DEPLETED	Discard the final Defender and attacking Challenger; former defender becomes the next challenging player.
TIE	Choose another unused battle statistic. If none remains, apply the All Statistics Used rule.
HAND MINIMUM	At the end of a turn, only the player whose turn ended refills to 3, if possible. There is no maximum hand size.
ELIMINATION	A required Challenger or Defender cannot be provided from the location allowed by the rule.
WIN	Be the last player remaining.
DUPLICATE LIMIT	No more than 4 copies of the same common name and collector number. Alternate-art, foil, promotional, and First Edition versions count together.
STAT USE	Each of the five battle statistics may be selected only once during an attack sequence.
DEFENDER ORDER	Challenger is established first; the opponent chooses the Defender afterward.
ATTACK REQUIRED	A player with a Challenger must attack unless a card effect says otherwise.

ALL STATS USED	Discard the Challenger. The active Defender becomes the next Challenger. End the attack and turn.
MAXIMUM DEPTH	Educational species information below the battle stats; not used in comparisons.

GAMEPLAY REMINDERS

- Weight, Speed, Lifespan, and Length are won by the higher official comparison value.
- Population is won by the lower official comparison value because the animal is rarer in the wild.
- Educational ranges may appear on cards, but only the clearly marked official comparison value is used during play. Maximum Depth is educational and is not a battle statistic.
- Each of the five battle statistics may be selected only once during the same attack sequence. After all five are used, discard the Challenger and switch play to the active Defender's player.
- A deck may contain no more than 4 copies of the same common name and collector number. Alternate-art, foil, promotional, and First Edition versions count together. If a future championship format includes non-Animal cards, at least 30 of the 60 cards must be Animal Cards.
- Only the player whose turn is ending refills to 3 cards, if possible. There is no maximum hand size.
- When Challenger control changes, the current attack ends and a fresh turn begins for the new challenging player.
- The Challenger is established before the Defender, an established Challenger cannot be voluntarily replaced, and an attack is mandatory.

VERSION 1.5 This official Game Rulebook clarifies the animal-data standard, identifies conservation status as the global IUCN Red List category, standardizes the S01 set code, and defines how comparison estimates and species-appropriate size measurements are used.

9. GLOSSARY, DATA STANDARDS, AND DESIGN PRINCIPLES

GLOSSARY

Active Zone: The central play area containing one Challenger and one Defender.

Battle Statistic: One of the five official comparison values: Weight, Speed, Lifespan, Population, or Length.

Card Effect: Special instructions printed on a card that may modify the normal rules.

Defense Chain: Repeated comparisons using replacement Animals already in the defending player's Pool. Each of the five battle statistics may be selected only once during the chain.

Collector Number: The card's number within the 100-card Ocean Set, such as 1/100 or 100/100.

Conservation Status: The global IUCN Red List category used for this set; legal protection categories may differ. It is educational information, not a battle statistic.

First Edition: A mark identifying cards from the first printing.

Pool / Bench: The face-up group of up to 5 Animals available for promotion. Cards may be added only during their owner's Pool Phase.

S01: The set code printed on Ocean Set Series 1 cards.

Hand Refill: At the end of a turn, only the player whose turn is ending draws until they have 3 cards, if possible. There is no maximum hand size.

Pool Depletion: A result in which the defending player has no Pool Animal left after the final Defender loses. The final Defender and attacking Challenger are discarded, and the former defender becomes the next challenging player.

Maximum Depth: The deepest reliably documented ocean depth at which the species has been recorded, measured in feet. It is educational species information and is not a battle statistic.

Fresh Turn: A new turn that begins whenever control of the Challenger changes.

Stat Range: Educational minimum-to-maximum information that may appear on a card. Only the separately printed official comparison value is used during play.

All Statistics Used: When all five battle statistics have been selected and the attack has not otherwise ended, discard the Challenger; the active Defender becomes the next Challenger.

OFFICIAL ANIMAL DATA STANDARD

- Every numerical field displays one clearly marked official comparison value used consistently across the set.
- Weight: one official adult comparison weight in pounds (lb), based on the best available documented adult data.
- Speed: one official comparison speed in miles per hour (mph), based on the best available movement data; when no standardized species maximum exists, a conservative comparison estimate may be used.
- Lifespan: one official comparison lifespan in years, based on the best available species-specific research; a research-based estimate may be used when exact longevity is unknown.
- Population: one official Travel Earth comparison estimate based on the best available wild-abundance information. It may use a rounded global, stock, or subpopulation estimate when no reliable global census exists. Lower wins.
- Length: one official comparison size in feet (ft), using the biologically standard dimension for the animal (for example total length, disc width, carapace length, shell length, bell diameter, or colony span).
- Maximum Depth: the deepest reliably documented ocean occurrence in feet (ft); educational only and never compared in battle.
- Conservation status uses the global IUCN Red List category. DD and NE may appear as text even though they are outside the EX-EW-CR-EN-VU-NT-LC threat strip; legal listings may differ.
- Educational ranges and notes may appear separately, but players never calculate or choose a different gameplay value.

DESIGN PRINCIPLES

- Real animals and real educational information remain at the center of every card.
- The game should be understandable for a 10-year-old and still enjoyable for adult collectors and players.
- Strategy comes from choosing the right statistic, managing the Pool, and deciding when to commit strong Animals.
- Conservation information should be visible without turning threatened status into a simple measure of battle power.
- Every rule should be clear, consistent, and easy to apply throughout the 100-card Ocean Set.