

PALWORLD

OFFICIAL CARD GAME

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Quick Manual

※Rules accurate as of June 27, 2026.

What is Palworld OFFICIAL CARD GAME?

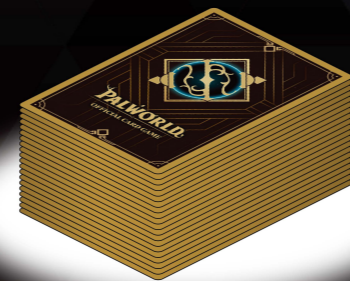
The Palworld OFFICIAL CARD GAME is a two-player card game where you lead a team of unique Pals and aim for victory. Alongside Pals, other elements of the game, such as Gears, Events, and Structures, will be brought to life as cards! Combine a variety of cards and recreate the Palworld experience in this trading card game that offers depth of strategy and freedom!

What You Need to Play

Main Deck : 50 cards



Soul Deck : 10 cards



Card Types



Pal Cards

Used to battle and form the core of your strategy.



Gear Cards

Equip to Pals or deal damage to opposing Pals.



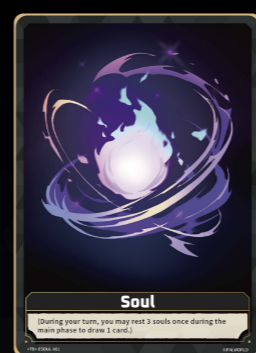
Event Cards

Provide powerful one-time effects.



Structure Cards

Deployed in your base to get various effects. Pals can work here too.



Soul Cards

Resources used to pay costs.

- 1 Cost - Required to play the card. 2 Color 3 Lucky Icon - Referenced when determining damage. 4 Card Type 5 Card Name 6 Sub Type 7 Element
- 8 Work Suitability 9 Ability 10 Power (Durability) - Damage a Pal and structure can be dealt. Put them into the graveyard if damage greater than this value is dealt.
- 11 Strike - Amount of damage it can deal to a player. 12 Quick Icon - An icon that cards that can be played during specific timings have.

Deck-Construction-Rules

Soul Deck 10 soul cards.

Main Deck Exactly 50 cards. Up to 2 colors can be used in a deck. Up to 4 cards with the same card name. Up to 8 cards with Lucky Icon.

※Colorless cards can be used freely in any deck.

Game Setup

- 1 Place your soul deck and main deck (after shuffling it).
- 2 Decide who goes first (e.g., rock-paper-scissors).
- 3 The player going second places 1 card face up (stand) from their soul deck into the soul area.
- 4 Each player draws 5 cards.
- 5 The players may choose to redraw their hand, starting from the player going first. If they do, that player puts all cards of their hand into their deck and shuffles it, then draws 5 new cards.

1 Stand Phase

Stand all the cards in your base.

2 Draw Phase

Draw 1 card.
※Skipped for the first turn of player going first

3 Soul Phase

Place 2 Souls into the Soul Area in stand state.

4 Main Phase

5 End Phase

All damage on Pals and structures becomes 0.

Pass the turn to the opponent.

Main Phase

You may perform the following actions in any order:

- Pay cost by turning soul cards horizontal (rest) to play cards from hand.
- Use activated abilities of cards in your base.
- Rest your Pal to attack the opposing Pal, structure, or player.
- Rest 3 souls and draw 1 card from the deck.
※Only once per turn.

Battle

A battle occurs when your Pal attacks an opponent's Pal or structure:

- The attacking Pal and Pal being attacked both deal damage equal to their power to each other.
- Structures have durability instead of power and can't deal damage in battle.
- Cards that take damage equal to or greater than their power or durability are put into the graveyard.

When Attacked

When your opponent attacks, you may:

- Rest one of the Pals in your base to change the attack target to that Pal. (Block)
- Use cards with Quick icon.

Damage Check

The player being attacked flips over cards from the top of their deck equal to the strike value, 1 by 1 to be put into the graveyard.

If a card with the Lucky Icon is revealed, stop flipping and cancel the damage!

Win the game by reducing the opposing player's **Life to 0!**
Attack the opposing player together with your Pals and aim for victory!

Q & A

- Q. What happens if my deck runs out of cards?
A. You'll lose the game when your deck has 0 cards remaining.
- Q. Can I attack Pals in the stand state in my opponent's base?
A. No, you cannot.
You may only choose Pals in the rest state as your attack target.
- Q. Is there a limit to cards in the base?
A. There is a limit of up to 5 Pals, but no limit for structures and gears.

Check out our official site for more information!
<https://en.palworld-official-cardgame.com/>

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