



COLLECT. CREATE. DESTROY.

2026 RULEBOOK | 13+

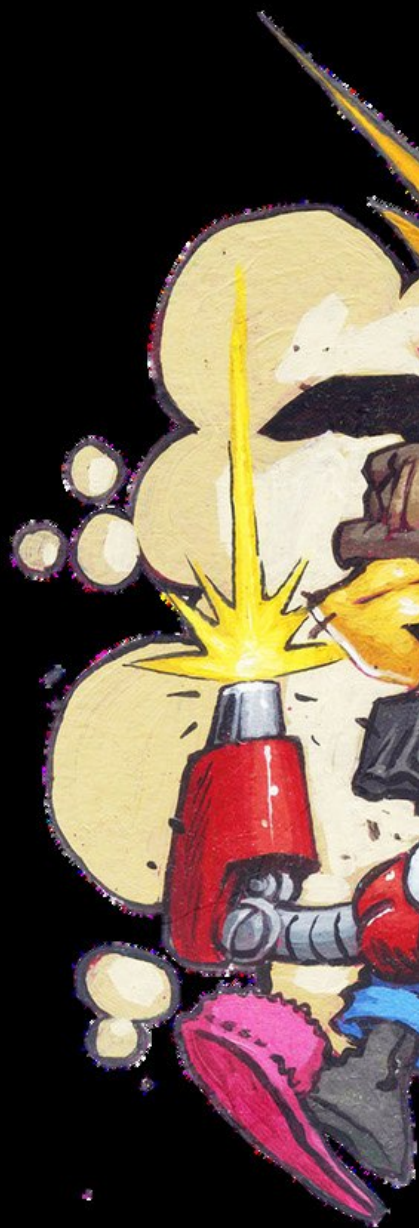
WELCOME TO THE PARTY

Get ready to assemble characters piecemeal- head, torso, and legs- building bizarre and unpredictable creations from hundreds of parts illustrated by artists from all around the world.

Inspired by the classic surrealist drawings of Hans Bellmer, no two builds are ever quite the same, and the fun lives in the strange combinations that emerge as you stack, connect, and complete your characters.

OBJECTIVE

Build a cast of characters, armed with unique abilities to take your opponent's health down to 0 -or- be the only player left with playable actions, and you win.





RULES OF PLAY

Each player starts with 36 hit points and a pre-constructed deck of 36 cards.

Each card in the deck must feature unique artwork. *No Repeats!* You may have a card with the same name in your deck as long as the art is different. This makes alt arts and alt color cards more than just collectibles. They have actual game utility.

Decide who goes first. Each player shuffles and draws six cards from their deck.

TURN ORDER

1. START OF TURN, resolve any **Start of turn** actions. These will appear on your cards

2. BUILD as many cards as you like from your hand on **any player's boards**. Limit of **6 Characters** per board.

3. PLAY 1 ACTION from each card in your **complete builds**. You choose the order in which the builds play their actions. Once you play a new build's actions, you can't return to play any unplayed actions from a previous build.

**Other players may play reactions to your actions, like shields, to defend their characters.*

4. DRAW up to six cards in your hand.

5. END OF TURN, resolve any **End of Turn** abilities and pass to the next player

WIN CONDITIONS

TKO: If your opponents reach 0 hit points, you win!

Last Man Standing: If you are the only player who can play any actions, you win!

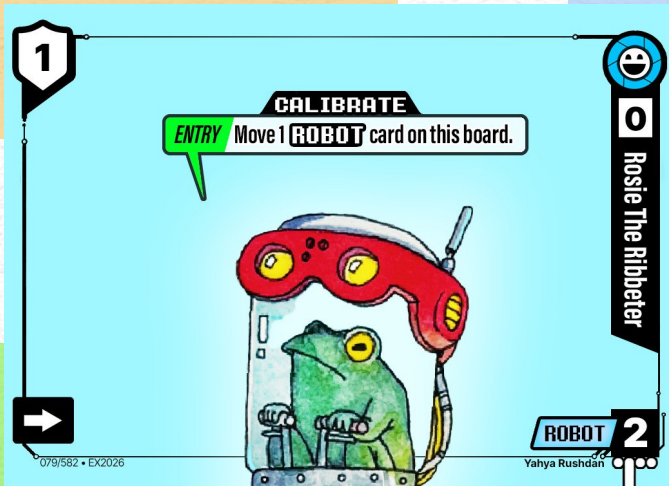
Say Uncle: If all other players forfeit, like cowards, you win!

We recommend never giving up! Exquisite has many unique mechanics that can bring you back from near-certain doom. So believe in yourself, ya doof!

CARD LAYOUT

Top Left Junk Corner. If an icon appears in the top left corner of a card, you can discard it to play its ability as an action or reaction. You can play these on your turn or an opponent's.

Top Right
Force Type
Body Part
Build Cost
Name



Bottom Left - Actions
(Page 11)

In this example, a **Move** icon allows this card to move to a new location each turn. *Not all cards have an action.*

Card Number, © & year

Artist Name
Hit Points &
Tribe (if any, in this
case **Robot**, Page 9)
Links connect to other cards
Page 7-8

Bottom Right - Build info

FORCES

Every card in Exquisite belongs to at least one of six Forces. A card's Force is identified by the icon in the top right corner surrounding the Body Part Icon. You can mix cards from different Forces in a single deck or build. Card frames are also unique to each cards force identity.



Chaos thrives on destruction. Expect abilities that damage your own board to hit harder, burn your own cards for powerful effects, and trade card advantage for immediate impact. Chaos is full of War Pigs, Psychos, Anarchists and Monsters.



Grit cards are built for endurance and raw power. They fight hard, defend hard, and maintain value through sustained combat. Straightforward abilities supported by strength in numbers. Cowboys, contractors, bikers, and athletes are right at home.



Spirit manipulates its own energy and the junk pile. Reviving cards, and building power over time are Spirit's core tools. Slow to set up but very dangerous when fully active. Ghosts, ghouls, zombies, angels, saints, and gods are common here.



Order controls what other players can and can't do. They create restrictions, impose costs, and exploit the rules. Order builds reward careful planning and punish opponents who act without thinking. Think bureaucrats, lawyers, politicians, teachers, and cops.



Flair cards are unpredictable and disruptive. They manipulate board positioning, steal or sabotage opponent cards, and create calamity through misdirection. Individually weak, they reward creative combinations, timing and patience. Flair is full of clowns, performers, musicians, artists, hippies, and weirdos.



Tech grants modularity and precision. Recalibration abilities let Tech builds swap parts mid-game to reroute power. Tech excels at targeted damage and overpowered kills. Tech is filled with robots, cyborgs, hackers, mechs, and aliens.

PART TYPES

Build good cards on your board and bad cards on your opponent's board



Smile



Thumbs Up



Bare Foot



Frown



Thumbs Down

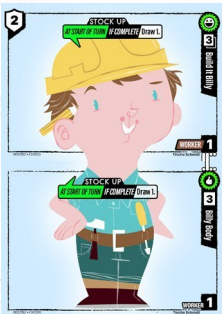


Foot in a Cast

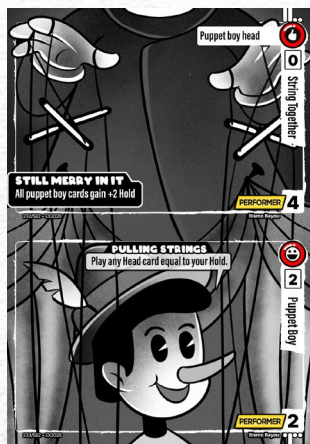


Plus cards can build between cards, creating a taller build. If a **PLUS** is removed from a build, truncate the empty space.

Compass Cards can build right side or upside down.



BODY PARTS



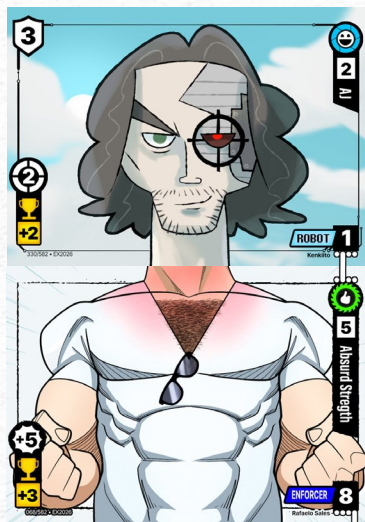
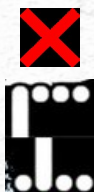
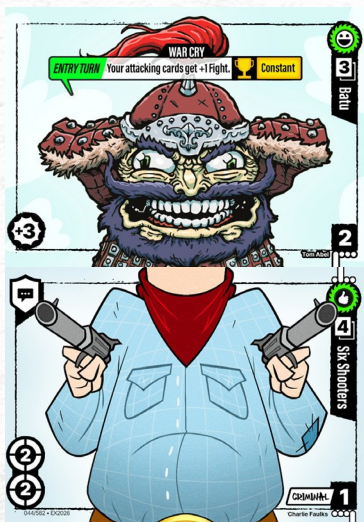
Puzzle pieces are very rare, but indicate that a card attaches to a specific card and often does so through the art only, not necessarily links.

Even though the top card is a torso because it does not have any Links on the bottom edge, it is complete to play actions with only a head.

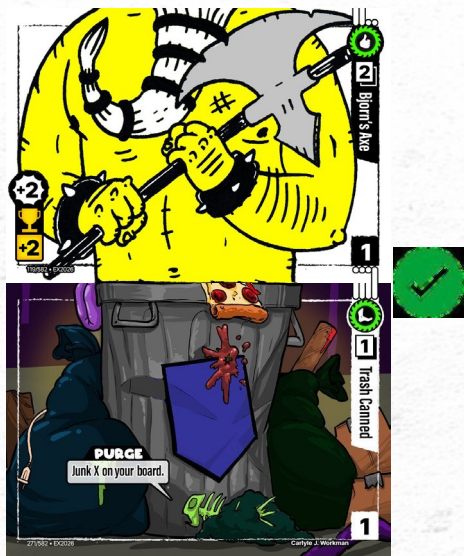
With the puzzle piece, it allows for an extra-tall build and offers powers specific to the connected card.

LINKS

The four dots in the top and/or bottom, right corner of a card are **links**. You can build your cards on your board **or an opponent's board** as long as you have open space or can connect at least 1 link to an existing card. The **Far Left** link indicates **Wide Neck** connections. **Center Left** is for **Thin Necks**. **Center Right** is **Thin Waists**. **Far Right** is **Wide Waists**.



Some cards have multiple Links. Only 1 needs to connect.



HOLD - The Resource System

5

Each card has a **Hold value** (top right, below its Force icon). When you build on your turn, the highest Hold value among the cards you played sets the minimum number of cards you must still be holding when your build phase ends. A Hold 0 card costs you nothing to play. A Hold 5 card requires you to keep five cards in hand. The higher the Hold, the more powerful the card.

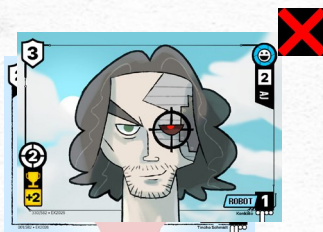
Example Math. If you start your build phase with 6 cards, you can build 1 card with a Hold value of 5, 2-4's, 3-3's, 4-2's, 5-1's, or 6-0's.

STACKERS

5

Some cards can be stacked. Look at the **Hold badge** in the top right corner — if it sits on a second, offset frame, the card is a **Stacker**. A single frame means it never stacks. There is no value to read; the badge is simply yes or no.

When a card is stacked, only the top card's powers are live. Everything underneath is buried and does nothing. If the top card is defeated in combat, every card in that stack is discarded with it.

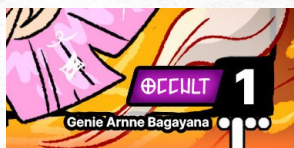


Stackers don't have to be stacked. You can build one into an open slot like any other card.

Use Stackers to power up your own builds — or to bury an opponent's best card.

If a Stacker is discarded and the card underneath can no longer connect to the rest of the build, discard the next card down until something connects or the space is empty. To **unstack** a card is to take it off the stack and discard it.

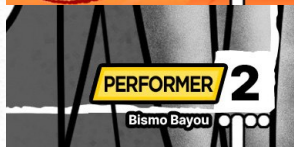
TRIBES



If a card belongs to a tribe, the tribe's accompanying text will be displayed next to its hit points.

If one card is part of a tribe in a build, the entire build is considered part of that tribe.

Some cards have modifiers or abilities that will affect entire tribes. Tribes may have their own special mechanics.



HIT POINTS

A card's hit points are in the bottom right corner.

When a card takes damage equal to its hit points, it is sent to that board's junk pile.

JUNK BOX



Junk boxes appear in the top left corner of some cards and will most often contain a single icon. These cards may be discarded as an action or reaction to play its ability. Most common are shields, used to eat up damage from incoming attacks. Some may help you reposition unconnected cards or offer attack or damage bonus's to other cards. You can discard a junk box as an action or reaction on your turn or opponents. You must use the ability when discarding. You cannot bank these for later use.

ACTIONS



TARGETS Take Aim (Ranged Combat)

With each target, you can aim and **shoot 1 card** on an opponent's board or another player directly. Each target is considered a single action. Target damage does not roll over to other cards in a build.

Ex: these laser eyes do 5 damage. If you shoot a card with two hit points, the three unused target points do not effect other cards in that same build.

No Friendly Fire - You cannot target cards on your board.



FIGHT CLOUDS Fight (Close Combat)

Fight clouds represent attack strength. When two builds **Fight**, each player totals their Fight score and distributes the damage to the opposing build's cards however they choose. (*Fighting explained: pg 19, 20*)

Negative Fight scores subtract from the build's total. They are meant for your opponent's board.

A skull is a critical hit: maximum damage to any single card. An auto-kill, but only for that one card.

BOMBS Burst (Area of Effect)



The number inside a bomb refers to the bomb's total damage score. The Grid next to it shows how you can distribute the damage on a board.



Some bombs burst in between cards

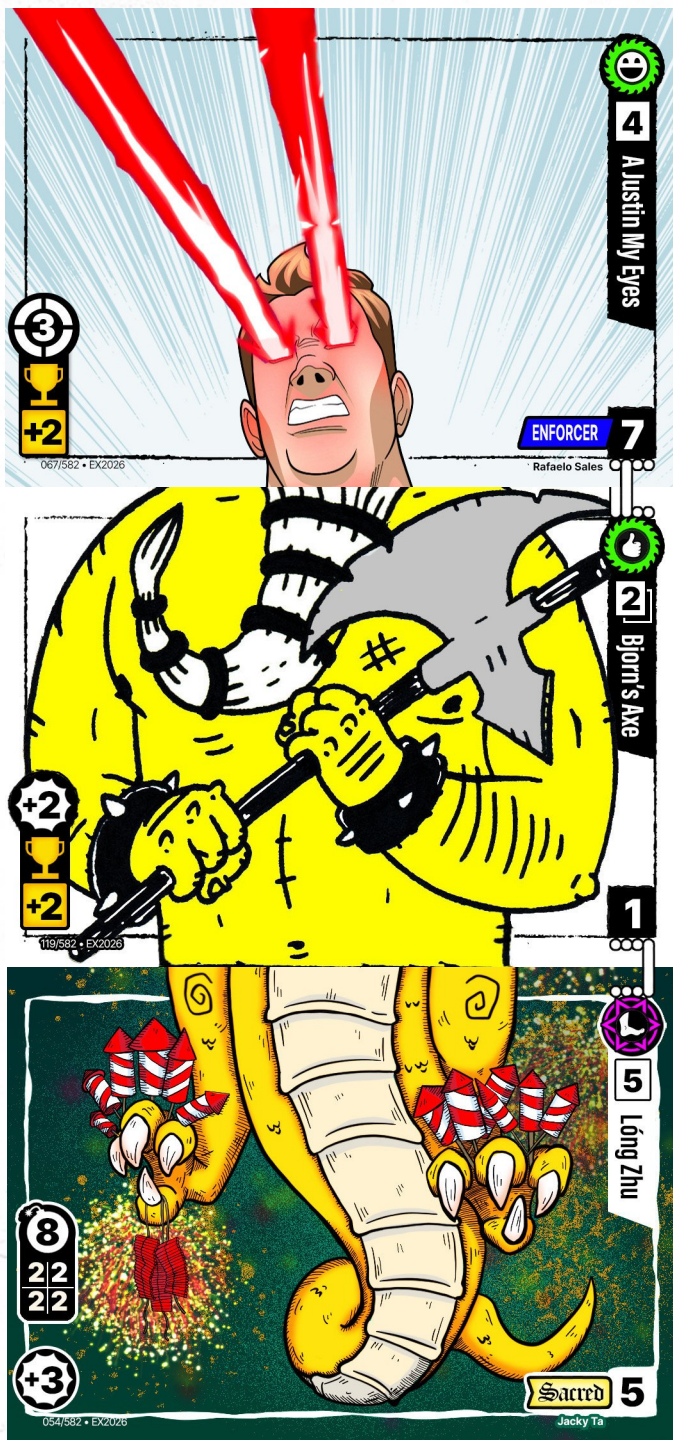


Some bombs burst from a chosen center card

Damage that doesn't hit any cards is lost.

Bombs cannot target players.

Bombs are single-use and are always discarded into the Burn pile once used.



ACTIONS



BANGS Butt in (Interruptions)

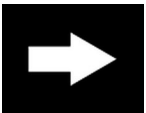
Bangs are always in the top right corner of a card and can be built from your hand at any time to interrupt an action. When built, Bang abilities always resolve first.



HEARTS Heal (Resurrections)

Junk a heart, search your Junkpile, and build a card onto your board.

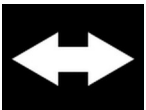
If you have the HOLD to build it. Otherwise, it goes to your hand.



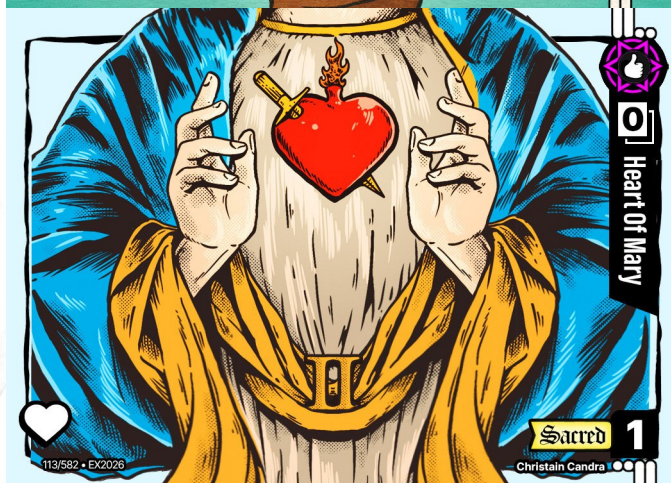
ARROWS Adjust. (Movement)

A single Arrow card can **MOVE** to a new spot.

A double arrow card can **SWITCH** places with another card or into an empty space. Any switch action that results in a stack / non-stack situation, move the entire stack. The **Switch action** takes precedence.



Arrows can only move once per turn.



ACTIONS



COMMANDS Compel unique abilities.

The command icon refers to a speech bubble that will appear somewhere on the card, providing a unique ability.

Commands are always displayed as **Black text in a White Box below a headline, white text in front of a black banner.**

JUNK Justifies (Sacrifice)



A Junk symbol with an x inside must be discarded to use its unique ability.

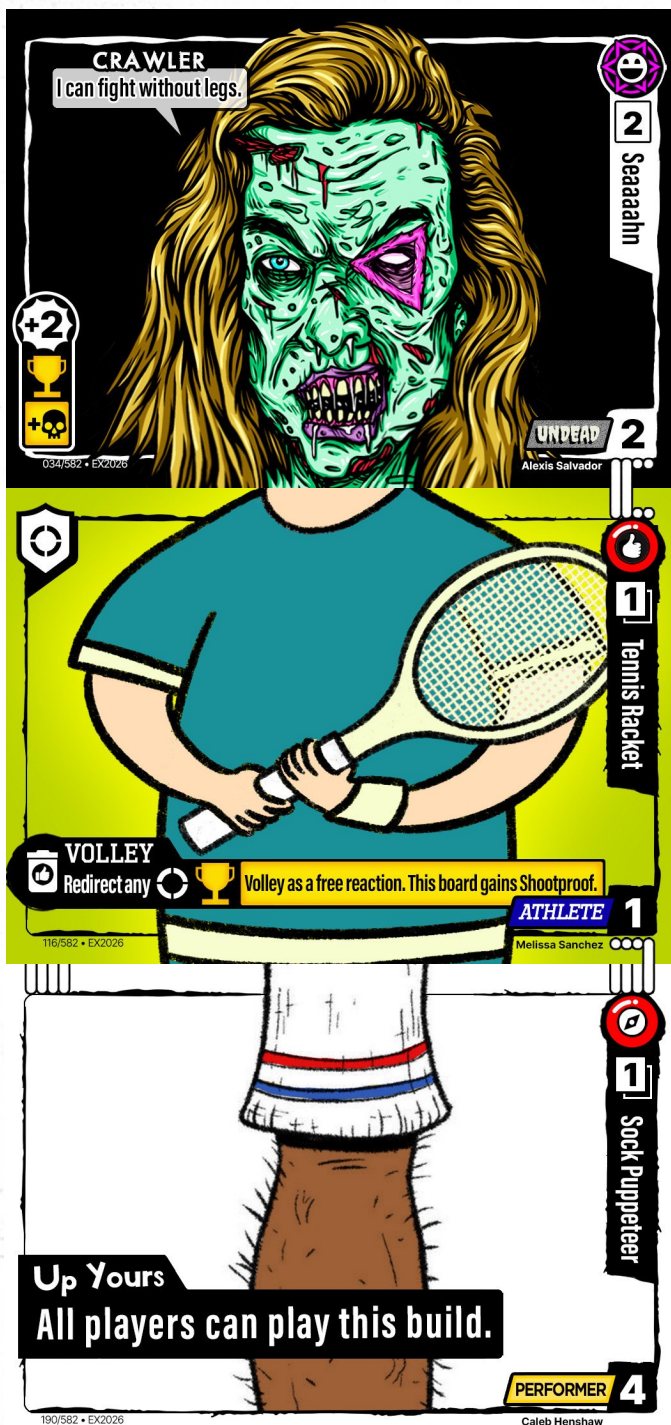


If the junk symbol appears with an icons inside, junk any cards with matching icons from your board OR hand to perform the action.

In this example, you can junk any **Thumbs up** card from your board or hand to play the ability.

INFORMATION Influences

Information is a bonus or passive ability. Any **white text with a black border is considered Information.**



SHIELDS

Shields are always reactions, discarded from your board or your hand. One can absorb damage any time a player or a build is about to take it, or cancel the effect its symbol names — a Bang, a Stacker, a Heart or an Arrow is not an attack, but a shield still answers it.



Shields with a number inside absorb that much damage. Number shields can be used to defend damage anytime any player or any of their builds is about to receive damage.



Shields with a symbol can be discarded to shield another card from that effect. **Symbol shields can also always defend 1 damage.**

Example:

*If a player stacks a card on **your board**, you can junk a **Stack shield** from your board or from your hand to junk the newly Stacked card to **your junk pile**.*



*If a player stacks a card on **their board**, you can junk a Stack shield **from your board or your hand** to junk the new Stacked card to **their junk pile**.*



Discard a Bang Shield to junk a Bang **when it's built**.

Stack and Bang Shields are the only shields that can be discarded to prevent a Stacker from stacking on top of them.



Heart Shields prevent a player from drawing from their Junk when they play a heart.

A target shield defends against all damage from any 1 target attack.



A Fight shield blocks all damage from a single attacking card.

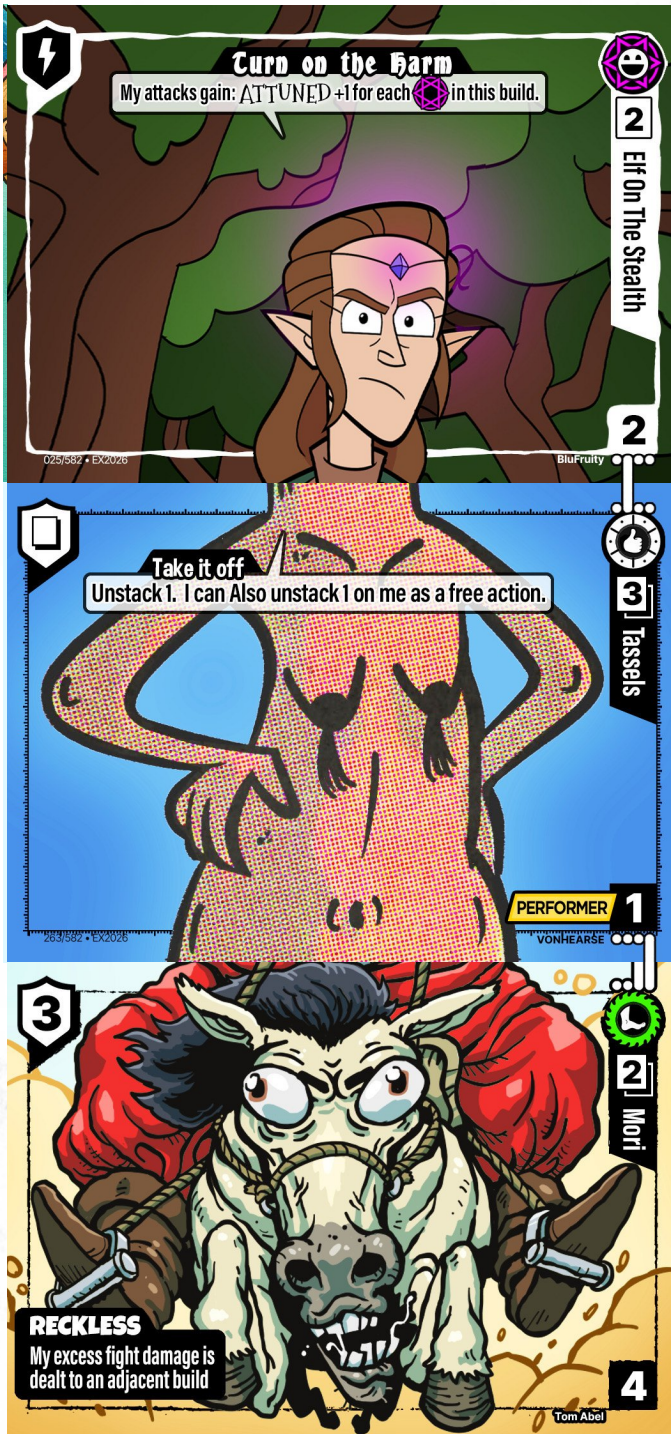
Junk Shields stop any junk effect, which still costs the player their junked card.



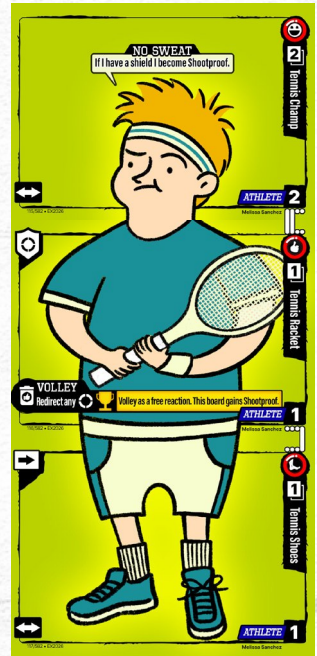
Any Arrow Shield discards the acting arrow card (**move** or **switch**) when it is played.

Shields can be played from incomplete builds.

Shields are always played as reactions.



TROPHIES



Some cards have a trophy box. If so, when these cards are connected to their original character in full, they become a **Trophy**, unlocking bonus abilities.

If the action or information relates to a Trophy power, its headline or icons will share the same gold color as the trophy box..

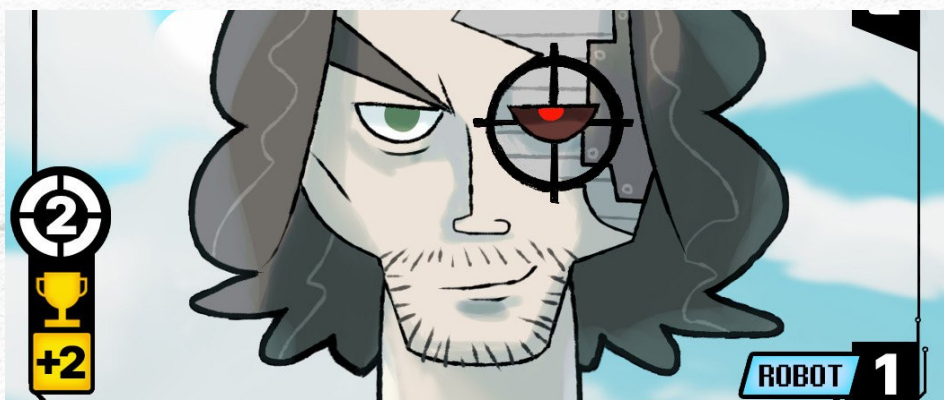
**Not all full characters have a trophy.*

**Tip - Many players like to have a few trophies in their deck and build their deck around those bonus abilities.*

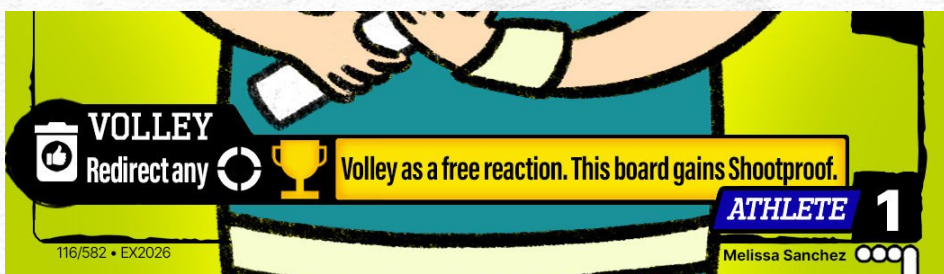
TROPHIES



Zeus gets a new multi Target attack as a trophy



This target attack gets a +3 damage bonus

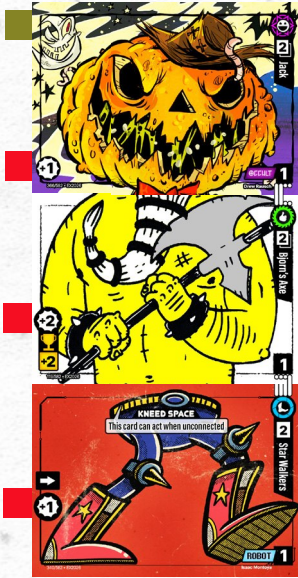


As a trophy, the Tennis champ defends your entire board from target attacks and can redirect them freely. instead of needing to discard a thumbs up card

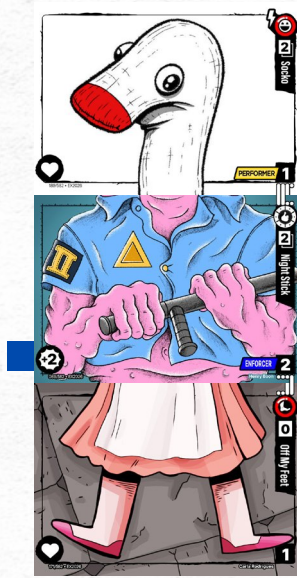
FIGHTING EXAMPLE

Buids must be complete to act, attack, react and defend. When you **attack**, your opponent chooses if they will **defend with a build**, **discard shields** to mitigate the incoming damage **or a combination of both**. If they cannot do either, the attacking build attacks the player directly, damaging their hit points. If you defend with a build, any excess damage from the attack does not roll over to you. If you are only defending with shields, excess damage does roll over to you.

ATTACKING BUILD



DEFENDING BUILD

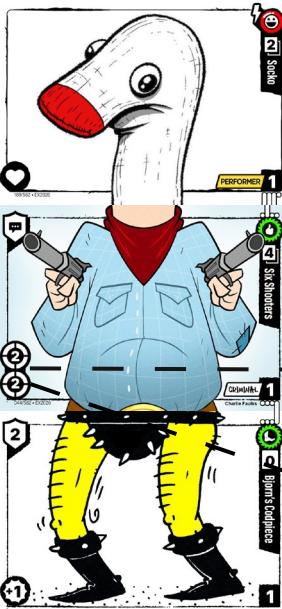


- The attacking build is doing **7 damage** in total.
- (2 Head+3 Torso+2 Legs)**
- The defending build only has 4 hit points in total, so all of its cards will be discarded.
- The defending build's torso does **2 damage**.
- The defending player chooses to hit the legs of the attacking build.
- Then, As a Reaction:**
- The Attacking player decides
- "I'd rather keep my Legs,"** so they junk the **Head's Shield to absorb 4 Damage** instead.

At the end of this fight, the attacking Torso and Legs remain on board.

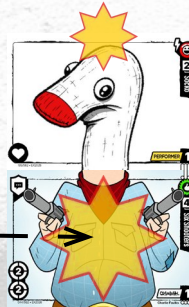
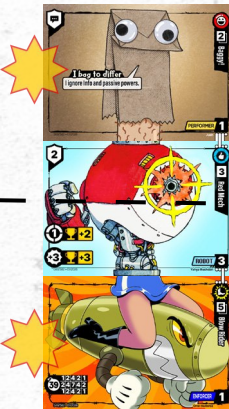
TARGET EXAMPLE

Two targets on a single card let's you target two separate cards
You may target the same card, if you'd like.



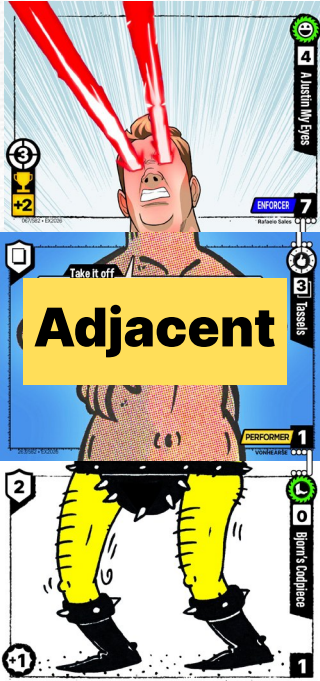
BOMB EXAMPLE

In this case, the Pirate bomb is thrown to the cowboy torso.
Three damages done to the center target and one damage is distributed to all surrounding adjacent cards. Cards with the burst icon are destroyed by the bomb. But the other cards have enough hit points to withstand the blast.



PLACEMENT

All of these cards **Surround** the source card. Cards that border the source card on an edge are **adjacent**.



TARGET EXAMPLE

LINGO / KEYWORDS

Action – Any icon and associated text located in the bottom left corner of a card. Play on your turn.

Adjacent – Any card bordering the source card against the card's edge, not diagonal cards.

Bang (Lightning Bolt) – Build anytime as an interrupt. The new card takes effect instantly and may alter the current action.

Bang Proof – Immune to Bangs.

Binding – Cards that combine their hitpoints with a card above or below. Both cards must be defeated as 1.

Bomb (Area of Effect) – X = the total number of damage a bomb can do. Bombs must go to the burn pile to use.

Build – As an action, place a card on a board from your hand. As a noun, it refers to a column or character on a board.

Burn – Permanent discard to use this ability. Burned cards are single-use per game and cannot be revived with hearts. Burned cards go into the burn pile, face down.

Can't Defend – This build can't use shields or defend against attacking builds.

Can't Fight – This build's fight scores are ignored.

Can't Move – This build can't perform move or switch actions.

Can't Shoot – This build can't use targets.

Command – Unique speech bubble power.

Command Proof – Immune to commands.

Compass – Cards with this symbol can be built upside down. If Compass is on a torso card, connect any card type (head, torso, legs) to either side.

Connect – You must connect to another card already built on a board.

Critical Hit (Skull) – Maximum damage to any single card. An auto-kill, but only for that one card.

Death Proof – Immune to all attacks and damage.

LINGO / KEYWORDS

Entry – This happens when this card is built, even if part of an incomplete build.

Exit – This happens when this card leaves the board.

Fight Proof – Immune to fight attacks.

Free Action – An action that costs you nothing. It does not use up the card's action.

Heart – Revive 1 card from your Junk Pile.

Junk / Trash Can – This card must be discarded from your board or hand to play the associated ability.

Move Proof – Immune to Arrows (Switches & Moves).

Reaction – Any icon and associated text located in the top left corner of a card. Play as a reaction to any action or reaction.

Rush – This ability resolves before shields can take effect.

Shield – This card can be discarded as a reaction to prevent "X" damage represented by the number inside.

Shield With Icon – Immune to that specific icon ability. Can be discarded to save another card from the ability.

Shoot Proof – Immune to target attacks.

Stack – Refers to any build space with 2 or more cards physically stacked on top of each other.

Stack Proof – Immune to Stacking.

Stacker – A card whose Hold badge sits on a second, offset frame, and can therefore be stacked.

Surrounding – All cards within one space of this one, including diagonal.

Switch – This card can switch places with another card or move to an open space.

Trophy – Bonus power granted only if the full character is complete.

Unstack – Take a card off a stack and discard it.