



CAN CONTROL

RUNES OF THE BLOCK!

MOST GAMES START ON A TABLE...
**THIS ONE STARTS
ON THE BLOCK.**

EVERY WALL TELLS A STORY.
EVERY ARTIST FIGHTS FOR SPACE.
EVERY MOVE LEAVES A MARK.



TAG IT. STACK IT. OWN THE BLOCK.

This rulebook will show you how to build, stack, and control your UPS.

Learn fast. Play faster.

Know the rules. Control the block.

TABLE OF CONTENTS

CAN CONTROL RUNES OF THE BLOCK

OBJECTIVE	1
PLAYMAT ZONES	2
ACTION CARD DEFINITION	3
SUPPORT (NON ACTION)	4
RE-UP	5
CARD TYPE	6
TURN STRUCTURE	7
DECK LIMITS	8
STACKING RULES	9
REMOVAL RULES	10
LEGENDARY RULES	11
CLAIM THE BLOCK (THE WIN)	12
THE BLOCK	13
ALL CARD STYLES	14
RE-UP PACKS	15



1

CAN CONTROL

RUNES OF THE BLOCK

OBJECTIVE

Control the block. Build your UPS.
End the game on your terms.

 The moment a player **PLACES**
the 5th UPS on the playmat

→ **GAME OVER**



**PLAYERS THEN TOTAL THEIR UPS POINTS.
THE HIGHEST SCORE WINS.**

GAME SETUP

SHUFFLE YOUR 50-CARD DECK

- **EACH PLAYER DRAWS 7 CARDS**
- **PLAYER 1 SKIPS THEIR FIRST DRAW PHASE**
- **DECIDE WHO GOES FIRST**



DRAW 7



HIDDEN HAND

EACH PLAYER STARTS WITH:

- **DECK (FACE DOWN)**
- **HAND (7 CARDS)**
- **EMPTY UPS**
- **EMPTY RE-UP AREA**
- **EMPTY TRASH**





PLAYMAT ZONES

UPS →

Your Active Board
(Action cards are placed here)



RE-UP →

Your Supplies
(Can Cards & Cap Cards)



DECK →

Draw Pile
(face down)



TRASH →

Discard Pile
(face up)



THIS IS YOUR PLAYMAT AKA (THE BLOCK!)

STOP

Triggers the
End of the Game



CARD TYPES

ARTIST CARDS (Placed in UPS)

- ➔ Tag • Throwy • Wildstyle • Blockbuster • Mural
- ➔ Legendary • Etch • Slap

SUPPORT

- ➔ Assist • Buff • Breaker • Blocker



TIME CARDS

- ➔ Sunny Day • Break Night • Early Start • Time Shift



EVENT CARDS

- ➔ Game-altering effects



RE-UP

Can Cards & Cap Cards (supplies)



RE-UP

SOME RE-UP CARDS MAY SHOW MULTIPLE CANS OR CAPS, BUT THEY STILL COUNT AS ONE CARD.



ACTION CARD DEFINITION

An **Action Card** is any card that is placed into the UPS (your active board).

- ➔ **Artist Cards** (Tag, Throwy, Wildstyle, Blockbuster, Mural, Legendary, Etch, Slap)
- ➔ **Assist Cards**
- ➔ **Time Cards**
- ➔ **Blockers**
- ➔ **Event Cards**



👉 If a card is placed into the UPS, it is considered an Action Card while in play.

EXAMPLE:




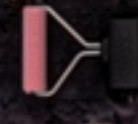


EVENT CARDS DON'T SIT IN YOUR HAND ONCE THEY HIT THE UPS. THEY MOVE LIKE EVERYTHING ELSE ON THE BLOCK. THAT MAKES THEM ACTION CARDS.

5



SUPPORT NON-ACTION CARDS

The following are **NOT** Action Cards:

- ➔   **Re-Up Cards** (Can Cards & Cap Cards)
- ➔   **Buff Cards**
- ➔   **Breaker Cards**

👉 These cards are used for supplies or effects, then resolved or discarded.




ACTION CARDS:
ARTIST. ASSIST. TIME. BLOCKER. EVENT

NON-ACTION CARDS:
RE-UP. BUFF. BREAKER





RE-UP (SUPPLIES)


All **Re-Up cards** are used as supplies:

→  **Can Cards**

→  **Cap Cards**

 Some Re-Up cards may show multiple cans or caps, but they still count as ONE card.

 You may place only 1 Can Card and 1 Cap Card onto the playmat per turn.

 **ALL RE-UP CARDS ON YOUR PLAYMAT MAY BE USED AT ANY TIME DURING YOUR TURN TO PAY SUPPLY COSTS FOR ARTIST CARDS OR OTHER ACTION CARDS. RE-UP CARDS PLACED CAN BE:**

- **USED IMMEDIATELY**
- **SAVED AND USED AT ANY TIME DURING YOUR TURN**



7



TURN STRUCTURE

1 DRAW

- ➔ Draw 1 card
- ➔ Player 1 skips their first draw
- ⚠ **Hand Limit: 7 cards maximum**

▼ If you have more than 7 cards, you must immediately:

- ➔ Place a card OR
- ➔ Discard down to 7



2 RE-UP

- ➔ Place onto the playmat per turn:
 - ➔ 1 Can Card
 - ➔ 1 Cap Card



3 ACTION

- ➔ You may:
 - ➔ Place Action cards into UPS (must pay required supplies if applicable)
 - ➔ Use Buffs, Assists, and Events
 - ➔ Use Breakers
 - ➔ Place or use Time cards



4 END TURN

- ➔ Turn passes to the next player.



STOP (GAME END)

When a player places their 5th UPS card on the playmat:

- ➔ **GAME ENDS IMMEDIATELY**
- ➔ No additional actions
- ➔ No responses
- ➔ The placement must be legal

8



DECK LIMITS

-  50 cards per deck
-  Max 2 *Legendary*
-  Max 3 *Etch*
-  Max 3 *Slap*



X ILLEGAL MOVES

-  Playing after **STOP**
-  Placing unpaid cards
-  Breaking deck limits
-  Invalid placements



STACKING RULES

ASSIST

- Can stack on any Action card
- Multiple Assist cards may stack, as long as at least one Assist card is already placed



ETCH

- Can stack on ANY card in UPS
- Can stack on other Etch cards
- Can be placed in UPS by itself
- Multiple Etch cards may stack on each other without limit



TIME

- Can ONLY stack on Time cards
- Can also function as Blockers
- Multiple Time cards may stack on top of each other
- Can function similarly to an Assist-type effect
- Opponent must use a Breaker to remove a Time card



BUFF RULE

- One-time use effects (unless stated otherwise)
- Primarily used on Artist cards
- After use → place in Trash



IMPORTANT:

- Buffs CANNOT remove Assist cards or Blockers
- Buffs are primarily used on Artist cards unless stated otherwise



REMOVAL RULES

ARTIST CARDS

→ Can be removed by:

 A Buff, OR

→ Paying 1 Can Card + 1 Cap Card



ASSIST CARDS

→ Can be removed by:

→ Another Assist, OR

→ A card effect that specifically removes Assists



BLOCKERS

→ Can be removed by:

→ Breakers



BUFF CARDS ONLY AFFECT VALID TARGETS SPECIFIED BY THEIR EFFECT. IF NO VALID TARGET EXISTS, THE BUFF CANNOT BE PLAYED.

LEGENDARY RULES

⚠ Deck Limit

Max 2 Legendary cards per deck



🔥 LEGENDARY GET DOWN

- ONLY A LEGENDARY CARD CAN REMOVE ANOTHER LEGENDARY.
- THIS ACTION MUST BE DONE ON YOUR TURN.
- BOTH CARDS ARE THEN SENT TO TRASH
- UNLESS A CARD EFFECT STATES OTHERWISE.

MIC DROP.

- Breaker cards with added perks
- Follow all Breaker rules
- Gain additional effects



HOW TO CLAIM THE BLOCK (WINNING)

AFTER STOP:



↑ **COUNT ALL UPS POINTS**

🏆 **HIGHEST SCORE WINS**

**THE MOMENT A PLAYER PLACES THEIR 5TH UPS CARD,
THE GAME ENDS IMMEDIATELY.
NO FURTHER ACTIONS, EFFECTS, OR RESPONSES
MAY BE PLAYED.
THE PLACEMENT MUST BE LEGAL TO TRIGGER STOP.**

DECK OUT RULE

• **IF YOUR DECK RUNS OUT:**

- **SHUFFLE YOUR TRASH TO FORM A NEW DECK**
- **CONTINUE PLAYING**

FINAL NOTE

THIS IS A FAST, AGGRESSIVE CONTROL GAME.

NO SECOND CHANCES.

NO AFTERTHOUGHT PLAYS.



CONTROL THE BLOCK.. OR

LOSE IT ALL

WHAT IS A Re-Up PACK?

A Re-Up Pack is your
upgrade path in Can Control.

- ✓ NEW CARDS to upgrade any deck
- ✓ Add new Artist, Assist, Buff, Blocker, Tunnel, and more!
- ✓ Get stronger, bolder art.
- ✓ Tons of new combos and deck options!

PUMPED TO BE TIGHT, RARE!

- ✓ Get tougher Artists to Control the block
- ✓ Stack new Buffs that smash the UPS
- ✓ Break out fresh blockers to protect your combo

**OPEN A PACK.
UPGRADE YOUR
STRATEGY!**



MORE INFO: PLAYCANCONTROL.COM



CAN CONTROL

RUNES OF THE BLOCK!

