

DECKBUILDING PHASE

SETUP:

1. All players flip their player boards to the Deckbuilding side. Combine all their cards together into the **Binder area**.
2. Place the **top** 9 cards of the store face-down into the Store Area.
3. Make sure each player has all of their **4 Sell Markers**.
4. Discard any previously revealed Metagame cards out of play.
5. Deal 2 NPC cards face up next to NPC deck.

DECKBUILDING PHASE INTERVALS:

1	2	3
Each player: Get \$30 and 6 cards (3 Store + 3 Core) Reveal one top Meta card 7-minute timer <i>Begin!</i>	Each player: Get 6 cards (3 Store + 3 Core) Reveal other top Meta card 7-minute timer <i>Last call to sell cards</i>	6-minute timer <i>End Deckbuilding Phase</i> <i>Turn in a collection</i> <i>Discard store & aftermarket</i> <i>Get all Sell markers back</i>

ACTIONS:

Build your Deck.

Make a Collection. (You can only turn in one collection per deckbuilding phase. These are turned in at the end of the phase)

Buy a Pack from the Store. (Replace the card you bought with the top card of the store deck. You can also buy the top card of the store deck.)

Fuse cards from your hand to obtain a Promo. (Put 5/7/9 cards into Store Discard and take one bronze/silver/gold Promo card. If Promo set runs out, put a new set from the box in its place.)

Sell a card to the Aftermarket. (Receive money worth the card's star value. Place sell marker on the card. You can only do this if you have a sell marker available)

Buy a card from the Aftermarket. (Pay the star value. Return sell marker to owner.)

Gain an NPC card (Discard listed cards. Place sell marker next to NPC deck.)

Trade with other players. (Must be an even trade. If star values aren't the same, make up the difference with money. If you still think the trade is uneven, request / offer friendship cards.)

You may only have one copy of any card in your deck!

Players are not allowed to correct their mistakes. Making mistakes is part of the game.

Help Friends - Friendship Points are valuable, and you can earn them by helping friends.

TOURNAMENT PHASE

Note: A 'legal' Tournament Deck is up to **eight Singles**, up to **one Deck Box**, and up to **two Accessories**. If your deck is 'illegal', randomly remove cards until it meets the card limit.

SETUP:

1. Flip player boards to the Tournament Side. Set **Binder** cards to the side. Hold your **Deck** in your hands.
2. Set current **RP** to zero (using the 3 colored cubes).
3. Set out **Accessories** (max 2) and **Deck Box** (1) onto tournament board. **Singles** remain in your hand.
4. Turns begin with the player placed highest in the **previous** tournament (or whoever most recently opened a booster pack in real life, if a tie or the first game round) and proceeds clockwise.

ON YOUR TURN:

Use an Action (Optional). Listed as an "Action:" keyword. To use an action, perform the text on the card, then flip the card face-down. You can use one action per turn, either before or after playing a Single.

Play a Single (Required). You must play a Single in your tableau if you are able. Place the Single face-up in the **next open left-most slot** of your Tableau.

EFFECTS ON CARDS:

Play effects are activated right away when a card comes into play.

Next effects trigger on the next card you play (no matter what slot you play it in).

Flip effects are activated when a card is flipped face-down.

Ongoing effects work continuously as long as the card is face-up in your tableau.

Top effects work as long as the card the right-most face-up card in your tableau.

Score effects are activated during the **end** of the tournament.

Reaction effects are activated whenever the relevant condition on the effect is met (optional). When this happens, flip the card.

Face-Down Cards have no Star Rating, Element, or Type. They still count as cards but do not have any text or attributes. They can't be flipped face-up again.

Besides **Reactions**, other effects are **not optional**.

Top > Ongoing > Play > Next > Score is the order of what effects take priority.

TOP CARD:

The right-most face-up card on a player's play area is called the Top Card. Top effects stop working when the player's tableau is full or their hand is empty.

CLASHING:

Each player in the clash reveals the top card of the Store (starting with whoever initiated the clash and moving clockwise) add the Star Rating of the card revealed in the clash and the Star Rating of your Top Card. If one player has a higher total than any other player, that player is the winner, and all other players are the losers. If there is a tie for the highest total, then the clash is a tie.

At the end of a tournament, each player receives a random promo card from the prize support promos. Bronze for Round 1, Silver for Round 2. No prize support for Pre-Release.