



# Rules Sheet (as of May 31, 2013)

## What is "Weiß Schwarz" all about?

An amazing number of wonderful characters -- the stars of all sorts of video games, anime, and manga -- have gathered together in one spot!  
"Weiß Schwarz" is a competitive trading card game that brings to life one dream battle after another!

## What is the object of the game?

Two players face off against one another after they each prepare their own Deck. They then try to force their opponent up to level by inflicting seven cards of damage.  
**Whoever sends their opponent all the way up to Level 4 wins the game!**

## Game Cards

### Character Cards

Meet the stars of a wide range of popular series!  
Unleash their amazing abilities right on Stage!



### Event Cards

Witness various happenings from the world of your characters!  
They may not last long, but these cards can really give you a hand!



### Climax Cards

Reenact famous and memorable scenes taken straight from the original story!  
Just one of these cards can change the entire balance of the game!

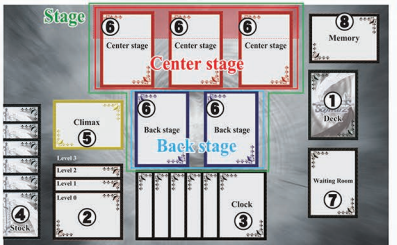


- Card Name:** The name of the card. Use this name when referring to a card name by attribute.
- English Name:** The English translation of the card's name. It is not used in the game.
- Level:** In order to play a card, your level must be equal to or greater than this number.
- Cost:** In order to play a card, you must send an amount of cards equal to this number from your Stock to the Waiting Room.  
(※"To play a card" refers to the action of using a card from your hand. For more information, please refer to "★2. Conditions for playing a card" on the back side of this manual.)
- Counter-Attack Icon (C):** If a card or ability is marked with this icon, you can use it whenever your opponent launches a frontal attack against you.  
**Clock Icon (C):** If a card is marked with this icon, the card has an ability that can be used when it is in your clock.
- Trigger Icon:** When a card is picked up from your Deck as part of a Trigger Check, the effect represented by this icon will then be unleashed.
- Text:** Describes the abilities that a card possesses.
- Power:** Indicates a character's strength in battle. The higher the value, the more of an advantage you will have when fighting an enemy character.
- Soul Points:** Represents a character's willpower. The more of these icons a card possesses, the greater the damage you can inflict on your opponent.
- Trait:** Details important properties that a card possesses. These special attributes are often referred to in various card text.
- Color:** Shows a card's color. Putting a lot of cards of the same color in your Deck will help you progress through the game smoothly.  
There are four colors in all: **yellow (speed)**, **green (power)**, **red (technique)**, and **blue (advantage)**.

## Playing Mat

Use the Playmat so that you can easily recognize the areas where cards must be placed. After you have gotten used to playing the game, however, you may also choose not to use this mat.

- Deck:** Your Deck should be placed here face-down. You are not allowed to change the order of these cards in any way. Even if your Deck runs out of cards, you will not lose the game. However, you will have to rebuild your Deck to continue playing. For more information, please refer to "★2.3. Shuffling your Deck" on the back side of this manual.
- Level Area:** Cards representing what level you are should be placed here face-up. When a fourth card is placed here you lose the game.
- Clock Area:** Cards representing your game clock (how much time you have left to play the game) should be placed here face-up. A maximum of six cards can be set down here. For the most part, the number of cards in this area increase as you take damage from your opponent's attacks. The order of these cards cannot be changed in any way. When a seventh card is placed here, you will be forced to go up a level. For more information, please refer to "★2.1. Going up a level!" on the back side of this manual.
- Stock Area:** Cards representing what you have in stock (useful cards you can call on in various circumstances) should be placed here face-down. You are not allowed to check what cards there are in any way. One card should be stacked on top of another, so when using one of these cards, you will always take the last card that was put down. The order of these cards cannot be changed in any way. There is also no limit to how many cards you can place here. For the most part, the number of cards in this area increase as your characters attack. For more information, please refer to "★2. Trigger Step" in the section "★2. Attack Phase" on the back side of this manual.
- Climax Area:** A maximum of one Climax Card can be placed here face-up. If a card is in this area during the End Phase, it is then placed in the Waiting Room.
- Stage positions:** Your Characters Cards can be placed here face-up. There are a total of five different stage positions.
  - Stage:** The area containing all five stage positions is called the "Stage".
  - Center stage:** The three foremost stage positions are collectively known as the "center stage". Characters in the center stage can conduct battle against the enemy character directly in front of them. Be sure to put characters with a lot of Power in these stage positions.
  - Back stage:** The two stage positions at the rear are known as the "back stage". Characters in the back stage cannot battle directly against the enemy. They can, however, lend support to their allies on the center stage. Put characters with various special abilities in these stage positions.
- Waiting Room:** Cards whose time in the spotlight has come to a close should be stacked here face-up.
- Memory Area:** Cards which have been removed from the game should be stacked here face-up.



Cards which are placed face-up on the Playmat can be checked by either player at any time.

## Get your Deck ready for action!

Before starting a game, both players must put together their own Deck. If this is your first time playing and you are unsure about how to build a Deck, it might be a good idea to purchase a Trial Deck, which contains everything you need to get things underway. Then, after you get the hang of things, try to forge your own original Deck by adding in cards from a variety of Booster Packs. When putting together a new Deck, be sure to follow the rules listed below.

- Each Deck must have exactly 50 cards.
- No more than four cards with the same card name can be placed in one Deck.
- (※If two cards feature the same character but have different card names, you can have four of each type in a single Deck.)
- A maximum of eight Climax Cards can be used in the same Deck.

## Alright! It's time to face off!

- Each player needs to give their Deck a good shuffle before placing their cards face-down in the designated area.
- The players then randomly determine which side is allowed to take the first turn. For example, the winner of a round of rock-paper-scissors will get to start things off.
- Next, both players draw five cards from their Deck to build their hand. The player who will take the first turn can then take any cards that they don't need from their hand and place them in the Waiting Room, drawing the same amount of cards from their Deck in return. Following this, the other player can also change the cards in their hand in the same manner. (Until you get used to playing the game, you might want to change all of your cards except for any Level 0 Character Cards.)  
And, with that, you're all ready to start playing! The player who won the right to take the first turn gets things underway. The game then continues with each player alternating turns. (Proceed to "★2. Stand Up Phase" on the back side of this manual!)

## Progressing Through a Turn

### I Stand Up Phase

Get all your characters on Stage ready for their next move (turned upwards)! This applies to any character who is tired (turned sideways) after performing an action in the previous turn. Pointing a card upwards is called "standing up", while turning a card sideways is called "resting".



### II Draw Phase

Draw one card from your Deck. (A card may be drawn starting with the player who takes the very first turn.)

### III Clock Phase

Place one of the cards from your hand in the Clock Area. (You may also choose not to do so.) And... wait!! You can now draw two cards!



### IV Main Phase

Perform the following four actions as often as you like, in any particular order.

- Play an Event Card.** Use an Event Card from your hand. After its effect is unleashed, place the card in the Waiting Room. There's no limit to how many Event Cards you can use as long as they are playable.
- Play a Character Card.** Use a Character Card from your hand and place it on Stage standing up in the stage position of your choice. When there is another character already in that stage position, the existing card will then be placed in the Waiting Room. There's no limit to how many Character Cards you can use as long as they are playable.
- Move a character.** Freely change which stage position the characters on Stage are placed in. You can also swap characters between two different stage positions. You cannot change character status, however.
- Use a character's Activated Ability.** You can activate the ability of one of your characters on Stage if it is marked with a "C" icon. As long as you can pay the cost, you can use an Activated Ability as many times as you like.

### V Climax Phase

Play a Climax Card from your hand and place it in the Climax Area. Things will really come to a head during that turn -- just like a famous scene straight out of the anime, manga, or video game! The Climax Card will unleash a super powerful effect that lasts for the rest of that turn, giving you a clear advantage as the game progresses!

### VI Attack Phase

Inflict damage on your opponent! The number of characters standing up in your center stage determines how many attacks you can make.

For more information, see the separate "Attack Phase" section which appears below.

### VII End Phase

If you have a card in the Climax Area, send it to the Waiting Room. Also, when you have eight or more cards in your hand, select from these cards until you have seven or less. Then place the extra cards in the Waiting Room. At this point, all effects activated during your turn end if they have the phrase "until end of turn" in their text.

## Character Status

When a card is standing up, this means the character hasn't made a move yet. After some kind of action is performed, its status will change to resting. When that character loses in battle or suffers various other types of setbacks, however, it will become reversed.

### ★1. Going up a level!

When there are seven or more cards in your Clock Area, your level will increase by 1! Select one of the seven bottommost cards and place it in the Level Area. Then place the other six cards in the Waiting Room. (The eighth card and above will remain in the Clock Area.)

time to go up a level!  
your level rises by 1!

But if a fourth card is placed in your Level Area...you lose the game!

**Check this out!!!**  
When going up a level, select one of the seven cards and place it face-up in the Level Area. When you are playing with a Deck featuring two or more colors, be sure to choose a card with the color you want to use!

### ★2. Conditions for playing a card

Before you can use a Character, Event, or Climax Card, the following requirements must be met.

- Level**  
Your level must be equal to or greater than the level of the card. (Character and Event Cards only)
- Cost**  
You must take a number of cards, equal to cost written on the card, from your Stock and place them in your Waiting Room. (Character and Event Cards only)
- Color**  
There must be a card in either your Clock Area or Level Area with the same color as the card you want to play. If the level of a Character or Event Card is "0", however, you can play that card no matter what color it is.

### Check this out!!!

As long as you have a character standing up, you can attack as many times as you want! This allows you to build up your Stock and play even more powerful cards!

### ★3. Shuffling your Deck

When your Deck runs out of cards immediately turn all of the cards in your Waiting Room face-down. Then shuffle these cards to make yourself a brand new Deck! (This does not end the game!) Next, take the topmost card from your Deck and place it in the Clock Area. (Even if a Climax Card is picked up at this time, this action will not be canceled.) If your Deck was emptied while you were in the middle of taking damage or drawing cards, first rebuild your Deck. Then, after completing the interpolation action, place the top card from your Deck in the Clock Area.

## Attack Phase

### VI Attack Phase

Inflict damage on your opponent! The number of characters standing up in your center stage determines how many attacks you can make. Steps 1-5 below must be repeated for each attack. Finally, when it's time to end your Attack Phase, conduct Step 6 once.

- Attack Declaration Step**  
Switch a character in the center stage to a resting state and choose one of the following three attack types:
  - Frontal attack**  
Conduct head-to-head battle against the enemy character in front of your character. A fight will then break out between the two characters.
  - Side attack**  
Avoid the enemy character in front of you and get a strike in from the side!
  - Direct attack**  
The ultimate choice of attack when there is no enemy character in front of you.  
When a character makes a direct attack, their Soul Points will be increased by 1 for the duration of the turn.  
Only one attack can be made during the very first turn of the game. If a player decides not to attack at all, their move proceeds straight to Step 6.
- Trigger Step**  
If you are the attacking player, pick up the top card on your Deck. Then unleash the effect represented by the Trigger Icon on the top-right of the card. Next, place this card face-down in your Stock. This is called a "Trigger Check".
  - Because your character's Soul Points 1 for the duration of the turn.
  - Pick up the top card from your Deck and place it in your Clock Area.
  - Select one Character Card from your Waiting Room and return it to your hand.
  - Draw two cards from your Deck.
- Counter-Attack Step**  
If you are the attacking player, pick up the top card on your Deck. Then unleash the effect represented by the Trigger Icon on the top-right of the card. Next, place this card face-down in your Stock. This is called a "Counter-Attack Check".
  - After you launch a frontal attack, an enemy, your opponent can try to help that character by using a special card or ability, which are marked with an icon such as "COUNTER-ATTACK".
  - Use one only.
- Damage Step**  
A player who is attacked takes damage equal to the Soul Points of the attacking character.
  - When a frontal attack is selected, a battle occurs.
  - Compare the Power of the two characters. Then change the status of the weaker character to reversed (turned upside-down). In the case of a tie, switch both characters to a reversed position.
  - Power 2000  
Loses the battle
  - Power 3000  
Wins the battle
  - Switch to reversed
  - Status does not change
  - Return to Step 1 if you want to attack again.
- Score Step**  
The attacking player must send each of their reversed characters to the Waiting Room. When that player finishes, the defending player must also do the same.
- Interpolation Step**  
When you take four cards of damage and a Climax Card doesn't appear...
  - One by one, pick cards from the top of your Deck equal to the number of cards of damage that you have received. Then place each card in your Clock Area. You cannot go up a level while you are still picking up cards because that would negate some of the damage. (A player who reaches Level 4 loses the game!)
  - When you take four cards of damage and a Climax Card doesn't appear...
    - all four cards you picked up are placed in the Clock Area.
    - When you take four cards of damage and the third card you pick up is a Climax Card...
      - the damage is canceled by the Climax Card!
      - Damage is negated at the point the third card is picked up.
      - All three cards are then sent to the Waiting Room.
  - Now, you must also follow the above steps after taking damage from an Event Card or a card effect.
  - An "INCORE" can really save the day!  
After sending a character to the Waiting Room, pay three cards from your Stock to call for an "INCORE." Then place that character in the same stage position in a resting state!

