

Note: Please sort the cards in the following order before starting the demo session*

(25 cards, per player)

Order	First card to Last card
1	Fang on the Battlefield, Red Hood
2	To Elysium! Alice
3	Holy Prayer, Rapunzel
4	“Busy Bee” Yulha
5	NO CALLER ID
6	“Firepower Rules!” Neon
7	“Altruism” Emma
8	Honed Sword Skills, Scarlet
9	Puritanical Pilgrim, Snow White
10	Angelic Smile, Dorothy
11	“Pinpoint Missile” Anis
12	“Justifiable Defense” Vesti
13	“Love Returned” Admi
14	Coin Rush’s Poster Girl, Blanc
15	“Turning the Tide” Eunhwa
16	Wings of Paradise
17	Angelic Smile, Dorothy
18	“AK Missile” Privaty
19	Wings of Paradise
20	The Light Reflected in Her Eyes
21	“New World” Modernia
22	Coin Rush’s Poster Girl, Noir
23	“Snow Queen” Ludmilla
24	NO CALLER ID
25	“Warhead Volley” Rapi

Introduction

Welcome Commanders to the Weiß Schwarz NIKKE Demo Session!

Today, I'll be your guide as we head into the battlefield alongside your favorite NIKKEs. We'll explore the core mechanics of Weiß Schwarz using a simplified game setup.

For this demo, we'll be using a **half-sized Trial Deck**, consisting of **25 cards** instead of the usual 50. In a standard game, the goal is to make your opponent reach Level 4, but today's objective is simpler — **outlast your opponent and avoid reaching Level 2!**

Let's get started!

Explaining the Play Area

Before we begin, let's go over the different zones on your playmat. Each one serves a distinct purpose in the game.

- **Clock Area:** This is where you keep track of damage. Every time you take damage, cards from your deck are placed here face up. Once you have 7 cards in your Clock, you'll level up by placing a card to the Level area next to it.
- **Waiting Room:** This acts as your discard pile. When cards are defeated, used, or discarded, they are placed here. You'll often retrieve cards from the Waiting Room using certain card effects.
- **Memory:** Card directions will direct a player to place a card into his/her memory. Cards that go to memory are gone for the rest of the game unless a card effect retrieves them.
- **Center Stage:** This is where your characters battle. You have three positions in the Center Stage for your characters to occupy. Characters in this area will attack or defend during the Attack Phase.
- **Backstage:** You can place support characters here. Characters in the Back Stage can provide buffs or effects to assist those in the Center Stage.
- **Climax Area:** Climax cards are powerful cards that activate special abilities. When played, they are placed here temporarily until the end of the turn.
- **Stock Area:** Stock is your main resource. Every time you attack, cards from your deck may be added here. Stock is used to pay for character costs, events, and abilities.

To start the game, players typically play Rock-Paper-Scissors to decide who goes first. However, for this demo, Player 1 will be on my right, and Player 2 will be on my left!

Now that we understand the play area, let's move on to the game. Both players, please start the game by drawing 5 cards each.

Card Names: **Yellow**

Legend: **Blue (Player A)** **Red (Player B)**

Turn 1: Player A

Let's start with **Player A**! Please draw a card.

Draw Phase: Draws *"Firepower Rules!" Neon*

We're now entering the Clock Phase. During this phase, you have the option to place a card from your hand into the Clock face-up. In doing so, you'll draw 2 cards.

Clock Phase: Clocks *To Elysium! Alice* and draws *"Altruism" Emma* and *Honed Sword Skills, Scarlet*

Main Phase

Now let's move into the main phase. During this phase, you may place characters onto the stage to inflict damage on your opponent.

- **Player A** plays *Holy Prayer, Rapunzel* to the middle position of the center stage.

Players going first will only be able to attack once. **Player A**, go ahead and attack your opponent with **Rapunzel**! To attack, simply turn your card sideways. Characters will always attack the space in front of them.



Take a look at the fleur-de-lis icon below the character's name. This is commonly referred to as 'Soul Points' and denotes how much damage they'll deal, with each icon representing 1 point of damage. Since **Rapunzel** has 1 Soul Point, she will deal 1 damage when attacking.

As **Player B** does not have a defending character, **Rapunzel** will perform a direct attack! Characters deal an additional point of damage when performing a direct attack.

Whenever a character attacks, the attacking player reveals the top card of their deck to check for triggers.

Player A, please reveal the top card of your deck *Puritanical Pilgrim, Snow White*.

Take a look at the icon on the top right corner. It indicates no Trigger!



Then place it into your Stock horizontally face down. Your stock can be found on the left side of your playmat.

Player B, you'll now be taking 2 damage. To take 2 damage, flip over the top 2 cards of your deck one by one and place them face up into your Clock.

With that, **Player A** will end their turn.

<Summary>

Attack Phase

- Direct Attack with *Holy Prayer, Rapunzel*.
- **Trigger:** *Puritanical Pilgrim, Snow White*
- **Player B** takes *"Firepower Rules!" Neon* and *"Altruism" Emma* as damage into the clock.

Turn 2: Player B

Now it's time for **Player B**'s Turn. You may draw a card to start.

Draw Phase: Draws *Honed Sword Skills, Scarlet*

Then, place the Level 2 **Alice** (*To Elysium! Alice*) into your Clock face up and draw 2 cards.

Clocking a card from your hand can give you an advantage. By clocking, you'll not only progress towards stronger plays, but you'll also draw 2 new cards, giving you fresh options for your turn!

Clock Phase: Clocks *To Elysium! Alice* and draws *Puritanical Pilgrim, Snow White*, and *Angelic Smile, Dorothy*

Now let's move into the main phase. As the player going second, you'll be able to attack more than once, so let's call a few more NIKKEs to the stage.

Some of the members from the Pilgrim Squad are here to lend aid! **Player B**, please place the **Level 0 Scarlet** (*Honed Sword Skills, Scarlet*) on the left position of the center stage, the **Level 0 Rapunzel** (*Holy Prayer, Rapunzel*) in the middle position, and **Level 0 Snow White** (*Puritanical Pilgrim, Snow White*) on the right position.

It's time to enter the battle phase! Whenever there's an opposing character, you'll be able to perform a frontal attack.

Main Phase

- **Player B** plays (left to right) *Honed Sword Skills*, *Scarlet*, *Holy Prayer*, *Rapunzel*, *Puritanical Pilgrim*, *Snow White* to the center stage.

Attack Phase

Player B, please start your attack with **Scarlet**, by turning it sideways. It's time to check for triggers! **Player B**, please reveal the top card of your deck.



You'll notice that there's a fleur-de-lis icon at the top right of the card! When you trigger cards that have this icon, you'll do one additional point of damage with your attacks!

Now, place this card face down into your stock.

Player A, you'll be taking 3 damage. To take 3 damage, flip over the top 3 cards of your deck one by one and place them face up into your Clock.

Back to **Player B**, attack with **Snow White** (*Puritanical Pilgrim*, *Snow White*) next! Perform your trigger check. Looks like you got another trigger! Please place the card in your stock face down.

Player A will now take 3 damage, 1 from **Snow White**, 1 from the direct attack, and 1 more from the trigger check! **Player A**, flip over the top 3 cards of the deck one by one and place them face up into your Clock.

Now **Player A**, looks like you have 7 cards in your clock! Which means you are going to level up now! Please choose the Level 1 card, **Eunhwa** (*"Turning the Tide" Eunhwa*), and put it in your level horizontally face-up. The remaining 6 cards will be placed in your waiting room.

As you level up, you will be able to play stronger characters! The color in your level and clock also determines what color type of cards you can play. However, for Level 0 cards, there are no restrictions to the colors!

Going back to **Player B**, you have one last character to attack with! Turn your **Rapunzel** sideways to declare an attack.

Player B, you may perform your trigger check. No trigger. Please put the card into your stock as well.

Player A will take 1 damage. Oh? Looks like you flipped open a climax card!

When climax cards are revealed during the damage step, you will stop taking any additional damage, and the previous damage will also be negated! This is known as canceling damage.

You may put this climax card in your waiting room.

As you are facing another character, we will do a power check! Since both **Rapunzels** are evenly matched at 1,000 power, they'll be mutually defeated and enter a reversed state.

And **Player B** will end your turn.

Encore Phase

Finally, at the end phase, usually, we will send the reverse characters to the waiting room so both players can place their Rapunzels into the waiting room. But wait! **Player B**, if you look at your stock, you have 3 cards in there!

For this demo, we are going to revive your **Rapunzel**, by paying 3 cost and standing the Rapunzel card upright. Usually, the cost to revive is 3, unless stated otherwise on a card effect!

<Summary>

- *Direct Attack with Honed Sword Skills, Scarlet.*
 - Trigger: "Pinpoint Missile" Anis
 - **Player A** takes Angelic Smile, Dorothy, "Pinpoint Missile" Anis, and "Justifiable Defense" Vesti as damage.
 - *Direct Attack with Puritanical Pilgrim, Snow White.*
 - Trigger: "Justifiable Defense" Vesti
 - **Player A** takes "Love Returned" Admi, Coin Rush's Poster Girl, Blanc, and "Turning the Tide" Eunhwa as damage.
 - **Player A** levels up, placing "Turning the Tide" Eunhwa into Level.
 - *Frontal Attack with Holy Prayer, Rapunzel.*
 - Trigger: "Love Returned" Admi
 - **Player A** takes Wings of Paradise and cancels the damage.
-

Turn 3: Player A

Back to **Player A**'s turn! Draw a card to start! Then place **Neon** into your clock and draw 2 more cards.

- **Draw Phase:** Draws Angelic Smile, Dorothy
- **Clock Phase:** Clocks "Firepower Rules!" Neon and draws "AK Missile" Privaty and Wings of Paradise

Continuing to the Main Phase, take a look at the top left of your character cards. Now that you're level 1, you'll be able to play cards with a maximum level of 1.

However, there's a catch! You'll need the corresponding color in either your Level or Clock to play level 1 or higher cards! Since you have Red and Yellow in your level and clock, you may play **Dorothy**, **Emma**, and **Red Hood** to the center stage from left to right.

Take a closer look at **Red Hood's** card. Below her level icon shows a cost icon with the number 1. In order to play this card, you must pay 1 cost from your stock.

Player A, please put 1 card from your stock into your waiting room.

Let's try putting a character in the backstage too! **Player A**, please place **Privacy** into either of the backstage positions!

Main Phase

- **Player A** plays **Angelic Smile, Dorothy, "Altruism" Emma**, and **Fang on the Battlefield, Red Hood** to the center stage.
- **"AK Missile" Privacy** is played to the backstage.

Climax Phase

After the main phase, we will proceed to the climax phase. **Player A**, take a look at the climax cards you have in your hand.

This time, we will be using **"Wings of Paradise"** to activate a Climax Combo with the **Dorothy** card in the battlefield!

Place **Wings of Paradise** into your climax area. With that, all your characters will gain 1,000 power and an additional Soul Point this turn!

Let's proceed to the Attack Phase.

- **Wings of Paradise** is played in the Climax Area.

Attack Phase

Now, let's start attacking with **Dorothy** first. Please turn the card sideways.

If we take a closer look at **Dorothy's** card effect, *"and you have 3 or more <<NIKKE Characters>>, look up to 5 characters from the top of your deck. And choose up to 1 <<NIKKE>> character from among them, reveal it to your opponent, put it in your hand, put the rest into your waiting room, and this card gets +1000 power until the end of turn."*

Player A, for the purpose of this demo, please look at the top 4 cards of your deck and add **Ludmilla** to your hand. The rest will go into the waiting room.

Continuing the attack, **Player A** will perform a Trigger Check!

When you check for triggers, you may reveal climax cards as well. Climax cards will have different trigger effects, which you can check in the card text. “**NO CALLER ID**” has a Choice trigger, which allows you to add a character card with a soul icon from your waiting room to your hand or stock.

Player A, you may search your waiting room for **To Elysium, Alice**, and add it to your hand.

Then you may put the card you have triggered (**NO CALLER ID**) into your stock face down.

As **Dorothy's** power is 6,000. (4,000 from her base power, 1,000 from the climax, and 1,000 from the climax combo)

Which is larger than **Snow White's** power, your opponent's character will be reversed!

And now, **Player B**, you'll be taking 2 damage. (1 from **Dorothy** and one from the Climax that lets you get an additional soul). Flip over the top 2 cards of the deck one by one and place them face up into your Clock.

<Summary>

- *Frontal Attack with **Angelic Smile, Dorothy**.*
 - CX Combo Activated: Looks at the top 4 cards and chooses **"Snow Queen" Ludmilla**
 - Trigger: **NO CALLER ID**
 - Retrieves **To Elysium! Alice** back to hand.
 - **Player B** takes **Coin Rush's Poster Girl, Blanc**, and **"Turning the Tide" Eunhwa** as damage.

Player A, you may attack with **Emma** next! Please perform your trigger check and add the card to your stock.

Player A, your deck appears to have run out! Fret not! Whenever a player runs out of a deck, they'll refresh their deck by shuffling their waiting room as their new deck! But take note that you'll receive one point of damage to your clock as penalty every time you refresh your deck.

Let's count how much damage you will deal to **Player B** (1 from **Emma**, 1 from the climax, and 1 from the trigger)

Player B, you may now take the damage points, and wow! You revealed a climax, and now all 3 damage have been canceled.

<Summary>

- *Direct Attack with **"Altruism" Emma**.*
 - Trigger: **"Warhead Volley" Rapi**


- Refreshes the deck.
- **Player B** takes **Wings of Paradise** and cancels the damage.

With that, you've completed your first NIKKE Weiß Schwarz demo session. You've now experienced the key gameplay mechanics, from clocking and attacking to triggering powerful combos.


Remember, the battlefield is always evolving, and the NIKKEs are waiting for your command.

Thank you for playing. You may continue the game and try to make your opponent reach level 2, or check out the full trial deck and booster pack at the counter! (if applicable*)

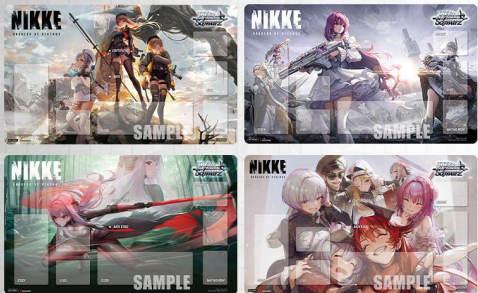
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