



# Let's play with **"2 Pack Weiss Schwarz"**

**It's more fun compared to just opening packs!  
Let's play a game as we unwrap new cards!**

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## **1 Place 2 unopened packs in front of you!**

First, both players will prepare 2 unopened booster packs!  
You may also buy a new box and pick packs at random!

## **2 Open without looking at the front of the cards!**

Turn your booster pack around and open 2 packs face down.

**Try not to look at what you got! (This is very important!)**



## **3 Combine the cards together and shuffle!**

Combine 2 packs (16 cards) in one stack and shuffle them!  
Once the shuffling is done, you have a deck!



Detailed how-to-play, rulings and latest news/info of "2 pack Weiss Schwarz" is currently on Weiss Schwarz Official Home page!

**Official Website** >>> <http://ws-tcg.com>

**USA Official Facebook Page** >>> [www.facebook.com/WeissSchwarzUSA](http://www.facebook.com/WeissSchwarzUSA)



# How to play “2 Pack Weiss Schwarz”!

## <I> Level Limit -1-

When , **your opponent reaches Lv.1** you win the game!  
This is a super short game where you may win in under 5 minutes!

## <II> First Hand -0-

**Both players have 0 cards** in hand at the start!  
The first card you draw may be your ace card!?

## <III> Break Play

**You may instantaneously use the card you draw!**  
If you draw a strong Lv. 3 card, there's a big chance that you may win!

Level

Cost



Color

\*Color and level restrictions do not apply, and the cost for playing a card is not required as well.

\*You will be required to fulfill the conditions stated in the card text.

E.g. If you do not have a «Music» character, this card cannot be played from your hand.

\*You will be required to pay the cost for the effects.

You will be required to pay the cost of “[AUTO] Encore (3)” with regards to the rules.

## <IV> P-Refresh

**The clock damage will not take place after refresh!**  
Like a Phoenix rising from the ashes, battle until the end with your revived deck!

\*The action of “Refresh Point Resolution”, which is “place the top card of your deck into your clock after refresh,” will not take place.

\*If all the cards from your deck and waiting room are gone at the same time, there is a possibility of a complicated resolution, so it will be regarded as a straight loss for you.

**(STAFF RECOMMENDATION!!  
ADDITIONAL SPECIAL RULE!)**

## <V> Victory sign!!

**If you draw an autographed card, you instantly win the game!!**  
Pull that moment of joy with luck! If this occurs, gather around and celebrate your victory!

\*In a situation where the autographed card is placed on any area of the stage, or if the player reveals an autographed card during trigger check/damage check, that player automatically wins the game.

\*If you have an autographed card in your hand, you may reveal it.

If you reveal that card, you automatically win the game.

\*If both players agree, the game may continue.

## EXTRA FIGHT

With your cards you got from “2 Pack WS”, let's try out other fun ways to play! We recommend a rule where **“color restriction”** is removed from the original WS rules!

[Triple 48]

Create a deck by using 48 cards you'll get from 3 sets of “2 Pack WS”!

[Limited 50]

Create a deck by using 50 cards out of the 80 you'll get from 5 sets of “2 Pack WS”!