

### **Enter the Battleverse**

Welcome young spirit-wielder! These are the training grounds where all spirit-wielders began their journey on the road to fighting against the forces of darkness that plague this world.

I will teach you to harness your skills in combat while experiencing the value of friendship, teamwork and of course—the thrill of battle.

GENERATIONS TCG is about building a chain momentum of cards to gain access to stronger attacks to defeat your opponent.

Who knows, you may even be powerful enough one day to take down Crossell himself...



Much has changed since the first chapter of our campaign. The demons are terrorizing the students in school and a new formidable coven of wizards and witches have come to stake their claim on our city.

But that's not all, the worst of disasters is about to strike. An asteroid is about to collide into our planet and with it, the coming of a great Cataclysm.

Are you ready? Only you and your chosen ilk of spirit-wielders can stand against the coming darkness. Lift thy head and raise thy sword for victory does not yield itself to the fearful.

### How to Win

In this game, you battle other spirit-wielders and dark villains with your Deck by forcing them to overturn cards from the top of their deck. When your opponent runs out of cards to Draw during their turn or has no more cards left to overturn due to your attacks, you win!

These rules will tell you everything you need to know to play the Generations TCG. Your Deck of Cards represent both your health as well as your abilities to attack in the game.

To start, you may either use a pre-constructed 61 card starter deck or build your own deck out of booster packs.

# What's different in Season 2: Cataclysm?

Unless you already/have a starter deck from Season 1, you will have to build your deck from scratch by collecting booster packs. If you are building a deck from scratch, you may need a minimum number of 10 booster packs to build a 61 card-starter deck. This number may be higher if you get too many duplicates (remember, you can only have a maximum of 3 cards with the same name in a Deck).

### **Types of Cards**

There are 7 Types of Cards in the game, denoted by the text colour of the Card Name.

YELLOW for Trigger-Verse Cards.

RED for Counter-Verse Cards.

BLUE for Action & Event Cards.

Hybrid cards which are a combination of any 2 of the above. Hero Cards.

Finishing Verses.

Character Cards.

# Types of Cards: Triggers & Counters

This card's name is in **YEWOW**. This is a Trigger Verse Card. Trigger Verse cards do Damage to your opponent's Deck.



This card's name is in RED.
This is a Counter Verse Card.
Counter Verse cards are played on your opponent's turn and they stop Damage.



## Types of Cards: Actions & Hero Cards

This card's name is in EQUE.
This is an Action/Event Card.
Action/Event Cards cause
effects for either or both players.

Hero Cards can be Trigger, Counter or Action cards. The name of the Hero is indicated on the top left of the Card.





# Type of Cards: Hybrid Cards

Hybrid Cards have effects of two cards, either Trigger/Counter or Action/Counter. Trigger/Counter cards have a mix of Orange & Red in their card name. Action/Counter Cards have a mix of Blue & Red.





When a Hybrid Card is played, the player must decide which type they are playing and inform the opponent. Hybrid Counter cards have the same effect as normal Counter cards and can be overturned from Deck to stop Damage and end the opponent's turn.

# Types of Cards: Finishing Verses & Characters

Finishing Verses are indicated on the top right corner of the Card.

Character Cards have the name and picture of the Hero on it.





### Types of Trigger Verses

Trigger Verse Cards do Damage to your opponent's Deck. The Damage Value is represented by the number at the bottom left of the Card.



The Spirit Value is represented by the number at the top left of the Card. Spirit is the cost to play the Card which is the total value of Damage in your Arena. The higher your Spirit, the higher the cost of Cards you can play. There are 3 Types of Trigger Verses, Slices, Strikes & Slashes.

### **Types of Counter Verses**

Counter Verse Cards counter Trigger Verse cards, stop Damage and end your opponent's turn. There are also Counter Verse Cards that do both of this and also cause Damage to your opponent's Deck. Counter Verse Cards can either be played from Hand or overturned from Deck during your opponent's turn.



stops Slice Attacks.

Counter Strike stops Strike Attacks.

stops Slash Attacks.

pecial Counter Cards.

There are also special types of Counter Verse Cards such as Parry which can stop any type of Trigger Verse but limited by Damage.

### Types of Action Cards

Action Cards impact the battle for either or both players. They may force or give players an option to act depending on the text of the Card. They must be played from the Hand and only 1 card can be played per turn. There are 2 types of Action Cards.

Normal Action Cards are sent to the Discard Pile after being played. Action Cards with Event on them stay in the Arena after being played unless they are removed later.





Event Cards remain in play to influence the battle after being played unless they are removed later. The player who played it can remove it anytime after it's played and send it to their Discard Pile.

#### Types of Hero Cards

Hero Cards can be Trigger Verses, Counter Verses or Action Cards. The type of Hero Card is indicated on the top right corner.



Hero Trigger Verses cannot be countered by your opponent in most cases but there are exceptions in which case, it will be indicated on your opponent's Counter Verse or Hero cards. Hero Cards can only be played by the specific Character leader in the player's Deck.

## Types of Finishing Verses

Finishing Verses do Damage that cannot be countered by your Opponent. Like Hero Cards, they can only be played by the Character you are using. They are High Spirit Cost, High Damage Cards and playing them usually ends the game or brings your opponent close to defeat.



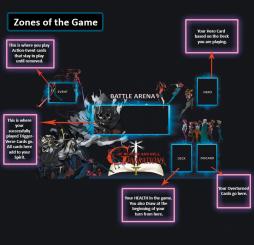
However, timing is very important as Finishing Verses remove Spirit from the Arena. The player must remove cards with Damage value equal to their Spirit Cost. Playing them too early can mean setting you back in Spirit, playing them too late can mean your opponent clinching victory.

## Types of Character Cards

Character Cards are the Leader Cards and represent the Deck you play. Each Character Card has a unique ability that can be used by their player. The details of that ability are described below the name of the ability.



Each player can only use one Character Card in their Deck and this is positioned on the play area separately from the rest of the 60 card Deck.



### PARTS OF THE CARD

The Card's Name indicates what attack it is. Some cards have an added effect.

Card Type. This tells you what card this is.

Text Box. This tells you what you can/must do with this card.

to play the card

Spirit Value. It is the cost

Damage Value. Your opponent must overturn this number of cards from the top of their Deck

This also accumulates in your Arena as Spirit.

HIS CARD CAN STACK WITH OTHER FEFFCT

Card Series Number On the left is the number of the Card and on the right is the total number of cards in the set

### RARITY SYMBOL

There are 3 types

Common (0) Uncommon (0) Rare 0



### Setting up Play

- 1) Each player places their Character Card in front of them on the spot of the game mat marked Hero.
- 2) Each player shuffles their Deck and places it face down in front of them on the spot of the game mat marked Deck.
- 3) Decide who goes first or roll a dice or flip a coin.
- 4) Each player draws 7 cards from their Deck top, forming their Hand.
- 5) The first player to start doesn't Draw any Card from their Deck during their Draw Phase for their first turn. The second player will Draw on their first turn.

#### Mulligans

At the start of the game, if you don't like your Hand after Drawing in Step 4, you may choose to shuffle your entire Hand back into your Deck and Draw 7 cards into your Hand. If you do so, your opponent may Draw 1 extra card to their Hand. Both players may only do this once and before Step 5 takes place.

## Parts of a Turn

Here's what you can do during your turn.

- 1) Draw a Card. You must do this at the start of every turn except on your first turn if you start the game first.
- 2) Check your Hero's abilities if you can/must do something.
- 3) Play an Action Card. You can only play 1 per turn.
- 4) Play a Trigger Verse, Hero or Hybrid Card as many times in your turn as you want as long as you have enough Spirit to pay the cost.
- 5) Follow the instructions on the Card's text, if any.
- 6) Your turn ends either when you don't have any more cards to play or if you choose to stop or if your Opponent plays a Counter Verse that ends your turn whether from their Hand or if it is overturned from their Deck. Now it's your Opponent's turn.

"You should play any Action or Event Card first before playing any Attacking Card. This is because if your Opponent Counters your Attack, your turn ends immediately."



Before taking Damage, the Defending Player, may choose to play a Counter Verse from their Hand. If they successfully play this, the Attacker's turn ends and play switches over to the Defending Player.

If the Defending Player does not play a Counter Verse, they must overturn cards from the top of their Deck until all Damage is dealt (one card for every point of Damage) or until a Counter Verse is overturned.

The Counter Verse Card that is turned over will stop the Damage only if the Defending Player has enough Spirit to cover the cost of the Card.

Counter Verses played from the Hand go directly into the Arena.

Counter Verses overturned from the Deck remain in the Discard Pile.

#### **GAME FAQS**

#### 1) How many Cards can a player hold in their Hand at a time?

Players can only hold a maximum of 7 cards in their Hand at the end of their turn with the exception of Hyne. If they hold more than 7 at the end of their turn, they must move excess cards to the bottom of their bock. If you play cards that add to your hand such as Greed or Gluttony during your turn, you only need to remove excess cards beyond 7 cards at the end of your turn.

#### 2) What does 'Successfully Played' mean?

It means your opponent did not play a Counter Verse card from their Hand to stop you.

3) What happens if I choose not to play any Cards during my turn and end my turn?

If you choose not to play any Cards during your turn and end your turn, you may Draw a Card from the top of your Deck provided you do not already have 7 cards in your Hand. Using your Character Ability does not count as playing a Card.