

DECKBUILDING PHASE

Note: Prior to the *first* deckbuilding phase (during game setup), players should have been given **3 cards** from the store deck. They are allowed to look at these cards before the first timer starts.

SETUP:

1. All players flip their player boards to the Deckbuilding side. Combine all their cards together into the **Binder area**.
2. Give each player **30 Millennium Dollars**.
3. Deal each player **6 cards** from the top of the Store Deck. These are added to the players' binders face-down, and **cannot be looked at until time starts**.
4. Place the **top 9** cards of the store face-down into the Store Area.
5. Make sure each player has all of their **3 Sell Markers** (4 if it's a 2-3 player game).
6. Discard any revealed Metagame cards out of play. Reveal a new **Elemental Metagame Card**.
7. Set a Timer for **7 minutes**, and begin!

DECKBUILDING PHASE INTERVALS:

1	2	3
Get 6 new cards and \$30! <i>Reveal Elemental Meta</i> 7-Minute Timer	Get 6 more cards! <i>Reveal Type Meta</i> 7-Minute Timer <i>Last Call to sell cards</i>	6-Minute Timer <i>End the Deckbuilding Phase</i> <i>Turn in a collection</i> <i>Discard all cards from the store and the Aftermarket.</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. (can only fuse one of each type per deckbuilding phase. You also must place your sell marker on the type you just fused).

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

Buy a card from the Aftermarket. (pay the star value)

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.

Amass Wealth - Millennium Dollars are worth *1 VP per 4 dollars* at the end of the game. Try to sell cards that other players will buy to keep your personal wealth increasing.

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.

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.