

## GETTING STARTED

1. YOU CAN CHOOSE TO PLAY ONE VS ONE BATTLE, SACRED DUO OR SACRED TRIO BATTLE. THE MAXIMUM CHARACTER CARDS YOU CAN BATTLE WITH IS THREE.

2. FOR A ONE VS ONE BATTLE EACH PARTY CAN CHOOSE A MINIMUM OF 16 CARDS FOR THEIR DECK CONSISTING OF 2 ATTACK POWER CARDS, 2 POWER SUPER CARDS, 2 SPECIAL CARDS, 5 BOOST CARDS AND 5 GAME CARDS. FOR SACRED DUO BATTLE EACH PARTY CAN CHOOSE A MINIMUM OF 32 CARDS FOR THEIR DECK CONSISTING OF 4 ATTACK POWER CARDS, 4 POWER SUPER CARDS, 4 SPECIAL CARDS, 10 BOOST CARDS AND 10 GAME CARDS, FOR SACRED TRIO BATTLE EACH PARTY CAN CHOOSE A MINIMUM OF 42 CARDS FOR THEIR DECK CONSISTING OF 6 ATTACK POWER CARDS, 6 POWER SUPER CARDS, 6 SPECIAL CARDS, 12 BOOST CARDS AND 12 GAME CARDS. ONCE YOU DECIDED WHICH GAME YOU WILL CHOOSE BOTH DECKS FROM EACH PARTY ARE THEN SHUFFLED TOGETHER AND THEN PLACED FACE DOWN. CHOOSE YOUR CHARACTER CARD WHICH YOU CHOOSE TO BATTLE WITH, PLACE THEM FACE DOWN ON THE TABLE SO THE OTHER PLAYER CAN NOT SEE YOUR SACRED CHARACTER CARDS. PUSH FORWARD YOUR SACRED CHARACTER CARD YOU WISH TO BATTLE WITH FIRST. WHEN BOTH PARTIES ARE READY FLIP YOUR CHARACTER CARD AND START THE BATTLE.

3. THE CHARACTER CARD WITH THE HIGHEST SPEED GOES FIRST, IF THE SPEED IS THE SAME THEN THE CHARACTER CARD WITH THE HIGHEST SPEED AND ATTACK GOES FIRST. PICK UP A CARD FROM THE DECK AND BEGIN TO ATTACK, YOU MUST ATTACK EACH TURN UNLESS YOUR UNABLE TO DO SO. USE DAMAGE COUNTERS TO KEEP TRACK OF YOUR OPPONENT'S HP HEALTH POINTS WHEN THEY HAVE RECEIVED DMG DAMAGE.

4. FOR EVERY CARD PICKED FROM THE DECK YOU CAN PLACE THEM FACED DOWN SO YOUR OPPONENT WILL NOT BE ABLE TO ENCOUNTER YOUR STRATEGY. YOU CAN ONLY HAVE 1 ATK POWER CARD AND 1 PWR SUPER CARD FOR EACH CHARACTER IN BATTLE AND ON YOUR BENCH IF YOU PICK UP A DUPLICATE RETURN IT TO THE BOTTOM OF THE DECK.

5. THERE IS NO LIMIT OF HOW MANY BOOSTS, SPECIAL OR GAME CARDS YOU CAN HOLD ON YOUR BENCH BUT JUST REMEMBER YOU CAN ONLY USE BOOST AND GAME CARDS ONCE PER TURN THEN RETURN IT TO THE BOTTOM OF THE DECK. ALL SPECIAL CARDS HAVE A LIMIT OF HOW MANY TIMES IT CAN BE USED, ON THE LAST TURN OF USING THE SPECIAL CARD RETURN IT TO THE BOTTOM OF THE DECK.

6. DEFENSIVE BOOST CARDS ARE THE DEF BOOST, SPD BOOST AND EVD BOOST CARDS. ALL THESE CARDS CAN HELP BOOST YOUR CHARACTER'S BASE STATS AND REDUCE DAMAGE TO YOUR HP FOR ONE TURN ONLY, ONCE USED RETURN THE BOOST CARD TO THE BOTTOM OF THE DECK. IF YOU HAVE 4 BOOST CARDS ONE OF EACH DEFENSIVE BOOST CARDS, YOU CAN ONLY USE ONE ON EACH TURN NOT TWO ON THE SAME TURN. FOR PWR, ATK & ACC BOOST CARDS THIS HELPS BOOSTS UP YOUR CHARACTERS BASE STATS WHEN ATTACKING AND CAN ONLY BE USED ONE AT A TIME ON EACH TURN THEN RETURN IT TO THE BOTTOM OF THE DECK.

7. THE PLAYERS WHO DEFEATS ALL CHARACTER CARDS IS THE WINNER.

THESE RULES ALWAYS APPLY THROUGHOUT THE BATTLE.

ATTACKING:

(BASE SPD + BASE ACC - OPPONENTS BASE SPD + BASE EVD) x 50% = ADDED DMG.

#### DEFENDING:

(BASE SPD + BASE EVD - OPPONENTS BASE SPD + BASE ACC) x 50% = REDUCED DMG.

#### EXAMPLE FOR NORMAL ATTACK MOVES:

BASE ATK+ ADDED DMG - OPPONENTS BASE DEF = TOTAL DMG GIVEN TO YOUR OPPONENT.

#### EXAMPLE FOR DEFENDING NORMAL ATTACK MOVES:

BASE DEF + REDUCED DMG - OPPONENTS BASE ATK = TOTAL DMG RECEIVED FROM YOUR OPPONENT.

EXAMPLE FOR BOOSTED ATTACK MOVES:

BASE ATK + ADDED DMG + ATK DMG + BOOST ATK = TOTAL DMG

EXAMPLE FOR BOOSTED NORMAL ATTACK MOVES:

BASE ATK + ADDED DMG + BOOST ATK = TOTAL DAMAGE

#### EXAMPLE FOR BOOSTED POWER MOVES:

BASE PWR + ADDED DMG + PWR DMG + BOOST PWR = TOTAL DMG

#### EXAMPLE FOR BOOSTED DEF MOVES:

BASE DEF + REDUCED DMG + BOOST DEF = TOTAL DMG RECEIVED FROM YOUR OPPONENT.

### RULES HOW TO PLAY

1. YOU CAN ATTACK YOUR OPPONENT BY A NORMAL ATTACK OR USING AN ATTACK MOVE LISTED ON YOUR CHARACTER CARD. EACH NORMAL ATTACK IS THE CHARACTER CARDS BASE ATTACK SEE THE GETTING STARTED PAGE FOR GUIDANCE. YOU NEED 1 ATTACK POWER CARD OR 1 PWR SUPER CARD TO USE MOVES LISTED ON YOUR CHARACTER CARD. YOU CANNOT HAVE 2 ATK POWER CARDS OR 2 PWR SUPER CARDS ASSIGNED TO YOUR CHARACTER CARD ONLY ONE OF EACH. FOR SPECIAL CARDS YOU CAN ONLY HAVE ONE ASSIGNED TO EACH CHARACTER CARD.

2. ATTACK MOVES OR POWER MOVES LISTED ON YOUR CHARACTER CARD CAN INFLICT MORE DAMAGE, IF USED IN BATTLE DEPENDING ON THE TYPE OF MOVE USED, ONLY THE BASE POWER (PWR) OR BASE ATTACK (ATK) CAN BE ADDED TOWARDS THE DAMAGE (DMG) LISTED ON THE CHARACTER CARDS MOVE.

#### EXAMPLE FOR NORMAL ATTACK:

(BASE SPD + BASE ACC - OPPONENTS BASE SPD + BASE EVD) X 50% = ADDED DMG.

MY CHARACTER CARDS BASE ATK IS 300 ATK, SPD IS 250, ACC IS 200, MY OPPONENTS BASE SPD IS 150, BASE EVD IS 150 AND THEIR BASE DEF IS 150. (SPD+ACC - OPPONENTS SPD+ EVD) X 50% = ADDED DMG. 450-300 X 50% = 75 ADDED DMG, SO BASE ATK 300 + ADDED DMG 75 - OPPONENTS DEF 150 = 225 DMG GIVEN TO YOUR OPPONENT'S HP HEALTH POINTS.

#### EXAMPLE FOR ATTACK MOVES LISTED ON YOUR CHARACTER CARD:

(BASE SPD + BASE ACC - OPPONENTS BASE SPD + BASE EVD) x 50% = ADDED DMG.

MY CHARACTER CARDS BASE ATK IS 300 ATK, SPD IS 250, ACC IS 200, MY OPPONENTS BASE SPD IS 150, BASE EVD IS 150 AND THEIR BASE DEF IS 150. (SPD+ACC – OPPONENTS SPD+ EVD) X 50% = ADDED DMG.

450-300 x 50% = 75 ADDED DMG, SO ATK DMG IS THE ATK DMG LISTED ON YOU CHARACTER CARDS MOVE FOR EXAMPLE 500 DMG. BASE ATK 300 +ATK DMG 500 DMG+ ADDED DMG 75 - OPPONENTS DEF 150 = 725 DMG GIVEN TO YOUR OPPONENT'S HP HEALTH POINTS

# EXAMPLE FOR POWER MOVES LISTED ON YOUR CHARACTER CARD:

(BASE SPD + BASE ACC - OPPONENTS BASE SPD +
BASE EVD) X 50% = ADDED DMG.

MY CHARACTER CARDS BASE PWR IS 300 PWR, SPD IS
250, ACC IS 200, MY OPPONENTS BASE SPD IS 150,
BASE EVD IS 150 AND THEIR BASE DEF IS 150.

(SPD+ACC - OPPONENTS SPD+ EVD) X 50% =
ADDED DMG.

450-300 x 50% = 75 ADDED DMG, SO PWR DMG IS THE PWR DMG LISTED ON YOU CHARACTER CARDS MOVE FOR EXAMPLE 500 DMG. BASE PWR 300 + PWR DMG 500 DMG+ ADDED DMG 75 - OPPONENTS DEF 150 = 725 DMG GIVEN

TO YOUR OPPONENT'S HP HEALTH POINTS.

CHECK THE GETTING STARTED PAGE FOR MORE
EXAMPLES AND GUIDANCE OF THE BOOSTED ATK AND
BOOSTED DEF MOVES FORMULAS.



