

GUIDE



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GOAL

You are a Summoner, battling against your rival inside an Arena.



- ④ You have a deck of cards, representing creatures to summon on the field.
- ④ In order to **win**, you must eliminate all of your opponent's cards.
- ④ A card is eliminated when *destroyed*, or *discarded*.
- ④ In order to eliminate cards, you can : use *Abilities* (page 1), do *Backline Moves* (page 4), or trigger *Battles* (page 6).

CARDS

> Shuffle all cards. Each player gets a random deck of **12** cards. Each player draws **3** cards from the top of their deck, and add them to their hand.

- i These **values** are adapted to beginners. However, they may be adjusted.
Up to 21 per deck, for duration. Up to 5 per hand, for complexity.

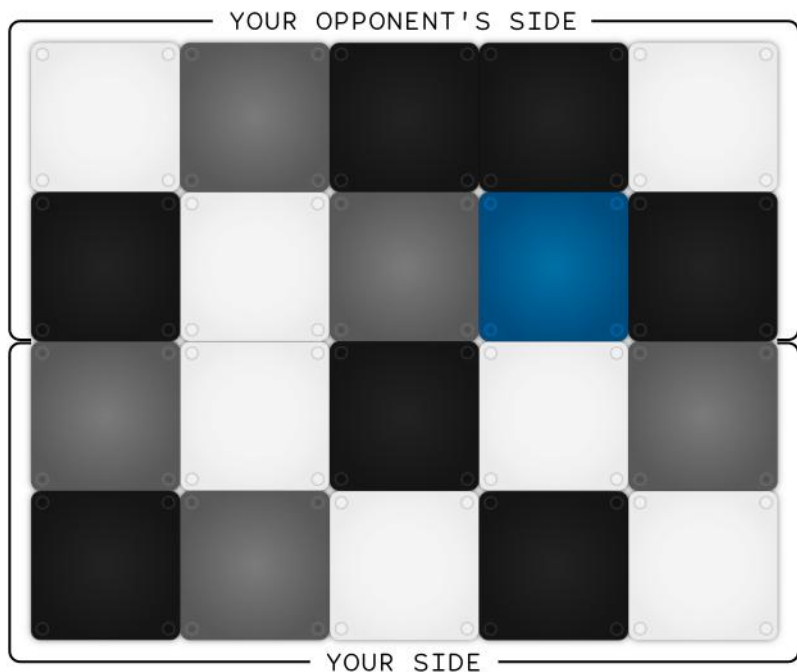
Each card has 4 features :

- ④ An **Energy** type : Light  or Dark .
- ④ A **Strength** level : the amount of spheres.
- ④ A manual Ability : the **Active**.
It is applicable during your turn, only if you decide to use it.
- ④ An automatic Ability : the **Passive**.
It applies by itself, continuously.
Including during your opponent's turn.



FIELD

- > Shuffle the *Energy* tiles. Distribute them randomly, forming 4 rows and 5 columns. Each tile defines 1 **area** of the field.



- ⦿ If the **Blue** tile is on your opponent's side of the field, you **start** the game.

ACTIONS

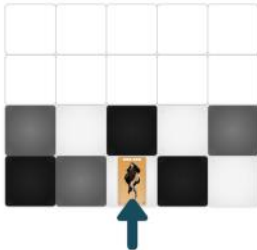
This is a **turn-based** system. During your turn, you may do up to 4 Actions. Maximum 1 of each type, in order : **Summon**, **Flip**, **Activate**, **Move**. You may also skip your turn.



SUMMON

Set 1 card from your hand, onto any tile of your side of the field.

- i In recto, or verso.



ACTIVATE

Use the Active of 1 of your recto cards on the field.

- i Actives may be used multiple times. As long as you have an Activate Action available.



FLIP

Turn 1 card from verso to recto.

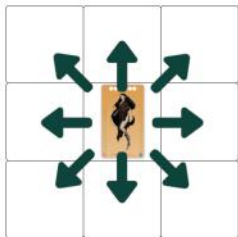
- i You may target 1 of your cards, or 1 of your opponent's.



MOVE

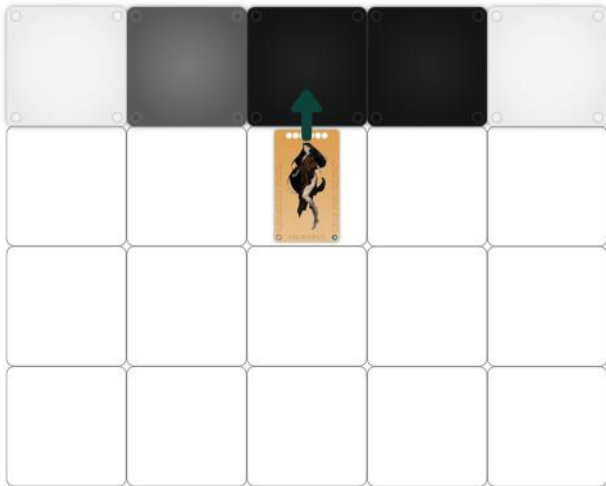
Move 1 of your cards to any adjacent area.

- i You may also move a card while it's verso.



BACKLINE MOVE

Each time you use a **Move Action** to any area of your opponent's **Backline**, they must immediately *discard*.



Discard = Your opponent must remove from play the card on the top of their deck.
If their deck is empty, they must pick one from their hand.
If their hand is empty, they must pick one of their cards on the field.

- i** Also applies when moving from a Backline area to another Backline area.
- i** Teleports and Swaps do not qualify as Move Actions.

TILES

Tiles represent areas of Energy.

They offer **advantages** to players. There are 4 colors :



White : Recto Light cards get a +1 **Strength** bonus, only while located in this area.



Black : Recto Dark cards get a +1 **Strength** bonus, only while located in this area.



Gray : A verso card may not be targeted by **Flip Actions**, only while located in this area. Except **Flip Actions** from its owner.



Blue : Both players have unlimited **Summon Actions**. During their turn. Only while a recto card is located in this area, regardless of its owner.

DRAWING

Each time 1 of your cards is **destroyed**, you must immediately draw 1 card from the top of your deck. Including during your opponent's turn.

BATTLES

A Battle is an **event**, which triggers when 2 cards are located in the same area.

- i This may result from a *Summon Action*, a *Move Action*, or a *Teleport Active*.
- i This also applies between *allies*.

A Battle resolves itself in 3 steps : **Location**, **Revelation**, **Absorption**.

I. LOCATION

Both cards are located in the same area.

- > **Check** if any card on the field has a Passive which is now applicable.



II. REVELATION

- > Turn the verso participants to *recto* (if any).
- > **Check** if any card on the field has a Passive which is now applicable.
- i This does not qualify as a *Flip Action*.



III. ABSORPTION

- > **Destroy** the weakest card, and **stack** it underneath the strongest card.
- i If they have equal Strengths, both cards are destroyed.
- i A destroyed ally is not absorbed.
Only a destroyed enemy is absorbed.



A card can absorb up to 4 other cards.

Each time, it gains a new Ability :



It can **use** the **Actives** of all the cards it absorbs.



It cannot be **destroyed** by the effect of **Passives**.



It cannot be **destroyed** by the effect of **Actives**.



It eliminates all of your opponent's cards, immediately.
Victory is yours !



DEFINITIONS

- ⦿ **Adjacent** = Neighboring. Diagonals included. An area is not adjacent to itself.
- ⦿ **Allies** = All of your cards on the field are allies to each other. A card is not an ally to itself.
- ⦿ **Increase** = Add to the initial Strength of a card. This is not permanent. This is adjusted in real-time.
- ⦿ **Copy** (👤) = Copy the Active of any recto card (allies included). You can target another Active each time.
- ⦿ **Discard** (🌀) = The targeted player must pick the card on the top of their deck, and remove it from play. If their deck is empty, they must pick one from their hand. If their hand is empty, they must pick one of their cards on the field.
- ⦿ **Destroy** (💣) = Remove a card from play. This is permanent.
- ⦿ **Enemies** = All of the cards on the field which your opponent controls.
- ⦿ **Recto** = Face-up, visible.
- ⦿ **Teleport** (🌀) = To transfer a card. From its current area to any other.
- ⦿ **Verso** = Face-down, hidden.