GODZILLA

GODZILLA CARD GAME

Rules Manual (Ver. 3.4)

English

CHRONO CLASH SYSTEM

The Path to Victory

There are multiple ways to win, so you'll need to use your resources wisely to pursue victory!

- **Players can be eliminated from the game in one of two ways:**
  - A player is eliminated when they are attacked with no guardians left to protect them.
  - A player is eliminated when they attempt to draw a card from their deck and fail to do so.

  The last player standing wins the game!
- **If a player completes 5 or more quests, they win!**

The Cards

Battlers

These cards represent the characters on your team.

Actions

These are one-shot cards with devastating effects!

Extra Deck (Battler/Action)

These cards are so powerful that they are played from a separate extra deck. They are hard to summon, but could be critical to victory!

Setting up a Game

You can play the included decks right out of each set box – just shuffle up and battle!

Each player will need their own deck to play.

Each player shuffles their deck, and deals 5 cards face down into their Guardian Stack. These cards are your guardians for the game. Players can't look at these cards unless the game tells you to. If a player has an extra deck, they shuffle it, placing it facedown near them.
Each player draws 5 cards from their deck for their starting hand, and determines randomly who will take the first turn. Finally, place a counter (any coin or small object will work) on the zero space of the Chrono Clash gauge, and you are ready to go!

The Chrono Clash System

Whenever you pay the cost of the card, you'll keep track of it on the Chrono Clash gauge. "Time" is the resource of the game – whenever you pay a card's cost or lose time, you'll move the counter that many spaces towards your opponent's side of the Chrono Clash gauge. Whenever you gain time, move the counter that many spaces towards your side. **The most important thing to remember is that whenever the counter gets to your opponent's "1" or higher, your turn ends.** You can play as many cards as you want, but once the counter reaches "1" on your opponent's side of the Chrono Clash gauge, you can't play cards any more.

10 9 8 7 6 5 4 3 2 1 **0** 1 2 3 4 5 6 7 8 9 10

PLAYER 1 — PLAYER 2

Your Turn

During your turn, you'll follow the steps below.

1. **Untap your cards**
   - Tapping a card means to turn it sideways to show that you've used it. Untapping it turns the card to its normal orientation.
2. **Draw 1 card from your deck**
   - If you can't, you lose!
3. **Main Phase**
   - During this phase, you can do the following things, in any order, as many times as you want.
     - I **Summon** a battler from your hand, paying its cost.
     - II **Play** an action card from your hand, paying its cost.
     - III **Attack** with one of your battlers. Battlers you summoned this turn cannot attack.
     - IV Send one of your battlers on a **quest**. Battlers you summoned this turn cannot go on quests.
     - V Activate a **tap ability**. Battlers you summoned this turn cannot use tap abilities.

Ending your Turn

Whenever the counter on the Chrono Clash gauge gets to your opponent's "1" or greater, your turn is over.
You may also choose to pass at any point during your turn – maybe you don't have any cards in your hand, or you don't want to play the cards you have. If you pass, put the counter on your opponent's "3" on the Chrono Clash gauge, and they begin their turn.

Summoning Battlers

To summon a battler from your hand, pay its cost on the Chrono Clash gauge and put the card out in front of you, into the area called the "battlefield". If it has a summon trigger [ ], resolve it now. If summoning the battler ends your turn, you must still resolve the battler's summon ability. Battlers you summoned this turn can't attack, use tap abilities or go on quests.

Resolving Abilities

Abilities are represented by distinct icons that instruct players on how to activate and resolve each card effect. These are listed in the icon legend at the end of this manual. Whenever an ability has more than one icon, you always resolve them all from left to right.

Example A battler summoned this turn has a summon ability.

When this battler is summoned, destroy chosen battler with strength 4 or less.

Playing Action Cards

Whenever you play an action card, pay its cost and resolve its ability. If playing the action ends your turn, you still get to resolve its ability. Once you've resolved the action card, put it into your discard pile.

Attacking

Whenever you attack with a battler, tap it. If it has an attack trigger [ ], resolve it now. You must then choose to have it attack a tapped enemy battler, or your opponent's guardian stack.

Attacking a Tapped Enemy Battler

Whenever you attack a tapped enemy battler, compare their strengths. The lower strength battler loses and is destroyed. In case of a tie, both battlers lose and are destroyed. Destroyed battlers are sent to the discard pile.

Attacking the Guardian Stack

Whenever you attack your opponent's guardian stack, they must reveal the top card of their guardian stack. If it has a guardian ability, your opponent has the option **to resolve it now, or ignore it.**

- If the guardian is a battler, compare its strength to the attacking battler.
- If the guardian's strength is **equal to or greater than** the attacker's, the attacker is destroyed.
- If the guardian's strength is lower than the attacker's, the attacker remains in play.
  - *The guardian is considered to be destroyed. If the Guardian ability includes a Destroyed trigger [ ] , the ability will now resolve.
  - *If the guardian battler had any ability icons, ignore them – those only take effect if that battler was in the battlefield.
- If the guardian is an action card, there is no further effect, and the attacker remains in play.

Guardians are always discarded after the attack.

+1 Guardian Attack

While most battlers can only attack a single guardian, some battlers are able to attack more. These battlers will have the +1 Guardian Attack icon [ ]. Whenever you attack with a battler with this icon, after it attacks the first guardian, it will attack a second guardian in that opponent's guardian stack. Some battlers have +2 or even +3 Guardian Attack - those battlers attack 2 or 3 extra guardians! Sometimes a +Guardian Attack battler can be stopped mid-attack. If a guardian effect destroys the attacker, ignore any remaining guardian attacks it had. If a guardian ability gives your opponent time, and it is no longer your turn, the attack is stopped. If the opponent has no guardians left, and your battler still has guardian attacks remaining, the attack ends – you must attack that player one more time to eliminate them!

Example Attacking

I attack my opponent's guardian stack with a battler of 5 strength and +1 Guardian Attack. I tap my attacker, and tell my opponent I'm attacking their guardian stack. They reveal the top card of their guardian stack, and check it for guardian abilities. It has a "draw 1 card" icon, so they draw it now. The guardian has 6 strength, which is greater than my attacker. My attacker is destroyed. Now that the battle is over, the guardian is discarded, leaving my opponent with one fewer guardian.

Questing

Some battlers are all about battling, but it is not the only way to victory. Questing allows you to send your battlers on secret missions. Succeed in five quests, and you win! To send a battler on a quest, tap it and place any card from your hand face down on top of it. While a battler has a card on it, that card acts like a guardian, except that it only guards the battler you put it on. If an enemy battler attacks it, reveal the card and resolve it as if it was a guardian attack. Once the battler has no cards on it, it can be attacked as normal. At the beginning of your turn, discard all cards on your battlers and gain 1 quest point for each card discarded this way. Track your quest points on a die. If you have 5 or more points, the game ends and you win!

Example Questing

I want to send one of my battlers on a quest, so I tap my battler. Since I know that the card I put on it is going to be a guardian, I choose one that has the guardian ability "Gain 2 time." On my opponent's next turn, my opponent decides to attack my questing battler's guardian with a strength 5 battler. I reveal it, and gain 2 time from its guardian ability. It's a battler with strength 4, so the attacking battler isn't destroyed. I discard the guardian.

Activating Tap Abilities

Battlers with tap abilities feature the [ ] icon. You can choose whether to attack with the battler or activate the tap ability on the card. This battler can't target a tapped battler.

Example Activating Tap Abilities

Tap Ability Example: I have a battler in play who features a tap ability to tap a chosen battler. During my turn, I choose to activate their tap ability and tap a chosen battler. This battler cannot attack this turn unless another ability untaps them.

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The Extra Deck

This deck usually contains oversized cards. You don't have to play with an extra deck if you don't want to. If you have one, at the beginning of the game you'll shuffle it and place it off to the side. The only way to draw cards from your extra deck is to play an ability with the Draw 1 EX icon in it. [ ] Paying for Extra Deck cards is different as well. You don't pay time for them! To play an extra deck card, you must destroy your battlers in play that have a combined cost that is at least as high as the extra deck card's cost.

You can only use standard battlers to pay the cost of EX battlers.
Extra Deck battlers may not be destroyed to pay for other Extra Deck battlers.

Example

To play a cost 6 extra deck card, I could destroy two of my 3-cost battlers, one of my 6-cost battlers, or even a cost 4 and a cost 3 – as long as the total cost of the destroyed battlers is 6 or greater.

Multiplayer

When playing with 3-4 players, each player will need their own Chrono Clash gauge. Whenever your turn ends, the counter is placed on the Chrono Clash gauge of the player to your left, on the number where your turn finished. If you passed, the counter is placed on "3" instead.
To win a multiplayer game, you must be the last player remaining, or the first player to get 5 or more quest points!

Build Your Own Deck

To get the most out of the game, you'll want to build your own decks! Formulate your own strategy, look for powerful combos, or put your favorite characters together in one deck – the possibilities are up to you!
The deck you build must follow these rules:

- Your deck must contain at least 50 cards.
- Your deck can't have more than 2 colors.
- Your deck can't have more than 3 copies of any single card.

If you build an extra deck, it must have at least 6 cards, with no more than 1 copy of any single card. Only extra deck cards can be included, and they must all be the same size. Finally, they must be the same colors you chose for your regular deck.

The Ability Icons

These symbols form the secret language of the Chrono Clash system. Learning them might seem daunting at first, so try looking them up here as they come into play on your first games – you'll be surprised how quickly you'll pick them up!

Targets

These types of icons tell you what you can target with the icons that come after it. Targets are presumed to be in play unless paired with a hand or discard pile icon, in which case it will target the specified area instead.

Chosen battler
This ability targets a battler of your choice in play, either one of yours or an opponent's.

Chosen opponent
This ability targets any opponent of your choice.

One of your other battlers
This targets a battler you own in play. A battler with this icon can't target itself or a copy of itself with its ability.

Your other battlers
Each of your battlers, in play, except for battlers with this icon, gets the ability after this icon.

Your action card
These abilities target an action card in your hand or your discard pile.

Your hand
This icon targets a card in your hand and will be preceded by a battler or action card icon to specify what type of card(s) it targets.

Your discard pile
This icon targets a card in your discard pile and will be preceded by a battler or action card icon to specify what type of card(s) it targets.

A card's cost
This will have a number in it indicating which cost – in this case, it targets a card with cost 8 or less.

A battler's strength
This will have a number in it indicating which strength – in this case, it targets a battler with strength 8 or less.

With
This icon modifies the target, usually followed by a cost or strength target icon, or another ability. It targets a card with the icon after this one.

All Battlers
This target icon targets all battlers, both yours and your opponent's.

If an effect doesn't have a target icon, it targets the card it's printed on.
If an effect has multiple target icons, you must choose that many targets.

Triggers

These icons tell you when an ability happens. When the trigger happens, resolve all the ability icons after this one.

Summon
Resolve the icons after this when the battler is summoned.

Attack
Resolve the icons after this whenever the battler attacks.

Destroyed
Resolve the icons after this whenever the battler is destroyed.

Completes a Quest
This trigger happens whenever the battler gains you quest points.

Actions

Tap
Any time you can attack with this battler, you can tap it instead to gain the effect icons after this icon.

Modifiers

These icons feature a number inside them, indicating how each element is modified.

Cost modifier
The target's cost is modified by the number inside the circle, in this case by adding 1 to it.

Strength modifier
The target's strength is modified by the number inside the circle, in this case by adding 1 to it.

Time modifier
If this is a positive number, move the Chrono Clash gauge counter that many spaces towards you. If it is negative, move it that many spaces towards your opponent.

Effects

These icons tell you to what to do to the target of the ability, or to perform specific actions. While resolving the effect icons of a given ability, always resolve them in order from left to right. If you can't resolve each icon in an ability featuring an effect icon, you don't resolve any of them.

Example

If a summon ability requires me to discard a card from my hand and then draw an extra deck card while I have no cards in my hand, I don't draw the card since I didn't discard one.

Destroy the target
It is placed in its owner's discard pile. If it had a quest, that card is discarded as well.

Tap the target
Turn it sideways. If it was already tapped, there is no further effect.

Untap the target
If it was already untapped, there is no further effect.

Return the target to its owner's hand
If it had a quest, that card is returned to its owner's hand as well.

Play the target's summon ability
You may play the ability after the summon trigger icon [ ], as if it were just summoned.

Card draw / discard
If there is a positive number in this icon, draw that many cards. If there is a negative number, discard that many cards.

Gain / Discard Guardians
If there is a positive number in this icon, put that many cards from the top of your deck onto the top of your guardian stack without looking at them.
If there is a negative number, discard that many cards from the top of your guardian stack. There is no limit to the size of your guardian stack.

Draw Extra Deck
Draw cards from your extra deck equal to the number in this icon.

Gains
The target gains the icons listed after this. If the gains icon was preceded by a trigger icon, or was granted by a guardian ability, then this effect lasts until the end of the turn. If it was not preceded by a trigger icon and is on a battler in play, then the effect lasts as long as that battler is in play.

Abilities

+ Guardian Attack
This battler attacks additional guardians equal to the number inside this icon.

Can't attack
This battler can't attack, but it can still go on quests.

Can't attack battlers
This battler can't attack tapped enemy battlers, only opponent's guardian stacks and guardians on questing battlers.

Protector
While in play, your non-protector battlers can't be the target of enemy effects.

Recovery
Whenever this battler loses a battle while attacking, it is not destroyed.

Leader
Whenever this battler attacks, the next battler you summon this turn will have its cost reduced by the number inside this icon. Leader effects will stack until end of turn.

Last Stand
Whenever this battler battles, it gets the strength bonus in the icon. Destroy this battler after the battle.

Reinforcements
Whenever this battler is destroyed while it's in the battlefield, you may summon a battler or extra deck battler from your hand that costs less than this battler.

Legion
Whenever this battler is destroyed, you may discard the top card of your deck. If a battler is discarded this way, draw it.
If a battler has more than one of these icons, do this once for each Legion icon it has.

Fast
This battler can attack the turn you summon it.

Sentinel
While this battler is tapped, your guardian stack cannot be attacked.
You may tap this battler when you summon it.
This ability is not active when a battler is questing.

Withdraw
Whenever this battler loses a battle while it's in the battlefield, return it to its owner's hand.

Toughness
When you summon this battler, you may put a card from your hand face up under it. Whenever your opponent is about to destroy this battler, discard a card from under it instead. If there are no cards left underneath it, destroy the battler.

Sneak Attack
You may summon this battler for its sneak attack cost instead, shown by the number inside the icon. If you do, attack with it immediately (even if it's no longer your turn). Destroy it after that attack.

Elusive
This battler can only be attacked by battlers with the elusive icon.

Transform
During your turn, you can tap one of your battlers that could attack and return it to your hand. Pay the cost of the Transform battler and put it into play attacking, even if it's no longer your turn.
Play the Transform battler's summon and/or attack triggers if it has any.

Time Threshold
When you summon a battler with this icon, if the Chrono Clash gauge is on the indicated number or greater on your opponent's side, play the summon ability a second time, ignoring the time threshold icon for that second resolution.

Taunt
While a Taunt battler is tapped and not on a quest, your non-taunt battlers can't be attacked. When you summon this battler, you may tap it.

Pilot
You can summon a pilot battler normally, or summon it for its pilot cost. If you summon it for its pilot cost, you must attach it to one of your Eva battlers that doesn't already have a pilot. While attached, the pilot adds its strength and abilities to the Eva battler.

Examples

Whenever this battler attacks, discard a card from your hand and draw a card from your extra deck.

Whenever this battler is tapped to activate their tap ability, gain 1 time.

When you summon this battler, chosen battler gets -3 strength. If the Chrono Clash gauge is on your opponent's 3 or greater, do this one more time.

You can use the transform ability on this card to return a battler that's already in the battlefield to your hand and summon this card in its place. Tap one battler that's in the battlefield, pay the 8 cost, then switch it with this card. A card that was summoned using transform will still attack and resolve abilities even if the Chrono Clash gauge is on your opponent's side. In this card's case, when your battler attacks, it activates the summon ability of a battler of your choice.