



Rules Sheet (as of March 26, 2021)

WHAT IS "WEIB SCHWARZ"?

"WeiB Schwarz" is a competitive trading card game that brings a myriad of characters from all sorts of video games, anime and manga together to battle it out on a card game stage!

WHERE CAN I FIND MORE INFORMATION ABOUT THE GAME?

This rule sheet contains all the information required to start a game of "WeiB Schwarz". For more advanced rules or exciting news about "WeiB Schwarz" tournaments and products, please visit our official website at en.ws-tcg.com

WHAT IS THE OBJECTIVE OF THE GAME?

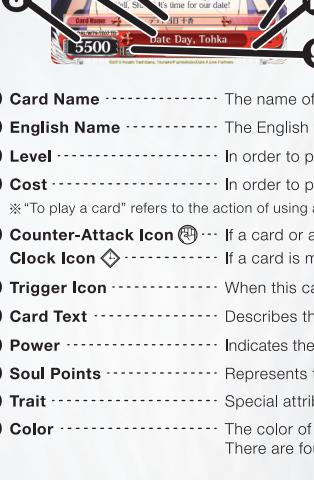
Two players face off against one another with their own Deck. The aim of the game is to deal 7 damage to your opponent to make them Level Up.

Whoever first sends their opponent all the way up to Level 4 wins the game!

GAME CARDS

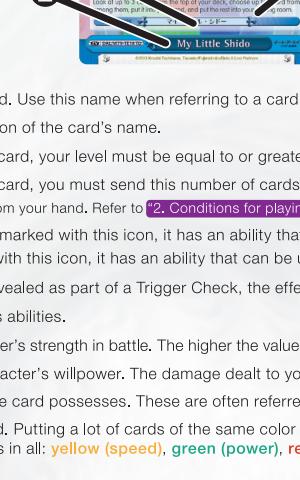
CHARACTER CARDS

Meet the stars from a wide range of popular series! Unleash their abilities right on stage!



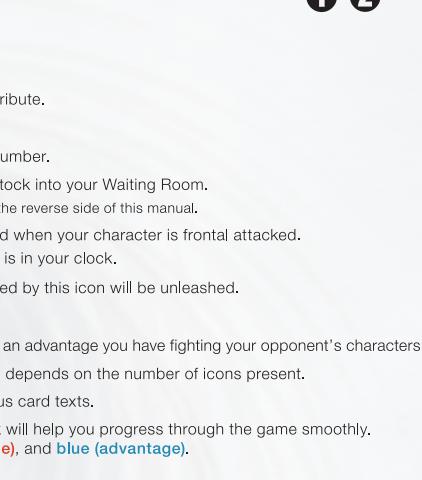
EVENT CARDS

Relive events from your favorite series! These cards can really give you a hand!



CLIMAX CARDS

Reenact famous and memorable scenes from the story! These cards can change the balance of the game!



1 Card Name ----- The name of the card. Use this name when referring to a card name by attribute.

2 English Name ----- The English translation of the card's name.

3 Level ----- In order to play this card, your level must be equal to or greater than this number.

4 Cost ----- In order to play this card, you must send this number of cards from your Stock into your Waiting Room.

※ "To play a card" refers to the action of using a card from your hand. Refer to "**2. Conditions for playing a card**" on the reverse side of this manual.

5 Counter-Attack Icon ----- If a card or ability is marked with this icon, it has an ability that can be used when your character is frontal attacked.

Clock Icon ----- If a card is marked with this icon, it has an ability that can be used when it is in your clock.

6 Trigger Icon ----- When this card is revealed as part of a Trigger Check, the effect represented by this icon will be unleashed.

7 Card Text ----- Describes the card's abilities.

8 Power ----- Indicates the character's strength in battle. The higher the value, the more of an advantage you have fighting your opponent's characters.

9 Soul Points ----- Represents the character's willpower. The damage dealt to your opponent depends on the number of icons present.

10 Trait ----- Special attributes the card possesses. These are often referred to in various card texts.

11 Color ----- The color of the card. Putting a lot of cards of the same color in your Deck will help you progress through the game smoothly. There are four colors in all: **yellow (speed)**, **green (power)**, **red (technique)**, and **blue (advantage)**.

PLAYING MAT

Use the Playmat so that you can easily recognize the areas where cards must be placed. After you have gotten used to playing the game, however, you may also choose not to use this mat.

1 Deck Your Deck should be placed here face down. You are not allowed to change the order of these cards in any way. Even if your Deck runs out of cards, you will not lose the game. However, you will have to refresh your Deck to continue playing.

For more information, please refer to the section "**3. Shuffling your Deck**".

2 Level Cards representing what Level you are should be placed here face up. When a fourth card is placed here you lose the game.

3 Clock Cards representing your Clock should be placed here face up. A maximum of six cards can be set down here. For the most part, the number of cards in this area increase as you take damage from your opponent's attacks. The order of these cards cannot be changed in any way. When a seventh card is placed here, you will be forced to go up a level.

For more information, please refer to the section "**1. Going up a level!**".

4 Stock Cards representing how many cards you have in your Stock should be placed here face down. You are not allowed to check what cards there are in any way. One card should be stacked on top of another, so when using cards in your Stock, you will always take the top card of your Stock. The order of these cards cannot be changed in any way. There is also no limit to how many cards you can have in your Stock. For the most part, the number of cards in your Stock increases as your characters attack.

For more information, please refer to "**2. Trigger Step**" in the section "**V Attack Phase**".

5 Climax Area A maximum of one Climax can be placed here face up. If a card is in this area during the End Phase, it is then put into the Waiting Room.

6 Stage Positions Your Characters can be placed here face up. There is a total of five different stage positions.

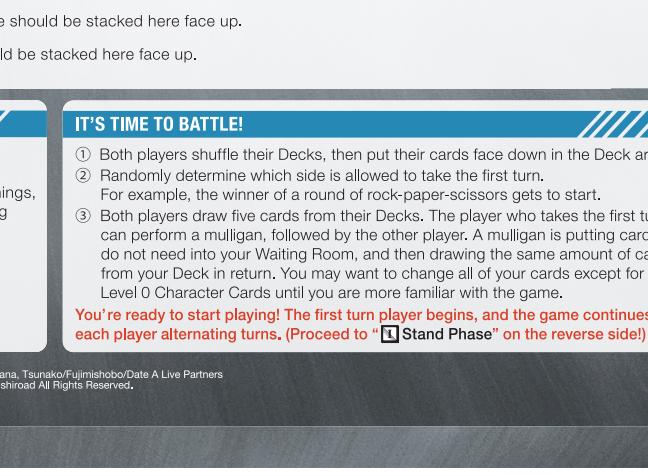
STAGE The area containing all five stage positions is called the "Stage".

CENTER STAGE The three foremost stage positions are collectively known as the "center stage". Characters on the center stage can battle against the enemy character directly in front of them. Be sure to put characters with a lot of Power in these stage positions.

BACK STAGE The two stage positions at the rear are known as the "back stage". Characters on the back stage cannot battle directly against the enemy, but can lend support to their allies on the center stage. Put characters with various special or assist abilities in these stage positions.

7 Waiting Room Cards whose time in the spotlight has come to a close should be stacked here face up.

8 Memory Cards which have been removed from the game should be stacked here face up.



Cards which are placed face up on the Playmat can be checked by either player at any time.

Level 0 Character Cards until you are more familiar with the game.

You're ready to start playing! The first turn player begins, and the game continues with each player alternating turns. (Proceed to "**I Stand Phase**" on the reverse side!)

PREPARE YOUR DECK!

Before starting a game, both players must each prepare their own Deck.

If this is your first time playing and you are unsure about how to build a Deck, a pre-constructed Trial Deck+ is recommended. Then, after you get the hang of things, try to forge your own Deck by adding in cards from Booster Packs. When putting together a new Deck, be sure to follow the rules listed below.

- Each deck must have exactly 50 cards.

- No more than four cards with the same card name can be placed in one Deck.

※ If two cards feature the same character but have different card names, you can have four of each type in a single Deck.

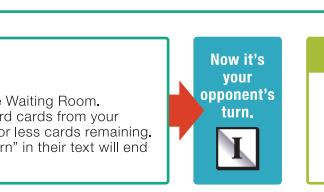
- A maximum of eight Climax Cards can be used in the same Deck.

©2013 Kouhi Tachibana, Tsunako/Fujimishobo/Date A Live Partners
©bushiroad All Rights Reserved.

PROGRESSING THROUGH A TURN

I Stand Phase

Get the characters on your Stage ready for their next move by turning them upwards! This applies to any character that was turned sideways after performing an action in the previous turn. Pointing a card upwards is called "Stand", while turning a card sideways is called "Rest".



Character Status

The characters on Stage will be in 1 of 3 different positions. When a card is at Stand, this means the character hasn't made a move yet. After some kind of action is performed, its status will change to Rest. When that character loses in battle or suffers various other types of setbacks, however, it will become Reverse.

II Draw Phase

Draw one card from your Deck. (This applies from the very first turn.)

III Clock Phase

Put one card from your hand into your Clock. (You may also choose not to do so.) If you do, draw two cards.

IV Main Phase

Perform the following four actions as often as you like, in any order.

1 Play an Event Card

Use an Event Card from your hand. After its effect is unleashed, put the card in the Waiting Room. There's no limit to how many Event Cards you can use as long as they are playable.

2 Play a Character Card

Use a Character Card from your hand and place it on a Stage position of your choice in Stand. When there is another character already in that stage position, the existing card will then be placed in the Waiting Room. There's no limit to how many Character Cards you can use as long as they are playable.

3 Move a character

Freely change which stage position your characters on Stage are at. You can also swap characters between two different stage positions. However, you cannot change the characters' status.

4 Use a character's Activated Ability

You can activate the ability of one of your characters on Stage if it is marked with an "ACT" icon. As long as you can pay the cost, you can use an Activated Ability as many times as you like.

IT'S TIME TO BATTLE!

① Both players shuffle their Decks, then put their cards face down in the Deck area.

② Randomly determine which side is allowed to take the first turn. For example, the winner of a round of rock-paper-scissors gets to start.

③ Both players draw five cards from their Decks. The player who takes the first turn can perform a mulligan, followed by the other player. A mulligan is putting cards you do not need into your Waiting Room, and then drawing the same amount of cards from your Deck in return. You may want to change all of your cards except for any

Level 0 Character Cards until you are more familiar with the game.

You're ready to start playing! The first turn player begins, and the game continues with each player alternating turns. (Proceed to "**I Stand Phase**" on the reverse side!)

1. Going up a level!

When there are 7 or more cards in your Clock, your level will increase by 1! Select 1 of the 7 bottommost cards and put it in your Level. Then, put the other 6 cards in your Waiting Room. (The 8th card and above will remain in your Clock.) If a 4th card is put into your Level, you lose the game!

2. Conditions for playing a card

Before you can use a Character, Event, or Climax Card, the following requirements must be met.

LEVEL

Your level must be greater than the level of the card. (Character and Event Cards only)

COST

You must take a number of cards, equal to cost written on the card, from your Stock and place them in your Waiting Room. (Character and Event Cards only)

COLOR

There must be a card in either your Clock or Level with the same color as the card you want to play. If the level of a Character or Event Card is "0", however, you can play that card no matter what color it is.

3. Shuffling your Deck

When your deck runs out of cards, immediately turn all of the cards in your Waiting Room face down. Then shuffle these cards to rebuild your Deck! (This does not end the game.) After rebuilding your deck, take the topmost card of your Deck and put it in your Clock. (Even if a Climax Card is picked up at this time, this action will not be canceled.) If your Deck was emptied while you were in the middle of taking damage or drawing cards, first rebuild your Deck, complete the interrupted action, then finally put the top card of your Deck into your Clock.

ATTACK PHASE

VI Attack Phase

Inflict damage on your opponent! The number of characters standing up in your center stage determines how many attacks you can make. For more information, see the separate "Attack Phase" section below.

VII End Phase

If you have a card in the Climax Area, put it into the Waiting Room. If you have eight or more cards in your hand, discard cards from your hand into your Waiting Room until you have seven or less cards remaining. All effects activated with the phrase "until end of turn" in their text will end at this point.

Now it's your opponent's turn.

CHECK! As long as you have a character standing up, you can attack as many times as you want! This allows you to build up Stock and play even more powerful cards!

CHECK! When you take 4 damage and a Climax Card does not appear...
...all 4 cards you picked up are placed in your Clock.
When you take 4 damage and the third card you pick up is a Climax Card...
...damage is negated at the point the third card is picked up.
All 3 cards are then sent to the Waiting Room.

CHECK! You must also follow the above steps after taking damage from an Event Card or a card effect.

CHECK! After sending a character to the Waiting Room, you can choose to pay 3 cards from your Stock to call for an "ENCORE"! Then place that character at Rest, in the same stage position as before!

CHECK! An "ENCORE" can really save the day!

CHECK! After sending a character to the Waiting Room, you can choose to pay 3 cards from your Stock to call for an "ENCORE"! Then place that character at Rest, in the same stage position as before!

CHECK! An "ENCORE" can really save the day!

CHECK! After sending a character to the Waiting Room, you can choose to pay 3 cards from your Stock to call for an "ENCORE"! Then place that character at Rest, in the same stage position as before!

CHECK! An "ENCORE" can really save the day!

CHECK! After sending a character to the Waiting Room, you can choose to pay 3 cards from your Stock to call for an "ENCORE"! Then place that character at Rest, in the same stage position as before!

CHECK! An "ENCORE" can really save the day!

CHECK! After sending a character to the Waiting Room, you can choose to pay 3 cards from your Stock to call for an "ENCORE"! Then place that character at Rest, in the same stage position as before!

CHECK! An "ENCORE" can really save the day!

CHECK! After sending a character to the Waiting Room, you can choose to pay 3 cards from your Stock to call for an "ENCORE"! Then place that character at Rest, in the same stage position as before!

CHECK! An "ENCORE" can really save the day!

CHECK! After sending a character to the Waiting Room, you can choose to pay 3 cards from your Stock to call for an "ENCORE"! Then place that character at Rest, in the same stage position as before!

CHECK! An "ENCORE" can really save the day!

CHECK! After sending a character to the Waiting Room, you can choose to pay 3 cards from your Stock to call for an "ENCORE"! Then place that character at Rest, in the same stage position as before!

CHECK! An "ENCORE" can really save the day!

CHECK! After sending a character to the Waiting Room, you can choose to pay 3 cards from your Stock to call for an "ENCORE"! Then place that character at Rest, in the same stage position as before!

CHECK! An "ENCORE" can really save the day!

CHECK! After sending a character to the Waiting Room, you can choose to pay 3 cards from your Stock to call for an "ENCORE"! Then place that character at Rest, in the same stage position as before!