

Instruction booklet version 1.6  
**OFFICIAL RULES**

# GUNSMITH GIRL

**COLLECTIBLE CARD GAME**



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## **Game goal (How to win):**

If the opponent deck is empty, or your opponent runs out of token, you win.  
If your and your opponent deck are empty simultaneously or if the players are without token at the same time, the game is declared a draw.

If a leader goe to the lost zone, his opponent win the game.



## **The necessary for 1 player:**

Exactly 35 cards to form his deck.

From 1 to 3 leaders cards and a maximum of 7 evolutive or supreme cards, that form the leader zone.

All cards are restricted to 1 copy in a Deck

Exactly 10 tokens.

A game table, dice, paper and pencil (just recommended).

## Definitions:

Persona: All cards with 5 abilities, planet and a resource.

Support: Addition and Unforeseen

Ally: Card you control (your side of the field) including itself, or card on the same side of the field where the effect is mentioned.

Summons: Put face up a persona on the field.

Effect: Either a skill or a function.

Skill: Is an effect that a persona have.

Fonction: Is an effect that a support have.

Activate: An effect that starts either by Flip, by player declaration or automatically (excluding permanent effects)

Negate: Effect cannot be finish (only the cost must be respected)

Destroy: Persona losing a fight (less strength than his opponent)

Reveal: Show your card, then place back in the same position.

Strength sharing: A strength given to another ally persona.

Strength accumulation: A strength adding one or more anger and/or the strength of one or more other allied persona.

Persona destroy into a fight or by his Resistance, unforeseen successfully activated. Addition with no more target: **The card goes into the lost zone.**

A Persona losing a fight, even if it is not lost, will have its token lost.

The Reserve should be mixed whenever it is seen.

Cards always go to their owners' zones.

## Text Recognition in the effect

Family name in CAPITAL LETTERS.

Card name between "Quotation marks".

The planet is in **Bold**.

A Resource in *Italics*.

A word starting with a capital letter designates a game keyword.

The text before ; designates the cost or activation condition, and the text after the ; is the effect itself.

# The Persona Normal:

A Normal Persona is **Blue**.

It can be placed face down during strategy, or summoned with an effect.

## He has 5 Abilities:

**F** = Strength (the higher number wins over the lower)

**R** = Resistance (number of turns he remain on the field)

**V** = Speed (determines the attack order)

Like a speed unit; The higher number attacks first.

**N** = Level (The Persona with the higher level chose what next in battle.  
Attack, counter-attack or stop it)

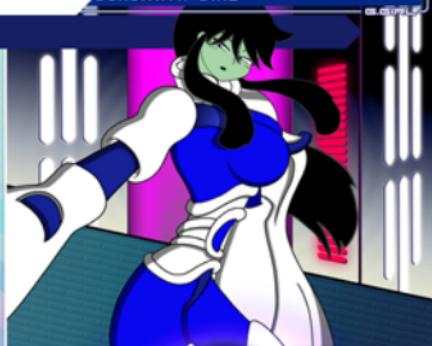
**A** = Anger (Number of attacks 1 persona may carry out during  
the same battle)

Planet

**Card Name**

Family

GUNSMITH GIRL



**Abilities**



Habileté normale

Chaque fois qu'un Perso opposant est Perdu par l'attaque de cette carte; Ajoute 1 jeton à ce Perso.

En Défaussant cette carte +3 jetons lui étant associés; Invoque de ta Main, Réserve ou de ta Défausse "Gunsmith Girl Métal".

Ce Perso ne peut pas attaquer la Réserve opposante.

**Resource**

**Skill**

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## Persona Special cards:

A persona special is **red**.

It can be summoned during strategy like written under invocation. Can also be summoned by effect if allowed, but never set face down.

**He has the same abilities as a persona normal.**

The effect under **Invocation**, is the only effect that can be activated during Strategy.

If there is the icon  with the title Invocation it means that persona can be summoned during the battle phase to.

The information layout is the same for all persona types.

### There are 3 effects types:

Permanent: No activation, as long as the card is face up, the effect applies.

Manual: Activated if activation is declared by the player.

Automatic: Activates when the moment described in the effect occurs.

### and conditions / costs:

Condition: Activates if the moment described in the effect occur.

With cost: Activates after the cost has been paid.

\*The effect can be optional or forced depending on the text.



## Leader Persona Cards:

A Leader Persona are made of **Transparency**.

It can be summoned any time, but cannot be placed face down.

### Leaders Zone

A leader can be turned face up from their zone, and activate their ability if indicated, but they cannot attack or share their strength from there. If a leader is face up in your leaders zone, and you want to summon a leader, only the face-up leader can be summoned and no other leader can be summoned or turned face up from the leaders zone while that leader is in play.

As soon the leader is summoned he cannot return to his leaders zone. If it is sent to the lost zone, you lose the game, otherwise the game continues normally. If an effect returns it to your Hand or Deck, it returns to its leaders zone face down instead.

### The leader can be summoned to save you from a game over.

If you have to draw or Discard as many or more cards than are left in your deck. Negates the effect, if it was an attack or your draw phase, it is lost, then summons a leader. If summoned this way, you can each turn while in play, pass your draw phase.

If a Persona need all or more of your tokens, or if an effect require you losing all or more of your tokens, the card asking this is lost, negated and lost if it is an effect, then summons your leader from his zone. If summoned this way, this leader and all ally persona who will need tokens as long as this leader is in play, can use lost tokens for their resistance.



## The Evolutive and Supreme persona cards:

Evolute persona are **Blue** like normal persona and are in the leader zone. During the strategy, if his twin is face-up in your ally persona zone, you can summon him by stacking him on his twin (by name).

Supreme persona are **Red** like special persona and are also in the leader zone. During the strategy, if his twin is face-up in your ally persona zone, you can summon him by stacking him on his twin respecting the instructions in his skill under invocation.

A Supreme or Evolutive skill is only active if the persona overlaps its devolution.



## Addition Support Cards:

The addition support cards are **green**.

Supports can only be activated during battle and truce phase.

### Three types of Addition

**Additional:** Additional additions affect only persona allied.

**Excess:** Excess additions affect only opponent persona.

**Total :** Affects all persona on the field. (targeted or affected by the addition)

If there is a number near the addition type it means that a number of persona equal to the number must be affected or targeted by the addition, and it will be lost if the exact number is not met.

If there is the symbol , it means that a minimum of persona to the number indicated must be affected or targeted by the addition.

If the number is in this symbol , it means that the persona are targeted. If one of the targets is removed from the field, the card is lost.

If the number is in this symbol,  it means there is no target.

If the persona number is less than the number written, the card is lost.

If there is no number, then the addition affects all persona (depending on the type of addition).



## Unforeseen Support Cards:

The unforeseen are **yellow and orange**.

Supports can only be activate during battle and truce phase.

### Three types of Unforeseen

**Shortcut :** Unforeseen shortcuts help your game.

**Bypass:** The unforeseen bypass harm your opponent.

**Hazard:** Affects any player, helps or harms depending on time.

Unforeseen have their speed listed, which is the number next the type.

All cards have speed, but if it is not mentioned it means 0.

- The effect of a card speed 1 will end before the one without speed which was activated at the same time.
- The effect of a card speed 2 will end before speed 1 or 0 which was activated at the same time. etc ...

\* Only the activation cost will follow the time order when was activated each card.

If an unforeseen card is removed from the field at the activation, the effect will end anyway unless negated with superior speed.



## Game details (full turn step):

Each phase are played at the same time for both players.

**Draw phase:** 1<sup>st</sup> turn, each player draws 6 cards. The following turns, draw no card if you control 3 persona. 1 card if you control 2 persona. 2 cards if you control 1 persona, and 3 cards if you have no persona on your field.

**Strategy phase:** Place as many persona as you want on the allied field face down, and supports according to your strategy, always face down.

Only persona special and from the leaders zone can be summoned face up.

No card can be activated (turned face up) during this phase. No effects can be activate during the strategy, except for persona special / Leaders effects or a card that specifies the strategy phase. The permanent effects still apply.

**Battle phase :** No support or persona can be placed on the field during this phase, unless it is an effect or for summoning a leader. Persona special can be summoned during this phase if the battle phase is mentioned.



## Game details (full turn step):

**Battle phase (continue 1):** During the first turn only, each player must turn their fastest persona face up. As soon the battle phase begin, the supports can be activated.

The faster persona attack first, if 2 opponent persona have the same speed, they must attack each other (the higher level attacks the lower).

If a player has multiple persona with the same speed and they are the fastest, they can be turned all face up simultaneously. Then, his chooses who will attack first or otherwise pass the attack.

After the faster persona has attacked, his opponent checks in those persona in play for his fastest, identifies him, turns him face up, or pass the attack to his opponent. (Either, because there still an opponent persona who have not attacked faster than their fastest persona or, by choice) After identification or flip, the opponent can say to have priority and turn face up another faster persona, otherwise the persona can battle, and so on.

If you attack a persona with a higher level, your opponent chooses to stop the attack or can counterattack. (A stopped attack is lost) If he counterattacks, he can only counterattack the one attacking him. If the attacked persona is face down the attack turns it face up and again if the level of the attacked is higher than the attacker, the choice goes to the controller of the persona with the highest level.

A persona with 0 anger cannot attack, counterattack, or even share their strength, but if attacked their strength counts as 1 anger and he can accumulate the strength of his allies.

At the end of a fight, the weaker persona is send to the lost zone and his tokens are lost.

## Game details (full turn step):

**Battle phase (continue 2) :** If a persona is summoned during a fight, the player declaring the attack can restart or stop his attack, in this case, the turn to attack returns to the following character by his speed but the attack of the previous one is not lost and he can always share his strength. If the summoned persona is faster than the last persona that attacked, that persona cannot attack, but they can share their strength.

A persona can attack as many times during the same fight as his anger indicates it. He can accumulate his anger to have a strength greater than his target. So, several face-up persona can add their strength to destroy a single opponent persona. Inversely 1 single persona can attack several opponent persona according to their anger.

Attacking persona and attacked persona cannot benefit the strength addition of those allies who have already attacked or shared their strength. So a persona who has shared his strength (all is anger) cannot attack.

Before a fight you must declare your attack (target selection), therefore manual skills cannot be activated unless the fight is cited.

Then, 3 phases are triggered for each fight.

**1. Assault:** If flipped, activate flip skill. Then, levels check: attack and counterattack or lost fight.

**2. Strike:** Only 1 strength and or anger accumulation (defensive first), then strength liken.

**3. Final:** Weaker persona are destroyed and sent to the lost zone. The persona losing the fight, lost his Token. Skill activated if any.

If your opponent have no persona on the field, you can attack his deck, in which case there is no fight, and the number of cards discarded from his deck is 1 for each 100 or less strength of the attacking persona.

\* A persona attacking a deck cannot accumulate the allies strength.

**Sample :** Strength from 10 to 100 = 1 discarded card,  
Strength from 110 to 200 = 2 discarded cards etc...

## **Game details (full turn step):**

**La Truce:** No cards can be placed on the field during this phase and no summons are allowed, unless a card specifies it.

A persona face down or not on the field during the draw phase and now face up on the field during this phase receives his token(s), but does not lose any because he is considered not to have been a complete turn in play. If you are missing some tokens and you cannot summon a leader, you lose the game.

### **3 phases during each Truce**

1. Remove 1 token from all persona that do not have infinite resistance.  
Add one or more tokens on a new persona from the draw phase.  
The tokens used are always the tokens of the persona controller  
(If a Persona changes controller the tokens are interchanged.)
2. Use the card function or skill that activates during the truce.
3. Persona running out of tokens go to the lost zone.

After truce phase, the cycle start again with draw phase.

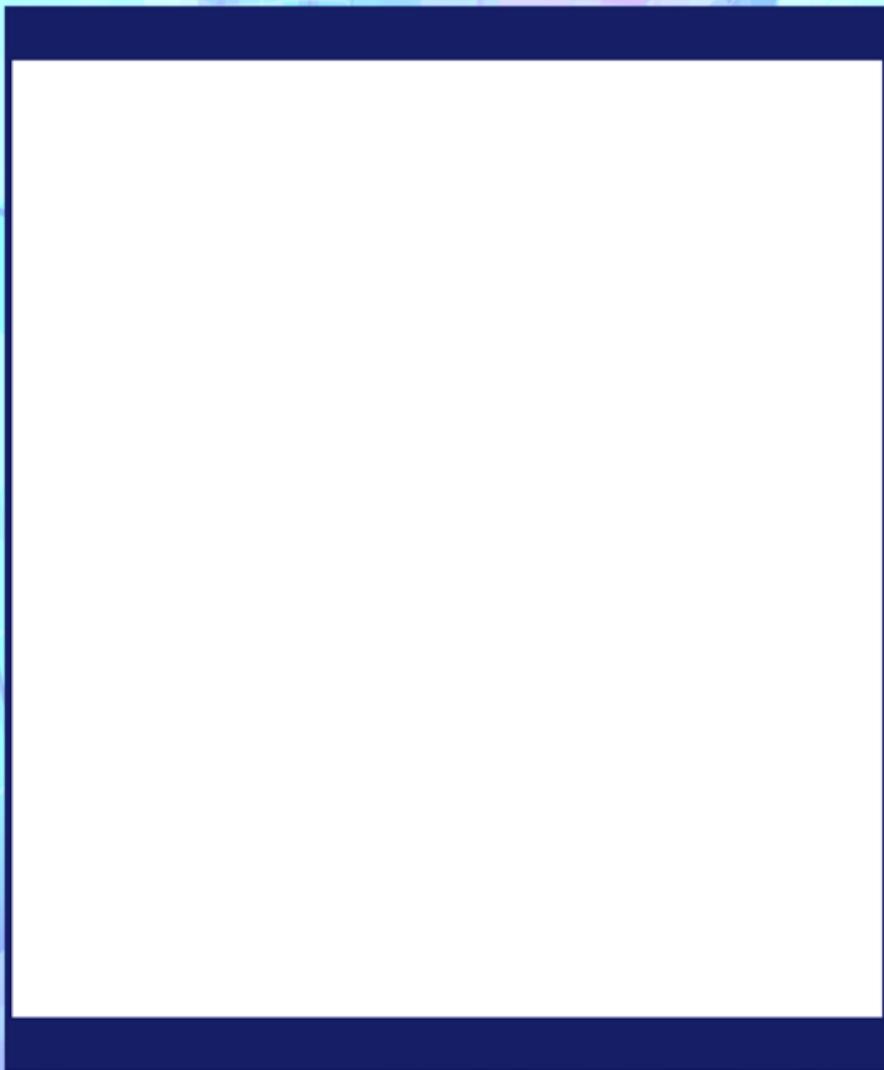
### **End phase**

At the end of each phase, if a player has not finished, the opponent must wait for his opponent. This player signals as soon as he is finished. So both players can start the next phase at the same time.

### **Finally**

Gunsmith Girl is a collectible card game, so remember that the fun starts with collecting cards and researching. The construction and customization of your deck, then its evolution and optimization..

## Memo :



# QUESTIONS?

## Questions or comments:

For general questions please write to me: jdynx@hotmail.com

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