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WORLD WRESTLING ENTERTAINMENT®

[RAW DEAL logo]  
collectible card game

This rule book covers all  
**RAW DEAL** editions  
and is designed to ship  
with game expansion #17:  
**UNFORGIVEN™**

*Raw Deal rule book v 17*  
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[RAW DEAL header]

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## **STARTING OUT**

### **Never Played a Collectible Card Game Before?**

A collectible card game (CCG) is not like a regular card game. With a CCG, there may be hundreds or even thousands of different cards. Some of these cards are common cards, while others are uncommon, rare and ultra-rare.

You don't play a CCG with every card. Instead, you build a deck using the available cards to make a 60-card deck (plus, as an option, up to 20 cards for your Backlash deck). How do you do this? Initially, you buy a starter deck, which contains mostly common cards. This starter deck is all you need to play an actual game. Later, you can fine-tune your deck by buying booster packs, so that you can get different cards to enhance your deck. You'll find that each match you play with your World Wrestling Entertainment Raw Deal deck will be different because of the different mix of cards.

When you compete against your friends, each of you will bring your own deck and keep them separate from the other decks. Later, you'll want to branch out and have more than one deck available to play.

### **Using this Rule Book**

So you've bought a starter deck, and now you don't know what to do with it, huh? That's where this rule book comes in. Before you can play Raw Deal, you need to know the rules, jabroni! If you are impatient and want to play right now, then skip to the Quick Start Rulz. Otherwise, read the entire rule book (but save the Advanced Rulz section until you play a few games and get familiar

with the Basic Rulz). Either way, it would be a good idea for you to get out your cards and refer to them as you read through this rule book.

## **QUICK START RULZ**

This Quick Start Rulz section does not encompass the use of Backlash decks so as to make it easier for you to understand the basic game play.

### **Start of Game**

Choose a World Wrestling Entertainment Raw Deal starter deck, which contains 60 cards plus the Superstar card.

Reveal your Superstar.

Draw cards equal to the Hand Size number indicated on the Superstar card.

Determine who goes first: the Superstar with highest Superstar Value goes first. Flip a coin if tied.

Your starting Fortitude Rating is zero (because your Fortitude Rating is equal to the total Damage in play / in your Ring area).

### **Start of Turn**

1. You may use a Superstar's ability at the start of the turn, before the Draw Segment, if applicable.

2. Draw Segment: you must draw a card.

3. Main Segment: you may do the following, in any order, making sure your Fortitude Rating is equal to or greater than the Fortitude Value of the card being played:

- use Superstar ability
- play a Maneuver
- play an Action

**IMPORTANT:** If your Maneuver or Action is not reversed, any effects indicated on the card take effect before your opponent takes any damage indicated on the card (plus or minus any bonuses). Once all effects and damage take place, the card remains in the Ring (i.e., in play, even if it is reversed by your opponent when he is overturning cards) and you may play another Maneuver or Action. You may play as many Maneuvers or Actions in this manner until your turn ends.

Your turn ends when: your opponent reverses a card you played, you have nothing to play or you wish not to play anything.

Your opponent then takes his or her turn following the same steps above.

### **Winning the Game**

You win if your opponent cannot overturn cards from his or her Arsenal when required to (a Pin Victory), or when your opponent has no cards at the end of any turn (a Count Out Victory).

### **Notes:**

#### **Increasing Your Fortitude Rating**

Your Fortitude Rating is increased by the number printed in the Damage Box of every successfully played card you place in your Ring area (remember, any card that you play that is not reversed from the hand or Backlash deck goes into the Ring and is considered successful). If you lose track of your Fortitude, it is easy to figure out: just add up the numbers in the Damage Boxes of the cards that you've successfully played in your Ring area.

#### **Taking Damage**

To simulate taking damage, an opponent overturns cards from his or her deck (Arsenal) equal to the amount printed in the Damage Box (plus or minus any other effects).

#### **Reversing a Maneuver or Action**

You can reverse your opponent's Maneuver or Action in one of two ways:

1. **Playing a Reversal** – You may only play a Reversal if your Fortitude Rating is equal to or greater than the Fortitude Value of the Reversal AND the Reversal is the appropriate type to reverse the card played. If all the requirements are met, the Maneuver or Action is reversed and is put in his Ringside pile.

Any effects listed on the Reversal card take effect, and then any damage in the Damage Box is dealt to the player whose card was reversed. The Reversal is placed in your Ring area (any damage value on it increases your Fortitude) and your opponent's turn ends.

You are not required to play a Reversal.

**2. Overturning a Reversal from your Arsenal** – When you take damage, you overturn cards from the top of the deck equal to the amount of damage received. If while doing so, you overturn an appropriate Reversal and your Fortitude Rating is equal to or greater than the Fortitude Value of the Reversal, you stop taking damage immediately and your opponent's turn ends. His card that you reversed stays in his Ring area.

IMPORTANT: You do not apply any of the text effects or deal any damage indicated on an overturned Reversal.

This ends the Quick Start Rulz. For more in-depth information, continue on through the Basic Rulz section.

**Visit our web site for the latest information on Tournament Rules and Frequently Asked Questions.**

[CI logo]

[www.comicimages.com/rawdeal](http://www.comicimages.com/rawdeal)

## **BASIC RULZ**

### **Some Terms You Need to Know Before Starting**

These terms can be found in the Glossary for easy reference, but we figured it would help to have them here before you go on to the actual description of playing the game.

Arsenal refers to your **deck** (remember, your Superstar card is not part of your Arsenal). When you have no cards left in your Arsenal, you lose the game. Your Arsenal represents the abilities, moves, strength and all other attributes a Superstar brings into a match.

Ring area refers to the area on the table where your successful Maneuvers, Actions and Reversals go. If your card is not reversed from an opponent's hand, it stays in your Ring area, face up.

Ringside pile refers to your discard pile, where overturned, discarded, and reversed cards are put. Cards can be discarded either from your hand, removed from the Ring by an effect played by you or an opponent, by overturning cards from your Arsenal when damage is taken or when a card is reversed.

Backlash Deck refers to the Pre-match and Mid-match cards. Most superstars can pack 10 of each, and you can tell which cards are backlash cards because they are printed horizontally instead of vertically.

### **Card Values**

With the exception of the World Wrestling Entertainment Superstar card and Backstage cards, all cards have two basic values: Fortitude and Damage (sometimes abbreviated to "F" and "D" in this rule book).

[sample Fortitude box]

### **Fortitude Value and Fortitude Rating**

Fortitude is the courage or strength of mind of the Superstar. As a Superstar damages an opponent, his ability to use more effective moves increases.

In this game, you start with a Fortitude Rating of 0 (zero) when entering the Ring. Through your Maneuvers, Reversals and Actions, you gain Fortitude equal to the amount of damage indicated on your successfully played cards (those cards in your Ring area). As your Fortitude Rating increases, you're able to play cards that have a higher Fortitude Value.

The Fortitude Value is located in the top right corner of each card. To play a card, the card's Fortitude Value must be less than or equal to your Fortitude Rating.

Since you start the game with a Fortitude Rating of 0, the only cards you can play initially are those with a Fortitude Value of 0.

*Example: It is the start of the game and in your hand you have the Maneuvers, "Kick" (F0) and "Brass 'Nuks' Shot" (F3). Since it is the start of the game, your Fortitude Rating is 0. You'd like to play "Brass 'Nuks' Shot", but it has Fortitude of 3, so you cannot play it. But you can play "Kick", because it has a Fortitude of 0. If it is not reversed, it will stay in your Ring and do 3 damage to your opponent. It will also increase your Fortitude Rating to 3. Now you can play "Brass 'Nuks' Shot"!*

[Damage box example]

### Damage Value

Damage is the amount of punishment that a Superstar deals to an opponent. The Damage Value of a card is printed in a box in the lower right corner of each card.

Your Fortitude Rating is equal to the combined printed Damage of all cards in your Ring area.

Damage also reduces a Superstar's Arsenal. For each point of damage a Superstar takes, he must overturn the top card of his Arsenal and place it Ringside (into the discard pile).

Remember, when your Arsenal is empty, you lose the game.

Note: Damage occurs after a card's effect.

*Example: The Reversal "Elbow to the Face" has a F Value of 0 and a D Value of 2. It can reverse any Maneuver that does 7D or less damage. If your opponent plays a "Shoot Slam," which does 3D, you can play "Elbow to the Face" from your hand to prevent any damage from that Maneuver. Consequently, it also does 2 damage to your opponent in the process. Finally, it also ends your opponent's turn.*

### Cards

Your starter deck comes with all the cards you need to play a competitive game or you can create your own deck. **The important thing to remember is that each deck, unless stated otherwise on the Superstar Ability, must only have 60 cards plus one Superstar card** (Backlash decks have their own rules and are described in later sections of this Rule Book).

### ARSENAL (DECK) CONSTRUCTION RULES

The basic rule of Arsenal construction is that you can have no more than 3 of any specific card. So no deck can have more than 3 "Kicks" for example, but you can have 1 or 2 of a "Kick" or none at all. There are exceptions...

1. Setup Cards: These are a sub-type of a card (i.e., "Irish Whip" or "Jockeying for Position"). There is **no limit** to how many Setup cards with the same name you can have in your Arsenal.

2. Unique Cards: You can only have **one** of a specific Unique card in your Arsenal even if it is a Setup card.

There are three basic types of cards in your Arsenal:

1. Maneuver cards
2. Reversal cards
3. Action cards

Other cards include Hybrid cards (hybrids are combinations of the above...a Maneuver/Reversal, for example)...

### Superstar Card

This card, which isn't in your Arsenal, represents the Superstar you are playing, whether it is an individual Superstar like Triple H™ or a Tag Team like the Dudley Boyz™. It is perfectly okay for you and your opponent to play the same Superstar in a match. The Superstar card is not part of your deck, but must be included when building the deck.

Each Superstar card has a Hand Size, a Superstar Value and a Superstar ability.

Hand Size (or starting hand size): this is the number of cards that you draw for your hand at the beginning of the match. After that, there is no minimum or maximum hand size.

Superstar Value: helps determine which player goes first in a match. The Superstar with the highest Superstar Value goes first. In the case of a tie, flip a coin.

Superstar Ability: most Superstars have a Superstar ability that can be used once per turn. Some are optional and some are mandatory.

### Maneuver Cards

(yellow cards)

Since a Maneuver is an offensive move, you can only play Maneuver cards on your turn. There are several different types of Maneuver cards, with one type having an advantage or disadvantage over other types. It is important to note the different types of Maneuvers since some types are affected by other cards you play and some Reversals can only reverse certain types of maneuvers.

The five main types of Maneuvers are:

1. Strike
2. Grapple
3. Submission
4. High Risk
5. Trademark Finisher.

Some Maneuvers have certain effects when played successfully (i.e., the card is not reversed from the hand). These effects take place before any damage is dealt. The amount of damage dealt to your opponent is equal to the number printed in the Damage Box, plus or minus any bonuses.

*Example: The Maneuver "Wheelbarrow Slam" has a Fortitude Value of 0 and a Damage Value of 3 and it says, "Can only be reversed from your opponent's hand. When successfully played, overturn 1 card." If the Maneuver is not reversed, then you overturn 1 card before applying the 3 damage.*

*Example: The Maneuver "Reverse Fall-Away Slam" is a 7F, 8D Grapple. It says: "When successfully played, you may put 1 card from your Ringside pile into your hand or randomly remove 1 card in your opponent's hand from the game." So, if this card is not reversed, you may put any card in your Ringside (discard) into your hand or one of the cards in your opponent's hand is randomly removed from the game. Your opponent starts overturning for damage after you take the card from your Arsenal and place it Ringside.*

Successful Maneuvers (those not reversed from the hand, Backlash deck, Ringside pile, Ring area, or Backstage area) stay in your Ring and the Damage Value adds to your Fortitude Rating. Reversed Maneuvers (reversed from anywhere but your opponent's Arsenal) go into your Ringside pile.

Remember, that to play any Maneuver, your Fortitude Rating must be equal to or greater than the Fortitude Value of the Maneuver being played.

### Reversal Cards

(red cards)

Since a Reversal is a defensive move, you can only play these cards during an opponent's turn to defend against his or her Actions or Maneuvers.

Reversals state which type of Maneuvers or Actions they can reverse and, if applicable, will give any restrictions such as the amount of damage they can reverse.

Reversal cards also have a Fortitude Value. You must have a Fortitude Rating equal to or greater than the Fortitude Value on the Reversal card in order to play it.

Note: Some Superstars have reversal abilities and these count as reversing "from the Backstage Area" (see Glossary).

There are two main ways a Reversal card can be played or used. Other ways, like reversing from the Backlash deck, Ringside pile, and Backstage area are detailed in the Advanced Rules section.

1. From the Hand – When defending yourself from a Maneuver played by an opponent, you may play an appropriate Reversal card from your hand (remember to meet the Fortitude requirement). In playing a Reversal, you show that you've successfully stopped your opponent's Maneuver, thereby ending your opponent's turn. Your opponent must then place the Maneuver card into his or her Ringside (discard) pile. Your successful Reversal stays in the Ring and its Damage Value gets added to your Fortitude Rating.

2. From the Arsenal – If your opponent plays a Maneuver card that you can't reverse from your hand (or Ringside pile, Ring area, or Backstage area), you must take the damage that is indicated in the Damage Box of the card played. In taking the damage, you overturn one card from your Arsenal into your Ringside pile for each point of damage indicated on the card. While overturning, it is still possible for you to reverse your opponent's Maneuver by overturning the appropriate Reversal card for the Maneuver your opponent has played. It is important to remember that you still need to have a Fortitude Rating which is at least equal to the F Value shown on the overturned Reversal card in order for you to use it.

Once you overturn the appropriate Reversal and are able to use it, you immediately stop taking further damage and your opponent's turn ends. Reversals that are revealed while overturning do not go into the Ring, they stay in your Ringside pile. However, your opponent's Maneuver does stay in the Ring, thereby adding to his or her Fortitude Rating.

There are a few other things to remember about Reversal cards. As with Maneuver cards, Reversals have **Damage Values**. When you successfully reverse an opponent's Maneuver or Action, you may do damage to your opponent equal to the Damage Value printed on the card.

This can be done only if the Reversal was played from your hand (overturned Reversals do no damage).

Some Reversals also have **effects**. When played from your hand, these effects take place. Such effects do not occur when a Reversal is overturned.

*Example: The Reversal "Elbow to the Face" has a F Value of 0 and a D Value of 2. It can reverse any Maneuver that does 7D or less damage. If your opponent plays a "Double Underhook Back Breaker", which does 7D, you can play "Elbow to the Face" from your hand to prevent any damage from that Maneuver. Consequently, it also does 2 damage to your opponent. Finally, it also ends your opponent's turn.*

*However, if you were unable to reverse your opponent's Maneuver and had to take damage by overturning cards from your Arsenal into your Ringside pile, overturning an "Elbow to the Face" would stop you from taking further damage but would not cause any damage to your opponent. Your opponent's turn would still end, though.*

Reversals cards can only be played during your opponent's turn, so it is impossible to reverse a reversal.

### Action Cards

(blue cards)

Action cards are cards you play to setup a move, to bring back cards from Ringside, etc., and as a result can only be played on your turn.

Action cards have a variety of effects which are explained on the cards themselves. Generally, Action cards are played, take effect and then go into your Ring area (unless stated otherwise on the card). Reversed Actions go into the Ringside pile. As with all other cards, to play an Action card, the F Value on the card must be less than or equal to your Fortitude Rating.

### Hybrid Cards

(multicolor cards)

Hybrid cards are not a card type but they are a mix of 2 or more card types.

Hybrid cards can be played on your turn or your opponent's turn, depending on the function you choose for the Hybrid card. As with all other cards, to play a Hybrid card, the F Value on the card must be less than or equal to your Fortitude Rating.

*Example: "Revolving Takedown" is a Hybrid Maneuver (yellow) and Reversal (red) card. On your turn you can use the "Revolving Takedown" as a High Risk Maneuver, or you can save the card to use on an opponent's turn on the chance of reversing your opponent's card if it has the word "takedown" in the title.*

### Superstar-specific Cards

(which can be any of the types of cards mentioned before)

These cards are special Maneuvers, Reversals or Actions that have been made famous by the Superstar(s) whose logo(s) appear on that card. Only those Superstars can use those cards and they can only go in the decks of those Superstars. A number of Superstars have Superstar-specific cards which they would appear to not be able to pack (Lita has "Lita's DDT," for example). If your Superstar's logo is on a card, even if it contradicts your ability, you may pack and play this card, as Superstars can always pack their Superstar-specifics. (Note: if your Superstar has a Heel card, you cannot pack that if the rest of your deck is Face, nor could you pack a SmackDown! card if you are packing Raw-branded Superstar-specifics.)

**Note:** Card text overrides the rules found in this rule book. You should read all the card text of a card before playing it to understand how it is played, what its effects are, etc.

### CARD EFFECTS

As mentioned earlier, some cards have effects printed on them. A card effect takes place when the card is successfully played. A card is considered successfully played if it is not reversed from an opponent's hand (or Backlash deck). Remember, Damage occurs after a card effect.

Card effects can be **mandatory** or **optional**. If mandatory, the card will simply say that you do something. An optional effect will use the word "may" or present you some option.

### Mandatory Effects

If an **opponent** plays a card that forces you to do something and you cannot do it, then you do as much of the effect as possible and ignore the rest. This never applies to taking damage. If you have to overturn cards to take damage and you can't, you lose the match (see Pin Victory).

*Example: "Spit at Opponent" says, "Can only be played when you have 2 or more cards in your hand. Discard 1 card and then your opponent discards 4 cards." You can only play this card if you have at least 2 cards in your hand (one of which can be the Spit at*

Opponent). Your opponent, however, doesn't need to have 4 cards in his hand – you can play it even if he has only 3, he would just fulfill the discard as much as he can (and discard the 3 cards he has).

If you play a card that forces you to do something and you cannot do it, then you likewise have to fulfill as much of the effect as possible and ignore the rest.

Example: "Don't Hate da Playa, Hate da Game!" says, "As an action, discard 3 cards and then put 3 cards from your Ringside pile into your hand." If you have 3 or more cards in your hand, you have to discard 3, but if you have 2 or fewer, you discard what you can.

### Optional Effects

Example: "Enter the Stratosphere" says you may discard 1 card in order to have your opponent overturn 2 cards. You do not have to discard a card – but, if you do, he overturns 2 cards.

Mandatory and optional effects apply to Superstar abilities as well.

### Follow-up Effects

Cards that instruct you to play them after another card or after a certain effect must be played immediately after said card or effect during the same turn. This is called a follow-up effect. If you don't follow-up by playing another card, you lose whatever bonuses you might have received from the previous card or make the playing of another card illegal.

Example: The High Risk Maneuver "Flying Leg Scissors" says, "Can only be played after a successfully played 2D or greater maneuver..." In order to legally play "Flying Leg Scissors," it must be played immediately after a Maneuver that did 2 damage or greater that wasn't reversed from your opponent's hand, Backlash deck, Ringside pile, Ring area, or Backstage area.

You can use a Superstar Ability or Activate cards in your Ring area without breaking the follow-up – as long as you don't PLAY a card in between the two cards and they are played on the same turn, you may still follow-up.

Example: Undertaker® can play the Maneuver "Spinning Kick," which does 4D, use his ability to retrieve a "Flying Leg Scissors" from his Ringside pile, then play the "Flying Leg Scissors," which can only be played after a successfully played 2D or greater Maneuver.

### Played vs. Used

Only cards that are played can break the chain effect. A card is considered "played" if it is played from your hand, your Backlash deck, or your Ringside pile.

Example: Big Show has just played "Throw Into the Corner Turnbuckle" and plans to play "Big Show Splash" right after (according to "Big Show Splash", it has to be played right after a "Throw Into the Corner Turnbuckle" – this is a **follow-up** effect). He decides to use the "Welllllll!" in his Ring area before the "Big Show Splash" to pump up the damage that will be done. Since he is not playing a card between the Throw and the Splash, activating the Wellllll is a fine play.

### Special Card Effects

Some cards use the phrase "When played..." which means that the text happens as soon as you play the card, before your opponent has a chance to reverse it. Unless stated in this fashion, all cards' text only occur after being successfully played.

This could mean an immediate bonus or penalty is given to the effect or the effect must check the legality of the played card.

Some cards have text based on what you did before the card.

Example: "Stone Cold Stunner" reads, "This card is -6F when played after a card with the word "kick" in the title." Two things happen upon playing this card. First, it checks whether you played a "Kick" immediately before this card. If you did, then this card, with a normal Fortitude Value of 30, gets a bonus -6F applied to it. So, now you need only 24F to play the "Stone Cold Stunner."

### Cumulative Effects

Bonuses and penalties to Damage Values and Fortitude Values can be cumulative.

Example: "Old School Beating" reads, "When this card is in your Ring area, your maneuvers are +1D and during your turn you may put this card into your Ringside pile and if your next card played this turn is a maneuver, it is +3D." When you have 2 of these out, your maneuvers are +2D and when you have 3 out, your maneuvers are +3D.

### **Activated Card Effect (ACE)**

A card is considered to have an Activated Card Effect if

(a) it is in your Ring area

AND

(b) you have to do something (like discard a card or remove that card from the Ring area) to generate an effect.

*Examples:*

*Managed by Paul Heyman,*

*Garbage Can Lid*

*Enter the Stratosphere,*

*etc., etc...*

Superstar abilities are not ACEs because they do not count as cards in the game.

*[ACE logo]*

## **ADVANCED RULZ**

The following Advanced Rulz incorporates much of the action you see on television. Continue reading through the Playing the Game section to see how these rules apply.

### **MODIFYING AND CONSTRUCTING DECKS**

After you've played a number of games with your starter deck and you've purchased more cards in booster packs, you'll want to modify your Arsenal. There are a few tips you'll want to remember as well as rules to follow when creating your own customized Arsenal around your favorite World Wrestling Entertainment Superstar.

Some Superstars use the term "pack" in their ability text. This is usually a restriction of what you can put into your Arsenal or Backlash deck.

Example: "You cannot pack maneuvers of 3D or greater..." = You cannot build your Arsenal or Backlash deck with 3D or greater maneuvers.

### **Card Mix**

You should have a good mix of cards that allows you to play cards early as well as late in the game. Remember that you have to start with small Maneuvers to add to your Fortitude Rating so that you can build up to the bigger Maneuvers. So having an Arsenal with just "360-degree Clothesline" and "Back Breaker Torture Rack" and other high Fortitude cards isn't a good idea.

Try to have a balance that, even with a random draw, will allow you to play cards on the first turn (0 F Value cards) as well as more powerful cards (high F Value cards) that you can play later in the game. It's also a good idea to have a well-balanced mix of Maneuvers, Reversals and Actions. Eventually you'll find a balance of cards that works effectively for your Arsenal.

Through playing, you'll come up with a style of wrestling that you enjoy. For instance, some people would rather wrestle more defensively, so they would be more inclined to include more Reversals in their Arsenals. Others may be more aggressive and put in more Maneuvers. It's all up to you.

### **Heel and Face Cards**

When building or modifying your deck, you can elect to use either Heel or Face cards. If you decide to use them, you can only have one type in your deck (you can't be both a good guy and a bad guy at the same time)

### **Raw and SmackDown! Cards**

When building or modifying your deck, you can elect to use either Raw or SmackDown! cards. If you decide to use them, you can only have one type in your deck (Superstars can only be affiliated with one WWE brand).

Note: Backlash decks must conform to your Arsenal.

## **TERMS AND ICONS AFFECTING CONSTRUCTION AND PLAY**

### **Stun Value**

The first thing you should know and add to your basic game is the idea of Stun Value. Stun Value adds a little more depth and strategy to your overall style of play. Some cards have one, two or more stars



[stun star icons]

above the Damage Box. These stars represent the Stun Value (SV). Stun Value only comes into effect if your opponent is able to reverse your card by overturning an applicable Reversal before taking the **entire** damage. When this happens, you may draw cards from your Arsenal up to the SV of the card reversed in this manner.

*Example: "Chair Shot" has a F10, D10 and an SV1. If your opponent cannot reverse it from his hand, Backlash deck, Ringside pile, Ring area, or Backstage Area the card stays in your Ring and your opponent begins to overturn cards equal to the Damage Value, which is 10. If after overturning 5 cards, your opponent reveals a Reversal that effects Strike Maneuvers (such as "Step Aside"), he takes no further damage and ends your turn. However, because "Chair Shot" has an SV of 1, you may draw one card from your Arsenal into your hand before play turns over to your opponent. Note: If the opponent reversed it on the 10th damage, Stun Value would not take effect.*

### Active

You cannot play a card if there is a card in your Ring area with the same title with the Active trait. This does not affect Arsenal construction and it does not affect your opponent's ability to have the same Active card in his Ring area at the same time. There is no limit to the amount of cards with the Active trait you can have in the Ring at the same time, as long as they do not have the same title.

### Permanent

A card with Permanent may not be removed from the Ring area, unless the text of that card states it can be removed. Some Stipulations (see the Backlash section) were printed in Mania, before the Permanent trait was used; assume all Stipulations to be Permanent unless card text on a Stipulation says it can remove a specific Stipulation (or itself).

### Universally Unique

Like Unique cards, you can only have one a specific Universally Unique card in your Arsenal (and Backlash deck). However, it differs from Unique in that only one of a specific Universally Unique card may be in all Ring areas at one time! All Title Belts are Universally Unique.

*Example: If you play a Heavyweight Title Belt card, no one else may play that belt during the game.*

### Universally Active

If there is a card in any Ring area that is Universally Active, no player may play that type of card.

*Example: If a player plays the Venue Pre-match card, "Philadelphia, Pennsylvania", no one may play another Venue card.*

### Multi

A maneuver with Multi must be reversed by two appropriate Reversal cards (in any combination) according to the maneuver types printed on the card. If the card is only reversed once (or not at all) between your opponent's hand, Backlash deck, Ring area, Ringside pile, or Backstage area the maneuver is considered successfully played.

The remainder of the two reversals can come while overturning for damage. Multi maneuvers cannot be played by female Superstars, though they can play multi actions. All Divas are considered female Superstars but only female Superstars with the "Diva" designation count as Divas.

*Example: "Back Breaker Torture Rack" is a Multi card that is a Grapple and Submission maneuver. In order for it not to be successfully played, it needs to be reversed by two reversals: 1 for Submissions and 1 for Grapples, or 2 for Submissions, or 2 for Grapples; you don't need to reverse each part of a Multi, you just need to reverse a Multi TWICE.*

### Throwback

Throwback versions of original cards count as their original counterpart.

[Throwback logo]

*Example: If something lets you search for the card titled "Figure Four Leg Lock", you could search for a "Figure Four Leg Lock" with the Throwback trait.*

It is legal to pack a Throwback version of a card and the original version, but construction rules still apply, such as a limit of 3 cards and only 1 Unique card (if one of the Throwbacks is Unique, you can only pack 1 total – but if the two versions are non-unique, you can pack up to 3 in any combination). This only applies to those cards with identical titles.

Note: Throwback cards are not beholden to the most recent printing rule. Original cards still read in their original form, Throwback versions likewise only count as the Throwback version.

### **Chain**

When you play a Chain card, your opponent may discard 2 cards. If he does, he can reverse it from his hand or Backlash deck. If he does not, it cannot be reversed from his hand or Backlash deck.

When you successfully play a Chain card and damage has been applied (even if not the full damage that was supposed to be dealt), you may discard 2 cards and then search your Arsenal for 1 Chain card, reveal it to him, put it into your hand, and shuffle your Arsenal.

### **Volley**

Your opponent may reverse your Volley cards and end your turn by randomly removing # cards in his Ringside pile from the game (the # will be listed on the card).

If your opponent plays a Reversal card to reverse your Volley card, during his next turn, the cards he plays can only be maneuvers from his hand or Set-up Action cards, and if he doesn't play a maneuver, you may put 1 Volley card from your Ringside pile into your hand.

### **Restricted Modification**

This symbol:

*[RMS logo]*

is called the Restricted Modification symbol.

A card with this symbol cannot be modified by ANY card played or in the Ring. No card in the Ring or played by a player can modify a player's attempt to reverse the card. The card may not have its Fortitude Value raised or lowered.

*Examples: "Diversion" cannot make a Restricted card irreversible. "Brahma Bull" will not reduce the damage or blank the text of a Restricted card. "Irish Whip" cannot increase the damage done by a Restricted card. A Restricted card cannot have its Fortitude Value reduced by an "Ego Boost."*

*While Restricted cards cannot be modified, your opponent's Reversals can be modified, as you are affecting his Reversals, not the Restricted card.*

### **Heat**

When you have 6 or more Heat cards in your Ringside pile, once during each turn, you may play 1 Heat card from your Ringside pile. Whenever an effect you control moves a card from your Ringside pile to any other location for any reason other than playing a card from your Ringside pile or resolving the effects of a Heat card, first remove all Heat cards in your Ringside pile from the game.

## BACKSTAGE AREA

Raw and SmackDown! Cards: When building or modifying your deck, you can elect to use either Raw or SmackDown! cards. If you decide to use them, you can only have one type in your deck (Superstars can only be affiliated with one WWE brand).

## BACKLASH DECKS

These decks, which are separate and apart from your 60-card Arsenal, simulate the pre-game madness of World Wrestling Entertainment matches. They also represent special mid-game effects that can take place. The cards that go in this deck are called Pre-match cards and Mid-match cards: no other card type can be put into your Backlash deck unless specifically stated by a card.

### **Backlash Deck Construction**

Your Backlash Deck may have a maximum of 20 cards unless your Superstar Ability states otherwise. Up to 10 cards may be Pre-match cards and up to 10 cards may be Mid-match cards. These cards have a horizontal orientation.

You can't have more than 3 of any specific card (unless it is a Set-up card). Follow all other Arsenal construction rules when building Backlash decks in regards to special terms like Unique, Universally Unique, Set-up, etc.

If your Arsenal is Face or Heel, your Backlash deck must be the same, though you are not required to put any Face or Heel cards in there at all. This also applies to the Raw and SmackDown! traits.

### **Pre-match Cards**

(purple cards)

These cards can only be played in the beginning of the game and simulate the backstage action that takes place before World Wrestling Entertainment events.

Most Pre-match cards are Events, but some are Venues, Feuds, Managers, Stipulations, or Objects. Pre-match cards can only be played during the Pre-match phase. When played, some Pre-match cards take effect immediately and/or have a cost, like overturning a certain number of cards. These costs are resolved immediately upon playing the card. Most other times a Pre-match card will say it has an effect that takes place at the end of the Pre-match phase. You cannot have more than 5 Pre-match cards in your Ring area. Some Pre-match cards have icons or restrictions on them and these must be adhered to. A new Pre-match card, the Pay-Per-View Event, has the restriction that if you already have one in your Ring area you cannot play another one.

The order Pre-match cards are played is:

Venue  
Feud  
Stipulation  
Manager  
Events / Objects

Each player, unless their Ability or cards state otherwise, can only play up to 1 of each of the first four types of Pre-match cards.

### **Mid-match Cards**

(same colors as the cards they represent)

Mid-match cards are played during a match like normal Actions, Maneuvers or Reversals (i.e. after the Pre-match phase). You may not have more than 5 Mid-match cards in your Ring area at one time. If you have 5 Mid-match cards and one gets removed from the Ring, you may play another.

### **Playing Backlash Cards**

These cards are played differently than cards in your Arsenal. They are not drawn into the hand, but are fished out when needed though you still need to meet any requirements for playing the card.

Also, opponents may reverse or effect Mid-match cards following the normal rules for reversing.

Note: Cards from the Backlash deck are **not considered played from the hand**.

*Example: Your opponent hits you with a Strike maneuver that you did not reverse, then he decides to hit you with another Strike. You can look into your Backlash deck and use the reversal "Backlash" to reverse it. Later on, you decide you need to get some more Fortitude on the board so you look into the Backlash deck and play "Dirty Low Blow", a card that cannot be reversed from an opponent's hand – an almost guaranteed 2F jump in your Fortitude Rating.*

### **OTHER RULZ CONCERNING BACKLASH DECKS:**

You may look at your Backlash deck at any time during the match and, unless specified otherwise, your opponent may not look at the cards in your Backlash deck during the game.

Pre-match and Mid-match cards may be forced out of the Ring area into your Ringside pile, but they may never be shuffled into your Arsenal or placed in your hand. They cannot be returned to the Backlash deck unless specifically written in a card's text.

## **PLAYING THE GAME**

With the inclusion of Backlash decks, the game looks quite different than in the Quick Start Rulz. You'll still need an Arsenal of 60 cards and a Superstar card, and the object of the game is still to run your opponent's Arsenal out of cards.

There are two sequences of play: the Start of Game sequence and Turn Order sequence.

### **Start of Game**

- a. Pick a Superstar
- b. Shuffle Arsenals
- c. Reveal Superstars
- d. Pre-match Phase

Just like in the Quick Start Rulz, you and your opponent will pick Superstars but not reveal them, then shuffle your Arsenals. After shuffling, reveal the Superstars (it does not matter if you are both playing the same Superstar). Highest Superstar Value goes first, flip a coin if tied.

### Pre-match Phase

After the Superstars are revealed, the Pre-match phase begins. This is the only time you can play Pre-match cards. They are played alternately, starting with the Superstar with the highest Superstar Value. You cannot have more than 5 Pre-match cards in your Ring area. The Pre-match phase ends when both players pass consecutively during step 5 of the Pre-match phase.

The Pre-match Phase looks like this:

1. Play a Pre-match Venue
2. Play a Pre-match Feud
3. Play a Pre-match Stipulation
4. Play a Pre-match Manager
5. Play any remaining Pre-match cards
6. Draw your Hand Size
7. End of Pre-match Phase

Alternately, starting with the Superstar with the highest Superstar Value, you may play one Pre-match Venue card. You are not required to play one, but if you pass, you may not play a Pre-match Venue card this game. Also, each player may not play more than one Venue card.

The above rules apply for the next three steps as well, playing Pre-match Feud, Stipulation and Manager cards, though Venue cards have the additional restriction that if there is one in any Ring area, you cannot play a Venue card.

After the Manager step, players alternate playing any remaining Pre-match cards that they want. Remember you cannot have more than 5 Pre-match cards in your Ring area unless some card effect or Superstar ability states otherwise, though you are not required to play any. You can choose to pass, then play an Event; however, if both players pass, no more Pre-match cards can be played.

*Example: If you played a Pre-match Feud and a Pre-match Manager card, (passing on playing a Pre-match Venue and Stipulation), you may play up to 3 more non-Feud, Manager or Stipulation Pre-match cards. If you did not play any Venue, Feud, Manager or Stip cards, you may have up to 5 regular Pre-match cards in your Ring area.*

After playing Pre-match cards, but before resolving those that take effect at the end of the Pre-match Phase (remember, some take effect immediately or have a cost when played), draw your Hand Size using your Superstar's starting Hand Size and any Pre-match cards that take effect now. Once that is done, you are ready to resolve your remaining Pre-match cards.

For the End of the Pre-Match Phase, the player who started the Pre-match phase resolves ALL of his Pre-match cards first, then the next player, etc.

### Turn Order

Once the Pre-match Phase has ended, then the in-Ring action takes place. Recalculate Superstar Values and the highest one goes first. If they are tied, and Superstar Values did not change during Pre-match, the player who started the Pre-match phase goes first. Otherwise, randomly determine who goes first.

1. Start of turn: Resolve any card effects that trigger on start of turn. Also, your Superstar may have an ability you can only use now.

2. Draw Segment: Draw a card. Some Superstars allow you to draw more than one card.

3. Main Segment: Do the following in any order:

- a. play a Maneuver
- b. play an Action
- c. use any effect that can be done during your turn (an Activated Card Effect, Superstar Ability, manipulating cards from your Ringside pile like "I Can't Be Reading This Right..." or "Shoot Headlock")

Be sure that any card you play has an F Value less than or equal to your Fortitude Rating. When a card is successfully played, it is placed face up in your Ring area. The printed Damage Value on the card immediately adds to your Fortitude Rating. To find out how much Fortitude you have, just add the D Values of all the cards in your Ring area. Only the Damage Value indicated in the Damage Box can add to your Fortitude Rating. Any damage bonuses do not add to your Fortitude.

4. End of turn: Your turn ends when:

- a card you played is reversed
- you do not wish to play any more cards
- you cannot play any more cards

### Winning the Game

You win the game when one of two things happens:

1. Pin Victory: Your opponent has to overturn a card from his or her Arsenal for any reason and can't, because there are no cards left.

2. Count Out Victory: Your opponent ends a turn with no cards in his or her Arsenal.

The match ends in a draw if both players end a turn with no cards in their Arsenal and no one was pinned.

## **OTHER RULZ**

### **Tag Teams**

There are cards specifically designed for Tag Team play and are indicated by the "Tag" icon found on the card.

*[TAG TEAM logo]*

Note: Tag Team cards can only be played during Tag Team matches, unless the card specifically says that you may pack it for another reason.

Complete Tag Team rules can be found on our website:

[www.comicimages.com/rawdeal](http://www.comicimages.com/rawdeal)

## **GLOSSARY**

**Actions:** cards that can only be played on your turn. If they are not reversed, they go to your Ring area. If they are reversed, they have no effect and go into your Ringside pile. Some Action cards go directly to your Ringside pile whether reversed or not.

**Active:** you cannot play a card if there is a card in the Ring area with the same title with the Active trait.

**Arsenal:** your 60-card deck.

**Backlash deck:** a special deck made up of no more than 20 horizontally-oriented cards, containing no more than 10 Pre-match cards and 10 Mid-match cards. The Backlash deck is in addition to your 60-card arsenal.

**Backstage Area:** a separate area from your Arsenal and Backlash deck, from where your Superstar card is revealed. Enforcers and other cards can be packed in your Backstage area, they can only be packed if your Superstar can reveal these cards. Using a Superstar Ability to reverse is considered reversing 'from Backstage Area.'

**Card Effects:** some cards have effects when successfully played. These take place before any damage is dealt by the card, if any. Some effects are optional and some are mandatory. Mandatory effects have costs that must be paid, otherwise the card cannot be played or the effect cannot take place.

**Chain:** your opponent may reverse a Chain card from the hand or Backlash deck by discarding 2 cards before playing an appropriate reversal. You may discard 2 cards upon the playing of a successful Chain card to retrieve a Chain card from your Arsenal.

**Count Out Victory:** if you end a turn with no cards in your Arsenal, you lose the match due to a count out.

**Damage:** or D. The amount of damage done to you, as indicated in the Damage Box of a card (lower right corner), equals the number of cards you overturn from your Arsenal. You can also say a card does 5D for convenience.

**Discard Pile:** see Ringside.

**Discarding:** taking a card from your hand and putting it into your Ringside (discard) pile.

**Diva:** a female Superstar that also has the Diva trait. They will have a "Diva Superstar Ability." All Diva Superstars are Female, but not all Female Superstars are Divas.

**Draw:** you draw cards only from your Arsenal.

**Draw Segment:** the phase of your turn in which you draw a card. You always draw at least one card during this segment.

**Enforcer cards:** are revealed at the beginning of the game with the Superstar card from the Backstage Area. Enforcers are not affected by anything unless a card or effect specifically says that it affects Enforcers, such as "You're Fired".

**Face:** featured "good guy" cards. You don't have to have any in your Arsenal, but if you do, you can't have any Heel cards in your Arsenal.

**Foreign Objects:** are illegal items (such as steel chairs) that some WWE Superstars have a habit of introducing into the action.

**Fortitude Rating:** you start the game with a Fortitude Rating of 0. Your Fortitude Rating is equal to the amount of damage in the Damage Boxes of the cards in your Ring area. Just add them up to get your total Fortitude Rating.

**Fortitude Value:** or F. This number, found on the upper right corner of a card, must be equal to or less than your Fortitude Rating in order to play it. It's easier to describe a card as having a 5F instead of 5 Fortitude.

**Grapple:** one of the five main types of Maneuver cards that inflicts moderate to heavy damage from usually hurling an opponent to the ground. Reversal cards will need to state whether they can reverse any Maneuver or specifically this type of Maneuver.

**Heat:** if you have 6 or more Heat cards Ringside you may play a Heat card from Ringside once a turn.

**Heel:** featured "bad guy" cards. You don't have to have any in your Arsenal, but if you do, you can't have any Face cards in your Arsenal.

**High Risk:** one of the five main types of Maneuver cards that inflicts moderate to heavy damage. It is played after a previous Maneuver on a downed opponent from an elevated or leaping position. Reversal cards will need to state whether they can reverse any Maneuver or specifically this type of Maneuver.

**Main Segment:** the phase in which you may play your Maneuvers and Actions and use some Superstar abilities. Your Reversals can be played during an opponent's Main Segment.

**Maneuver:** this is how you "hit" your opponent. They can only be played on your turn. If successful, they stay in your Ring; if reversed, they go to your Ringside pile.

**Mid-match Card:** special Maneuver, Action or Reversals in a Backlash deck that can be played during a match. They act as normal cards of the types they represent.

**Multi:** a card that requires two reversals to stop it.

**Overturning:** when an effect causes you to overturn a card, you overturn only from your Arsenal.

**Pack:** cards you can or cannot put into your Arsenal or Backlash deck when constructing it.

**Permanent:** a Permanent card cannot be removed from the Ring, unless the text of that card states it can be removed.

**Pin Victory:** if you have no cards in your Arsenal and you must overturn a card, you are pinned and lose the match.

**Pre-match Card:** cards in the Backlash deck that are played before a match starts – when Superstars are revealed but before hands are drawn. There are several types of Pre-match cards: Events, Objects, Feuds, Managers, Stipulations and Venues.

**Raw:** You don't have to have any cards with a Raw logo in your Arsenal or Backlash deck, but if you do, you can't have any SmackDown! cards.

**Restricted Modification:** a card that cannot be modified by other cards in any Ring area, or by cards played by you or your opponent.

**Reversal:** this is how you can stop an opponent from damaging you. They can only be played on your opponent's turn in response to a Maneuver or Action. You can play a Reversal from your hand or Backlash deck to stop damage, or by overturning a Reversal when taking damage. Either way, a Reversal ends your opponent's turn. Reversals cannot be reversed.

**Ring Area:** all cards that you play from your hand that are not reversed from your opponent's hand go into this area, face up (unless the card states otherwise). Sometimes shortened to the Ring.

**Ringside:** your discard pile. This is where cards that are reversed from your opponent's hand or Backlash deck go as well as cards that are discarded from your hand, or cards overturned from your Arsenal – this includes overturned cards from taking damage.

**Run-in:** a card that features other WWE Superstars trademark antics. Often times these cards are unique or have restricted play due to their inherent character.

**Smackdown:** You don't have to have any cards with a SmackDown! logo in your Arsenal or Backlash deck, but if you do, you can't have any Raw cards.

**Strike:** one of the five main types of Maneuver cards that inflicts moderate damage from a quick, sudden blow to an opponent. Reversal cards will need to state whether they can reverse any Maneuver or specifically this type of Maneuver.

**Stun Value (SV):** a special effect found on some cards represented by star symbols above the Damage box. Stun Value allows you to draw cards up to the SV of a card reversed by your opponent, if he is able to reverse your card while overturning cards before taking full damage.

**Submission:** one of the five main types of Maneuver cards that inflicts light to moderate damage from a painful grasped hold on the opponent. Reversal cards will need to state whether they can reverse any Maneuver or specifically this type of Maneuver.

**Successful:** a card is successful if it is not reversed from the hand or Backlash deck. Successful cards go in the Ring and their Damage Value add to your Fortitude Rating.

**Superstar Card:** designates which Superstar you will be during the match. Each Superstar has a Hand Size, Superstar Value and a Superstar ability.

**Chairman Superstar:** a special classification of Superstars that count as Chairman Superstars for the purposes of deck construction and card effects.

**Diva Superstar:** while Superstars are either male or female based on the gender of the Superstar, "Diva" is a special classification of Female Superstars. Regarding deck construction and card effects, while female Superstars do not automatically count as Diva Superstars unless listed as such, all Diva Superstars do count as female Superstars.

**GM Superstar:** a special classification of Superstars that count as GM Superstars for the purposes of deck construction and card effects.

**Legend Superstar:** a special classification of Superstars that count as Legend Superstars for the purposes of deck construction and card effects.

**Tag Team Superstar:** a special classification of Superstars that count as Tag Team Superstars for the purposes of deck construction and card effects. Tag Team Superstars can pack all Title Belt cards, including the Tag Team Title Belts. While they can pack cards that can be packed by Tag Team Superstars, they cannot pack cards with the Tag Team Symbol unless their Superstar card specifically dictates otherwise, as those cards are for Tag-Team format matches.

**Tag Team Card:** a card with the "Tag" icon can only be used in Tag Team matches though some specify they can be used by a Superstar if that Superstar can only pack the Tag Team Title Belts. Note: newer Superstars that are noted as Tag Team Superstars cannot pack cards like "Little She Devil" as they do not have the appropriate text, but they can pack the Tag Team Title Belts.

**Throwback:** cards of yore revamped with the new Survivor Series 3 era in mind. Throwback versions of original cards count as the same card title for purposes of Arsenal construction. You can pack both versions of a card as long as one is not Unique, and the combined total does not exceed deck construction rules.

**Title Belt Card:** these cards are considered Pre-match object cards and must be put in a Backlash deck to use. No other players may have the same Title Belt card in play. For example, there can only be one player with a Heavyweight Title Belt card in a match.

**Trademark Finisher:** one of the five main types of Maneuver cards that inflicts conclusive damage to a nearly finished opponent. Reversal cards will need to state whether they can reverse any Maneuver or specifically this type of Maneuver.

**Venue:** a new type of Pre-match card, before the Feud portion of Pre-match. When there is a Venue card in any Ring area, you cannot play a Venue card.

**Volley:** Your opponent may reverse your Volley cards and end your turn by randomly removing # cards in his Ringside pile from the game. If your opponent plays a Reversal card to reverse your Volley card, during his next turn, the cards he plays can only be

maneuvers from his hand or Set-up Action cards, and if he doesn't play a maneuver, you may put 1 Volley card from your Ringside pile into your hand.