

FULL GAME MANUAL

[version 1.0]



SABAN'S
POWER RANGERS

ACTION CARD GAME

INTRODUCTION

NOTE: If you are playing this game using only one Starter Set (or if the players have less than 60 cards available), please refer to the Entry Game Rules on the back of the Game Mat. The rules in this Full Game Manual are intended for advanced players and utilizes two decks consisting of 30 cards each. Additional cards are available in other Starter Sets, booster packs, and may be found in specially-marked Power Rangers Megaforce toys.

Welcome to the POWER RANGERS Action Card Game!

Power Rangers are the universal defenders of peace, selflessly protecting those that need help. Once again, our world is under attack from the forces of evil and only those with the knowledge of the Power Rangers can call upon them to save the day. Someone like you!

In the POWER RANGERS Action Card Game, you prove your skills by assembling legendary guardians in your own unique deck. You call on countless heroes and villains in this fast and exciting game that spans across the Power Rangers legacy. But, you are not alone...

Many other chosen challengers await to test your deck and see if you have the courage to save the world!

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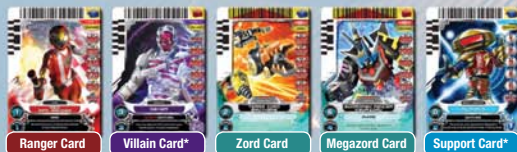
*Deluxe Gosei Morpher and smartphone sold separately

CARD ANALYSIS

Take a look at the different parts of a Power Rangers card!



These are the examples of different card types in the game.



*NOTE: Villain and Support Cards can be found in the booster series and specially-marked Megaforce toys.

GAME MAT

This is the game area both players will play on. This Game Mat is made for a two player game.



- A. Deck Area:** At the start of the game, your deck of exactly 30 cards goes here.
- B. Discard Area:** Cards you use to pay for cost, to Assist, or that win battles are placed here. Cards you discard due to damage also go here.
- C. Battle Area:** You play your cards into this area by paying its cost.
- D. Training Area:** Your cards that are defeated in battle go here. These cards may be used to pay cost or to Assist.

PREPARATION

THINGS YOU NEED TO PLAY:

60 cards and one of the following: 2 dice, Deluxe Gosei Morpher, or a smartphone with the Power Rangers Card Scanner app installed.

DECK BUILDING RULES:

Your deck must have exactly 30 cards with no more than 3 copies of the same card number. Villain cards have a special deck building rule. A Villain deck still must have exactly 30 cards with no more than 3 copies of the same card number, but the deck must contain ONLY Villain cards and may not be mixed with other card types.



GAME SETUP:

Shuffle your deck. Then, place your deck in your Deck Area on the Game Mat. Now, shake hands with your opponent and draw 5 cards as your starting hand.

VICTORY CONDITION

As soon as your opponent has zero cards in their Deck Area, you win! If this happens at the same time, the game is a draw and both players are the winners.

TURN FLOW

Game play consists of the following steps where both players share a turn.

1. START STEP - Each player draws 2 cards from their deck.

2. SUMMON STEP - Once both players are ready, each player may play a Ranger, Villain, or Support card from their hand into their Battle Area face up at the same time. You may choose not to play a card in this step.

The player(s) who played a card pays the cost of the card they played by discarding the number of cards indicated in its cost from their hand and/or Training Area to their Discard Area.

3. EXTRA SUMMON STEP - In this step, players may choose to play even more powerful cards to gain more Power during [1] JUDGMENT as long as they played a card in the Summon Step. That player may play a Zord or Megazord card from their hand onto their Battle Area face up on top of the card they played in the Summon Step at the same time. You may choose not to play a card in this step.

The player(s) who played a card pays the cost of the card they played by discarding the number of cards indicated in its cost from their hand and/or Training Area to their Discard Area.



TURN FLOW [CONT.]

4. BATTLE STEP - Do one of the following depending on who has a card in the Battle Area at this point:

CASE 1: ONLY ONE PLAYER HAS A CARD IN THE BATTLE AREA



[1] DEAL DAMAGE

Apply the damage indicated in the played card's Damage value by discarding the same number of cards from the top of the opponent's deck to their Discard Area. In this case, since the opponent did not play any card, apply the damage a second time as a penalty for not playing a card.

[2] SETTLEMENT

Discard all cards in all Battle Areas.

CASE 2: BOTH PLAYERS HAVE A CARD IN THE BATTLE AREA



[1] JUDGMENT

Players perform a judgment (using dice, Deluxe Gosei Morpher, or the Power Rangers Card Scanner app) to determine the power level of their card and the Power that power level gives during [3] SHOWDOWN.

**Use the Card Game Mode when playing with the Power Rangers Card Scanner app or the TCG mode when playing with the Deluxe Gosei Morpher.*

[JUDGMENT tools]



Every card has 6 power levels represented by L1-L5, and L6+ means power level 6 or higher.

EXAMPLE:

Andy rolled a die during judgment and got a 3, so his Robo Knight is at power level 3 and his card's Power is 200!



[2] ASSIST

At this point, if a player has 1 or more cards in their Training Area, they may discard as many cards as they wish from their Training Area to their Discard Area to add the total Assist value of the cards discarded this way to their judgment.

Andy's judgment was L2.

During [2] ASSIST, Andy discards 2 cards from his Training Area to change his judgment from 2 to 5. Now, during [3] SHOWDOWN, his Red Megaforce Ranger's power level will be 5 and its Power will be 350!"



L2 + 2 ASSIST + 1 ASSIST = L5!

[2] ASSIST cont.

If both players have 1 or more cards in their Training Area, the player who currently has lower Power decides to Assist or not Assist first. If they have the same Power, keep performing extra judgments (using dice, Deluxe Gosei Morpher, or the Power Rangers Card Scanner app) until either player gets a higher result, just to determine who gets to decide first.

Once both players pass on Assisting in a row, continue to [3] SHOWDOWN.

[3] SHOWDOWN

Once both players decide not to Assist anymore, compare the Power of each card and the one with higher Power wins the battle. Power value varies depending on which power level the card is at.

If the value says "MAX", it wins regardless of the opponent's Power value unless it is "MAX" also. If both players' Power is "MAX", it is a tie.

In case of a tie, reset the current Power value and keep performing

[1] JUDGMENT and [2] ASSIST until there is a winner.



[4] DEAL DAMAGE

The opponent applies the Damage value indicated on the winner's card by discarding the indicated number of cards from their deck to their Discard Area.

[5] DEAL BONUS DAMAGE

At this point, check the Rock-Paper-Scissors Symbols of each card. If the winner of the battle also wins in Rock-Paper-Scissors, apply the

damage a second time as a bonus for winning in both battle and Rock-Paper-Scissors. This happens only when the winner of the battle is also winning in Rock-Paper-Scissors, not when a player loses or ties the battle.



Since Blue Megaforce Ranger is winning in Power and his Paper Symbol beats Black Megaforce Ranger's Rock Symbol, the loser will take 4 Damage total (2+2)!

At the Showdown, Blue Megaforce Ranger has a Power of 270 at power level 4 and Black Megaforce Ranger has a Power of 200 at power level 3.

[6] SETTLEMENT

Discard the winner's card(s) from their Battle Area to their Discard Area, and move the loser's card(s) from their Battle Area to their Training Area.

CASE 3: NEITHER PLAYER HAS A CARD IN THE BATTLE AREA



Skip this step and start a new turn.

Repeat the above 4 steps until either player has zero cards in their Deck Area.

OTHER RULES

TIMING OF EFFECTS

Many card effects will have a timing to tell you when to apply it.

[PLAYED] - This effect activates when this card is played. A card is considered to be played once its cost is paid.

[BATTLING] - This effect activates while this card is battling. A card is considered to be battling once it is played and until it leaves the Battle Area.

[WIN] - This effect activates when this card wins the battle. Apply this effect before applying damage.

[LOSE] - This effect activates when this card loses the battle. Apply this effect before applying damage.

[DAMAGE] - This effect activates when this card is discarded from the deck to the Discard Area due to damage.

[TRAINING AREA] - This effect activates while the card is in the Training Area.

[HAND] - This effect activates while the card is in the hand.

ACTIVATION OF EFFECTS

INFINITY - Effects with this description may be activated as many times as the player wishes while the timing is right. On the other hand, the effects without this description may only be activated once per turn.

RESOLUTION OF EFFECTS

If multiple effects are activated at the same time, keep performing extra judgments (using dice, Deluxe Gosei Morpher, or the Power Rangers Card Scanner app) until either player gets a higher result, just to determine which player decides the order of resolution.

ABILITY SYMBOLS

Certain cards have Ability Symbols which represent additional effects those cards have access to.






Shield - **[LOSE]** You cannot take any bonus damage.



Evil - **[BATTLING]** You may discard the top card of your deck to your Discard Area to add the Assist value of the card discarded this way to your judgment.



Scroll - **[WIN][LOSE]** You may perform an extra judgment to change the Rock-Paper-Scissors Symbol of this card to one of the following depending on the result:

L1 or L2 =  / L3 or L4 =  / L5 or L6+ = .



Dual - **[TRAINING AREA]** You may treat this card as 2 cards when paying for cost.



Ally - **[TRAINING AREA]** When this card is discarded as an Assist, this card gives an additional +1 to your judgment.

SPECIAL EFFECTS

When you use the Deluxe Gosei Morpher to perform a judgment, occasionally you will hear a special sound that will tell you to apply 1 of 4 special effects. These special effects are also found on the Game Mat:

SPECIAL EFFECT 1 - Discard all cards in all players' Training Areas.

SPECIAL EFFECT 2 - Your opponent takes 2 Damage.

SPECIAL EFFECT 3 - Your opponent discards 2 cards from their hand to their Discard Area.

SPECIAL EFFECT 4 - Players cannot take any damage this turn.

Once you're a pro with these special effects, you may try creating your own awesome special effects to kick up the action! Make sure to check out the Game Mat of each upcoming POWER RANGERS Action Card Game Starter Set for cool NEW special effects!

DRAWING AND DISCARDING

Whenever a player draws or discards cards, they do so one by one. For example, when players draw 2 cards in the Start Step, if Tylar has 2 cards left in his deck and Justin only has 1 card left in his, Justin's deck runs out first and Tylar wins the game.

FAQ

Q: During the Extra Summon Step, can I play a High Octane Megazord over my Pink Samurai Ranger?

A: Yes, you can. The cards' series do not have to match, as long as you are able to pay for the High Octane Megazord's cost.

Q: Can I play a Megazord card in the Extra Summon Step, even if I did not play a card in my Summon Step?

A: No. You can only play a card in the Extra Summon Step if you played a card in the Summon Step of the same turn.

Q: If my Megazord card loses, does it and the Ranger card below it move to my Training Area?

A: Yes. All cards in your Battle Area move to your Training Area when you lose, and all cards in your Battle Area move to your Discard Area when you win.

Q: What do I do when my card tells me to move 2 cards from my Training Area to my hand when I only have 1 card in my Training Area?

A: For all cards, you do as much as possible. So in this case, you would move that 1 card in your Training Area to your hand.

Q: What is the most amount of cards I can have in my hand?

A: You can have any number of cards in your hand.

You can find the latest information, upcoming events, updated rules, and interactive games at our official website:

<http://www.bandai.com/powerrangers/cards>



CREDIT

[Game Design]

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MADE IN SINGAPORE

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