# UniVersus

How to Play Guide

Table of Contents

Win Conditions

Universus is a fighting card game where you play as one of your favorite characters from anime, fighting games, or manga.

A match in **Universus** is best 2 out of 3 games. Each player has a character card and a deck of at least 60 cards. Decks contain attacks that players will use to reduce their rival's health to 0! Also, if a player ever runs out of cards in their deck and has no cards left after cycling they instantly lose the game!

Finally, some cards may provide special win conditions, allowing players to win in a unique way.

**For the full game rules, scan the code below:**
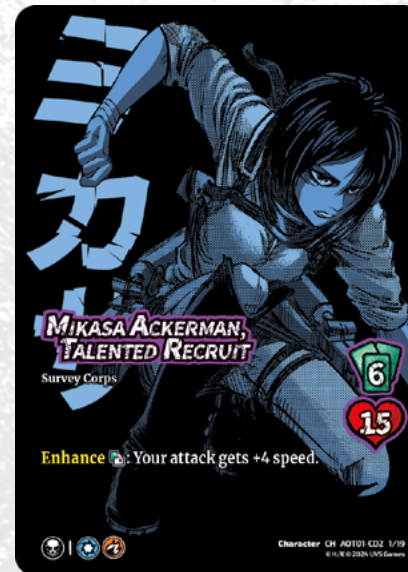
Game Zones

Each player has their own play area in the game, consisting of multiple game zones.

The diagram on this page explains each of the game zones zones.

1. **Character** is who you'll be playing.

2. **Deck** is where you keep your game deck.

3. **Card Pool** is where you play cards during your turn.

4. **Discard Pile** is where you place cards that are no longer in play.

5. **The Stage** is where you keep played cards that remain in play.

6. **Momentum** is where you store successful attacks to fuel mighty abilities later.

There is no specific zone location for cards that are removed from the game, but these cards should be kept in a faceup pile, outside of the play area. This is your Removed From Game zone.
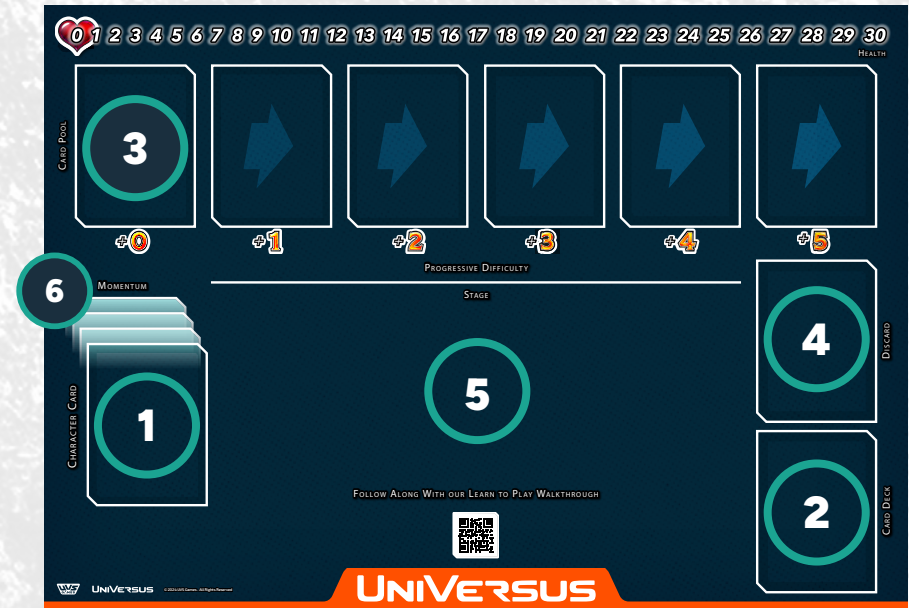
Setup

Players put their characters and decks in the appropriate game zones.

1. Randomly determine who will go first.

2. The first player commits (rotates 90 degrees) their character.

3. Both players draw up to their hand size 🟩.

4. Both players may mulligan once.

To mulligan, follow the rules below:

- *The first player puts their entire hand on the bottom of their deck and draws a new hand. He first player may mulligan up to two times.*

- *The second player may select any number of cards in their hand to put on the bottom of the deck before drawing back to their printed hand size. They can only do this once.*

- *Players who have chosen to mulligan shuffle their deck afterwards.*

5. Begin the first player's turn.
   (The first player skips their first Start Phase.)

On their first turn only, the second player may draw 1 additional card during the Draw Step. This means the second player will draw above their printed hand size.
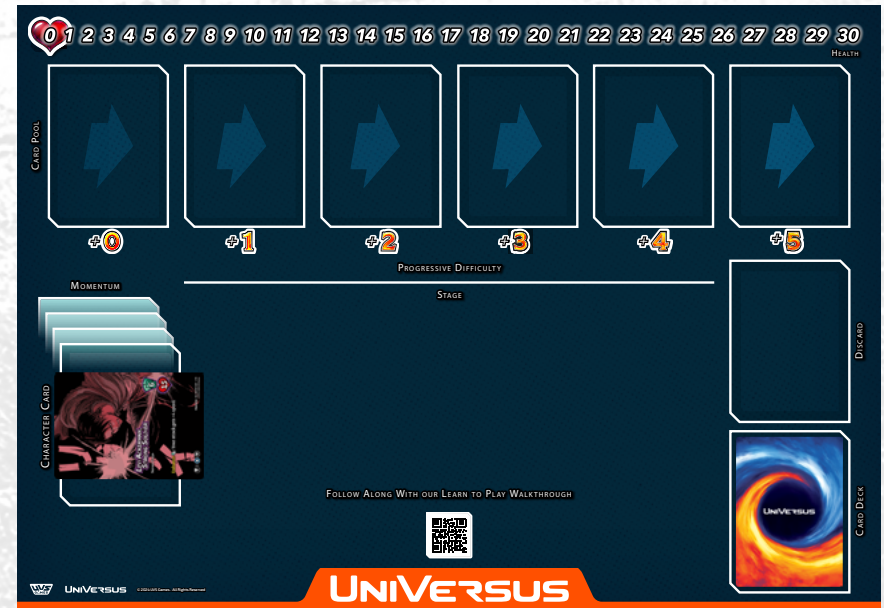
First Player's Setup

Draw up to hand size

Card Types – Overview

For *Attack on Titan: Battle for Humanity*, cards have a new look, and a new card type called **Backup** has been added to the game! Here are the common elements of cards in their new positions:

1. **Difficulty:** This is how difficult the card is to play.

2. **Card Name:** The title of the card

3. **Block:** This is the value of the block. Blocks prevent your rival's attack from dealing damage. More on blocks later!

4. **Card Type:** This icon identifies the card's type.

5. **Text Box:** This is where any keywords or special abilities on a card will be located.

6. **Symbols:** Symbols are used for deckbuilding and identifying the front faces ofcards. For more information, see Characters and Deck Building.

7. **Check:** This is the value of the card when making a check to play another card.

Characters

Double-sided Character cards are making their debut in *Attack on Titan: Battle for Humanity*, along with some changes to card layout. As with **single-sided Characters**, your **Character** begins the game in play.

1. **Starting Hand Size:** The number in the card icon is your starting hand size. This is the number of cards you begin the game with and will draw back up to during the Draw Step on each of your turns.

2. **Maximum Health:** The number in the heart icon is your **character's** maximum health. This is how much health you begin the game with. You can never have more health than this number.

3. **Symbols:** You can use these symbols to tell the difference between a **double-sided character's** front and back sides. On the front side, the set and resource symbols will appear in the same colors as they do on the single-sided cards in the set. On the back side, the symbols are photonegative versions of the symbols on the front side, so you'll always know which is which.
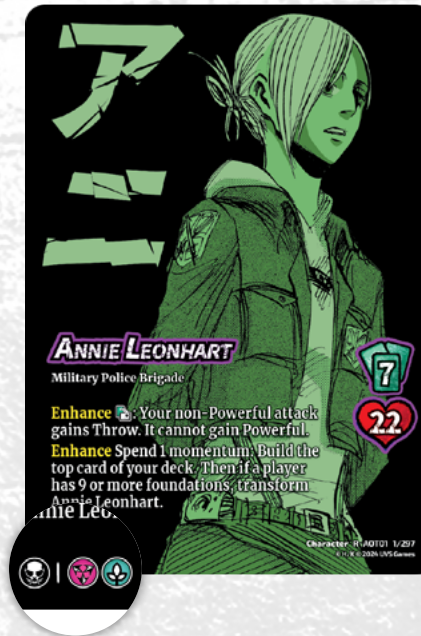
Foundations

Foundations expand a character's abilities. Most **foundations** do not have an effect on the turn they are played. However, on following turns, they provide a player access to more abilities or the chance to play more cards than they otherwise would be able to.

While in the Stage, the abilities on a foundation may be used. **Foundations** also serve as the main way to mitigate luck during a game. This process is called **Committing.**

Commit: The foundation is turned 90°.

Cards that are not Committed are **Ready**.

Ready

90°
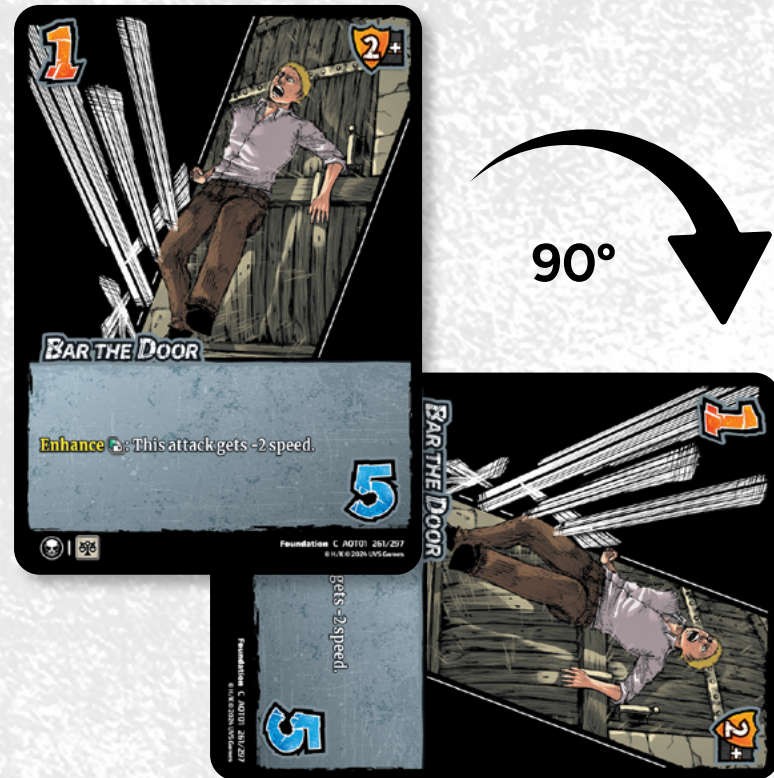
Committed

Attacks

Attacks are your primary source of dealing damage to your rival.

1. **Zone & Speed:** The color of the arrow will be **Red**, **Orange**, or **Yellow** to indicate the zone of your **attack**. The number in this icon is the speed of the **attack**.

HIGH   MID   LOW

2. **Damage:** The number in this icon is the base damage this **attack** will deal if unblocked.

3. **Keywords:** These are terms like Punch, Fury, or Throw! Some keywords are traits, which are only referenced by other cards. Other keywords will be highlighted with a color such as **Powerful: 2**. This means the keyword is shorthand for an ability.

Important
The rules of attacking are different starting with Attack on Titan: Battle for Humanity. Now you can choose to attack a player's character or a backup in their stage.
*(See **Backups** on page 11.)*

Actions & Assets

Actions are special events or abilities that can seriously impact the game! Abilities on these cards are played from your hand; you can play them any time that a similar ability can be played.

Example: Enhance abilities on an **action** card can only be played during the Enhance Step. Response abilities can only be played after its trigger is met.

Actions stay in your card pool after they are played or are discarded if the check to play them fails.

Assets can be tools, allies, or even special locations used to help get a leg up in battle!

Assets are similar to foundations, but you cannot commit them in order to pass checks. Because of this, they tend to have strong abilities!
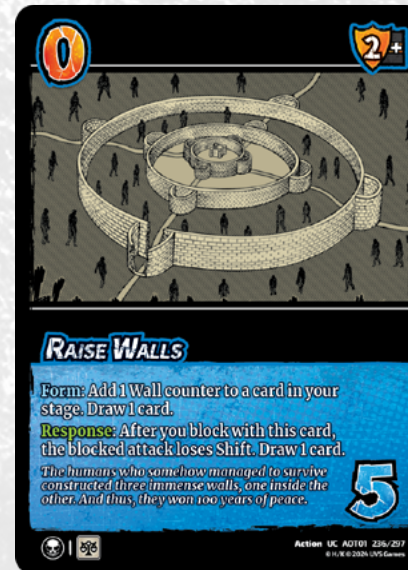
Backups

Backups are a new card type that represents another combatant aiding you in battle. In Attack on Titan: Battle for Humanity, there are two ways to use Backups. Cards whose front side is a **Backup** can be played like any other card type, and at the end of the turn they are built to yourstage. Some Attack cards transform into **Backups**, so play them in your Card Pool as an Attack, then they are built into your Stage transformed at the end of the turn.

Like other card types, **Backups** have abilities you can use once the Backup is in your stage; but, like Assets, you cannot commit Backups to increase your check to play a card.

1. **Backups have their own unique statistic: Stamina!**
   Stamina is to a backup as health is to a character. Once a backup loses all of its stamina,it is destroyed and placed in the discard pile.

When someone plays an attack against a rival with one or more **Backups** in their stage, the attacking player can choose whether to attack their rival's Character or a Backup. The attack will still go through its normal attack sequence with one difference: **the defending player cannot block an attack directed at one of their Backups**.

Turn Sequence – Start Phase

Your turn is divided into **three Phases:** The **Start Phase**, the **Combat Phase**, and the **End Phase**, in that order.

The Start Phase is the first part of the turn, and comes before the Combat Phase.

The first player **SKIPS** the Start Phase on their first turn.

This phase contains 3 Steps: The Ready Step, the Review Step, and the Draw Step, in that order.

1. **Ready Step:** During this step you ready all the cards in your stage.

2. **Review Step:** During this step you may discard up to 1 card before drawing for the Draw Step. This is called reviewing.

3. **Draw Step:** During this step you draw up to your character's Hand Size 🃏.

Active Player's Ready Step

The active player reviews cards in their hand and draws up to 🃏.

Combat Phase

The Combat Phase is the main phase of the game. During your Combat Phase, you may do any of the following things any number of times:

- Play an Attack, Foundation, Asset, Backup, or Character card. **If you fail** to play one of these card types during your turn, **immediately move to the End Phase.**

- Play Form abilities on cards in your stage, or on Action cards in your hand. **If you fail** to play a Form ability on an Action card during your turn, **immediately move to the End Phase.**

At any point (except during an Attack Sequence), you may pass and end your Combat Phase.

Active Player's Combat Phase

End Phase

In this phase, **the card pools** are cleared to end the turn.

To clear your card pool, move cards from your card pool to other zones using the following rules:

• The player whose turn it is, clears their card pool first.

• Clear your Card Pool going **from right to left.**

• Add any **Foundations**, **Assets**, or **Backups** played during your turn to your Stage. This is called **Building**. You may also build any attack cards with the shift ability that you played during your turn (see **Shift** on pg. 25).

• You may **add** any of your **Attacks that dealt damage** to your Momentum (see pg. 26).

• All other cards are added to your **Discard Pile.**

• Then your rival will place all cards in their card pool in the discard pile from right to left.

After your End Phase, your rival's turn begins.

Active Player's End Phase

Playing Cards

You will have to master the art of **progressive difficulty** in order to play as many cards as you can. Let's go through an example sequence to help hone your skills.

1. **To play a card**, add it to the left most empty spot in your **card pool**. You can now determine the total difficulty.

2. **Start** with the printed difficulty (top left of the card), then **ADD your progressive difficulty** to determine the total difficulty.

3. **To find progressive difficulty**, just count each card in the card pool before the card you are trying to play. This is your progressive difficulty.
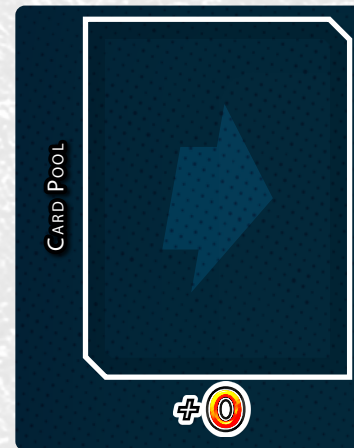
Once you know the total difficulty, you make a **Check** (see next page).

Important
The card pool always fills from left to right, and new cards will always be placed to the right of all other cards in the card pool.

Progressive Difficulty **+** **Printed Difficulty** **=** **Total Difficulty**

Progressive Difficulty

Making Checks

In this example, the **total difficulty** to play the foundation, *Bar the Door* is **1**.

+ 0 (Progressive Difficulty)
+ 1 (Printed Difficulty)
= 1 (Total Difficulty)

Now you need to **check a 2** or greater. **To make a check, discard the top card of your deck**.

Its check value is the blue number in the bottom right. **If that blue number is equal to or greater than your total difficulty, you've successfully played your card!**

In the example, we checked the attack, *Titanpile* which has a **check of 3**.

Cycling
When your deck runs out of cards, shuffle your discard pile to create a new deck, and then remove the top 10 cards of your new deck from the game.

Important
If you ever run out of cards after this process, you've exhausted yourself and lost the game!

Playing multiple Cards

In this example, you're trying to play a the backup, *A Titan (Medium)*, on a **Total Difficulty of 5**.

+ 1 **(Progressive Difficulty)**
+ 4 **(Printed Difficulty)**
= 5 **(Total Difficulty)**

Oh no! You have checked the foundation, *Plea for Reason*, with a **Check of 4**.

To pass the check, you can commit any number of ready foundations (you can also commit your Character card). **Each card committed this way will add +1 to your check**.

So, if you checked a 4 and need a 5, you can **commit** 1 card to add +1 to your check, totaling 5 and passing the check.

If you fail to play a card, the card you tried to play will go to the discard pile.

Important
When trying to play a card, you must either commit just enough cards to pass the check, or no cards.
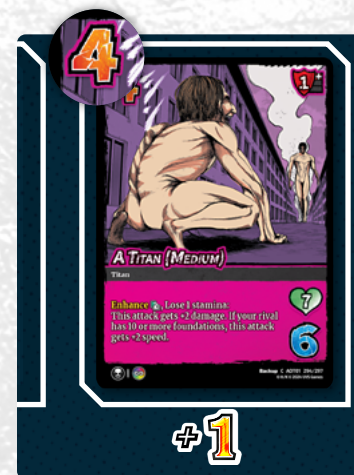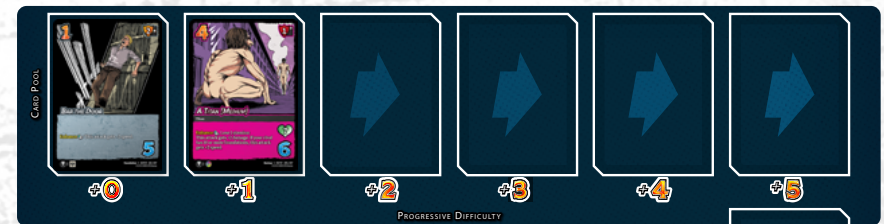
Enhance Step

When you play an attack, you enter the **Attack Sequence**, which consists of three steps. The **Enhance Step,** the **Block Step,** and the **Damage Step**.

Once an Attack Card is successfully played, you will enter the Enhance Step.

Enhance Step

The start of the **Enhance Step** is the time to play an exciting new kind of ability called Blitz (see pg. 19). Once the attacking player has used their Blitz abilities, both players take turns playing Enhance abilities.

The attacking player first decides to either play an **Enhance** ability or pass. Afterwards, the defending player chooses to play an **Enhance** ability or pass.

This will continue back and forth **until both players pass consecutively**.

Once the Enhance Step ends, **the Block Step** begins, but before we move on lets go over some abilities!

Abilities – Blitzes

Blitz is a new ability type, along with Enhance, Response, and Form. **Blitz** abilities can be played only at the start of the Enhance Step. The attacking player can play all of the **Blitz** abilities on their attack in an order of their choosing.

Blitz abilities are optional, you don't need to use them if you don't want to. For example, say you play *The Beast Titan Appears*. First, you choose whether or not to play its **Blitz** ability to build the top card of your deck. Then the Enhance step continues, with you and your rival taking turns playing Enhance abilities (see Enhances on pg. 20.)

Enhances

Each **Enhance** ability can only be used during an Attack Sequence, and only once per attack.

Enhance abilities are separated into two parts: the cost and the effect.

1. **Cost: Everything before the colon** is the cost that you must pay to play the ability.

2. **Effect: Once the cost has been paid**, the effect will occur in the order it is written on the card.

Here are some of the costs explained! There are many other costs for abilities throughout the game.

- **Commit** means to Commit this card.

- **Flip** means to turn this card face down. It no longer has any abilities, but is still a foundation.

- **Destroy** means place this card from your Stage into your discard pile.

- **Remove** means to place the card from your Stage into your Removed From Game Zone.

- **Spend** momentum means to spend X momentum and place it into your discard pile. (X equals the designated momentum cost)

- **Discard** 2 cards means to discard 2 cards from your hand.

Important
Abilities on committed cards cannot be played unless the ability states "Playable while committed".

Responses

Responses are abilities that can only be played when a specific condition is met.

Some (but not all) **Responses** will have costs just like **Enhances**.

Let's look over some examples!

The **Response** on *Mikasa's Admission* can only be played after you discard it during the combat phase.

The **Response** ability on *Against a Tough Bunch* can only be played after your unblocked attach deals damage.

The **Response** ability on *The Intensity of Mikasa Ackerman* can be only played if your rival has 8 or more foundations after it is sacrificed.

Also, some abilities are restricted to specific characters,as noted on the card. For example, *The Intensity of Mikasa Ackerman* has a **response** that can only be played if your character has Fire 🔥 symbol on it.

Block Step

Now the **Block Step** begins, where you can try to Block an Attack and try to reduce the damage you will take.

Blocks have three possible zones, just like attacks (**High**, **Mid** and **Low**).

- **High** and **Mid** zones are adjacent.
- **Low** and **Mid** zones are adjacent.
- **Mid** zone is adjacent to both **High** and **Low** zones.
- **High** and **Low** zones are **NOT** adjacent zones.

In order to block an attack, the block zone must match or be adjacent to the attack's zone.

You may only try to block once per attack and you are not required to block even if you have a card with a matching block zone in hand.

Successful blocks stay in your card pool until the **End Phase**, while a failed block is added to your Discard Pile.

High Attacks can be blocked by **High Blocks** or **Mid Blocks**

Mid Attacks can be blocked by any block zone

Low Attacks can be blocked by **Low Blocks** or **Mid Blocks**

Block Step

First, you'll need to determine the **total block difficulty**:

To determine the total block difficulty, add your rival's speed, plus your block modifier, plus your progressive difficulty. Finally, make a check against that total difficulty.

If you successfully pass this check, you will reduce the amount of damage you take depending on the zone of the attack and the zone of your block.

Damage Step

When you block an attack, if your block zone completely matches the zone of the attack, you will take no damage.

If you choose not to block, or fail to block an attack, you will lose health equal to the total damage of the attack.

If you block an attack with an adjacent block zone, you will take half damage, rounded up.

Attacking Player   **Blocking Player**

Rival's Attack Speed   +   **Your Block Modifier**   +   **Progressive Difficulty** 0   =   **Total Block Difficulty** 7

Block Step

Example

Seize the Opportunity is a 4 Speed, **High Zone** attack with 5 Damage. Let's check our hand to see if we can block!

Seize the Opportunity is a **High Attack**. It can only be blocked by **High Blocks** and **Mid Blocks**.

We have the following cards in hand: *Levi's Overhead Strike*, *Bar the Door*, & *Against a Tough Bunch*.

The only two cards we can block with are *Bar the Door* and *Against a Tough Bunch*. **Let's block with *Against a Tough Bunch* to take half damage**.

Start by adding "Against a Tough Bunch" to the left most empty slot in your card pool.

Then, determine the **total block difficulty**.

4	**+**	**2+**	**+**	**0**	**=**	**6**
Rival's Attack Speed		Your Block Modifier		Progressive Difficulty		Total Block Difficulty

Then make a Check against the difficulty. We checked *Mikasa's Admission*, which has a check of 6.

Since the Check was equal to the difficulty, the block was successful!

Attacking Player

Blocking Player

Cards in Hand

Transform

Some cards can transform. **When a card transforms, it flips to its opposite side**.

In *Attack on Titan: Battle for Humanity*, for **Characters** that transform, their abilities will tell you how to change them into their mighty Titan forms! For example, after using *Reiner Braun's* **Response** ability, if either player has 9 or more foundations in their stage, *Reiner* will transform into *Reiner, Armored Titan*!

Shift

Attacks that can transform, such as *Attack Titan Attacks!*, have the **Shift** ability. When you clear *Attack Titan Attacks!* from your card pool during the End Phase, you can choose to transform it to its **Backup** side and build it in your stage.
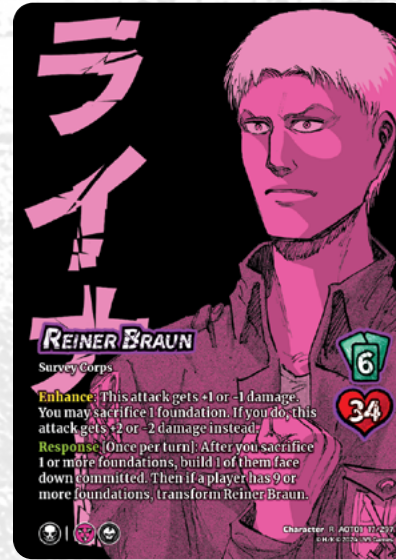
Momentum

Some of your card abilities will require **momentum** as a cost for their effects.

These effects are powerful enough to swing many games in your favor.

Some effects will gain you a momentum, but **the main way to gain momentum is by dealing damage with your attacks.**

During the End Phase of each turn, each player may add any of their attacks that dealt damage to their momentum.

Here are two examples of cards that utilize your momentum!

(**EX: 3—Enhance** Spend 1 or more momentum: This attack gets +3 speed for each momentum used to pay the cost of this ability.)

(**Powerful: 3—Enhance** Spend 1 or more momentum: This attack gets +3 damage for each momentum spent to pay the cost of this ability)

(EX: 3—Enhance Spend 1 or more momentum: This attack gets +3 speed for each momentum spent to pay the cost of this ability.)

(Powerful: 3—Enhance Spend 1 or more momentum: This attack gets +3 damage for each momentum spent to pay the cost of this ability.)

Deck Building

So you've played a bunch of games with these Clash decks and now you're ready to build your own unique deck. Here's some important information to help you do so.

Your deck must consist of 1 starting character and a minimum of 60 other cards. The suggested ratio is 30% attacks to 70% non-attacks. You may include up to 4 copies of any card in your deck.

Resource Symbols

There are 12 Symbols in Universus. These symbols are used for deckbuilding. Each card has at least one resource symbol printed on it. Different symbols specialize in different aspects of gameplay. A list of the 12 symbols and their names is featured here.

When building a deck, choose 1 of your character's resource symbols to be your deck's primary symbol. Every card in your deck must possess the deck's primary symbol, except card with the Attuned symbols or Infinity symbol - cards with those symbols have special rules. See the next page for more info.

To learn more about deckbuilding, please scan below:

| Chosen Character | 30% Attacks | 70% Other Cards |

Air	All	Chaos
Death	Earth	Evil
Fire	Good	Life
Water	Void	Order

Attuned & Infinity Symbols

Attuned Symbols

Some cards have resource symbols with a square icon, rather than a circular symbol icon. This indicates that that symbol is attuned. A card with an attuned symbol on it can be played in a deck whose starting character possesses the corresponding resource symbol regardless of the deck's primary symbol.

(The character does not need to possess an attuned symbol on their card, just the base symbol. For example, *Eren Jaeger* possesses the 🔥 symbol. So even if his deck's primary symbol is 💀, he can play an attuned 🔥 card such as *Spring into Action*.)

Infinity Symbol

Cards with the infinity symbol have no particular resource symbols—such cards can be played in any deck.

Air (Attuned)

All (Attuned)

Chaos (Attuned)

Death (Attuned)

Earth (Attuned)

Evil (Attuned)

Fire (Attuned)

Good (Attuned)

Life (Attuned)

Water (Attuned)

Void (Attuned)

Order (Attuned)

Infinity

FAQs

There are only 6 spaces on the playmat. Does this mean I can only play 6 cards per turn?

The playmat provided is only for learning purposes. You may play as many cards per turn as you are able to pass checks for.

Is there a maximum hand size?

No, there is no maximum hand size. However, if you have more cards in your hand than your starting hand size, you will not draw any cards during the Start Phase.

If I flip a card, do I need to commit it?

No. If you need to flip a card, flip it in the same state of ready or committed it is in.

How many times can I play an enhance ability?

Each enhance ability on a card may be used once per Enhance Step, provided you can pay the cost of the ability. For example, if you need to commit a card to pay for an enhance, you cannot commit a card that is already committed.

Can I block with cards in my stage?

No. Blocks may only be played from your hand. Though you may block as many attacks in a turn as you are able to.

Both *Makeshift Maneuver* and *Learned Technique* say "next attack gets..." and modify the values of the next attack. Will this carry over to the next turn?

No. Unless otherwise stated, all card effects end during the End Phase of each player's turn.

Cards may be played as forms or they may have form abilities. What does form mean?

A form is an action (not an Action card) taken during the Combat Phase that furthers the game state and occurs outside of the Attack Sequence.

Are there abilities other than Enhance and Response abilities?

Yes. There are other types of abilities such as Form abilities and Continuous (not played) abilities. Form abilities are played during the Combat Phase, at the same time a player could normally play a card from their hand. Continuous abilities do not need to be played and their effects are always active, provided the condition is met. The conditions for these effects are included in the game text on the card.

Where can I find a full list of the Keywords in the game?

The keywords are listed in the Rules Reference on the card game webpage. You can scan the QR code on the back of this booklet, or visit www.uvsgames.com

DON'T FORGET THE GOLDEN RULE!
If a card tells you to do something that contradicts the rules, follow the instructions on the card.

For full game rules scan the code below!

Quick Reference

Start of Game

Both players shuffle their decks, then place their characters and decks in the appropriate play zone.

- Randomly determine who will go first.
- The first player commits their character.
- Both players draw up to their hand size.
- Both players may mulligan (pg. 5).
- Begin the first player's turn (the first player skips their first Start Phase).

Turn Sequence

Start Phase (pg. 12)

- Ready Step (ready all cards in your Stage).
- Review Step (you may discard 1 card).
- Draw Step (draw back up to your hand size).

Combat Phase (pg. 13)

- Play cards into your card pool, one at a time.
- Any foundations played during your turn will build during the End Phase.
- If you play an attack, go to the Attack Sequence.
- After an Attack Sequence ends, you may continue to play cards.
- You may choose to end your Combat Phase at any time outside of an Attack Sequence.
- If you fail an attempt to play a card during your Combat Phase, immediately move to the End Phase (this does not apply if you fail to play an Enhance or Response ability on an Action card).
- You MUST try to play at least 1 card during your Combat Phase.

End Phase (pg.14)

- Starting with the right-most card in your card pool, move cards from your card pool to the appropriate zone.
- Foundation cards build into your stage.
- Any attack that dealt damage may either be placed face down in your momentum, or go to your discard pile.
- Any attack that did not deal damage goes to your discard pile.
- After the active player clears their card pool, all cards in the defending player's card pool go to their discard pile.

After the End Phase, the defending player becomes the active player.

Playing Cards (pg.15-17)

Determine the Difficulty of the Check to play the chosen card.

- Add the number of cards already in the card pool to the printed difficulty of the card.

Make the Check to play the card.

- Place the chosen card into the card pool, then discard the top card of your deck.
- If the Check value of the discarded card is greater than or equal to the Difficulty of the check, the card is successfully played.
- If the Check value of the discarded card is less than the Difficulty of the check, you may commit foundations in your Stage to add +1 to the check for each foundation committed (you may also commit your character to add +1 to the check).
- If you cannot commit enough foundations, or choose not to commit any to pass the check, the check fails and the card you tried to play is placed in the discard pile.

Attack Sequence (pg. 18)

After an attack is played into the card pool, begin the Enhance Step.

Enhance Step (pg.18)

- Starting with the attacking player, players take turns using Enhance abilities on cards in their Stage.
- The attacking player may also use Enhance abilities on the current attack, but not on any previous attacks in the card pool.
- A player may choose not to play an Enhance ability any time they have the opportunity to play one.
- Once both players consecutively choose not to play an Enhance ability (or have no more abilities to play), move to the Block Step.

Block Step (pg. 22)

- The defending player chooses if they will try to block with a card in their hand.
- The defending player places the block in their card pool, determines the block difficulty (pg 19-20), and makes a check to play the block.
- After the block is determined, move to the Damage Step.

Damage step (pg. 23)

- If the attack was not blocked, it deals full damage.
- If the attack was completely blocked, it deals no damage.
- If the attack was partially blocked, it deals half damage, rounded up.

Attack Resolution

- After the Damage Step, the Attack Sequence ends and play returns to the attacking player's Combat Phase.

UVS
GAMES

www.uvsgames.com