MegaMan TCG Turn Sequence

1. Draw phase (in this order)
   a. Power up
   b. Draw a card
   c. Discard down

2. Resource phase
   a. Play resources

3. Main phase (in any order)
   • Play events
   • Spend resources
   • Play a BattleChip (only once)
   • Blast (only once)

4. Battle phase
   • Opponent loses energy from battle

	SharkMan		**Bass**
	WoodMan		**MagnetMan**
	SkullMan		**ShadowMan**

MEGAMAN
NT WARRIOR
TRADING CARD GAME

Grave
RULEBOOK

MegaMan Trading Card Game

Table of Contents

Introduction

The **MegaMan Trading Card Game** (TCG) represents a struggle in Cyber Space between NetNavis. You start the game with your own NetNavi, which attacks your opponent's NetNavi.

Each attack weakens your opponent by discarding cards off the top of his or her deck. When your opponent's deck is exhausted, you win the game!

Important Concepts
Card types

There are four different types of cards in the **MegaMan TCG**.

- **NetNavi:** Each player starts the game with one NetNavi in play in front of him or her.
- **Resource:** Play a resource to the table in front of you. Spend a resource to use its card text.
- **Event:** Play an event, do what it says, and then place it into your discard pile.
- **BattleChip:** Play a BattleChip, do what it says, and then place it into your discard pile.

NetNavi

A. Name
B. Title
C. Strength
D. Defense
E. Blast
F. Emblem
G. Card Text
H. Collector's Info

Resource

A. Name
B. Title
C. Destiny Number
D. Power Gauge Requirements
E. Emblem Requirements
F. Card Type
G. Card Text
H. Lore
I. Emblem
J. Collector's Info

Event

A. Name
B. Destiny Number
C. Power Gauge Requirements
D. Color Requirements
E. Card Type
F. Card Text
G. Lore
H. Collector's Info

BattleChip

A. Name
B. Destiny Number
C. Color Requirements
D. Emblem Requirements
E. Card Type
F. Card Text
G. Emblem
H. Collector's Info

Destiny number

Each card in your deck (except your NetNavi) has a number in the upper right corner. This is the destiny number of that card, used randomly during the game much like rolling a die. When you use a card for destiny, just look at the destiny number and not the other numbers, colors, or emblems on the card.

Unique

Every card you play on the table is unique for you. You can only have one copy of each resource card in play. Your opponent may also have a copy of that same card. You can have up to 4 copies of a card in your deck.

Cards are the same if they have the same card name. You can't have a resource card titled "Lan, NetBattler" in play at the same time you have a resource card "Lan, Student" in play.

Viruses

A virus is a special kind of resource. It is not unique, so you can have more than one copy of the same virus in play. In addition, whenever you play a virus, you may play another copy of that virus from your deck and shuffle your deck afterwards. In this way, you can play several copies of the same virus in one turn. Of course, you are still limited to 4 total resources in play.

Emblem

Each NetNavi has its own emblem, which you will find in the upper right corner of that NetNavi's card. You can also find these emblems on other kinds of cards.

When card text says, "a **MegaMan** card," it means "a card with a large MegaMan emblem."
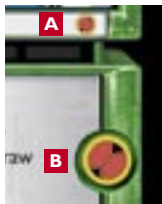
A. The small emblems are requirements that you must find on other cards you have in play.

B. The large emblems are the ones you use to play other cards.

There are 6 NetNavis in the Grand Prix set, and here's a complete list to help you identify their emblems.

SharkMan   Bass

WoodMan   MagnetMan

SkullMan   ShadowMan

Glossary

Ally: A resource that represents a NetNavi friend. A NetNavi cannot use itself as an ally because you cannot have 2 cards with the same name in play.

Blast: The number of cards you reveal from your power gauge to choose a blast destiny.

Blast destiny: The destiny number you choose on a card revealed from your power gauge when you blast during your main phase. Adds to your strength.

Burn a power: To place the rightmost face down card from your power gauge in your discard pile.

Cancel: To prevent the effect of a BattleChip or blast destiny.

Defense: Used by your NetNavi to defend during your opponent's turn.

Destroy: To place a card from play in its owner's discard pile. Cards in your hand can't be destroyed. You may destroy an opponent's card or your own card, as specified by card text.

Discard a card: To place a card from your hand in your discard pile.

Lose an energy: To place the top card from your deck in your discard pile.

NetOp: Some resources represent the main characters in the MegaMan universe. These cards have the special keyword "NetOp" in their card text. In later sets, card texts will refer to NetOps.

Power Gauge: The row of cards behind your resources. Cards in your power gauge are always face down.

Power up: To place the top card of your deck face down in the first empty leftmost space of your power gauge.

Recharge an energy: To take a random card from your discard pile and place it face down beneath your deck.

Shuffle your discard pile, fan it face down, and let your opponent choose a card. Without looking at it, place the chosen card beneath your deck.

Strength: Used by your NetNavi to attack during your turn.

Spend a resource: To place one of your resources in play in your discard pile. Generally you do this to perform that resource's card text.

Style change: A card that represents a NetNavi's powerful style change.

Whenever: A trigger follows this word, and then a comma, and then the effect that happens when the trigger happens. Make sure you complete all of the trigger before applying the triggered effect.

"Whenever you play a MegaMan card" means you should complete all the effects of playing that MegaMan card first before applying the triggered effect.

Playing a card

In order to play a card, you have to meet the requirements to play that card. There are several possible types of requirements:

Power gauge: You must have at least as many cards in your power gauge as there are power gauge lights on the card you want to play. The card shown here requires 2 power to play.

Colors: You must have at least as many resources of a color in play as there are triangles of that color on the card you want to play. The card shown here requires 2 red resources to play.

Emblems: You must have at least as many cards with a large emblem in play as there are small emblems on the card you want to play. The card shown here requires 1 TorchMan emblem to play.

Use only your cards to meet these requirements, not your opponent's cards. Power, colors, or emblems aren't "used up" when you play cards.

For example, you can play several events that require 2 red resources with only 2 red resources in play.

Preparing for Play

Place your NetNavi in front of you. It's okay if both players have the same one.

Shuffle the rest of your deck. Both players cut their decks for a destiny number. (Cut again in case of a tie.) The highest destiny number goes first.

Both players draw four cards for their opening hands, and the first player begins his or her turn.

Turn Sequence

1. Draw phase (in this order)

    a. Power up

    b. Draw a card

    c. Discard down

2. Resource phase

    a. Play resources

3. Main phase (in any order)

- Play events
- Spend resources
- Play a BattleChip (only once)
- Blast (only once)

4. Battle phase

- Opponent loses energy from battle

Draw phase

Power up

Each turn, you must place a new card in your power gauge. Take the top card from your deck and place it (face down, without looking at it) into the next numbered space on your power gauge on the playmat.

Place the first card in position 1, then the next in position 2, and so on. The more cards you have in your power gauge, the more cards you'll be able to play.

If you already have 5 cards in your power gauge, then you must discard the card in position 1, slide all the cards down one position, and place the new card in position 5.

Draw a card

Each turn, you must draw a card. Take the top card from your deck and put it into your hand, without showing it to your opponent.

Discard down

After you draw a card, you must meet the hand size limit of 5 cards. If you have more than 5, discard cards from your hand one at a time until you have only 5. You may have less than 5 cards, and that's okay.

Resource phase (optional)

You can skip this phase if you don't have any cards in your hand or you don't want to play any resources.

You may play up to 4 resources during your resource phase, as long as you meet the requirements for each one. When you play a resource, place it on the table beside your NetNavi (see playmat). Each resource stays in play until a card effect removes it from play.

Each resource is unique for you. You may have only one of each resource in play, determined by card name. You may have a resource in play that your opponent also has in play, however.

There are 4 places for resources on your playmat (2 on each side of your NetNavi). You can only have 4 resources in play, and you can't play another one if all 4 places are filled. Most resources require you to spend them to use their card text, so usually there is room for new ones.

You can't spend a resource during the resource phase. You can only play resources during this phase. Resources are spent during the main phase (the next phase in the turn sequence).

Main phase

During your main phase, you may do several different things, and you can do them in any order. The things that you can do during your main phase are:

- **Play a BattleChip** (once during each main phase)
- **Blast** (once during each main phase)
- **Play an event**
- **Spend a resource**

Most of these things can be done by your opponent as well, during the main phase of your turn. Your opponent has the option of doing any of those four things during your main phase, *except blast*. You can only blast during your main phase.

Who goes first?

When your main phase begins, you get to take the first action. That action can be any of the four listed above. Then, your opponent gets an opportunity to take an action.

If you don't want to take an action, you can pass when it's your opportunity. Then it's your opponent's opportunity once again.

When you pass on your opportunity to take an action, you can still take an action later during the same phase, after your opponent takes an action.

When both you and your opponent pass consecutively (that's two passes in a row), then your main phase is over and it's time for the battle phase.

BattleChips

Once during each main phase (even a main phase on your opponent's turn), you can play a BattleChip. During your main phase, you'll probably want to play a BattleChip that adds to your NetNavi's strength. When it's your opponent's turn, you'll want to play a BattleChip that adds to your NetNavi's defense.

To play a BattleChip, you have to meet all the requirements of playing that card. Then, do what it says. When you have completed all of a BattleChip's effects, place that card in your discard pile.

There are lots of kinds of BattleChips, and you'll find some that do other kinds of things. You might even find some that you'll want to play during any main phase, on either player's turn.

Remember, you can play only one BattleChip during each main phase.

Events

During your main phase and your opponent's main phase, you can play event cards. To play an event, you have to meet all the requirements of playing that card. Then, do what it says. When you have completed all of an event's effects, place that card in your discard pile.

Playing an event is a lot like playing a BattleChip, except that you can play as many as you want during either player's main phase.

Remember, you can play only one event when you get a chance to do something. Then, your opponent has an opportunity to take an action.

Spending a resource

Another thing you can do when it's your time to take an action during a main phase is to spend one of your resources. When you spend a resource, you do what it says after the word "SPEND." When you have completed all of that resource's effects, place that card in your discard pile.

For example, your resource says "SPEND: Make your NetNavi strength +2." During your main phase, place this card in your discard pile from play to add 2 to your NetNavi's strength for the rest of your turn.

Blast

Another action you may be able to use is your NetNavi's blast. If you have at least as many cards in your power gauge as your NetNavi's blast number, then you may reveal that many cards from the right side of your power gauge, select one, and add that card's destiny number to your NetNavi's strength. Then place all of the cards you revealed in your discard pile.

For example, if your NetNavi has a blast of 2 and you have 3 cards in your power gauge, you may reveal the cards in position 2 and 3 of your power gauge and choose one to use. If those cards have destiny numbers of 3 and 2, you can choose the 3 to add 3 to your NetNavi's strength. Then place both cards in your discard pile.

You can blast only once during each of your main phases. You can't add to your blast destiny until after you blast, although you can add or subtract from your NetNavi's blast number before you blast.

For example, an event that adds 1 to your blast destiny can only be played after you blast in the same main phase. An event that makes your NetNavi blast −1 can be played before you blast.

You and your opponent should keep a running total of your NetNavi's strength and his or her NetNavi's defense during your main phase.

Battle phase

Once you and your opponent have taken all the actions you want to take during your main phase, and both of you have passed consecutively (in a row), then it's time to find out how much damage you've done!

Subtract your opponent's NetNavi's defense from your NetNavi's strength, and that's how much energy your opponent has to lose.

Your opponent loses energy by taking the top card of his or her deck and placing it into his or her discard pile for each point of damage.

For example, your total strength is 9 and your opponent's total defense is 5. Your opponent must lose 4 energy by taking the top card from her deck and placing it in her discard pile. She must do this 4 times.

Technically, you have to resolve an attack in the battle phase, but sometimes your strength will be equal to or less than your opponent's defense and nothing happens.

End of turn

Any effects created during a turn (like a strength or defense bonus for your NetNavi) expire at the end of that same turn. When your turn is over, it's time for your opponent to take a turn.

Winning the game

When your opponent's deck is exhausted, you win the game! This happens when your opponent takes the last card from his or her deck. This can be as a result of drawing a card, powering up, taking damage, or any other card effect that takes cards from a deck.

Building your own deck

To build your own **MegaMan TCG** deck:

• Your deck must have 1 NetNavi card,

• you must have 59 other cards; and

• you may have no more than 4 copies of each card in your deck.

Cards with the same name are different cards for deck building if they have different titles.

You can have 4 copies of Lan, NetBattler and also 4 copies of Lan, Student in the same deck. Remember though, you can have only one copy of any Lan in play at a time.

Example of Play

Here's an example of how the main phase works. Joe is playing a GutsMan deck, and Kendrick has a TorchMan deck. It's Joe's turn. They have been playing for a few turns, and both have some resources in play.

Joe plays an event, *Asking for It,* to start his main phase. Since it's Joe's turn, he gets to act first. The card text of the event says "Opponent draws 2 cards." Kendrick draws 2 cards from his deck and adds them to his hand.

Now, Kendrick can take an action. He decides to spend the resource *Rich Kid*. He burns a power by putting the rightmost card from his power gauge in his discard pile. Then he shuffles his discard pile and fans it out for Joe, who chooses two cards at random. Kendrick puts those cards beneath his deck without looking at them. Then he replaces his discard pile face up and puts *Rich Kid* in there.

Joe has only 2 power (2 cards in his power gauge), and GutsMan has blast of 3. Joe can't blast this turn unless he spends the resource *Big Trouble*. This card makes his NetNavi blast −1, so GutsMan will have blast of 2. Joe spends *Big Trouble* and puts that card in his discard pile.

Kendrick knows that Joe's going to blast, but there's nothing he can do about it now, so he passes.

Joe can blast now with only 2 power, so he reveals both the cards in his power gauge. They have destiny numbers of 2 and 3, so Joe picks the 3 (a red card). Then, he discards both cards revealed. Joe adds his blast destiny to GutsMan's base strength of 3, so now, he's strength 6.

Kendrick has a resource in play, *Show No Mercy*, that says, "SPEND: Discard a card to cancel a red blast destiny." He discards a card from his hand and places that resource in his discard pile. Joe's red destiny card is canceled, so GutsMan's strength is back down to 3.

Even though Joe's blast destiny was canceled, he can't blast again during this main phase, even if he had enough cards left in his power gauge.

Joe plays a BattleChip, *Tornado*, that says, "Your NetNavi is strength +1 for each card in your opponent's hand." Kendrick has 3 cards in his hand, so GutsMan is now strength 6.

Now, Kendrick can take an action. He has a resource in play, *Rival*, that says, "SPEND: Make your NetNavi defense +1." He spends that resource by placing it from play into his discard pile. Kendrick adds 1 to his TorchMan's base defense of 2, so TorchMan now has a total defense of 3.

Joe has nothing he can do at this time, so he decides to pass. Kendrick passes too, so that ends Joe's main phase.

Now, it's time to find out how much energy Kendrick loses from battle. GutsMan's strength is 6, and TorchMan's defense is 3, so Kendrick has to lose 3 cards from the top of his deck ($6 - 3 = 3$).

That's the end of Joe's turn, and it's time for Kendrick to take a turn. They'll keep battling back and forth until one of them exhausts his deck, meaning a victory for his opponent!

Contacting Decipher

Check out our website, email us, or call us:

- websites : megamantcg.com, decipher.com
- rules questions : lan@megamantcg.com
- customer service : customer.service@decipher.com
- retailer support : mark.tuttle@decipher.com
- tournament support : trevor.mcgregor@decipher.com
- volunteer support : kyle.heuer@decipher.com
- telephone : 757-623-3600
- address : P.O. Box 56, Norfolk, VA USA 23501-0056

Index

Credits