

DIVINE CROSS

Quick Start Guide Ver1.02

What is DIVINE CROSS?

DIVINE CROSS is a two-player trading card to play the game where anyone can easily build a deck.

Players use Unit and Command cards to play the game, and the first player to KO (move a Unit with 0 or less HP to the KO Area) 3 of their opponent's Units wins the game.

Enjoy the game in Blitz Shield Mode, where each player prepares 5 packs, or in Constructed Mode, where you build a deck with your favorite cards.

How to Play

The game begins with the first player's turn, and players alternate between their turns and their opponent's turns until the winner is decided.

Winning the Game

The player who KO's 3 of their opponent's Units, or KO's all Units in their opponent's Area, wins the game.

Blitz Shield Mode

What You Need to Play

Deck Build a deck using 30 cards opened from 5 packs. Each player will have one deck.

Damage Marker..... If a Unit is damaged, put damage markers on it equal to the amount of damage. (You should prepare about 3,000 points worth.)

Stun Marker..... If Unit is Stunned, put a stun marker on it.

How to Build a Deck

- A deck has 30 cards opened from 5 packs. You can't have any other cards in a deck.
- It's recommended to buy all 5 packs from the same title.
- You may have any number of cards with the same name in a deck.

Constructed Mode

What You Need to Play

Deck Build a deck using 30 cards of your choice. Each player will have one deck.

Damage Marker..... If a Unit is damaged, put damage markers on it equal to the amount of damage. (You should prepare about 3,000 points worth.)

Stun Marker..... If Unit is Stunned, put a stun marker on it.

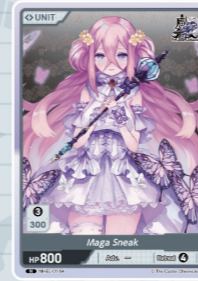
How to Build a Deck

- A deck has exactly 30 cards.
- A deck must contain only cards from the same title.
- You can have up to 2 cards with the same name in a deck.
- A deck must contain at least 1 Unit card.

Details of a Card

Unit

Units use skills to attack your opponent's Units or receive attacks from them. Each Unit has unique skills and HP.



Attribute & Advantage

Units with Δ in their attributes have the attributes of Δ , \times , and Δ . Units with Δ in their Advantage have the attributes of Δ , \times , and Δ as their advantages.

- 1 Name** The Name of the card.
- 2 HP** The health of the Unit. If the damage taken equals or exceeds the HP, the Unit is KO'd.
- 3 Attribute** The attribute of the Unit. There are four types of attributes: Δ , \times , Δ , and Δ , which affect Advantage.
- 4 Skill** The Unit's skill.
- 5 EX-Power** The Unit's EX-Power.

Command

Command cards support you and your Units in the game.

They are categorized into Event cards, Action cards, and Assist cards.



Event

You may play only 1 Event card during your turn. Once used, put it into its owner's discard pile.

Action

You may play any number of Action cards during your turn. Once used, put them into their owner's discard pile.

Assist

You may attach any number of Assists to your Units during your turn. You may attach only 1 Assist to each Unit. If the Unit is KO'd, discard all attached Assists from it.

- 6 Advantage** If the Unit uses a skill on a Unit with an attribute that matches 1 of its advantageous attributes, that skill does double damage.
- 7 Retreat Cost** The amount of Energy required for a Unit to retreat from the Main Area to the Standby Area.
- 8 Rarity** The rarity of the card. * The rarity is printed on the card in the booster pack.
- 9 Card Number** The classification number of the card.
- 10 Effect** The effect of the Command card.

Player's Action

Charge

Charge means to attach a card from your hand face down to a Unit as Energy and draw a card from the deck.

Units need Energy attached to them to use skills or retreat.

- * You can charge a Unit in your Main Area and Units in your Standby Area.
- * There's no limit on the amount of Energy you can attach to a Unit.
- * You can only charge once per your Main Phase.



Retreat

Retreat means to switch a Unit in the Main Area with a Unit in the Standby Area.

For a Unit in the Main Area to retreat, you must discard Energy equal to its Retreat Cost.

Then, switch it with 1 of your Units in the Standby Area.

- * If the retreated Unit is Stunned, remove the stun marker from it.
- * You can only retreat once per your Main Phase.



Skill

Each Unit has unique skills.

Main Units can use skills during the Battle Phase. If the required Energy for the skill is not attached to the Unit, that skill can't be used.



- 1 Skill Cost**The Energy needed to use this skill.
- 2 Skill Damage**The damage dealt to your opponent's Main Unit.
- 3 Skill Ability**The ability of this skill.

For Units with multiple skills, to use a skill, you must choose which skill you want to use. If the Energy required for the skill is not attached to the Unit, you can't choose that skill.

* Energy will remain attached even after the skill has been used.

EX-Power

Some Units have EX-Power.

EX-Power has various abilities, such as those that can be used during the Main Phase and those that take effect at specific times.



Winning Ticket

Due to the effects of certain cards, a player may get a Winning Ticket.

A player who has a Winning Ticket automatically wins the next rock-paper-scissors they play. A player may have only one Winning Ticket at a time, and it is always consumed and discarded when rock-paper-scissors is played.

* If both players have a Winning Ticket, only the player who got it later keeps the Winning Ticket.

Card Condition

Stunned

Main Units may be Stunned by the effects of some cards.

If a Unit is Stunned, put a stun marker on it. If a Unit recovers from being Stunned, remove the stun marker from it.

A Stunned Unit can't use its skills or EX-Power. Stunned Units can recover from being Stunned by either of the following methods:

1. Moving to the Standby Area.
2. At the End Phase of its owner's turn.

- * The Stunned Unit can still retreat.
- * The effects of unused EX-Power types will still apply and take effect.

