

# BATTLE SPIRITS SAGA

Check the official website for details!

<https://battlespirits-saga.com/>

\*Data usage fees for site access are the responsibility of the player.



## What You Need to Play

### One deck per person.

There are three kinds of cards in Battle Spirits Saga.



Your deck is made of 50 or more cards of your choosing. You can have up to four copies of a card with the same name.

### Cores

You'll need about 30 chips or cards per person to use as cores. If you run out of cores during the game, use any handy item as extra cores. Each player also has one soul core, which should be easy to tell apart from the other regular cores.

## Getting Ready to Play

Follow the steps listed below to set up the game.

- 1 Pick a spot off to the side of your playsheet to be the void, where you place your cores.
- 2 Shuffle your deck, then shuffle your opponent's deck. Place your deck facedown on the deck area of your playsheet.
- 3 Take five cores from the void and place them into the life area of your playsheet.
- 4 Take three cores and your soul core from the void and place them into the reserve area of your playsheet.
- 5 Draw four cards from your deck. These cards will form your starting hand.
- 6 Use a random method such as rock paper scissors to determine player one and player two.
- 7 Starting with player one, each player declares whether they will mulligan (redraw their hand). Players who choose to mulligan then return their current hand to the bottom of their deck and draw four new cards from the top of their deck. Then reshuffle that deck the same way as described in step two. Players who choose not to mulligan draw an additional card, making their starting hand total five cards.



## Victory Conditions

The first player to achieve one of the following victory conditions wins the game.

- Your opponent's life is reduced to zero
- Your opponent has no cards left in their deck on their start step

## Game Steps

Beginning with player one, follow the steps listed below.

- 1 Start Step
- 2 Core Step
- 3 Draw Step
- 4 Refresh Step
- 5 Main Step
- 6 Attack Step
- 7 End Step

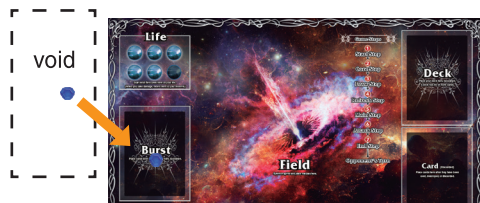
Each turn is comprised of steps 1 through 7. When player one completes their turn, it becomes player two's turn. Then repeat.

## Step 1-4: Start through Refresh

### 1 Start Step Begin the turn.

### 2 Core Step

Take one core from the void and place it into your reserve. Player one MUST SKIP this step on their first turn.

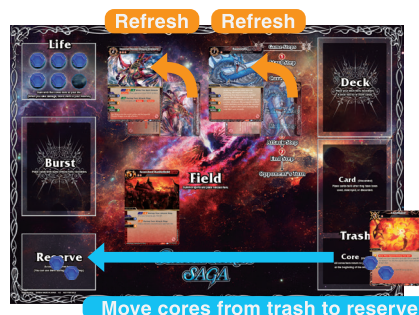


### 3 Draw Step

Draw one card from your deck and add it to your hand.

### 4 Refresh Step

Refresh any exhausted cards (cards turned horizontal) by turning them vertical. Move any cores in your trash to your reserve.



## Step 5 Main Step

Place, use, or summon cards from your hand

You may use cores to pay the costs of cards in your hand in order to summon them onto the field or to use them as magic. The way you pay a card's cost is the same for all cards in the game. There is no limit to the number of spirits or nexuses you can have on the field.

How to pay a card's cost

- 1 Reveal the card, then check the cost written on the upper-left corner.



- 2 Check the number of reduction symbols.

Example Spirit:

- 3 Check the number of symbols currently on your field.



- 4 Determine the net cost: card cost – usable reduction symbols.

You can only reduce the cost by the amount of reduction symbols on the card even if there are more than that number of matching symbols on the field.

This spirit has 3 red reduction symbols and there are 3 red symbols on the field. You can subtract all 3 symbols from the cost:  $6 - 3 = 3$  net cost.



- 5 Move a number of cores equal to the net cost into your trash.

You can pay using any combination of cores in your reserve and cores already on cards on the field.



- 6 Finish summoning or using the card.

To finish summoning a spirit or placing a nexus, take cores from the reserve or the field and place them onto the new card. You must place at least as many cores as indicated by the card's lowest level (LV). Cards without the requisite number of cores are destroyed and placed into your trash. For magic cards, activate the card's effect. After the effect is resolved, place the card into your trash.



Set burst cards

Once per turn, you may set a burst card by taking a card from your hand that has a burst effect and placing it facedown on the burst area. If there is already a set burst card, you may discard it and set a new burst card. When a set card's burst conditions are met, you can use the burst card and activate its effect without paying its cost.

Move cores

You may freely take cores that are on cards on your field or in your reserve and rearrange them as you'd like on your spirits and nexuses.

## Step 6 Attack Step

Attack and battle

Player one MUST SKIP this step on their first turn.

On your turn, you may attack with a refreshed spirit that is on your field by exhausting it. Your opponent may then block with a refreshed spirit. You may continue to attack as many times as you want, provided you have a refreshed spirit available.

If your spirit is not blocked

If your spirit is not blocked, reduce your opponent's life by an amount equal to the attacking spirit's symbols. Place those lost life cores into your opponent's reserve.



A spirit with one symbol



If your spirit is blocked

If your spirit is blocked, compare BP. The spirit with the lower BP is destroyed. If the spirits have equal BP, both spirits are destroyed.



BP:4000 WIN  
BP:1000 DESTROYED



Place all cores from a destroyed spirit into the reserve.

Refreshed and exhausted

Vertical cards are refreshed. Horizontal cards are exhausted. Attacks and blocks are performed by refreshed spirits.



Flash Windows

There are two flash windows in the attack step: before and after declaring a block. You can use card effects labeled "flash" during these windows. Pay the card's cost the same way as described in the main step.

The defending player gets the first chance to either use a flash or pass, followed by the attacker, then the defender again, and so on, switching back and forth. Resolve the flash effects immediately. A flash window ends when there are two passes in a row.

## Step 7 End Step

All temporary effects activated during this turn come to an end.

Opponent's Turn