



UNDER NIGHT IN-BIRTH

Eve: Late (C1-r)

Last night, at the dawn of time, man showed up.
Hell fire burns down the mountainsides. The sea roffin quietly lies.
So the time came to rise, ring the bell of the dawn.
The dark world will soon be under...



RULEBOOK



CARD OVERVIEW

CHARACTER CARDS



BASIC MODE



EXCEED MODE

1. **CHARACTER NAME**
2. **CHARACTER EFFECT / EXCEED EFFECT:** This effect is always active.
3. **GAUGE COST:** How much Gauge it costs to take the Exceed Action and gain your Exceed ability.
4. **DOWNSHIFT:** An Action that lets you leave your Exceed mode.

TUTORIAL

Dive right in to Exceed with an online video tutorial!



MISSING PARTS?

Visit levelggames.com/contact-us to inquire about missing or replacement parts.



CARDS

Characters in Exceed fight using the cards in their deck. Each card has an Attack and a Boost. Smart use of these is key to victory!



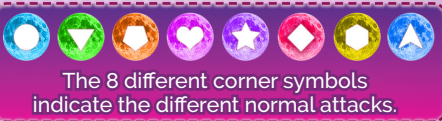
ULTRA ATTACK



NORMAL ATTACK



SPECIAL ATTACK



- ATTACK NAME**
- ATTACK COST:** Cost to play the card (Can be Gauge, Force or nothing)
- RANGE:** Which spaces the attack hits
- POWER:** An attack's outgoing damage
- SPEED:** Determines who will resolve their attack first.
- ARMOR:** The attack's defense against incoming damage (when not shown, treat this number as zero).
- GUARD:** The attack's stun resistance (when not shown, treat this number as zero).
- ATTACK EFFECTS**
- CONTINUOUS / INSTANT BOOST ICON:** This 'plus icon' Indicates that a Boost remains in play after being played. The 'lightning icon' indicates a Boost is discarded after being played.
- BOOST COST**
- BOOST NAME**
- BOOST EFFECT**

SETUP



1. **SETUP:** Place the 9 Board Cards horizontally to form the arena. Place your characters on the 3rd and 7th spaces with their Basic Modes face-up.
2. **LIFE:** Both players start with 30 life (this is also the maximum). Once a player's life is reduced to 0, they lose the game!
3. **FIRST PLAYER:** Choose who goes first randomly.
4. **CARDS:** Set your reference and extra cards aside. Shuffle your remaining cards to form your deck.
5. **OPENING HANDS:** The first player draws 5 cards, while the second player draws 6.
6. **MULLIGAN:** Once players have their opening hands, they may set aside any number of cards face-down. Players then draw cards equal to the number they set aside. Then, they shuffle the set aside cards into their decks.
7. **GAME START:** Setup is finished. Fight!

THE GOLDEN RULE

If any text effect contradicts the text of this rulebook, the card text takes precedence.

THE PLAY AREA



Only one player's play area is shown here. Both play areas are identical. Except for a player's hand and deck, all other areas are face-up and open information.

1. **GAUGE AREA:** Attacks that hit, among other things, enter this area to be spent on powerful Ultra attacks or Exceed Actions later on!
2. **DISCARD:** When asked to discard cards, players place them in this area. A discard is ordered but is still open information. When cards are discarded simultaneously, the player performing the discard chooses the order.
3. **SEALED:** This area is only used when a specific effect says to do so. Hence, it is not shown in the above diagram. When sealing a card, the player performing the sealing effect places the card face-up in their sealed area (regardless of who owns the card). Cards remain in the sealed area unless an effect says otherwise.

Some characters have abilities that create extra areas on the board. Place these new areas in a convenient place away from the others.



ACTIONS

On your turn, choose and perform one action.

If you did not strike (for any reason), end your turn by drawing a card and checking hand limit (7 cards maximum).

► **PREPARE:** Draw a card.

► **MOVE:** Select an unoccupied space to move to, then pay Force to move there.

> Pay 1 Force per unoccupied space to move.

> Pay 2 Force to move over the opponent.

► **CHANGE CARDS:** Spend any amount of Force to draw that many cards. Spend all the Force before drawing any cards

► **EXCEED:** Pay a character's Exceed Cost to flip them to their Exceed Mode, gaining their Exceed ability.

► **MANUAL RESHUFFLE :** Shuffle a player's discard pile into their deck. If a player's deck is empty, and they would need to draw or Wild Swing, they automatically reshuffle (this is not considered a Manual Reshuffle). Then play proceeds as normal (they continue with the draw or Wild Swing). If they would reshuffle a second time either of these ways (automatically or manually in any combination), they lose the game instead.

► **BOOST:** Pay a card's Boost Cost to use its Boost effect.

► **STRIKE:** Set a card face-down.

The player who declares the Strike is the attacker. After the attacker sets their attack, the opponent (the defender) sets their own attack face-down. Then, reveal and resolve both attacks.

Note that some effects will give you new actions.

These begin with the phrase: "ACTION:".

Some of these have an additional cost. The cost will be indicated by an icon to its left.

HAND SIZE

After drawing a card at the end of your turn, if you have more than 7 cards in your hand, discard cards until you have 7.




GAUGE



Build Gauge () and use it to Exceed or play your powerful attacks! When you hit with an attack, the card enters your Gauge area during Strike Cleanup.

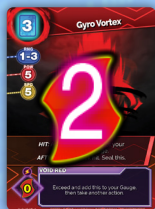
When you need to spend Gauge, generate Gauge by discarding cards from your Gauge Area. You may choose the specific cards to discard when doing this.

FORCE

Force  allows you to play Boosts, move, and other effects. When you need to spend Force, generate Force to spend immediately by discarding cards from your hand or Gauge Area.

>Normals and Specials can be discarded for 1 Force each.

>Ultras can be discarded for 1 or 2 Force each (your choice).




You may only generate as much Force as you need to pay for any effect. It is not possible to 'overpay' for an effect.

BOOSTS

Boosts are unique effects allowed by the cards in your hand.

To play a Boost, pay its Boost Cost, put the Boost into play, and then perform its effects.


INSTANT BOOSTS

To play an Instant Boost , perform that Boost's effects immediately. Then, discard the card. These Boosts have a lightning bolt symbol above their cost.



This Boost lets you rush forward or backward right away, and is discarded afterwards.


CONTINUOUS BOOSTS

To play a Continuous Boost , add the Boost to your Boost Area, then perform any "Now:" effect on the Boost. Its effects are active until they are discarded after Cleanup or by a card effect. These boosts have a cross symbol above their cost.



This Boost stays in play and gives your next Strike +1Speed and lets you move right now.

TRAP BOOSTS

Traps  are a subtype of Continuous Boost that are played onto any space, unless otherwise stated.

Traps sustain themselves if you are not stunned.

MOVE

Move the indicated number of spaces in either direction (or as many as possible), switching sides with the opponent, and continuing in the same direction beyond.



'Move' lets you choose which direction to go. Unlike Close, switching sides with the opponent is allowed.

ADVANCE

Move towards the opponent the indicated number of spaces (or as many as possible), switching sides and continuing in the same direction.



Advancing 1 space puts us adjacent. Advancing 2 would switch sides.

CLOSE

Advance towards the opponent the indicated number of spaces (or as many as possible), but without switching sides with the opponent.



Closing 2 spaces. Since 'close' always moves you as far as possible without passing the opponent, closing 3, 4, or 5 spaces would look identical to this.

RETREAT

Move the indicated number of spaces away from the opponent (or as many as possible).



Retreating 1 space from the opponent.

PUSH/PULL

Push moves the opponent away as if they were retreating. Pull moves the opponent toward you as if they were advancing.



Pulling the opponent 2 spaces (moving them to the other side of you), or Pushing 1 space.

RESOLVING STRIKES

When you initiate a **STRIKE** for any reason, you are the Attacker and the opponent is the Defender. Players follow these steps:

1. The Attacker sets their Attack Card or Cards face-down.

Note: Some characters have additional actions they can take "when striking." They do these actions before they set cards.

- ◇ A **REGULAR ATTACK** is formed by playing one card from your hand face-down.
 - ◇ An **EX ATTACK** is formed by playing two cards with the same name from your hand face-down. EX attacks have **+1 Power**, **+1 Speed**, **+1 Armor**, and **+1 Guard**.
 - ◇ A **WILD SWING** is formed by putting the top card of your deck into play face-down without looking at it.
2. The Defender sets their Attack Card(s) in the same way the attacker does.
 3. Reveal the attacks!

REVEAL STEP

Flip both player's attacks face-up.

- ◇ If you reveal an EX attack, discard the extra copy of the EX attack to your discard pile.
- ◇ If you reveal an attack with a cost (like Ultras), you must pay its cost immediately. If you cannot, the attack is invalid. If the attack with a cost was revealed as a result of a Wild Swing, you may choose to make it invalid.
- ◇ If your attack is invalid, discard it and perform a Wild Swing. Keep discarding and performing Wild Swings until you reveal a valid attack. These replacement Wild Swings are not considered to be setting a new attack.

PRIORITY ORDER

Whoever has the higher speed attack goes first and is now the active player. In a speed tie, the Attacker becomes the active player.



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ACTIVE PLAYER ATTACK

The player with higher **Speed** goes first and performs their entire attack. An attack has 5 Steps:

1. Check if you are stunned (p. 11). If you are, skip the remaining steps.
2. Perform all your Before effects.
3. Check **Range** to the opponent from the attack's origin (usually your character).
4. If you are in **Range**, your attack hits. Perform all your Hit effects, then do damage to that opponent.
5. Perform all your After effects.



Hyde's ranged attack hits all spaces from 2-4, meaning that this attack will hit.

TRIGGER EFFECTS

There are four kinds of Trigger Effects in Exceed: **BEFORE**, **HIT**, **AFTER**, and **CLEANUP**. Each of these describes a different timing for when the effect will take place.

- **BEFORE** effects happen at the start of your attack, before you check your range to the opponent.
- **HIT** effects happen if you hit the opponent with your attack.
- **AFTER** effects will happen at the end of your attack, after you have already hit or missed the opponent.
- **CLEANUP** effects happen at the end of a Strike, and normally prevent Continuous Boosts from being discarded if certain conditions are met.

When a Trigger Effect comes up, you must activate it following all its instructions. If you have multiple effects with the same trigger, you choose the order to activate each trigger, but you must activate and perform each one individually.

CONDITIONALS

Some Trigger Effects will look like Waldstein's *Ferzen Volf* card (shown right):

BEFORE, RANGE 1: Push 2 and **+2 Power**.

Effects simply use this wording to save on space.



DOING DAMAGE & STUNNING

After hitting the opponent with your attack, you will do damage to the opponent equal to your **Power**, reducing their life by that much.

Damage is first applied to the opponent's **Armor** before the opponent themselves. Reduce the Opponent's **Armor** for each point of damage it prevents (Dealing 3 damage to an opponent with 4 **Armor** means they take no damage and have 1 **Armor** left over).

If the total damage the opponent actually takes ever exceeds their **Guard**, they are Stunned and don't get to attack if they are the Defender (Dealing 2 damage twice to an opponent with 3 **Guard** stuns them).



Focus has 2 points of **Armor** and 5 points of **Guard**. If you were to be hit by a 7-power attack, you would reduce the damage by your **Armor**, and only take 5 damage.

Since 5 damage is not greater than your **5 Guard**, you would not be stunned.

If you were hit by an **8-power** attack, you would take 6 damage, and would become stunned.

REACTIVE PLAYER ATTACK

If the Reactive Player is not Stunned, they resolve their attack in the same way that the Active Player did. If they are Stunned, skip their attack entirely.

CLEANUP

After resolving both player's attacks, both players clean up. The Attacker performs this first, then the Defender after. Both players do Cleanup even if they are stunned.

1. Resolve any Cleanup triggers on your Attack or Continuous Boosts.
2. Discard all Continuous Boosts in your Boost area. If a Continuous Boost was sustained during this Strike, leave it in play instead. Traps are always sustained if you are not stunned.
3. If you hit your opponent—even if you didn't stun them—put your attack card into your Gauge Area. If you didn't hit your opponent, put your attack card into your discard pile instead.

Perform any 'End of the Strike' type effects you may have. These effects happen even if a player is Stunned.

It's now the Defender's turn. If either player gained Advantage during the strike, they take the next turn, potentially altering the turn order. If both players gained Advantage, the one who most recently gained it takes the next turn. Neither player draws a card at the end of a turn where a strike occurred.



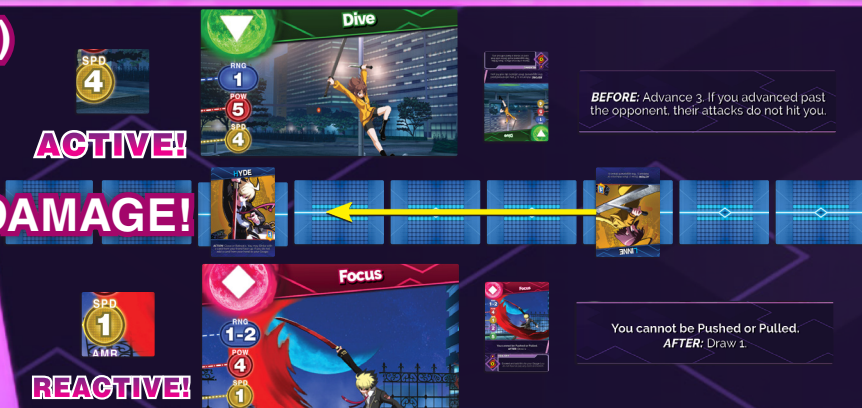
GAMEPLAY EXAMPLE

1)



Hyde goes first. He decides to put the pressure on and attack! He initiates a Strike by playing a card from his hand face-down. Linne also puts a card from her hand face-down.

2)

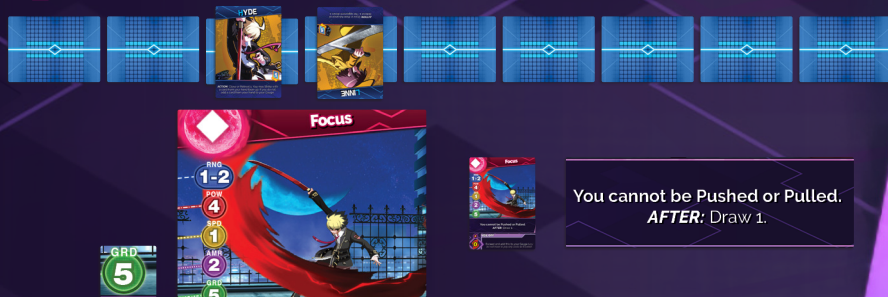


The attacks are revealed. Linne's *Dive* attack has a higher **Speed**, so it executes first! Its effect moves Linne 3 spaces, and she is now in **Range** to connect with her attack. Hyde's *Focus* has **2 Armor** so Linne's damage dealt reduced from 5 to 3.

GAMEPLAY EXAMPLE (CONT.)

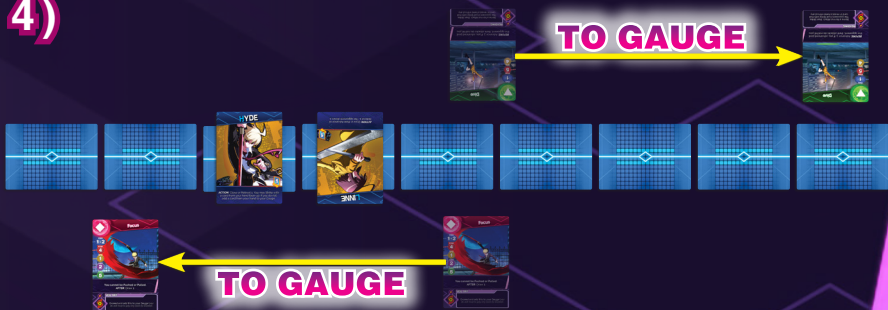
3)

4 DAMAGE!



Linne's 3 damage is not enough to break Hyde's **Guard** and stun him, so Hyde's *Focus* attack executes! Hyde hits Linne for 4 damage putting her at 26 life! Hyde's *Focus* attack also draws Hyde a card with its After effect.

4)



Now that both attacks have executed, both players enter Cleanup. Since both player's attacks hit, both attacks go to their Gauge. They can use this Gauge on later turns for things like using powerful Ultra attacks!

Now gameplay proceeds with Linne's turn. Turns continue rotating between players in this way, with players playing Boosts, attacking, and using other types of actions until the game ends.

FREQUENTLY ASKED QUESTIONS

Q: What exactly happens if I Wild Swing into an attack with a cost?

A: If you cannot pay for the attack's cost, you must invalidate it and Wild Swing. Otherwise, you may choose to invalidate it and Wild Swing or pay for its cost and use it as your attack.

Q: What if I have no cards in my hand and a Strike occurs?

A: You must perform a Wild Swing.

Q: I'm using an effect that cancels an opponent's Boost—when does that happen?

A: Canceling a Boost happens after costs are paid but before decisions are made (like what card is named for the Parry Boost). The player still draws at end of turn.

Q: If an effect allows me to spend something to gain a bonus, like 1 Force for +1 Power, can I do that multiple times?

A: No. Anything that lets you use it multiple times will be specifically stated ("You may spend up to 3 Force. For each Force spent, +1 Power.")

Q: If I am allowed to pay for an Ultra using something other than Gauge from an effect and I play the Ultra from hand, am I required to pay for it?

A: Yes. An Ultra played from hand must be paid for, even if you must use an alternate method of generating Gauge. If you Wild Swing into it, however, you may invalidate it even if you could pay for it via other means.

Q: If I EX an Ultra Attack, do I pay the Gauge cost for each copy?

A: No. The Gauge Cost is only paid once.

Q: If my attack is faster than my opponent's, can I still be Stunned?

A: Yes, although you will still perform your Cleanup triggers at the end of the Strike.

Q: For Boosts that cause a Strike, when are they considered "resolved"?

A: The Boost is resolved right before the Strike begins. As such, any effects that trigger "after resolving a boost", will happen before you set your card for the Strike.

FREQUENTLY ASKED QUESTIONS (CONT.)

Q: If an attack is coming from another source, do "Attacks at range 1 do not hit you." effects care about the character's position or the other source's position?

A: The range is measured from the other source's position, being the attack's point of origin.

Q: If an effect causes me to search my deck, do I have to shuffle afterwards?

A: Yes. Anytime you search your deck, you must shuffle afterwards.

Q: When do "playing" and "resolving" a card occur for effects that care about it? What about effects that cause a Strike?

A: Played: After spending costs, but before effects. Resolved: After effects occur. For effects causing Strikes, "Played" is the same. Resolving happens after effects, but before the Strike. Discarding the card happens after resolution.

Q: My character has a card which has taken a card from my opponent. What can I do with it?

A: An opponent's card may be in your Boost, Gauge, sealed, or character-specific areas. If an opponent's card would enter any other area, return it to the opponent's discard instead.

Q: What does +1~2 Range mean? How does it affect attacks that only have a single number in their Range such as Grasp?

A: When adding Range, add together the left side values (Minimum Range), then add together the right side values (Maximum Range) to create the new Range. For example +1~2 Range on Sweep (which has Range 1-3) results in a Range 2-5 attack. Ranges that only have a single number mean that their Minimum and Maximum are equal. This means that for the purposes of adding, Grasp is considered to have Range 1-1.

Q: If I can play more than one attack in a single Strike due to a card effect, do my Continuous Boosts apply to each of my attacks?

A: No, your Continuous Boosts apply only to the attack you set and revealed.

Q: What happens if an effect instructs me to Strike from my Gauge but my Gauge is empty?

A: Strike with a Wild Swing instead.

GLOSSARY

▶ **ADVANTAGE** - Can be gained during a Strike. You take the next turn, regardless of who initiated the Strike. If Advantage is gained multiple times during a Strike (even by multiple players), the last player to gain Advantage goes next.

▶ **AFTER** - A trigger on many attacks that resolves after the attack would deal its damage. It happens whether or not the attack hits. Does not happen if you are Stunned beforehand.

▶ **BEFORE** - A trigger on many attacks that resolves before checking if the attack hits the opponent. It happens whether or not the attack hits, but not if you are stunned beforehand.

▶ **FORCE** - Generated by spending cards from hand or Gauge. An Ultra Attack can generate 2 Force if spent this way.

▶ **GAUGE** - Generated by spending cards from Gauge. Each card generates 1 Gauge, regardless of type.

▶ **HIT** - A trigger on many attacks that resolves if the attack hits the opponent, but before the attack's damage is dealt.

▶ **IGNORE ARMOR** - This attack treats your opponent's Armor as if it were 0.

▶ **IGNORE GUARD** - This attack treats your opponent's Guard as if it were 0.

▶ **NON-LETHAL DAMAGE** - Damage that can't bring the opponent below 1 life. They still take full damage for the purposes of Stunning, Armor, and other effects.

▶ **NOW** - Trigger on some Continuous Boosts that resolves immediately upon playing the Boost.

▶ **REVERT** - Deactivate your Exceed Mode by flipping your character to its Basic Mode.

▶ **SEAL** - Remove a card from the game, placing it into your Sealed area.

▶ **STUN IMMUNITY** - You cannot be Stunned.

▶ **STUNNED** - If a player takes more damage than their Guard, they are Stunned. If they have not yet activated their attack, it will not activate. Some cards check during Cleanup if the player was Stunned, so note that a faster player can still be Stunned during a Strike if the slower player hits back.

▶ **SUSTAIN** - Prevents a Continuous Boost from being discarded when the current Strike ends. Sustaining a Boost only lasts until the next Strike. You may continue to sustain Boosts over multiple Strikes.





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