



MILLENNIUM
BLADES
CCG SIMULATOR CARD GAME

The logo features the word "MILLENNIUM" in a large, stylized, jagged font. Below it, "BLADES" is written in a similar font, with a sword blade forming the letter 'A'. Underneath "BLADES" is the text "CCG SIMULATOR CARD GAME" in a smaller, clean font. The entire logo is set against a background of various anime-style characters and creatures.

COMPLETE GAME RULES



COMPONENTS OVERVIEW

- 6 Characters (13 cards each)
- 17 Core Cards
- 7 Expansion Sets (12 cards each)
- 6 Premium Sets (12 cards each)
- 5 Master Sets (12 cards each)
- 3 Bronze Promo Sets (6 cards each)
- 3 Silver Promo Sets (6 cards each)
- 3 Gold Promo Sets (6 cards each)
- 2 Meta Sets (6 cards each)
- 28 NPC Cards
- 23 Keyword Cards
- 6 Additional Set Cards
- 9 Team Cards
- 16 Blank Custom Cards (10 Singles, 4 Accessories, 2 Deck Boxes)
- 14 Updated Cards (Friendly Alien Lettstrade Character and Co-op, The Card Shark Character and Co-op, Cardine Kollecta Co-op, Raritti Sikhar Co-op, Guardian Beast Sami Core and Starter, World Turtle Tarask Core and Starter, Alliance, Treasure Hunt, Time Warp, Total Destruction)
- 6 Venue Cards
- 6 Trigger Cards
- 1 Rulebook
- 1 Character/Set Book
- 8 +5 Star Token
- 4 Light Sell Markers
- 2 Destine Sell Markers
- 6 Player Boards
- 1 Aftermarket Mat
- 1 Store Mat
- 1 NPC Mat
- 3 RP Trackers (for 6th player)
- 1 Score Pad
- 183 Dividers
- 400 Millennium Dollar Slips
- 40 Sticker Slips
- 6 Sticker Sheets
- 6 Tuckboxes

Visit www.level99games.com to inquire for missing or replacement parts.

CHARACTERS



CORE CARDS



EXPANSION SETS



PREMIUM SETS



MASTER SETS



PROMO SETS



METAS



VENUES



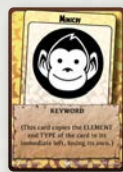
NPCS



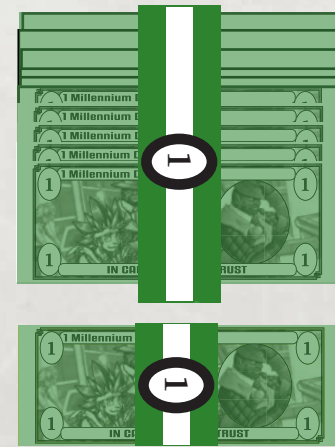
TRIGGER REMINDER CARDS



KEYWORDS



ADDITIONAL SET CARDS



TEAMS



BLANK CUSTOM CARDS



SOME ASSEMBLY REQUIRED

Before your first game, you should assemble the Millennium Dollars Money Wads. To do this, form stacks of 5 copies of identical bills. Take two stacks of 5, press them together so the printed sides face outward, and wrap them with one of the appropriate strips of sticker paper from the sticker sheet.

Using whole stacks of Millennium Dollars brings to life the feeling of buying and selling expensive collectible trading cards on the aftermarket!



SKIP THE RULEBOOK!

Watch a Tutorial Video Online!

GAME SETUP

1. TABLE SETUP

Find a large table and set out player boards for each of your players in the game, then place the Store and Aftermarket Mats in the middle of the table.

Make sure that each player has about 3-6 inches between their area and the central boards, but not too much more, as players will need to reach around the table quite a bit and should be able to reach both central boards easily.

2. SET SELECTION

Take 6 Expansion Sets, 5 Premium Sets, and 4 Master Sets of your choice. Shuffle all fifteen of these together to form the Store deck. (See page 21 for suggested Store builds.) Shuffle the Core cards together to form a separate Core deck.

3. SET ASIDE PROMOS

Choose 2 sets of Bronze and Silver Promos, and 1 set of Gold Promos, for a total of 5 sets. Place one of each type of set in the Card Fusion Area, and set the other two aside to use as Prize Support later on.

- **Backer Bonus Promo Rule:** If you backed a Millennium Blades Kickstarter and have a Backer Card in a Promo set in the game, you can start with that card in your collection. If you do, each other player gets a random card from that card's Set in their binder.

4. SETUP METAGAME

Shuffle the 2 of the 4 sets of Metagame Cards (*Type, Element, Star, or Rarity*) separately, then place them each into the two slots on the Aftermarket Board.

5. SETUP NPCs

Shuffle the NPCs and place the deck in one of the slots of the NPC Area.

6. DISTRIBUTE STARTING ITEMS

Give each player a starter deck, either randomly or of their choice and 4 Sell Markers of a color.

- **Playing with Characters:** Each player takes a Character Card, either randomly or of their choice, and 6 Friendship cards of their character. See page 16 for detailed information on other cards that become available when playing with Characters.
- **Playing without Characters:** In your first game, you may choose to leave out character powers. In this case, players should still pick a character, but ignore their character's Deckbuilding and Tournament powers.

7. SUPPLIES

Set up a bank of Millennium Dollars where players can reach them, but where they won't accidentally be mixed in with a player's own possessions.



Store Deck Core Deck Aftermarket



NPC Area

Promos

Metas





6 Expansion, 5 Premium, and 4 Master sets combine to make a Store deck.


GAMEPLAY OVERVIEW

Millennium Blades is played over a series of rounds. Each round has two parts, a **Deckbuilding Phase** and a **Tournament Phase**.

In the **Deckbuilding Phase**, you will receive new cards, as well as being able to buy, sell, trade, and collect. After a certain time limit passes, this phase ends and a tournament will begin.

In the **Tournament Phase**, you will play the deck you've built and try to collect more  Ranking Points (RP) than the other players.

Players will gain  Victory Points (VP) by placing highly in the tournaments, collecting valuable sets, helping out the other players, and amassing wealth by dealing through the game's Aftermarket.

At the end of the last round, whoever has the most  is declared the winner of the game!

These rules assume a 3-6 player group. For the 2 player rules, check the Variants section on page 18.

GAME FLOW

1. (Optional) Pre-Release Tournament
2. Deckbuilding Round 1
3. Tournament Round 1
4. Deckbuilding Round 2
5. Tournament Round 2
6. Deckbuilding Round 3 (if no Pre-Release)
7. Tournament Round 3 (if no Pre-Release)

STARTING THE GAME

If you're new to Millennium Blades, we recommend starting out by playing a Pre-Release Tournament.

The Pre-Release Tournament is an optional tournament round that is played before the game starts. This is primarily designed to give new players an opportunity to learn how decks are played, so that they can evaluate cards and build decks during the Deckbuilding Phase.

If all of your players have played Millennium Blades before, you can skip the Pre-Release Tournament and move to the first round of Deckbuilding.

PRE-RELEASE TOURNAMENT

This tournament is just like a normal tournament, except for a few slight changes.

- There is no Deckbuilding Phase. Players play with only their starter decks.
- No Metagame is revealed during this tournament, and character powers are not used.
- There are very few points awarded for this tournament.

If you choose to do a pre-release tournament, skip the third round of deckbuilding and the third tournament later on in the game, so that there are still only three tournaments in the game.

FIRST GAME SETUP

For your first game of Millennium Blades, we recommend these sets, and that you play without Character Powers:

- **Expansion:** Rubber Ducky Maid Crusaders R, Fists of Steel, Obari as Hell, 1001 Nights, Gno-Man's Land, Sunset Striders
- **Premium:** Cards Magica, AD 2400, Xeno X-Over, Clockwork Empire, Legend of Tanananah
- **Master:** Hell to Pay, Symphony of Destruction, Fantasy Finale, MNM
- **Fusion Promo:** Legend of Final Badass, Princess Blade, Elemental Dragon Lords
- **Prize Support:** Elemental Blades, Sealed Vaults

MISTAKES AND MISPLAYS

Even though Millennium Blades seems like a game of calculation and full information on the surface, it's actually a game of mental dexterity and skill.

In many games of strategy, we allow players to go back and correct a mistake or to replay a card when they have miscalculated. It is critical that you do not allow players to correct their mistakes in Millennium Blades.

Millennium Blades is about dividing the limited resources of your brainpower among a variety of tasks, and weighing where to best invest this resource. There's not enough time to do everything, and so you've got to make decisions about where to use your best cards and where to invest your time and attention.

Making a critical misplay, forgetting to turn in a collection, or neglecting to include a key card in your deck are mistakes just like missing a shot in soccer or dropping a catch in baseball—you can't step back and correct these things. Instead, renew your focus, and resolve not to make the same mistake next round. The game has been built so that you don't have to play every move perfectly to win the game, and you'll have a better experience if you just move on from mistakes, rather than trying to fix them.

STORE

Buying cards from your friendly local game store is the easiest way to get new cards for your collection!

Cards in the Store are face-down, so you will only know what set they are from until you buy them. Will this card be the card you've been searching for, or will it set you on the path of pursuing an unforeseen strategy?

CARD FUSION

The Millennium Blades Player Rewards Program allows you to recycle your old, useless cards into shiny new promotional cards.

Card Fusion is costly to use (5 cards for Bronze, 7 for Silver, and 9 for Gold), and the cards you spend on it cannot normally be recovered later. The advantage of exceptionally powerful promotional cards is difficult to ignore, so try it out! Like Master Grade Cards, Promo Cards work best when you build your deck around them, so one or two is enough.



AFTERMARKET

Seek out wealth or hard-to-find cards by dealing in the Aftermarket!

Unlike the Store, cards in the Aftermarket are bought and sold face-up, so you know exactly what you're going to get.

You can interact directly with the Aftermarket, and the bank pays you right away when you put cards on sale, not when other players buy them. You can browse through the Aftermarket and buy cards by paying their costs to the bank directly.

METAGAME

In competitive card gaming, the meta is always changing, and so you will need to watch the metagame as you play.

Each round, the metagame will shift. The Metagame gives significant bonuses if you can incorporate it into your deck. Don't ignore it!



YOUR PERSONAL AREA

DECK

You will have the opportunity to build your deck freely during the Deckbuilding Phase, including any cards that you feel will be useful to you. More cards will become available each round, increasing your options and the number of potential decks you can construct. Cards in your deck can be face-up and/or face-down, your choice.

COLLECTIONS

Building your collections is a necessary step in becoming the most prestigious Millennium Blades player among your friends. You can build collections during the **Deckbuilding Phase**. Collections you turn in will be lost, so be careful about what you include! Your Collection must be face-up at all times.

BINDER

The Binder is where you keep your cards that are not being used in your deck or collections. You can also trade cards from your binder with other players, in exchange for money, friendship, or other cards. Cards in your binder can be face-up and/or face-down, your choice.

COLLECTION AREA
Build a collection by matching 2 or more cards, all with the same type or element. Each card must have a different Star Rating.

DECK AREA
Choose 8 Singles, 1 Deck Box, and 2 Accessories. You will play 6 Singles over the course of the tournament.

BINDER
These cards will be kept between rounds. They cannot be used in the tournament.

MARKET AREA

- BUY A BOOSTER**: Pay the card's cost in Dollars, then add the card to your binder and replenish its slot with a new card from the Store.
- BUY FROM AFTERMARKET**: Put your Sell Marker on it, then put it into the market. Gain Dollars matching its Star Rating from the bank.
- CARD FUSION**: Discard cards to the Store. Discard equal to the Promo Card's cost. Add any card from the stack to your binder.

CARD ANATOMY

Star Rating: 2-11
Element: FIRE, AIR, LIGHT, WATER, EARTH, DARK
Type: [Symbol]
Rarity: [Symbol]
Effects: [Symbol]

ELEMENTS

- FIRE
- AIR
- LIGHT
- WATER
- EARTH
- DARK

TYPES

- ANIMAL
- MYTH
- CONSTRUCT
- CITIZEN
- SOLDIER
- MAGE

RARITIES

- CORE
- EXPANSION
- PREMIUM
- MASTER
- BRONZE
- SILVER
- GOLD

CARDS

1. **Card Name:** The name of the card.
2. **Star Rating:** ★ Star Ratings range from 1-10, but usually just 1-8. They are used in collecting and dueling.
3. **Set:** The logo of the set the card comes from.
4. **Element:** There are 6 Elements, usually used in triggering effects and building sets.*
5. **Type:** There are 6 Types, usually used in triggering effects and building sets
6. **Rarity:** The rarity level of the card.
7. **Effect Text:** The effect of the card.
8. **Flavor Text:** Some cards have flavor text in italics. This has no effect on gameplay.

*Accessories and Deck Boxes do not often have Elements (4) or Types (5). Those that do not have either of these symbols cannot be used as part of a collection.



SINGLES

Singles are the key cards that make up your deck. They are the power cards that make everything work.

Singles vary in power and usefulness. Low power, more universal singles are found in Core Set, while very powerful and hard-to-use singles are found in the Master Sets.

DECK BOXES

Deck Boxes represent the engine of your deck, and help to unify the theme and capabilities of your deck.

One Deck Box can be included with your deck. Usually this will give you a secondary scoring option, which forms a foundation for the cards you choose to include. If you don't know where to start, look at the Deck Boxes available to you and try to find cards that will make one of them work exceptionally well.

Deck Boxes come in the core set, but more powerful ones are generally found in Expansion, Premium, and Master Sets!

ACCESSORIES

Accessories are items that you can use to protect or enhance your deck. Most accessories are found in the Core Set, but several other sets contain them as well.

CARD BACKS

Each Expansion, Premium, and Master set usually consists of 12 cards: 1 card with 3 copies, 4 cards with 2 copies each (*including the deck box*), and 1 card with only 1 copy. The backs of Expansion, Premium, and Master cards show the Types and Elements of cards in that set—the card with 3 copies is shown at the top, then the cards with 2 copies, then the card with 1 copy. Deck Boxes are not listed on the back in this way, as they usually do not have Types or Elements. Some Singles may not have a Type or Element, in this case the spot on the back is left blank.

ICON REFERENCE

ELEMENTS



Fire



Water



Air



Earth



Dark



Light

TYPES



Animal



Myth



Construct



Citizen



Soldier



Mage



Pro

RARITIES



Core



Expansion



Premium



Master



Bronze Promo*



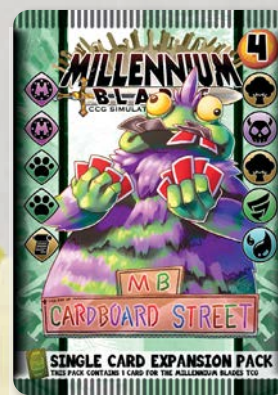
Silver Promo*



Gold Promo*

Some cards have multiple Types or Elements.

* "Promo" refers to any rarity of Promo card. Each Promo is a separate rarity.



This Expansion set has the following cards in it:

- MYTH EARTH card (x3)
- MYTH DARK card (x2)
- ANIMAL EARTH card (x2)
- ANIMAL AIR card (x2)
- CITIZEN WATER card (x1)
- A Deck Box (x2)

DECKBUILDING PHASE

The Deckbuilding Phase is a real-time phase. This means that once the phase begins, players can take any actions they want, as much or as little as they want, until time runs out.

SETUP THE PHASE

1. All players should flip their player boards to the Deckbuilding Side, and combine all their cards together into the Binder Area.
2. Give each player 30 Millennium Dollars of income. If you run out of Dollars, you can use anything else to substitute.
3. Deal each player a booster pack of 6 cards: 3 cards from the top of the Store Deck and 3 cards from the top of the Core deck (*without paying for them*). These are added to the players' binders face-down, and cannot be looked at until time starts.
4. Place the top 9 cards of the store face-down into the Store Area, so there are 10 cards showing (*including the one on top of the Store*)
5. Deal 2 NPCs face-up to the NPC Area from the top of the NPC deck.
6. Make sure each player has all of their Sell Markers.
7. Remove any revealed Metagame cards from the game. Reveal a new Metagame Card from the top of one of the Metagame decks.
8. Set a Timer for 7 minutes, and begin!

DECKBUILDING ACTIONS

While the timer runs, players may begin taking any of the following actions, as quickly and as often as they wish:

1. **Gain** an NPC card.
2. **Make** a Collection
3. **Build** your Deck
4. **Buy** a card from the Store
5. **Fuse** cards from your hand to obtain a Promo
6. **Sell** a card to the Aftermarket
7. **Buy** a card from the Aftermarket
8. **Trade** with other players

NPCS

NPCs (*or non-professional card gamers*) allow you to trade cards for NPC cards that give ✨ at the end of the game, similar to Friendship cards.

To gain an NPC in any of the NPC slots (*including the top of the deck*), place a Sell Marker next to the NPC deck and put the cards listed by the requirement in the Store discard. When an NPC is gained by a player, it is immediately replaced by a new one from the top of the deck. A player can gain as many NPCs as they wish, as long as they have the Sell Marker to gain them.

If the NPC deck runs out of cards, shuffle the cards from the NPC Discard Pile to form a new deck.



1. **Card Type & Name:** The card type (*NPC*) and name of the NPC.
2. **Requirement:** The requirement that needs to be met to gain that NPC.
3. **VP:** The amount of Victory Points the NPC grants.

DECKBUILDING PHASE

YOUR PERSONAL AREA

You can freely move cards around in your personal area in order to sort them for use in your Deck or Collection, or to be saved for later in your binder. You can move cards as often as you want, and separate them in any ways you like.

The only thing that is important is that at the end of the timer, you know which cards are in your **deck** for the tournament, which are in your **collection**, to be returned to the box for points, and which cards are in your **binder**, to be saved for later use.

MAKE YOUR COLLECTION

Your Collection is made up of 2-8 cards, each having at least one matching symbol with all the others, and each having a different star rating than all the others.

At the end of the round, your Collection will be put in the Store discard and you will be awarded points.

You can only build one collection per Deckbuilding Phase. Don't miss out on this important opportunity to score victory points!

BUILD YOUR DECK

The Deck Area can contain up to eight singles, up to one Deck Box, and up to two Accessories.

During a Tournament, you will typically only play 6 cards, so use the extra two slots to put in backup cards in case you need to change strategy mid-tournament.

You can take cards out of your deck to make room for new ones just as easily by returning them to your binder.

You may only have one copy of any card in your deck!

Pro Tip: Stacking your deck's cards in the order you plan to play them can save you a lot of time in the tournament step!

SETTING YOUR PRIORITIES

There are a lot of things to do in the limited Deckbuilding Time. Here's a list of things in the order they will score you Victory Points ✨, so you can prioritize your time.

1. **Build Your Deck:** Winning Tournaments provides more ✨ than any other source.
2. **Make Your Collection:** Collections provide a significant number of ✨, and you can turn in one per Deckbuilding Phase.
3. **Gain NPCs:** NPCs gain you ✨ like Friendship cards, so make sure you consider what NPCs want before putting cards in a deck or collection!
4. **Help Friends:** Friendship Points are valuable, and you can earn them by helping friends.



A collection of Dark Cards. The card on the right could not be part of this collection, because it doesn't match the element of the collection.



A collection of Soldier Cards. The card on the right could not be part of this collection, because it already has a 4 star card.

PERSONAL SPACE AND ETIQUETTE

You should never touch cards on another player's player board.

When a player reveals a new card from the Store, that player has the first chance to buy that card, if they wish.

If two players both want to buy the same card from the Store or Aftermarket, give priority to the player with fewer ✨.

It's fine to stop the timer for a moment, if a player asks for a rules explanation or needs something clarified.

DECKBUILDING PHASE

THE STORE

BUY A CARD FROM THE STORE

Experience the thrill of blind buys! Buy new cards without knowing what you're going to get!

Pay Millennium Dollars equal to the buy cost (*the number in its top right*) of any face-down card in the Store Area (*including the top of the Store or Core decks*) to the bank, then take that card from the store area and place it in the binder area of your board.

Replenish the Store Area by dealing a card from the top of the Store deck into the center of the table face-down. If the Store or Core deck runs out of cards, shuffle the appropriate cards from the Store or Core discard pile to form a new deck. Any new types of cards that may now be in the store, such as Promos or Starter Deck cards, can be bought with Dollars equal to the number in the top right of the card back.



Fulton decides to buy a 5-cost Clockwork Empire card. He pays 5 Millennium Dollars to the bank, then adds the card to his Binder. Now he can flip it over and find out what it is!

CARD FUSION

Convert unwanted junk cards into powerful promotional cards.

Choose to do a Bronze, Silver, or Gold Card Fusion. Select the appropriate number of cards from your binder (*5-Bronze, 7-Silver, or 9-Gold*) and place them in the Store discard. Then look through the appropriate pile in the Card Fusion Area and take any one card. If a Promo set runs out of cards, place a new set of its Rarity in the Fusion Area from the box.



The 5 Fusion Cards are returned to the box and a Bronze Promo Card is acquired from its Promo Deck.

THE AFTERMARKET

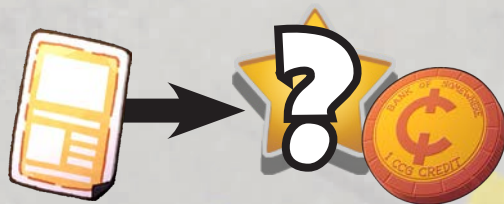
SELL TO THE AFTERMARKET

Place any card from your binder and one of your Sell Markers into a slot in the Aftermarket. Then take Millennium Dollars equal to that card's Star Rating from the bank. The Aftermarket has no card limit in this phase.

If you have no Sell Markers (*because they are already in the Aftermarket or were used for NPCs*), you cannot sell more cards.

The Aftermarket stops accepting cards for sale in the final 6-minutes before the tournament. This is to ensure that everyone has adequate time to buy cards.

Once your card is on sale in the Aftermarket, you cannot buy it back or remove it from sale!



BUY FROM THE AFTERMARKET

Choose a card from the Aftermarket with another player's Sell Marker on it and pay Millennium Dollars equal to that card's Star Rating into the bank. Return the Sell Marker on the card to its owner.

Add your new card to your binder.



Selling James Bomb to the Aftermarket would get you seven dollars right away from the bank. Anyone who wants to buy him later would pay that same amount into the bank.



DECKBUILDING PHASE

YOUR FRIENDS TRADE WITH PLAYERS

You can always Trade with other players directly, without using the Aftermarket. However, any trades made between players must be equal value trades. That is, the total of all Star Ratings and/or Millennium Dollars must be equal on both sides of the trade.

If you are making a trade that clearly benefits one side more than the other, you may wish to ask the other side for Friendship in addition to the other trade items.

Friendship Cards are worth extra ✨ at the end of the game. You can't score your own, but you can give them to another player who helps you out with a good trade or a rare card. You may not score more than 6 ✨ from a single player's Friendship Cards. You cannot trade Friendship to a player that has 6 or more ✨ worth of Friendship from you.



If Fulton wants Morrey's Evil Helbane card, he's got to match its value with money and/or cards of his own.



Deques really needs Cardine's promotional Soul Caliper card for a combo in his deck, but they both know it's more valuable than an even trade. Since agreeing to make this trade is really a favor from Cardine to Deques, Deques offers a Friendship Card in addition to the even trade.

WHEN TIME RUNS OUT

After the first 7-minute timer expires, deal each player another booster pack of 6 cards (3 Store and 3 Core), then reveal the top card of the second Meta stack.

Set another 7-minute timer. After this timer expires, the Aftermarket stops accepting new cards for sale (*players may still buy cards, but they cannot sell them anymore*), and set a 6-minute timer.

After the final 6-minute timer expires, the Deckbuilding Phase ends, and the tournament begins.

The whole thing looks sort of like this...

- *Get new cards and cash!*
- *Reveal 1st Meta*
- **7-Minute Timer**
- *Get more cards!*
- *Reveal 2nd Meta*
- **7-Minute Timer**
- *Last Call to sell cards*
- **6-Minute Timer**
- *End the Deckbuilding Phase*

Timers in Millennium Blades are relaxed. If you see a player scrambling to finish something they started, all players can agree to offer a short grace period by starting a new 3-minute timer.

If a player has not even started on an endeavor (*ex: "Oh man, I totally forgot to make a collection!"*) it's probably best to just move on to ending the phase.

END OF DECKBUILDING

When the final 6-minute timer sounds, the round ends. Follow these steps to clean up and get ready for the tournament...

1. In any order, players should each turn in a maximum of one collection for ✨.
2. All loose cards that are not part of a player's deck are moved to their owners' binders.
3. Put all cards from the Aftermarket into the Store Discard Pile.
4. Discard all face-up NPCs to the NPC Discard Pile.
5. Return all players' Sell Markers to them.

SCORING COLLECTIONS


When a collection is scored, discard it to the Store discard and award ✨ based on the size of the collection.

Cards	2	3	4	5	6	7	8
Victory Points	2	4	7	9	12	16	21

TOURNAMENT PHASE

The Tournament Phase is a turn-based phase. Players will take turns in clockwise order around the table, each taking a single turn. The tournament ends when no players are able to take any more turns.

SET UP THE PHASE

1. All players should flip their player boards to the Tournament Side. They should set their binder cards off to the side of the play area, and take the cards in their decks into their hands.
2. Each player should set their current  to zero with their RP Tracker cubes.
3. Each player should set out their Accessories and Deck Box onto the allotted spaces on the tournament board. All Singles remain in your hand.
4. Turns begin with whichever player placed highest in the previous tournament (or whoever most recently opened a booster pack in real life, in case of a tie or the first game round) and proceeds clockwise.

YOUR PLAY AREA

TABLEAU

Singles you play during the tournament will be placed into these slots, called the Tableau. Always place singles in the left-most available slot in this area. Your tableau expands and collapses so that all cards are adjacent. There is no effect or way to leave “gaps” in the tableau, and such gaps are closed immediately (*before any effects happen*) if they are created in any way, like discarding or moving a card. Gaps close by sliding cards to the right of the gap to the left to fill the gap.

DECK BOX AREA

There is a slot reserved on the Tournament Board for your Deck Box. It starts face-up in play. A card cannot affect or target a Deck Box here unless it specifically says it can.

ACCESSORIES

There are two slots reserved for your Accessories on the Tournament Board. Both of your Accessories start face-up in play. A card cannot affect or target your Accessories unless it specifically says it can.

ILLEGAL DECKS

It's possible that players may accidentally bring more cards than they are allowed to the tournament. If this happens, randomly remove cards from the player's deck to their binder until they have 8 cards.

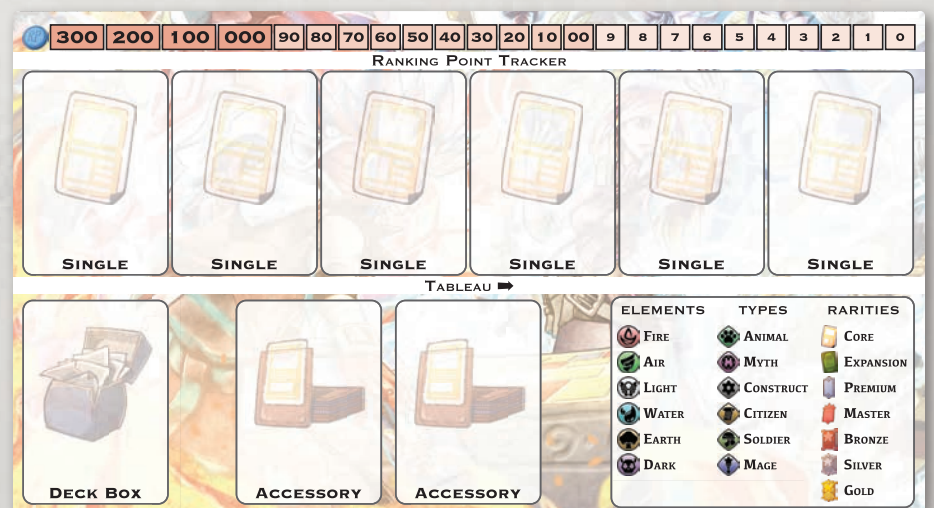
DISCARDS

During tournaments, discarded cards go to your binder, and you still own them. Cards that are discarded “to the Store Discard” may reappear later on during the game.



Cards that are discarded “to the Box” or are “removed from the game” are placed back into the game box and will never come back into play.

CARD INTERACTIONS

With the amount of content in Millennium Blades, there can be situations where it isn't clear how certain cards interact and the rules may not cover every corner case scenario. In these cases, the quickest way to resolve the situation is to houserule it in a way all players agree with. You can always contact us after a game at <https://www.level99games.com/contact-us/> for more clarification on how some cards may be intended to interact.



FACE-DOWN CARDS

Face-Down cards have no STAR RATING, ELEMENT, TYPE, RARITY, or effects, nor can they gain them. They still count as cards (*ex: gain 5  for each card left of this one*), but do not have any text or attributes. Face-down cards do not count as Top cards and cannot be clashed with. Face-down cards lose all  Tokens and Sell Markers on them and can't have more put on them. In general, effects cannot target face-down cards, unless they specifically say otherwise.

TOURNAMENT PHASE

TOURNAMENT TURNS

On a player's turn, he or she may take one Action and must play one Single, in either order. If the player is unable to play a Single, they cannot take an Action, and instead passes their turn, not taking one.

A player will be unable to play a single if he or she has no cards in hand, or if his or her entire tableau is filled already. Once all players pass in succession, the tournament ends.







USE AN ACTION (OPTIONAL)

Actions usually show up on Accessories, but any card might have one. Actions are always denoted by the "Action:" trigger. To use an action, perform the text on the card, then flip the card face-down. You can use one Action per turn, either before or after playing a Single. Effects worded "As an Action..." count as Action effects.

PLAY A SINGLE (REQUIRED)

On your turn, you must play a Single. Place the Single face-up in the next open left-most slot of your tableau.

RANKING POINTS

Most cards give you  Ranking Points (RP) or disrupt your opponents as they try to score . At the end of the tournament, your placement is determined by your total . The amount of  you can gain each Tournament has no limit. Though unlikely, if you run out of space on the  Track, you can track your  with other methods.

TOP CARD

The right-most face-up card on a player's tableau is called the Top Card. This card is used for clashes (*explained on page 15*), and also activates its Top effects if your tableau isn't full and as long as you have cards in your hand.

Face-down cards are ignored when checking for Top card.



An example of playing a single.



Because her right-most card has been flipped down, El Vice is now Shur's Top Card. If all her cards are face-down, she has no Top Card.

DECK BOXES AND ACCESSORIES

While Deck Boxes and Accessories cannot be put into your deck as Singles during Deckbuilding, this doesn't mean they can't be put into your hand or tableau during the Tournament by card effects. A Deck Box or Accessory that makes its way into your hand can be played on your turn like any other card in your hand. While in your tableau, a Deck Box or Accessory counts as a Single.

AFTERMARKET SPACE

Remember that the Aftermarket works differently depending on the phase.

During **Deckbuilding** there is no limit to the number of cards that can be in it.

During **Tournaments**, the Aftermarket has a limit of 12 cards.

If a card or cards would be placed in the Aftermarket and cause it to go over this limit, discard all cards in the Aftermarket to the store discard, then place the new card or cards in the Aftermarket. For example, if there were 10 cards in the Aftermarket and 5 would be added, the 10 would be discarded, then the new 5 added.

TOURNAMENT PHASE

TRIGGERS

Cards may have different triggers. These fall into a few broad categories, and follow the same notation as Actions, but with different timing words on them.

- **Play:** These effects are activated right away when a card comes into play. Perform the Play Effect on the card when you play it from your hand. Cards with Play effects are considered “in play” for the purposes of effects when their effect is resolving.
- **Next:** These effects trigger on the next card you play (*usually indicated by “The next card you play...”*) if the card with Next is still face-up, no matter whose turn it is or what slot in your tableau you play it to. The exact timing of the effect on your next card is stated on the Next effect.
- **Flip:** These effects are activated when a card is flipped face-down. The card’s Flip effect resolves, then it is flipped face-down.
- **Ongoing:** These effects keep working constantly if it is face-up in your tableau. If multiple Ongoing would interact, the last card played takes precedence.
- **Top:** These work as long as the card with the Top effect is the right-most face-up card in your tableau and your tableau isn’t full. Top effects also stop working when you have no cards in hand. If other cards get flipped down or if you can rearrange cards, you can keep Top effects for multiple rounds. Top Effects also affect your opponents quite often, and are good for disruption.
- **Score:** These effects are activated during the end of the tournament, and usually let you score additional 🟡. Activate all of the Score effects (*of face-up cards*) in your tableau (*going left to right*), then your Deck Boxes, then Accessories, then the Metagames. Since Score effects primarily just earn you points, activation order rarely matters.
- **Reaction:** Reaction effects are activated whenever the relevant condition on the effect is met. If no condition is listed, it can be activated in response to any effect. When you activate a Reaction, the card using the Reaction is flipped face-down. You always have the option of not using your own Reaction Effects, just like with Actions.

Effects other than Reaction are not optional, and must be used at the correct time.

PRIORITY

Top>Ongoing>Play>Next>Score is the order of what effects take priority over other effects. The player whose turn it is gets the first opportunity to use Flip or Reaction effects, with that opportunity passing clockwise. If you trigger multiple effects with the same trigger, you choose what order they resolve in.

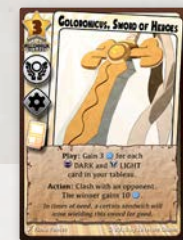
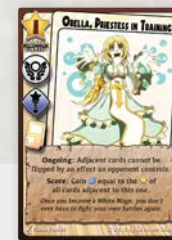
GENERAL RULES

A few general effects show up frequently on cards.

- **Steal:** Something that is taken from one player and given to another. This is

normally 🟡. If a player gains 🟡 from stealing, it counts as gaining 🟡.

- **Discard a Card:** The card is discarded to the owner’s Binder (*unless another location is specified*). Cards discarded to the binder are unavailable for the rest of the tournament. Discard is always from hand, unless otherwise stated.
- **Reveal a Card from your hand:** The card is shown from your hand to all players, then returned to your hand.
- **Reveal a Face-down Card:** The card is picked up and shown to all players, then placed face-down again in the same slot.
- **Flip a Card:** Flipped cards are turned from face-up to face-down. A face-down card has no attributes (*Star Rating, Rarity, Element, Type, Set, etc.*), and is considered a blank card. Flip a Card does not allow you to flip cards face-up, and you must choose a face-up card to flip down when selecting a target for these effects. Face-down cards lose all 🟡 Tokens and Sell Markers on them and can’t have more put on them. In general, effects cannot target face-down cards, unless they specifically say otherwise. Though rare, some effects can **unflip** cards, turning them from face-down to face-up.



Example: Shur must “flip her highest card”. Since her highest card is protected by Orella (adjacent cards cannot be flipped by opponents’ effects), there are no legal targets for the effect, and she can ignore it.

If she were instructed to “flip a card of her choice”, she would have to choose Orella, since the other two cards cannot be flipped and are thus not legal choices.

- **Cannot be flipped:** Cards that are protected from flipping cannot be chosen when an opponent forces you to choose and flip one of your cards.

SET-SPECIFIC KEYWORDS

INFINITE LOOPS

Infinite Loops are very rare, but theoretically possible. If you manage to cause an Infinite Loop (*a set of mandatory effects that cannot be stopped*), you are immediately removed from the tournament, but you score 🌟 as though you had won first place (*this doesn’t prevent another player from actually winning first place through normal means*).

After this, all your tournament cards (*hand, tableau, box, and accessories*) are put in the Store Discard, and you gain Millennium Dollars equal to their total sell value. You do not gain Millennium Dollars if it is the last Tournament.

TOURNAMENT PHASE

Many sets use special Keywords to describe their effects. When you see a keyword, its effects are always the same. On most cards, the keyword's full text is printed out.

See the glossary on page 25 for definitions of set-specific keywords.

CLASHING

Many cards in the game will instruct you to clash with an opponent, or with all players. If clashing with another player, choose a player with a Top Card. In a multi-player Clash, each player who has a Top Card is able to participate in the Clash. Players with no Top cards cannot be selected for a clash (*face-down cards cannot be clashed with*).

Each player in the clash reveals the top card of the Store (*starting with whoever initiated the clash and moving clockwise*) adding the Star Rating of the card revealed in the clash and the Star Rating of your Top Card. If one player has a higher total than every other player, that player is the winner, and all other players are the losers. If there is a tie for the highest total, then the clash is a tie and no player wins or loses. Most cards that cause a clash cause an additional effect based on the winner or loser.

Put all cards revealed this way into the Aftermarket. If there is no space left (*max. 12*), discard all cards in the Aftermarket to the Store Discard before adding any new cards.

If a clash does not have at least two participants (*due to not having Top Cards or other reasons*), then the clash does not occur.

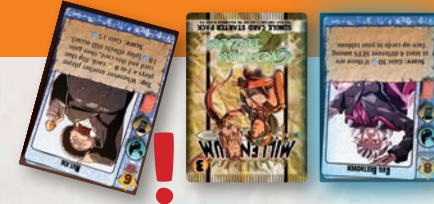
Some effects can cause clashes to have multiple winners or losers.

ENDING THE TOURNAMENT

The tournament ends when all players are unable to take further turns. All effects besides Score effects stop working unless otherwise stated.

1. Each player should activate all Score effects of face-up cards, starting with Singles in your tableau, then the Deck Box, then Accessories, then Metagame Cards. Every Player activates the Metagame Score effects for themselves.
2. Award ★ for each player based on the Tournament ★ chart for your current round (*regardless of your total number of players*). Players place in the tournament according to the number of 🌟 Ranking Points (RP) they've accumulated. If two or more players tie, add up and divide between them the ★ for all places they would win. (*Example: in a 3-way tie for second, add up and divide evenly the points for second, third, and fourth place, rounded down*). Keep track of ★ on the score sheet.
3. Reveal a complete set of Promo Cards, based on the Prize Support column of the Tournament ★ Chart. Players get one of these randomly.
4. Discard all cards in the Store Area to the Store Discard and replace them.
5. If the 1st or 2nd round, place all cards into their owners' binders, then flip play mats to return to the Deckbuilding Side. Return all players' Sell Markers to them. Other players cards in your play area or hand return to your binder.
6. If it is round three, proceed to final scoring in the Game End section.

$$8 + 6 = 14$$



$$10 + 3 = 13$$

Example: Deques uses his Salamander, Volcanic Lizard (flipping it down) to trigger a clash with Cardine, using his Top Card: Knight Captain Malcombe (10). Her Top Card is Evil Beethoven (8). Deques reveals the top card of the Store and it's a 3. Cardine reveals a 6. Deques' total is 13 and Cardine's is 14, so she wins the Clash.

They put both of the cards revealed in the clash into the Aftermarket Area, to be available for sale during the next round.

GAME END

When the game ends, players total up all of their ★ and see who is the Ultimate Millennium Blades Champion.

Total up these points:

- **Tournament ★** for each round.
- **Collection ★** for each round.
- **NPC ★** for each NPC a player has.
- **Friendship Card ★** collected from other players.

Round	1st Place	2nd Place	3rd Place	4th Place	5th Place	6th Place	Prize Support
Pre-Release	7	5	4	3	2	0	None
Round 1	21	15	12	9	6	0	Bronze
Round 2	28	20	16	12	8	0	Silver
Final Round	42	30	24	18	12	0	None

The player with the most ★ is the winner!

In case of a tie, the winner is whoever had the most ★ from tournaments. If the game is still a tie, then whoever had the most ★ from Collections, followed by NPCs and then Friendship breaking ties in that order.

VARIANTS AND OPTIONS

Want more Millennium Blades? This section gives players who are experienced with the game a ton of new ways to change the experience and replay Millennium Blades!

CHARACTER POWERS

There are many main characters in Millennium Blades, and you can take on their personas to specialize your play style.

To use characters, just bring in the relevant character cards. Each card has two sides, a Deckbuilding side and a Tournament side, giving you new powers during each phase. Familiarize yourself with both sides before the game begins, and show the relevant side during each phase.



PRO PLAYER CARDS

When playing with characters, you can introduce Pro Player Cards. Pro Player cards have their own Type.

During rounds 1 and 2, when a player scores first place in the tournament, give each player (except the winner) a copy of their Pro Player Card.

If a player who won the first tournament also wins the second one, give the 2nd place player's Pro Player card to all players besides the winner instead.



TRIGGER CARDS

Trigger cards are only used by the character Raul Sawyer. These can be used to remind players which trigger currently does not work from his Tournament power. These are only used as a player aid and have no mechanical effect on gameplay. See his Character power for more information on how he negates triggers during Tournaments.



KEYWORD CARDS

Keyword cards are only used by the character Skillian Taupeht. These add additional Keywords to his cards during Tournaments. See his Character power for more information on how he obtains and uses them.

Cards with Keyword cards attached are treated as having the Keyword listed on the card. Attached Keyword cards are not considered in the tableau and are removed from the game when the card they are attached to is flipped.

Skillian's Keyword cards do not include every Keyword in the game, like Epic, Foreboding, Fusion, or PLUS variants.



MILLENNIUM ACCESSORIES

The Millennium Accessories are the world's most powerful accessories, wreathed in legend. If you are playing with a less-experienced player, you can give that player a random Millennium Accessory as a handicap.

Alternatively, if all players are equally experienced, and want to raise the power curve of the game, they can draft the Millennium Accessories at the game start.



VENUES

There's no need to play in the same game store every week! Why not go to the museum, or play on the edge of an active volcano?

Shuffle together the Venue Deck and place it beside the Metagames. When you start the Deckbuilding Round, also reveal the top card of the Venue Deck. It will have rules to follow for the Deckbuilding Phase, Tournament Phase, or both. Discard it when the tournament ends.



DRAFT MODE

Draft Mode is an optional rule for advanced players who want more control over the cards they receive each round.

Draft Mode replaces the random cards at the start of the Deckbuilding Phase (*Deckbuilding Setup, Step 3*).

When Deckbuilding begins, deal each player 3 cards from the Store deck and 3 cards from the Core deck. Players then draft these cards, going clockwise until each player has claimed six cards (*take one card from your set of 6, then pass the rest to the player on your left*).

After the first 7-minute timer ends, repeat this process, this time passing cards counter-clockwise.

FREE MARKET MODE

Free Market Mode is an optional rule for advanced players who are very confident in their card evaluation abilities.

With Free Market Mode, players may make uneven trades. That is, both sides of a trade do not need to match up in terms of Millennium Dollars and Star Ratings.

Though it seems like a simple change, this mode gives veteran players a massive advantage over less experienced players, so be careful when using this optional rule.

LIQUIDATION MODE

Liquidation Mode is an optional rule for advanced players who want to see a lot more variety in decks.

During set up, put 2 additional Expansion, Premium, and Master sets into your store deck. At the end of each tournament round except the last, players return all the cards in their decks to the box (*including deck boxes and accessories*), and receive Millennium Dollars equal to the combined Star Ratings of all the cards liquidated in this way.

SEALED PLAY

Instead of using starter decks, it is possible to begin the game with a more random spread of cards. This variant is recommended for experienced players!

Instead of the starter decks, give each player 8 cards from the Store deck and 8 from the Core deck at the game startup.

Playing this way makes set collection more difficult early on, and provides more potential directions for decks to develop. The lack of guaranteed Card Sleeve accessories and Deck Boxes means that players will have to pay more attention to disruptive decks and to digging within the store decks to find pieces they need.

VARIANTS AND OPTIONS

TURN-BASED MODE

You can play Millennium Blades as a turn-based game as well by following these rules. In turn based mode, there is only one phase, which is a combination of both Tournament and Deckbuilding Phases. This mode can be played by 2-6 players. Friendship is not used in this mode.

Setup the Store deck as usual.

Determine who will be first player, and deal each player 4 cards from the Store deck and 3 cards from the Core deck. Each player gains 30 Millennium Dollars, and has a maximum hand size of 7 cards.

Reveal both Metas at the game start.

Choose two Bronze Promo Sets and one Silver Promo Set to be fusable during the game. Gold Promos are not fusable in this mode.




Choose one Silver Promo Set and one Gold Promo Set to be given out during scoring and set these aside.


On a player's turn, he must perform exactly one of these actions:


1. Buy a card from the Store or from the Aftermarket (*he must have fewer than 7 cards to do this*).
2. Sell a card to the Aftermarket (*if he has sell markers remaining*).
3. Fuse cards from his hand into a Promo using normal card fusion rules. Since your hand size is 7, Gold Promos are not available to fuse in this mode.
4. Add a card from his hand to a Collection. The Collection's Type/Element is declared at the moment you add the first card to it. You may have two Collections at a time—one based on Element, and another based on Type.
5. Play a card from his hand into his tableau, or as a Deck Box or Accessory, following all rules as in a tournament.
6. Score his Tableau and Collection.

As in a normal game, players can use "Action:" effects before or after doing their main action for the turn.

Scoring is the only new action available to players in this mode. To Score, follow these steps:

1. Activate all Score effects on cards in your tableau, in the meta, and on your Accessories and Deck Box.
2. Gain 10  for each card in your Collections.
3. Record your final  on a score sheet or other device, then reduce your  back to zero.
4. Discard your tableau, deck box, hand and collection to the store discard. You may choose to discard or keep your accessories.
5. Choose and place one of the Metas onto the bottom of the deck. Replace it with a new one immediately from the same pile.
6. Draw a new hand of 6 cards, gain 30 more Millennium Dollars, and retrieve any used Sell Markers.
7. If this is your first time scoring, gain a random Silver Promo from out of play. If this is your second time scoring, gain a random Gold Promo instead.

Now you're able to start working on your second deck. After a player scores for the third time, he is out of the game. After all players have scored three times, total up their  across all three rounds. This total score is your score for the game.





The highest total  wins!

DUEL MODE

Duel mode is a 2 player variant for Millennium Blades. It is played over 3 rounds. The winner is determined by who wins best 2 out of 3 tournaments.

MODE DIFFERENCES

All rules and actions in this mode are the same as in normal rules, unless otherwise stated.

- Friendship is not used in this mode.
- Each player may form two collections during the Deckbuilding Phase: one Elemental collection and one Type collection. Instead of gaining  from them, these are converted to  and are added to your total  at the end of the Tournament Phase at a rate of 10  per card.
- Additionally, each player has 6 Sell Markers to use in this mode (*use two different kinds of Sell Markers for this*). Trading is available to players, but trades must still be even.
- The first player to win two tournaments is declared the winner of the game!

VARIANTS AND OPTIONS

TEAM MODE

Team mode allows four to six players* to play against each other in teams of equal player counts. Teams can synchronize their decks to play off each other, combining strategies. The team with the most ✨ at the end of the third Tournament wins.

MODE DIFFERENCES

All rules and actions in this mode are the same as in normal rules, unless otherwise stated.

1. Friendship is not used in this mode.
2. Characters cannot be used in this mode. Instead, each team gets to choose a Team Card (*see below*).
3. Each team is comprised of separate players that can pool their resources to make their decks. Money and cards can be freely traded between players on a team.
4. 🟡 in Tournaments is tracked separately for each player as usual, but Tournament ✨ is combined for a team.
5. In a Tournament with 6 players, the player in last place gets no ✨.
6. You can't choose to clash with a teammate. Clashing with all players or effects that force you to clash with them bypasses this.
7. You cannot buy cards in the Aftermarket from your teammate.
8. Teammates are not considered opponents.

*Player counts of 3 and 5 can be played if one player uses "The Single" Team Power. Teams of 1 player only build one deck and play with one tableau.

TEAM POWERS

Team powers function like Character powers, giving each player on your Team a power during the Deckbuilding Phase and Tournament Phase.



FUNKY MODE

Funky mode offers a simpler, faster, more intense way to play Millennium Blades for 3-6 players. This mode is not for squares and only the funkiest of Millennium Bladers with the strongest hearts should attempt this mode!

Players will play through one Deckbuilding Phase in which they must make three decks. Then players must play 3 Tournaments in a row, each time using a deck they didn't use in any of the previous Tournaments. With limited resources and time, players must find a balance between good and jank for each deck if they want to gain enough ✨ in each Tournament to win!

MODE DIFFERENCES

All rules and actions in this mode are the same as in normal rules, unless otherwise stated.

1. Collections, NPCs, and Characters are not used in this mode.
2. When a player would get a booster pack, they get 3 booster packs instead.
3. During Deckbuilding, a player must make 3 decks, following all deck construction rules for each deck. Each Deck may include up to 8 Singles, up to 1 Deck Box, and up to 2 Accessories as normal.
4. At the start of each Tournament, each player must choose one of the decks they have remaining to use.
5. When a Tournament ends and ✨ is scored, each player discards all cards in their hand and Play Area, then a new Tournament begins.
6. At the end of 3 Tournaments, the player with the most ✨ wins!

VARIANTS AND OPTIONS


COOPERATIVE SCENARIOS

Cooperative Scenario Mode allows 1-4 players to take on specialized Boss decks.

You can play a single scenario, or play all 4 Scenarios back-to-back in a multi-round epic event.

BOSS COMPONENTS

Each boss deck has a Deck Box, 4 Accessories, and 8 Singles.

- **Boss Deck Box** - The boss Deck Box provides the boss with free  at the end of the game based on how many opponents there are. Players' combined scores must beat the Boss's total score in order for them to win! Note that Boss Deck Boxes can never be flipped by any means.
- **Boss Accessories** - Two of the boss's four Accessories are randomly selected at the start. One is revealed with each of the metas during gameplay. Boss Accessories will change the rules of the game and force you to adopt new strategies to survive the battle! Note that Boss Accessories can only be flipped by their own effects, never by an opponent's effects.
- **Boss Singles** - The Boss will randomly play 6 of their 8 cards during the tournament. A Boss can't be forced to discard cards from their deck, but you can look through their deck during Deckbuilding in order to build against their most dangerous cards. When the Tournament begins, the Boss deck is shuffled and cards are played from it at random.


GAMEPLAY CHANGES

Gameplay is similar to a normal Millennium Blades game, with the following changes:

- Friendship, Collections, NPCs, and the normal Special Character Powers are not used in this mode. Each character has an alternate special power card that they will use when playing in Cooperative Mode, that will benefit all their teammates in both the Tournament and Deckbuilding phases.
- You cannot trade with or sell from the Boss Decks at any time. You can look through the boss' deck of singles freely. Try and counter-play against their strongest cards!
- Whenever you reveal a Meta card, also reveal one of the two Boss Accessories that will be used in this game.

Players should pay attention to the Boss' Accessories, as they will require significant work to play around.

When time runs out for the Deckbuilding round, shuffle the Boss's deck of singles, and set up their tableau with their Deck Box and two Accessories, just like a player. The player seated to the left of the boss takes the first turn, and turns go clockwise, with the boss taking the last turn.

Whenever the Boss needs to make a decision for a card effect, the players can decide amongst themselves and choose who will be affected. When the Boss needs to flip a card of their choice, they always choose the lowest  card in their tableau.

Note: Players do not consider each other 'opponents' for the sake of card effects. The boss is the only 'opponent' in scenario mode. Also note that the Boss is considered a player for card effects. Some effects may not function properly against the Boss. In these cases, resolve as much of the effect as possible.

MYSTIC RARE

Mystic Rare is a new Rarity exclusive to Bosses. Mystic Rares can never be included in a player's deck or be played by a player, unless specifically stated on a card. Effects that gain cards from another player's tableau cannot gain Mystic Rare cards.

Mystic Rare Deck Boxes and Accessories can never be flipped, except by their own effects.



DIFFICULTY LEVELS

You can adjust the Boss' difficulty by increasing or decreasing the number of Accessories they will use. For an easier game, reveal only 1 Accessory at the start of Deckbuilding. For a more difficult game, reveal a third Accessory when the Aftermarket closes during Deckbuilding.

CAMPAIGN SCENARIOS

If you want to experience the Ultimate Millennium Blades Challenge™, you can play through each of the different scenarios over a 4-round game. Players begin with starter decks as normal, and play through Deckbuilding and Tournament rounds, with each deckbuilding round introducing a new Boss.

There are a few changes in this mode versus a normal game:

1. At the start of round 3, create a new store deck by reclaiming all discarded, unbought, and boxed core cards, then mixing in 5 new expansion, 4 new premium, and 3 new master sets. This is also a good time for a short intermission and a snack.
2. Before the start of each deckbuilding phase, discard all remaining fusion promos, and introduce 3 new sets of fusion promos.
3. Each successive round, the boss gains an additional 10  per player during scoring, up to a bonus of +120  at the end of round 4.

Play continues until the players fail to defeat one of the boss scenarios. Can you and your friends defeat them all?

RECOMMENDED STORE BUILDS

These builds show different kinds of Store decks and the type of game they'll bring to your table. Use one of these pre-made ones or make your own Store deck! Some of these builds use sets from expansions. This will be indicated in the build description.

NEW BEGINNINGS

A beginner set-up. This build doesn't have many complicated cards and often gives players a good idea of what each set is trying to do. Great for your first or second game, especially with newbies!

- **Expansion:** Rubber Ducky Maid Crusaders R, Fists of Steel, Obari as Hell, 1001 Nights, Gno-Man's Land, Sunset Striders
- **Premium:** Cards Magica, AD 2400, Xeno X-Over, Clockwork Empire, Legend of Tanananah
- **Master:** Hell to Pay, Symphony of Destruction, Fantasy Finale, MNM
- **Fusion Promo:** Legend of Final Badass, Princess Blade, Elemental Dragon Lords
- **Prize Support:** Elemental Blades, Sealed Vaults

FIGHT ME!

Feel like your games don't have enough PvP? This build aims to fix that! Featuring a large variety of clashing and disruption, you can expect this set-up to be very interactive!

- **Expansion:** Fists of Steel, Sunset Striders, Samurai Mowdown, Black Flags Black Waters, Anvilicious Arrangements, Super Plumber Bros.
- **Premium:** Cards Magica, Clockwork Empire, Mouse Card, AD 2400, Cards from the Crypt
- **Master:** Vex Cards of Hate, 006 Plus One, MNM, Millennium Masters
- **Fusion Promo:** Elemental Blades, Princess Blade, Elemental Dragon Lords
- **Prize Support:** Legend of Final Badass, Sealed Vaults

MIDDLE HAND MANAGEMENT

Managing your cards is key to any Millennium Blades win. This is even more true with this loadout! Consider your options carefully and make sure to not accidentally discard your key cards!

- **Expansion:** Black Flags Black Waters, Super Plumber Bros., Obari as Hell, Lightning Bug, Anvilicious Arrangements, Sunset Striders
- **Premium:** Legend of Tanananah, Clockwork Empire, Cards from the Crypt, Mouse Card, Cards Magica
- **Master:** Hell to Pay, 006 Plus One, Vex Cards of Hate, MNM
- **Fusion Promo:** Elemental Blades, Princess Blade, Elemental Dragon Lords

- **Prize Support:** Legend of Final Badass, Sealed Vaults

COMBO CITY

We love it when a plan comes together! This loadout gives special attention to slow, combo-based decks that tend to have huge payoffs. Play this if you love seeing huge Tournament scores. **Contains sets from Collusion.**

- **Expansion:** Rubber Ducky Maid Crusaders R, 1001 Nights, Super Plumber Bros., Gno-Man's Land, Obari as Hell, Get Schooled!
- **Premium:** AD 2400, Pandora's Box Opened, Legend of Tanananah, Shin Rubber Ducky Maid Crusaders R, Star Power
- **Master:** Millennium Masters, Galactic Caboose, Fantasy Finale, Symphony of Destruction
- **Fusion Promo:** Legend of Final Badass, Princess Blade, Elemental Dragon Lords
- **Prize Support:** Fusion Chaos, Double Trouble

STRATEGIC MODE

For players who want more strategic depth, this loadout is for you. Position your cards well and reap massive rewards. Support it with some tableau positioning manipulation and you've got an interesting game! **Contains sets from Collusion.**

- **Expansion:** Obari as Hell, Super Plumber Bros., Gno-Man's Land, Samurai Mowdown, Super Zeroes, Shoulders of War
- **Premium:** Mouse Card, Pandora's Box Opened, Cards Magica, AD 2400, Faster
- **Master:** 006 Plus One, Millennium Masters, Core Set II, Monster Girls
- **Fusion Promo:** Fusion Chaos, Back to the Past, Exaltius' Shopping List
- **Prize Support:** A Starter Deck's Story, Double Trouble

THE NAME GAME

Are you a card master? Test your card knowledge with this loadout that focuses on effects that let you name and predict cards. Knowledge is power with The Name Game! **Contains sets from Collusion.**

- **Expansion:** Black Flags Black Waters, Sunset Striders, 1001 Nights, Bored Games, Cardboard Street, Get Schooled!
- **Premium:** Clockwork Empire, Cards from the Crypt, Cards Magica, WSF, Come On Down!
- **Master:** Vex Cards of Hate, Symphony of Destruction, Core Set II, Okie Dokie Literature Club
- **Fusion Promo:** A Starter Deck's Story, Double Trouble, Exaltius' Shopping List

- **Prize Support:** Fusion Chaos, Back to the Past

FLIP FLOPS

Flipping cards has never been this much fun! Play your games fast and loose by flipping all sorts of cards with your effects. Whether it's your own or an enemy's, you'll surely have a flippin' great time! **Contains sets from Collusion.**

- **Expansion:** Gno-Man's Land, Super Plumber Bros, Sunset Striders, Anvilicious Arrangements, Shoulders of War, Super Zeroes
- **Premium:** Xeno X-Over, Underlords of Metropolitan, AD 2400, WSE, Faster
- **Master:** Hell to Pay, MNM, Okie Dokie Literature Club, Toy Tales
- **Fusion Promo:** Burgle Bros., Double Trouble, Hot Chicks
- **Prize Support:** Elemental Blades, Back to the Past

2 FAST 4 YOU

Are Tournaments taking too long for you? Let's Speed things up with these cards that encourage faster play. This loadout has tons of Next and Speed effects that enable fast combos. **Contains sets from Collusion and Set Rotation.**

- **Expansion:** Lightning Bug, Anvilicious Arrangements, Super Zeroes, Cardboard Street, Fast, Quantum Jump
- **Premium:** Legend of Tanananah, AD 2400, Faster, Shonen Leap, Game of Rings
- **Master:** Symphony of Destruction, 006 Plus One, Monster Girls, The Ultimate Steel Cook
- **Fusion Promo:** Fusion Chaos, Double Trouble, Hot Chicks
- **Prize Support:** A Starter Deck's Story, Double Trouble

PAY TO WIN!

The changes to Collusion give us more room to integrate Money into Tournaments! This loadout is all about spending and gaining resources during the tournament! Cold hard cash awaits. **Contains sets from Collusion and Set Rotation.**

- **Expansion:** The Thousand-Pixel Cabinet, Shills & Shills Inc., Get Schooled!, Super Zeroes, Uuurgh!, Obari as Hell
- **Premium:** WSE, Come On Down!, Developmental Issues, Legend of Tanananah, Cards Magica
- **Master:** Core Set II, Toy Tales, Penny Dreadful, Galactic Caboose
- **Fusion Promo:** Legend of Final Badass, Back to the Past, Fate of Indines
- **Prize Support:** A Starter Deck's Story, Double Trouble

ABSOLUTELY MASSIVE UNITS

Players who enjoy playing HUGE cards will definitely enjoy this loadout! Whether its buffing your singles or dropping giant 10 Star bombs, feel the rush of playing massive units! **Contains sets from Collusion and Set Rotation.**

- **Expansion:** Anvilicious Arrangements, Lightning Bug, Obari as Hell, Cardboard Street, Saved by the 90's, Quantum Jump
- **Premium:** Clockwork Empire, Cards Magica, Star Power, WSE, Deus Rex Machina
- **Master:** Hell to Pay, Millennium Masters, Galactic Caboose, Ultimate Kaiju Throwdown
- **Fusion Promo:** Legend of Final Badass, Princess Blade, Argent Candidates
- **Prize Support:** Fusion Chaos, Back to the Past

THE TRUE BEGINNING

It's like the beginner loadout, but BETTER. This set-up takes from all expansions, giving you the true legit beginner loadout that shows-off most of the cool stuff in all the games! **Contains sets from Collusion and Set Rotation.**

- **Expansion:** Samurai Mowdown, Rubber Ducky Maid Crusaders R, Shoulders of War, Shills & Shills Inc, Fast, Quantum Jump
- **Premium:** Cards Magica, Clockwork Empire, Legend of Tanananah, Star Power, Shounen Leap
- **Master:** 006 Plus One, Symphony of Destruction, Okie Dokie Literature Club, The Ultimate Steel Cook
- **Fusion Promo:** Legend of Final Badass, Princess Blade, Elemental Blades
- **Prize Support:** A Starter Deck's Story, Double Trouble

CARD CLASH ON!

Even more player interaction than before! Clash with anyone and see who's truly the master. This loadout is great if you wanted EVEN MORE conflict during tournaments! **Contains sets from Collusion and Set Rotation.**

- **Expansion:** Samurai Mowdown, Fists of Steel, Anvilicious Arrangements, Shoulders of War, Fast, Saved by the 90's
- **Premium:** Cards Magica, Xeno X-Over, Star Power, Come On Down!, Shounen Leap
- **Master:** MNM, Vex Cards of Hate, Okie Dokie Literature Club, Ultimate Kaiju Throwdown
- **Fusion Promo:** Elemental Blades, Exaltius' Shopping List, Fate of Indines
- **Prize Support:** Legend of Final Badass, Princess Blade

FAQS

Q: What Star Value do face-down cards have?

A: Face-down cards have no Star Value and cannot gain 🌟 Tokens or 🌟 through any means.

Q: Can a copy effect (Like Yellow Egg's) be copied? Can a copy effect copy a face down card?

A: Copy effects can never be copied. The card in question will usually indicate this. A copy effect that would target a face-down card does nothing, and the card remains in its original state.

Q: What does “cannot be copied” mean?

A: When a card's effect says it cannot be copied, this means that the effect cannot be copied. The card itself (even if it's a copy of another card) can still be copied. It just doesn't gain the effect that can't be copied.

Q: If I am required to flip a card of my choice, can I choose a card that cannot be flipped?

A: No, a card that cannot be flipped is not a legal target for a flip effect.

Q: If a card makes me lose 🟡 and I don't have enough to lose, what happens?

A: You lose as much as you can and stop at zero. Effects that trigger based on losing a specific amount of 🟡 still happen even if no 🟡 is lost.

Q: If I gain an extra slot in my tableau, where is it?

A: Any extra tableau slots are always at the rightmost side of your tableau unless otherwise stated on the card.

Q: What happens if the Aftermarket spaces are filled during the Deckbuilding Phase?

A: The Aftermarket has no space limit during the Deckbuilding Phase, only during the Tournament Phase.

Q: How do I tell how many of a card are in a set?

A: The highest star card in the set has one copy while the lowest has three. Any other card in the set has two copies. In promo sets, there is one copy of every card. Core Set is an exception to the above rules.

Q: What happens if I have multiple reaction effects trigger at the same time?

A: You resolve all reaction effects you control in any order you wish. If an opponent has an effect that triggers at the same time yours does, the player whose turn it is has priority, followed by the other players with effects in turn order.

Q: How do attached cards function?

A: Attached cards are not considered in the tableau for effects. If a card that has an attachment becomes flipped, the attached card is put into your binder.

Q: Do 🌟 Tokens count for 🌟 Token effects?

A: Yes. A 🌟 Token is the same as three 🌟 Tokens.

Q: Can cards that mention the Store affect the Core deck?

A: No. Cards mentioning the Store only affect it. Cards that affect the Core deck will mention the Core deck.

Q: What if multiple cards are discarded at once?

A: They are discarded in a random order.

Q: What happens if the card a copy effect is copying is flipped face-down or removed?

A: The card reverts to its original printed state. This may mean that it copies another card if the effect is Ongoing and another card would trigger it.

Q: Where are cards discarded from?

A: Cards are discarded from your hand, unless otherwise stated.

Q: If a Top card has an Action that initiates a clash, is it used for the clash or is it flipped first so the card to its left is used instead?

A: The Action effect resolves before the card is flipped, so the card that used the Action effect would be used for the clash.

Q: What's the difference between your Play Area and your tableau?

A: Your tableau is where your singles are played during the tournament. Your Play Area includes your tableau, but also includes your Deck Box slot and Accessory slots.

Q: How do Flip and Reaction effects fit into the order of effect resolution (pg. 14)?

A: Reaction and Flip effects occur immediately once triggered. So if they are in response to a Top effect, then they will happen after the Top effect, but before any ongoing effects.

FAQS

Q: When I put a card into another player's Play Area, who owns it?

A: Cards put into another player's Play Area through any means (attaching, playing into tableau, etc.) become owned by the owner of that tableau.

Q: What happens to a card if you lose the extra slot it is in?

A: The card is discarded.

Q: What happens to a card I gained during the Tournament when the tournament ends? What if it's from another player?

A: Any new card gained during the Tournament, either to your hand, tableau, or anywhere in your Play Area goes to your binder at the end of the Tournament. This includes cards gained from other players.

Q: Are Accessory slots considered adjacent to each other? What about Deck Box slots and Accessory slots?

A: No. Only tableau slots can be considered adjacent to each other.

Q: What happens if an effect has no target?

A: The effect does not happen.

Q: If an effect causes a player to make a decision, can they choose an option that doesn't affect them or an option that they shouldn't be able to choose?

A: They can't choose an option that they can't complete and must choose the other option. For example, Flippable Table reads "Each player with more ♣ than you must flip two cards in their tableau or lose 20 ♣." If this effect was used against you and you didn't have at least 20 ♣, you would have to flip two cards in your tableau. If you also didn't have at least two cards in your tableau, you can't choose either effect, and the effect wouldn't affect you.

Q: If I gain a card during the tournament, where does it go?

A: Any card gained during the Tournament is put into your hand unless otherwise stated.

Q: If a card is "revealed" by an effect, what happens to it afterwards?

A: Any card that is revealed is returned to its original state after it is revealed unless otherwise stated. For example, if a card is revealed from the top of the Store deck, it is put back face-down on the top of the Store deck afterwards.

Q: When a card is discarded to a discard pile, which discard does it go to?

A: Core cards are discarded to the Core discard, while all other cards are discarded to the Store discard.



KEYWORD GLOSSARY

ANVIL DROP (ACTION)

Flip a card in another player's tableau with a lower ★ than this card.

ANVIL DROP PLUS (ACTION)

Flips a card in another player's tableau with higher ★ instead of lower.

BLAST OFF (ACTION)

You may flip this card to put 3 ★ Tokens on a card in your tableau. ★ Tokens increase a card's ★ by 1 each. Blast Off also has a PLUS variation that adds even more ★ Tokens!

BLAST OFF PLUS (ACTION)

Adds 5 ★ Tokens instead of 3 ★ Tokens.

BORE (ACTION)

Flip a card in any player's tableau whose ★ matches the ★ of the card using Bore.

CLOBBER (PLAY)

Clash with an opponent. The winner gains 15 💰, and the loser flips the card used in the clash.

COIN OP (ACTION)

As an Action, you can pay 2 Millennium Dollars to use all Play effects on a card with Coin Op again. After the Play effects resolve, the card is flipped as part of the Action cost.

COIN OP PLUS (ACTION)

Pay 4 Dollars instead of 2.

COMBINE

If your next card shares no TYPE or ELEMENT with this one, gain 20 💰. If it shares both an ELEMENT and TYPE with this card, gain 30 💰.

DRINK (PLAY)

Choose a player and reveal the top card of the Store. That player must either play the card that was just revealed, ignoring all Play effects or lose twice its ★ in 💰 and add the card to your hand.

DUELIST (REACTION)

When you clash, you may use this card instead of your Top card to clash. If you do, the card with Duelist is flipped after the clash ends, regardless of the results of the clash.

EARTHCRAFT (ONGOING)

Each time you play another 🌍 Earth card, copy this card's Play effect. This effect cannot be copied.

EPIC (DECKBUILDING)

You are only allowed to bring one Epic card in your deck to the tournament, regardless of whether or not you play it. If you acquire additional Epic cards during the tournament (*such as by an effect that randomly draws Promo Cards*), the keyword does not prevent you from playing it during that tournament.

FOREBODING

Foreboding allows you to name a card, which cards (*including the one with Foreboding*) might refer to. These names are tracked per player across the entire tournament, so if an opponent uses Foreboding your cards that refer to named cards don't refer to ones they named.

FUSION

A card with Fusion can only be played if your tableau contains face-up cards with at least one ELEMENT and TYPE as the card with Fusion. These symbols must be on different cards and cannot be on just one card.

HEROIC (REACTION)

When a Single in another player's tableau would be flipped by an effect, you may flip this card instead. The other player's card is not flipped, and any Flip effects on that card don't activate.

HOLDUP (PLAY)

Choose a Single. Its owner must either give you 20 💰 or flip that card. This effect cannot be reacted to.

INVESTIGATE (PLAY)

When you play a card with Investigate, you choose one of the six types (👤 Citizen, 🛡️ Soldier, 🧙 Mage, 🏗️ Construct, 🌀 Myth, or 🐾 Animal) or one of the six elements (🔥 Fire, 💧 Water, 🌍 Earth, 🌬️ Air, ☀️ Light, 🌑 Dark). Each player must reveal all cards in their hand that match the named element or type.

LEVEL UP

Comes into play with a ★ Token on it. When you use this card's Action effect, you may remove a ★ Token from it instead of flipping it.

MEAN (PLAY)

Clash with an opponent. They must use a card of your choice in their tableau for the clash. The winner flips the losing card in the clash and gains 20 💰.

KEYWORD GLOSSARY

MIMICRY

A card with Mimicry has the Element and Type symbols of a face-up card to its immediate left *instead of* its own. This effect ends if the card to its left is flipped. This effect continues to work during scoring.

MIMICRY PLUS

The card has the Element and Type symbols of the card to its immediate left and right.

POSITIONING (PLAY)

Play this card sideways either to the left or right.

ROUTE CLEAR (FLIP)

Return this card to your binder, then play a card from your hand into your tableau and flip it.


SCURRY (PLAY)

You may insert this card anywhere into your tableau. When you do this, you will shift some of your cards to the right to make room.

SCURRY PLUS (PLAY)

You can place the card into any tableau instead of just yours.

SHADOWBOND (ONGOING)

Other  DARK cards in your tableau have a copy of this card's Flip Effect. This effect cannot be copied.


SPEED (PLAY)

When you play a card with Speed, you are able to play another card this turn. The second card is played after all effects and results of the first card are completed. It is possible to use Actions between the two card plays.

SPEED PLUS (PLAY)

You may play another card, even if you have no tableau slots. The new card creates an additional tableau slot for itself while it is in your tableau.

SPELLBOOK

You may add a  card from the Aftermarket to your hand.


SYNCHRO

Your next card comes into play with 2  Tokens on it, then put 2  Tokens onto this card.

THWOMP! (PLAY)

If the card to the left has a lower  than this one, flip it and gain .

TOLL (ONGOING)

Whenever a clash occurs, the loser must pay you 2 Dollars. If the loser doesn't have enough money, steal 5  from them.


UNDEAD (ONGOING)

When this comes into play, you may put a Sell Marker on it. If it would be flipped by an opponent's effect, remove a Sell Marker from it instead.



UNDEAD PLUS (ONGOING)

Comes into play with 2 Sell Markers instead of 1.

UNITE (ONGOING)

Attach any number of  CONSTRUCT cards from your hand to this card during your turn. When this card would be flipped, you may discard one of the attached cards to your binder to prevent the flip.

UNITE PLUS (ONGOING)

Attach any number of  CONSTRUCT cards from your hand to this card during your turn. This card gains the combined  of those cards, as well as the ELEMENTS, TYPES, SETS, RARITIES, and names of the attached cards.

INDEX

Accessories	7	Play	14
Aftermarket Board	6	Play a Single	13
Aftermarket Space	13	Pre-Release Tournament	5
Build Your Deck	9	Priority Order	14
Buy a Pack from the Store	10	Pro Player Cards	16
Buy from the Aftermarket	10	Ranking Points	13
Cannot be Flipped	14	Rarities	7
Card Data	7	Reaction	14
Card Fusion	10	Reveal a Card from your Hand	14
Character Powers	16	Reveal a face-down card	14
Clashing	15	Score	14
Components	2	Scoring Collections	11
Cooperative Boss Mode	20	Sell to the Aftermarket	10
Deck Boxes	7	Set Breakdown	3
Deckbuilding Actions	8	Set Specific Keywords	14
Deckbuilding Phase	8	Setting your Priorities	9
Designer's Note (<i>Mistakes</i>)	5	Setup the Tournament Phase	12
Discard a Card	12	Singles	7
Discards	12	Starting the Game	5
Draft Mode	17	Store Board	6
Duel Mode	18	Store Builds	21-22
Effects on Cards	14-15	Team Mode	19
Elements	7	Top	14
Ending the Tournament	15	Top Card	13
End of Deckbuilding	11	Tournament Area	12
Face Down Cards	12	Tournament Phase	12
FAQs	23	Tournament Turns	13
First Game Setup	5	Tournament VP Chart	15
Flip	14	Trade with Players	11
Flip a Card	14	Trigger Cards	16
Free Market Mode	17	Turn-Based Mode	18
Funky Mode	19	Types	7
Game End	15	Use an Action	13
Game Flow	5	Variants & Options	16
Game Setup	4	Venues	17
General Rules	14	When time runs out	11
Keyword Cards	16	Your Personal Area	9
Keyword Glossary	25		
Infinite Loops	14		
Liquidation Mode	17		
Make your Collection	9		
Millennium Accessories	17		
Next	14		
Ongoing	14		
Overview	5		
Personal Area	6		
Personal Space & Etiquette	9		

