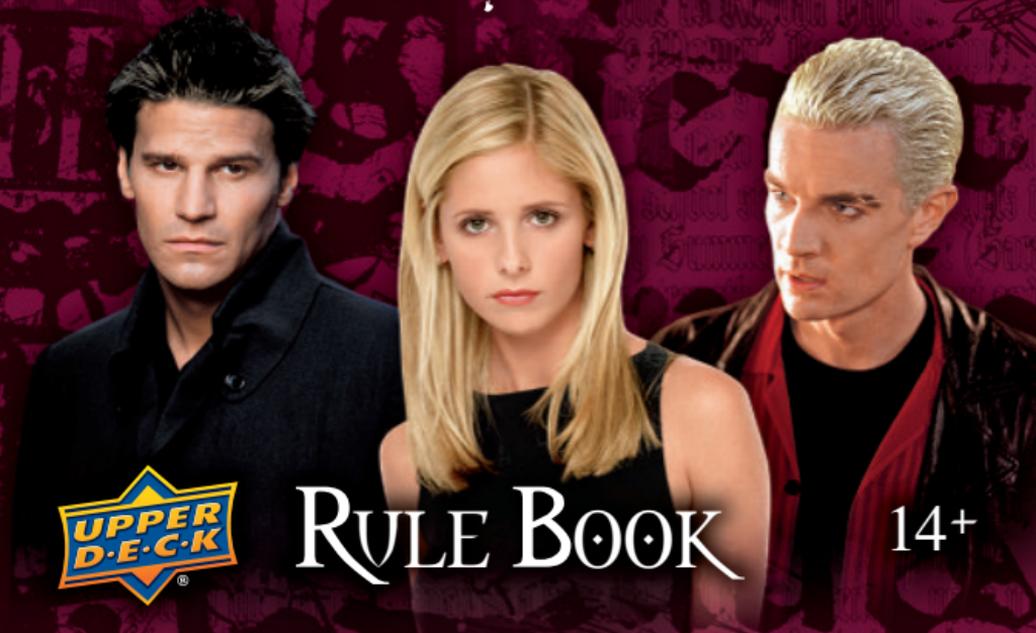


# W3 SYSTEM<sup>®</sup>

2PCG<sup>®</sup>

## THE *Buffy*<sup>™</sup> BATTLES



UPPER  
D·E·C·K<sup>®</sup>

# RULE BOOK

14+

In every generation, there is a chosen one. She alone will stand against the vampires, the demons, and the forces of darkness. She is the slayer.

## The Story So Far...

For the past few years, players have fought epic battles featuring comic book heroes and villains as well as horrifying aliens, deadly hunters, and their victims. Now Buffy the Vampire Slayer joins the Vs. System<sup>®</sup> 2PCG<sup>®</sup>.

## What is the Vs. System<sup>®</sup> 2PCG<sup>®</sup>?

The Vs. System<sup>®</sup> 2PCG<sup>®</sup> is a card game where 2-4 players each build a deck of Characters, Plot Twists, Locations, and Equipment to try to defeat their opponents. Each Vs. System<sup>®</sup> 2PCG<sup>®</sup> product comes with a full playset of cards.

## Game Contents

- 200 Cards
- Assorted Counters
- This Rule Book

## Issues and Giant-Sized Issues

The Vs. System<sup>®</sup> 2PCG<sup>®</sup> releases are made up of Issues and Giant-Sized Issues. "Issues" are small expansions that include 55 cards. "Giant-Sized Issues" are large expansions that include 200 cards and are great for new players to get into the game.

This Giant-Sized Issue adds two new teams to the game: The Good Scoobies (👤) and the Evil Forces of Darkness (👹).

## If you're familiar with the Vs. System<sup>®</sup> 2PCG<sup>®</sup>...

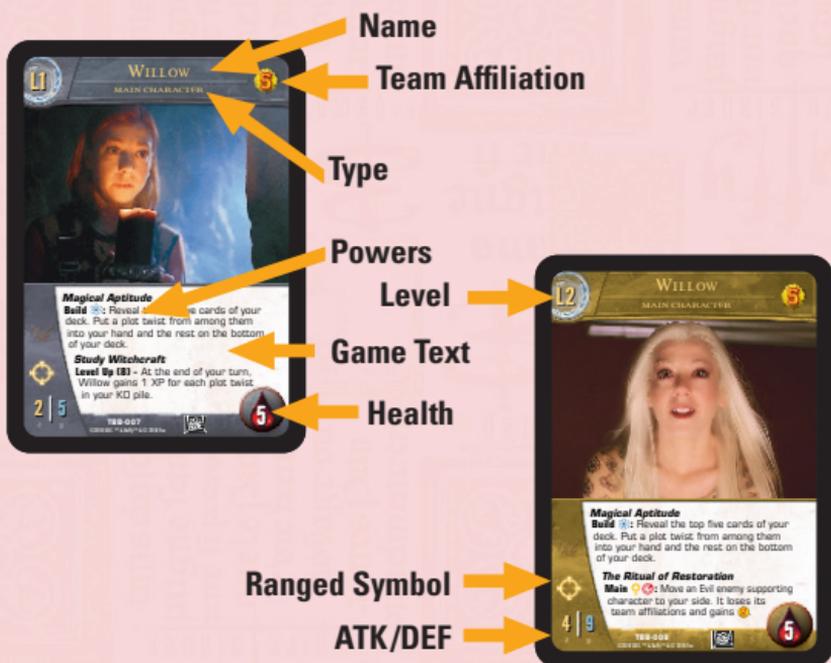
If you've already played the Vs. System<sup>®</sup> 2PCG<sup>®</sup>, most of these rules will be familiar to you. We suggest you check out vitality counters on page 16 and Specific Card Clarifications on pages 25-27.

## Gameplay Overview

Each player starts with a Main Character, such as Buffy, Willow, or The Master. During the game, you'll play resources and recruit Supporting Characters like Giles, Faith, or Mr. Trick. You'll organize your formation between your front and back rows. You'll make solo and team attacks against your enemies in order to stun and KO them. You'll play Plot Twists to enhance your team or hurt your opponent's. You'll play Locations and activate your team's Super Powers. Your Main Character will earn Experience Points and Level Up to dominate the battlefield. Finally, you'll KO your opponent's Main Character (or they'll KO yours).

## The Card Types

### Main Characters



You start the game with a Level 1 Main Character. When it Levels Up during the game, you'll switch it with its Level 2 Version.

## Supporting Characters

During your turn, you can recruit Supporting Characters into your front or back row.



**Note:** Some characters like Faith and Spike have two team affiliations.

Main Characters and Supporting Characters work the same way. They can attack, defend, get stunned, and take wounds. The only exceptions are some cards that specifically refer to Main Characters or Supporting Characters.

## Plot Twists

During your turn, you can play Plot Twists from your hand. Plot Twists always say when during the turn you can play them. Some Plot Twists can even be played when it's not your turn (as denoted by the ). You can only play a Plot Twist if you have a face-up character with the matching team affiliation.



## Equipment

During your turn, you can put Equipment cards onto your characters. Equipment cards have a cost just like characters. You can only play an Equipment if you have a face-up character with the matching team affiliation.

**Note:** There is no Equipment in this Giant-Sized Issue.

## Locations

Each turn, you can play a card face down as a resource. But if it's a Location, you can play it face up instead. Each Location has a power symbol. During the game, you can turn a Location face down in order to activate a Super Power that requires that symbol. (You may also discard a Location from your hand to generate that power symbol.)



There are six power symbols:



**Might**



**Intellect**



**Skill**



**Energy**



**Humanity**



**Alien**

**Note:** In this Giant-Sized Issue Humanity  and Alien  are not used.

Each team also has a Special Location which grants any power symbol that team uses. (Each team only cares about four of the power symbols.)



## Basic Game Concepts

- **Deck:** Your deck must include exactly 60 cards, not including your Main Character.
- **Hand:** You start the game with seven cards and draw two cards each turn. There is no limit to the number of cards you can have in your hand at one time. If an effect tells you to discard a card, that means from your hand.
- **KO Pile:** When a card gets KO'd or discarded, it goes into your KO pile, which is next to your deck. The KO pile is face up, and any player can look through it at any time. The order of your KO pile does not matter.
- **Three Rows:** Each player has three rows, consisting of front, back, and resource.
  - When you recruit a character, it can go into your front or back row. Characters in front are your melee fighters. They also protect characters in your back row. Characters in your back row are safer, but they can only attack if they have the  symbol.
  - Each turn you may place a Location or a face-down card from your hand into your resource row. Your resources give you recruit points each turn which you'll use to play your Supporting Characters and Equipment.

- **Ready/Exhausted:** A card in play is either ready (upright) or exhausted (turned on its side). Only ready characters can attack. Cards enter play ready.
- **Stun:** When a character is defeated in combat, or if its DEF is ever reduced to 0, it becomes stunned. Turn it face down, exhaust it, remove all +1/+1 and -1/-1 counters from it, KO any Equipment on it, and put a wound counter on it. Stunned characters can't be attacked, and they lose their powers until they recover. Some effects can cause a character to become stunned directly (without it being in combat).



- **KO:** When a character has as least as many wounds as its health, it's KO'd. (Put it into the KO Pile.)
- **Recover:** When a character recovers, turn it face up. It keeps its wounds.



## Setting Up the Game

- Each player needs a deck that has one Main Character and exactly 60 game cards. (See pages 29-30 for which cards to include in your first deck.)
- Put the wound, vitality, XP, +1/+1, and -1/-1 counters nearby.
- Each player reveals their Main Character simultaneously.
- Randomly select a player. They decide which player will go first.
- Starting with the first player, each player puts their Level 1 Main Character into either their front or back row. Then, they put the Level 2 version off to the side where all players can see it.
- Each player should set their deck down next to where their back row will be.
- Each player shuffles their deck and draws seven cards.
  - Starting with the first player, each player may mulligan one time if they don't like their hand. Shuffle your hand into your deck and draw seven new cards. (It's usually a good idea to mulligan if you don't have any Locations or any Supporting Characters that you can play in the first few turns.)

## Turn Sequence

Each turn, you'll go through the following four phases in order. Then, the next player takes a turn. (In a 3 or 4 player game, the next player is the player to your left.)

1. **Draw Phase**
2. **Recovery Phase**
3. **Build Phase**
4. **Main Phase**

### 1. Draw Phase

During this phase, any “At the start of your turn” effects happen first. Then, you draw two cards. (If you’re the first player and this is the first turn of the game, **you don’t draw any cards.**)

### 2. Recovery Phase

During this phase, if you have any stunned characters, they all recover. Then ready all of your characters.

### 3. Build Phase

During this phase, perform the following three steps in order:

#### ***Resource Step***

You may choose any one card in your hand and place it face down into your resource row. (It is now a resource.)

If you play a Location as a resource, you may place it face up. (It’s still a resource.) Locations are not unique; you can have more than one with the same name.

Playing a resource is optional.

#### ***Recruit Step***

You now gain 1 recruit point for each resource you have, regardless if the resource is face up or face down. You can spend any or all of your recruit points to play Supporting Characters and Equipment from your hand. When you play a character, put it into your front or back row. When you play an Equipment, put it onto one of your face-up characters. (We suggest you place the Equipment card partially beneath the character card.)

**Note:** If you have any recruit points left over, they go away after this step.



Example: During Max's Resource Step, he plays The Bronze Location face up as a resource. He now has four resources, so during his Recruit Step he gains 4 recruit points.

He spends them to play Joyce (who costs 1) into his front row and Tara (who costs 2) into his back row. He has 1 recruit point remaining but nothing to spend it on, so it goes away.

### **Formation Step**

You can now rearrange any or all of your characters between your front and back rows. Any character (including your Main Character) can go into either row.

It doesn't matter if a character is to the left or right of another character. All that matters is who's in the front and who's in the back.

## **4. Main Phase**

This is the longest phase of the turn. During this phase, you can make any number of attacks, one at a time, until you choose to stop attacking or all of your characters are exhausted.

**Your front row characters can make melee attacks.**

**Your back row characters that have the  (ranged) icon can make ranged attacks.**

**Note:** You can put a  character in your front row to have it make a melee attack if you want.

## ***Making a Melee Attack***

### Starting a Combat

- Exhaust one of your face-up and ready front row characters to become the attacker and choose a face-up front row enemy to be the defender. If an opponent has no face-up front row characters, you can attack their back row characters.

### During Combat

- Once combat has begun you can do one of the following:
  - Play a "Combat" Plot Twist (see page 17)
  - Use a "Combat" Super Power (see page 19)
  - Power Up a character (see page 22)
  - Pass
- Then your opponent can do the same. Then you go again, and they go, until both of you pass in a row. (If a player passes but the other player takes an action, the first player can still take an action.)
- Finally, resolve the combat.

### Resolving Combat

- To resolve the combat, the attacker now "strikes" the defender, and the defender simultaneously "strikes back" against the attacker.
- Compare the attacker's ATK to the defender's DEF. If the ATK is greater than or equal to the DEF, the defender will be stunned. Also compare the defender's ATK to the attacker's DEF. If the ATK is greater than or equal to the DEF, the attacker will be stunned.
- So there are four possible results to a combat: No one gets stunned, the attacker gets stunned, the defender gets stunned, or both characters get stunned.
- When a character becomes stunned, turn it face down, exhaust it, remove all +1/+1 and -1/-1 counters from it and put a wound counter on it. You also KO any Equipment on it.

## ***Making a Ranged Attack***

Ranged attacks work the same way as melee attacks with the following exceptions:

- You choose one of your back row characters with  to be the attacker.
- The defender only gets to strike back if it also has the .

**Note:** If your character attacks from the front row, it is always a melee attack whether or not your character has the .

## ***Flight***

 (Flight) allows a character to ignore face-up front row characters that don't have .

- Characters that have  may fly over your opponent's front row to melee attack a back row character unless your opponent has their own  character in their front row.

## ***Ranged and Flight***

- If your character has  and , then it can attack from your back row AND fly over your opponent's front row (if they have no  characters in their front row) to attack a back row character. The defender will still only strike back if it has .

**Note:** In this Issue, no characters have .

## ***Team Attacks***

Two or more characters that have the **same team affiliation and are in the same row** can make a team attack against a single defender. Team attacks work just like solo attacks with the following exceptions:

- You choose two or more front row characters to make a **melee team attack**.
- You choose two or more back row characters that have  to make a **ranged team attack**. (Just like in a regular ranged attack, the defender gets to strike back only if it has .

- In both cases, if all of your attackers have , they can fly over your opponent's front row to attack their back row (unless your opponent has a front row  character).

Resolving a team attack works like this:

- Add up the ATK of all your attackers and compare them to the defender's DEF to see if the defender will get stunned.
- The defender then chooses **exactly one** attacker to strike back against, and compares the defender's ATK to that character's DEF to see if it will get stunned.

Example: Let's say three different 2/2 characters attack a 6/6 defender. When the combat resolves, the total ATK of the attackers is 6, which is enough to stun the defender. The defender picks one of the 2/2s to strike back at, compares its 6 ATK to the attacker's 2 DEF and stuns it. The other two 2/2s survive.

### ***After Each Combat***

After each combat resolves, you can make another attack. Once you're done attacking (either by choice, because you have no ready characters left, or because all enemy characters are stunned) and you're ready to be done with your Main Phase, your turn ends. Resolve any "at the end of your turn" effects, and then the player to your left gets to take a turn.

## **Ending the Game**

The game ends when you KO your opponent's Main Character or they KO yours. If you're playing 3 or 4 players, then it ends when only one Main Character is left. If the final two Main Characters would get KO'd at the same time (either because they're in combat with each other or through some card effect), the player whose turn it is wins the game.

In a 3 or 4 player game, when a Main Character gets KO'd, remove all cards that player owns from the game.

## Additional Rules

### Stunned Characters

When a character becomes stunned, remove all +1/+1 and -1/-1 counters from it, KO any Equipment on it, turn it face down exhausted, and put a wound counter on it. If it now has wounds greater than or equal to its health, it's KO'd. Put it into its owner's KO pile.

If a character gets stunned by an effect during combat but before the characters strike each other, it is removed from combat.

A stunned character can't attack, doesn't protect anyone behind it, loses its powers, and can't gain or have +1/+1 or -1/-1 counters. It still keeps its other information like name and team affiliation.

Any player can look at any stunned character at any time.

Some effects say to "Daze" a character. This stuns the character except it doesn't gain a wound. (It works like the character getting stunned in **all** ways except for no wound.)

Some effects say to "Wound" a character. This puts a wound on the character but does not stun it. (If the character has wounds greater than or equal to its health, it is KO'd.)

### Recovering Characters

Your stunned characters automatically recover during your Recovery Phase. (You can't choose to leave them stunned.)

Some card effects can also recover a character. When a character recovers, turn it face up but leave it exhausted.

**Note:** Recovering a character does NOT heal any wounds from it.

## **+1/+1 and -1/-1 counters**

Many effects put +1/+1 or -1/-1 counters on characters. These numbers alter a character's ATK and DEF until something removes the counters.



If a character ever has +1/+1 and -1/-1 counters at the same time, they cancel out. Remove one of each until the character only has one type.

**When a character gets stunned, remove all +1/+1 and -1/-1 counters from it.**

If a character's DEF is ever reduced to 0 (whether from -1/-1 counters or some other effect), it's immediately stunned.

## **Vitality Counters**

This Issue introduces vitality counters to the game. A vitality counter is essentially the opposite of a wound counter. It gives a character +1 . Just like wounds, vitality counters remain on a character while it's stunned. However, if a character has a wound counter and a vitality counter, they cancel out – remove one of each until the character only has one type.

Example: A character has two vitality counters. It gets stunned and gains a wound. You'll now remove one vitality counter and the wound counter. The character now has 1 vitality counter.



## **Maximum Health and Remaining Health**

A character's Maximum Health is their printed  plus any modifiers that increase or decrease it. For example, vitality counters increase a character's Maximum Health.

A character's Remaining Health is their Maximum Health minus any wounds it has. In other words, Remaining Health is how many more wounds it would take to KO the character.

## Playing Equipment

You can play Equipment cards during your Recruit Step by paying recruit points equal to the Equipment's cost. Put the Equipment onto a face-up character on your side. (It doesn't matter if the character is Main or Supporting, ready or exhausted.) The Equipment gives the character new powers.

The Equipment will stay with that character until the character becomes stunned or otherwise leaves play. At that point, the Equipment gets KO'd.

A character can have only one Equipment at a time. If you play a new Equipment on a character that already has one, the older Equipment gets KO'd.

If an Equipment has a team affiliation symbol, you may play it only if you have a face-up character with that team affiliation symbol on your side (including your Main Character). However, you can play it on any character on your side.

Equipment is not unique unless it says otherwise.

**Note:** There is no Equipment in this Giant-Sized Issue.

## Playing Plot Twists

Each Plot Twist will say when you're allowed to play it. If it says "Build", then you can only play it during your Build Phase. (You can play it before or after your Resource, Recruit, or Formation Steps.)

If it says "Main", then you can only play it during your Main Phase while there isn't a combat going on.

If it says "Combat", then you can only play it during a combat on your turn. And if the word "Combat" has the **Any Turn** symbol  next to it, then you can play it during a combat on any player's turn.

Unless it says otherwise, you can use a "Combat" Plot Twist only to affect a character in the combat.

If a Plot Twist has two different times you can play it, you can play it at either of those times. When you play a Plot Twist, follow its instructions, and then put it into your KO pile.

Some Plot Twists have one or more team affiliation symbols on the top right of the card. That means you may play it only if you have that many face-up characters with that team affiliation symbol on your side (including your Main Character). However, you can use it to affect any character regardless of team affiliation symbol.



## Character Powers

There are three types of character powers: Keyword Powers, Super Powers, and Level Up Powers.

### Keyword Powers

Keyword Powers are powers that often show up on more than one character. When a character has a Keyword Power, just follow the instructions in its text.

**Note:** Some common or older keywords might not have their text displayed. In that case, you can look up their definition in this Rule Book.

**Flight** and **Ranged** are the two most common Keyword Powers. They are represented by these icons instead of the actual words:  and .



## Super Powers

Many characters have Super Powers. A Super Power looks like this:

**Drain Sanity = Name**

**Main = When you can use the Power**

**6 = The cost to use the Power**

**Choose an... = The effect**

**Transfusion of Evil = Name**

**Combat = When you can use the Power**

**2 = The cost to use the Power**

**Reveal an Evil..... = The effect**

**3 = You may use this power on another player's turn.**

Each Super Power has a different name and a different effect. The words "Build" or "Main" or "Combat" tell you when you can use the Super Power (just like how Plot Twists work).

Example: Glory's Drain Sanity power can be used only during your Main Phase while there isn't a combat going on.

Caleb's Transformation of Evil power can only be used while he's in combat. Since it has the  symbol next to "Combat," you can use it on your turn or another player's.

**You can use a character's "Combat" Super Power only if *that character is in the combat*.** But if the power says "Any Combat," then you can use it during a combat even if that character isn't part of it.

Each Super Power has at least one power symbol. To activate a Super Power, you must pay for it by turning one of your Locations with that symbol face down OR by discarding a Location with that symbol from your hand.

Example: It's your Main Phase. You decide to use Glory's Super Power so you turn a The Magic Box location face down to pay the  cost. You could also have discarded The Magic Box from your hand to pay the  cost.

You can use any number of different Super Powers each turn, as long as you can pay for them. **However, you can't use the same Super Power more than once each turn.** (If two characters have the same power you can use each of them once each turn.)

Some Super Powers are **Reactions**, which trigger when a certain condition is met. When that happens, you can pay the cost and if you do, you get the effect.

Example: Joyce has a Reaction Super Power. When a Good Main Character on your side gets stunned on an enemy player's turn, you may pay a . If you do, that character doesn't get wounded.

Some Super Powers have more than one power symbol. You have to pay for all of them by turning matching Locations face down or discarding them from hand, or a combination of both.

## Level Up Powers

Most Level 1 Main Characters have a Level Up Power.

7= How much XP  
The Master needs  
to Level Up



At the start of your  
Build Phase... =  
XP Condition

When you meet the XP (experience) condition, put XP counters on the Level 2 version of your Main Character. Once you have XP equal to the number next to “Level Up,” remove the XP counters from the Level 2 version of your Main Character and replace the Level 1 version of your character with its Level 2 version.

The Level 2 version should retain the same orientation as the Level 1 version (ready/exhausted and face up/face down). Put each wound, vitality, +1/+1 or -1/-1 counter, and Equipment that was on the Level 1 version onto the Level 2 version.

Level 2 characters work just like Level 1 characters except Level 2 versions are more powerful.

**Note:** While your Level 1 character is stunned, its Level Up Power is turned off.

## **Main Characters vs. Supporting Characters**

Main Characters work like Supporting Characters with the following exceptions:

- Main Characters start in play and don't have a cost.
- Main Characters can level up.
- If your Main Character gets KO'd, you're out of the game.
- Some effects say they work only on Main Characters or on Supporting Characters.

Other than that, treat Main Characters exactly the same as Supporting Characters. They attack, defend, team attack, get counters, have Equipment, get stunned, use powers, etc.

## **Uniqueness**

**You can have only one character with a specific name on your side at one time.** If you play a second copy of a character that you already have on your side, then you must KO the first one. If they both enter play simultaneously, then you must pick one to KO. If the second one ends up on your side through some special effect (e.g. Mind Controlling an enemy character),

then you still must KO the first character.

The only exception to all of this is your Main Character. You may never control a character with the same name as your Main Character. If an effect would cause that, ignore that effect. You can't play a Supporting Character with the same name as your Main Character.

## Power-Ups

**If you have a card in hand with the same name as a Main or Supporting Character on your side, you may discard it to Power Up that character.** Put a +1/+1 counter on the Powered-Up character. You can Power Up a character either as a **Main** action or as an  **Combat** action.

Example: You attack with your Main Character, Buffy. During combat, you decide to Power Up Buffy, so you discard a Buffy Supporting Character from your hand and put a +1/+1 counter on your Main Character.

## Resources and Locations

Cards in your resource row count as resources whether they're face up or face down. **Once a Location turns face down, it will stay face down unless an effect turns it face up.** You can look at your own face-down resources at any time. You can't look at enemy face-down resources.

You can rearrange your resource row if you like as long as your opponent can see how many you have and which Locations you have.

There are six basic Locations, one for each of the six power symbols. Also, each team has one Special Location that has a team affiliation symbol on the top right of the card. These Locations can produce any of the power symbols that team uses, but only for a member of that team. (That matters when you're building your own decks and mixing teams together. See page 31 for more info.)

You may use a Location (by turning it face down or discarding it) to pay for a Super Power. But you may not use the same Location card to pay for multiple Super Powers. Each Super Power must be paid for separately.

## Basic Locations with Different Names

In different universes (like comic or space adventure), basic Locations may have different names. However, they still count as being the same basic Location (for example, one that makes ). Your deck can include up to four copies of a specific basic Location, and all copies of it must have the same name.

## Running Out Of Cards

If a player needs to draw a card but their deck is empty, they skip those draws. Play continues as normal. But if all players are out of cards and no one is willing or able to attack to put wounds onto Main Characters, then the player with the fewest wounds on their Main Character wins the game. If two or more players are tied for the fewest wounds, the game ends in a tie between those players.

## Searching and Shuffling

Whenever you need to search through your deck, shuffle it after you've finished.

## Remove from the Game

Some effects, including the new **Slayer** keyword, say to remove a card from the game. When this happens, set it aside out of play (not in a KO pile). Usually a card that's been removed from the game is permanently gone, but some effects allow the card to come back.

## Token Characters

Token Characters are set aside at the start of the game as opposed to in your deck. But some effects can put them directly into play. A Token Character works just like a regular character except that if it ever gets put into a KO pile or otherwise leaves play, set it aside as it is no longer part of the game.

## Timing

When you play a Plot Twist, use a Super Power, or Power Up a character, it resolves before anyone can take another action.

## Base ATK and DEF

Some effects refer to a character's Base ATK and DEF. This means a character's stats before any effects or counters modify them. A character's Base ATK and DEF are usually the same as their printed ATK and DEF. The only difference is that some effects might temporarily change a character's Base stats.

## Good and Evil

Some effects refer to Good and Evil characters. A Good character is anyone on a Good team, and an Evil character is anyone on an Evil team. The  team is Good and the  team is Evil. If a character like Faith is on a Good team and an Evil team, it is both Good and Evil.

## AKA

Some characters have AKA and another name in their text box. For example, Angel has **AKA Angelus**. This means that he counts as having both names. This counts for uniqueness and powering up characters.

## The Golden Rules

Whenever a card contradicts a rule in this Rule Book, the card is correct. And if one effect says you can do something and another says you can't do something, "can't" beats "can."

## Specific Card Clarifications

### Angel/Angelus (Main Characters)

Level 1 Angel and Angelus can transform between each other. However, when you build a deck you must choose either Angel or Angelus to be your starting Main Character. (You must lock in your decision at the time you build your deck, not after you see what Main Character your opponent is using.)

When Angel transforms into Angelus or vice versa, he keeps his orientation (ready/exhausted, face up/face down), all of his counters (including XP), and any effects on him.

### Buffy (Main Character)

Buffy's "**Save the World. A Lot.**" power lets her Slay an Evil Main Character. If she does and it's the last enemy Main Character in play, you win immediately! But if something goes wrong or there are other enemy Main Characters left, Buffy will get KO'd at the end of the turn.

### The First Evil (Main Character)

If two or more players are playing as The First Evil, they will need to randomly determine who chooses which one takes the first turn.

### Anya

Her **Newly Human and Strangely Literal** power ignores all stat increases including +1/+1 counters. It doesn't remove the counters – they just have no effect this turn.

### Dawn

Dawn can't start the game in a deck. Instead, if Buffy is your Main Character or a Supporting Character in your deck, you get to have a Key pile which includes four copies of Dawn. You can recruit Dawn while Buffy is on your side. If Dawn gets KO'd, she'll go to your KO pile as normal.

## Faith

Faith can steal any kind of counter from an enemy defender.

## The Gentlemen

**Hush** prevents players from using effects that require you to “say” something or to “name” something.

**Hush** also prevents players from talking. You can still communicate in other ways such as using hand signals, or writing things down. You can also make sounds without using your vocal chords. If a player does speak, do your best impersonation of a Gentleman in order to shush them. (There is no in-game penalty for speaking. It’s just not cool.)

## Glory

**Drain Sanity** gets more powerful each time you use it, even if you use it on two (or more) different copies of Glory.

## Life on the Hellmouth

This Plot Twist puts two characters on your side in a **Relationship**. This means they can team attack together (even if they’re not on the same team), and while doing so they can’t be struck back by a defender. Once a character in a Relationship leaves play, the Relationship is over.

## Oz

**Lose Control** lets an enemy player force Oz to strike another Supporting Character. If Oz’s ATK is greater than or equal to that character’s DEF, Oz stuns that character.

## Sweet

**That’s Entertainment** moves each face-up character to their front row and has them perform a Musical Number. There is no official definition of what counts as a Musical Number. We recommend rocking the cards back and forth and having them sing a song. (Although if The Gentlemen are in play, no singing is allowed.)

## Willow (Supporting Character)

Willow's **Spell Research** power puts Plot Twists into a special pile removed from the game called your Spellbook. Your Spellbook can't have more than one copy of the same Plot Twist. Her **Spellcasting** power lets you play Plot Twists from your Spellbook, putting them into your KO pile when they resolve.

If Willow gets KO'd or otherwise is no longer on your side, you won't be able to access the Plot Twists in your Spellbook. But if you play another copy of Willow, then you can use your Spellbook again.

## Xander (Supporting Character)

When Xander hides, turn him face down but in the ready orientation. Remove all +1/+1 and -1/-1 counters and Equipment from him. A hidden character doesn't count as being stunned, but it still can't attack or defend, it doesn't protect anyone behind it, and loses its powers. It still keeps its other information like name and team affiliation. If a hidden character gets stunned somehow, change it to the stunned orientation (face down and exhausted). A hidden character will turn face up the same time your stunned characters would recover.

## Multiplayer Game Modes

### Free for All - 3 or 4 players

When you play with three or four players, all of the usual rules apply with a few exceptions:

- You win when **all** other Main Characters are KO'd.
- The player who goes first draws no cards on their first turn. The player who goes second only draws one card on their first turn.
- During your Main Phase, you can have your characters attack any other player's characters using the normal combat rules. You can make all of your attacks against one player or spread them out against multiple if you want.

- During combat, each player (including players who don't have an attacker or defender) can play Plot Twists to influence the combat.
- When a Main Character is KO'd, all the cards that player owns are immediately removed from the game. (This doesn't count as those cards getting KO'd.)

## 2 vs. 2

You can also play 2 vs. 2. In this case, you win when both enemy Main Characters are KO'd.

- Teammates should sit so the turn order goes Team A, Team B, Team A, Team B.
- The player who goes first draws no cards on their first turn. The player who goes second only draws one card on their first turn.
- You can't attack your teammate's characters.
- When a Main Character is KO'd, all the cards that player owns are removed from the game.

**Optional Rule:** When you recruit a character, you may put it into your teammate's front or back row (they control it now).

# Building Your First Decks

For your first few games, we recommend building the following decks:

## Buffy (Main Character)

### Supporting Characters

- 2 Joyce
- 2 Cordelia
- 2 Tara
- 2 Xander
- 2 Giles
- 2 The First Slayer
- 2 Anya
- 2 Oz
- 2 Buffy (only for powering up)
- 3 Riley
- 3 Angel
- 3 Willow
- 2 Faith
- 2 Spike

### Plot Twists

- 2 Dissolution Spell
- 3 Slayage
- 2 The Chosen One
- 2 Life On The Hellmouth

### Locations

- 4 The Library
- 4 The Magic Box
- 4 Sunnydale High
- 4 Cemetery
- 4 The Bronze

### Key Pile

- 4 Dawn



# The Master (Main Character)

## Supporting Characters

- 2 Drusilla
- 2 Turok-Han Vampire
- 2 Caleb
- 2 Mr. Trick
- 3 Darla
- 2 The Gentlemen
- 2 Luke
- 2 Mayor Wilkins
- 2 Adam
- 2 Sweet
- 3 Angelus
- 3 Glory
- 2 Faith
- 2 Spike

## Plot Twists

- 2 Big Bad
- 2 Demonic Cruelty
- 3 Vampiric Hypnosis
- 2 Life On The Hellmouth

## Locations

- 4 Hellmouth
- 4 The Magic Box
- 4 Sunnydale High
- 4 Cemetery
- 4 The Bronze



## Deck Building Rules

Once you've played a few games, you might want to build your own deck. Here are the rules:

- Your deck must include a Main Character and exactly 60 cards.
- You can only have up to four copies of any one card in your deck.
  - Exception: You can't include cards that are the same basic Location but have different names.
- You can build either an **Illustrated** deck or a **Photographic** deck, but you can't mix cards between them. (See Two Universes in the next section.)
- You can put any Supporting Characters, Plot Twists, Equipment, and Locations in your deck. Just remember the following:
  - Characters can only team attack if they share a team affiliation (on the top right of the card).
  - If a Location has a team affiliation, it can only be used for a Super Power for a member of that team.
  - If an Equipment or Plot Twist has a team affiliation, it can only be played if you have a face-up member of that team.

## Two Universes

The Vs. System® 2PCG® is now split into two universes based on the style of card art:

The **Illustrated Universe** includes cards with drawn or painted artwork. (Most cards belong to this universe.)

The **Photographic Universe** includes cards with images from movies or TV shows. (All cards in this Issue belong to this universe.)

When you build a deck you can't mix together cards (including your Main Character) from the Illustrated Universe with cards from the Photographic Universe. However, you can still play decks from one universe against the other.

The two universes only affect deck building. Once the game starts, it doesn't affect anything. For example, if you have an Illustrated deck, it's perfectly fine to play an effect that moves an opponent's Photographic character to your side.

## Game Terms

**Any Turn Symbol** : If a Plot Twist or Super Power has this symbol, you can use it on another player's turn.

**Appears:** When a card enters play, it "appears" whether you played it from your hand or some effect put it into play. (If a card changes sides or turns face up, that does not count as "appearing.")

**ATK/DEF:** These are the numbers on characters above the  and . During combat, you compare your character's ATK to its enemy's DEF to see if you stun it.

**Cancel** (the combat): If an effect cancels the current combat, the combat ends but no characters get stunned. Leave all the attackers and defender as they are. They don't ready.

**Daze:** An effect that stuns a character. However, the character won't gain a wound.

**Enemy:** This applies to anything opposing you. An enemy player is your opponent. An enemy character is one an opponent controls.

**Health (Maximum and Remaining):** A character's maximum health is the printed health and any modifiers that increase or decrease it. A character's remaining health is its maximum health minus any wounds on it.

**Hide:** When a character hides, turn it face down but ready. Remove any +1/+1 or -1/-1 counters and Equipment from it. A hidden character can't attack or defend, doesn't protect anyone behind it, and loses its powers. It still keeps its other information like name and team affiliation.

**Keyword Power:** A power on a character in bold text. Just follow the instructions on the card. Flight and Ranged count as Keyword Powers even though they're represented by icons.

**KO:** To put a character from play into its owner's KO pile. When a character has wounds equal to or greater than its health, it gets KO'd.

**Melee Combat:** A combat that involves front row attackers.

**On Your Side:** The cards you have in play are "on your side." You control these cards. If a card gets moved to your side, you now control that card.

**Owner:** During the game you "own" your Main Character and all of the cards that started in your deck. (This only matters if a card references "owner.")

**Power Up:** You can Power Up a character you control by discarding a card with the same name as that character. Then, you put a +1/+1 counter on that character. You can Power Up as a Main action, or you can Power Up as an  Combat action while that character is in combat during your turn or another player's turn.

**Ranged Combat:** A combat that involves back row attackers that have . In a ranged attack, the defender can't strike back unless it has .

**Ready/Exhausted:** A character is either Ready (upright) or Exhausted (on its side). Only ready characters can attack. If an effect "readies" a character that is already ready or exhausts a character that is already exhausted, just ignore that part of that effect (but do the rest of it).

**Stunned:** When a character is defeated in combat, it gets stunned. Turn it face down, remove any +1/+1 or -1/-1 counters, exhaust it, put a wound on it and KO any Equipment it has. A stunned character can't attack or defend, doesn't protect anyone behind it, and loses its powers. It still keeps its other information like name and team affiliation.

**Super Power:** A power on a character that you activate by turning a Location face down or discarding a Location.

**Wounds:** When a character becomes stunned, it gains a wound. If it has as many wounds as its health, it gets KO'd. (Some card effects says to "wound a character." In this case, put a wound counter on it, but it doesn't get stunned.)

## Select Keywords

Unlike most Keywords, these are mentioned on cards without their definitions:

**Combat Master:** While this character is in combat, enemy players can't play Plot Twists.

**Ferocious:** While in melee combat, this character strikes before characters without **Ferocious**.

**Monstrous:** While this character is defending against a melee team attack, it strikes back against each attacker.

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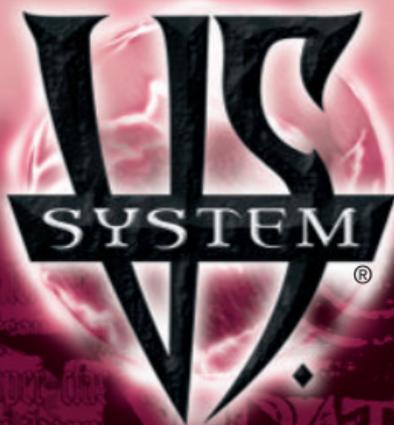
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