

Deck Building Simultaneous Combat



**Versa**

*The new stage of battle has been prepared.*

Another day dawns, as quiet and peaceful as the endless days before. All around the world, preparation is underway for the Millenary celebration and remembrance of the Thaumaturgic Harrowing, the greatest and last conflict the world had ever seen. These 1000 years of peace across humanity have led to a nigh universal belief that the drums of war would never beat again. But just as energy cannot ever be truly destroyed, so too is the inevitability of conflict.

# Versa

Versa is a card based fighting game focused on shorter contests with multiple rounds, building custom attack combos instead of only attacking once, adding more powerful Ultra attacks to your deck, and fighting simultaneously as your opponent instead of waiting and taking turns. Versa also has a single player mode with a variety of opponents that change depending on which character you are using and multiple endings based on how you play the game.

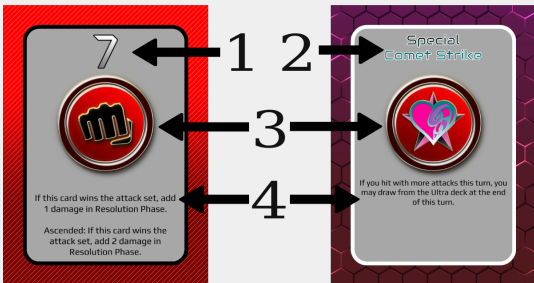
# Game Overview

## ATTACK CARDS

There are three types of attack cards in Versa: Basic, Special and Ultra. All three of them have the same basic setup.

### Basic

### Special



1. Card Power - if both players cards are the same color, the higher number takes effect.  
Unnumbered cards beat numbered cards.
2. Attack Name
3. Attack Mark - Shows the type of attack and the color of the attack. On specials and Neon Ultras,

the symbol shows which character can use that attack.

4. Description - Any effects the attack has. This may alter the outcome of the attack.
5. Finisher Mark - Some Neon Ultras have a finisher mark. Only one card with a Finisher Mark can be played per turn.

## Neon Ultra



## Ultra



2

3

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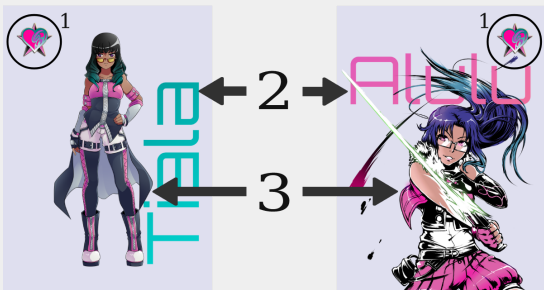
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## CHARACTER CARDS

There are two types of character cards in Versa. Players start each round in Base form and may change to their Ascended form once they have acquired and spend ten attack tokens. Ascending is done in the Clean Up Phase.

### Base

### Ascended



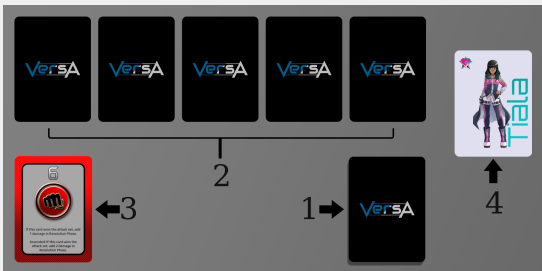
1. Type Mark - This shows you which Special and Neon Ultra attacks you may use.
2. Character Name
3. Character

## ATTACK TOKENS

Attack tokens are gained by successfully landing attacks on your opponent. Attack tokens can be spent in two ways. First, five tokens can be spent to draw a single card from the Neon Ultra Deck and add it to your hand. If the card is Black Ultra or White Ultra you may keep it or shuffle it back into the Neon Ultra deck. If the card is a Neon Ultra card and the Attack Mark matches your character's Type Mark you can add it to your hand. If the Neon Ultra card's Attack Mark does not match your character's Type Mark, you must shuffle it back into the Neon Ultra Deck.

The second way attack tokens may be spent is transforming your character into their Ascended form. This costs ten attack tokens and allows you to make one follow-up attack if you hit the opponent more times than you are hit in the attack set. Ascension lasts through the rest of the round and reverts after the first round of the following round.

## THE PLAY AREA



1. Player Deck
2. Attack card set
3. Discard pile
4. Character card

Not shown are the Neon Ultra deck and the attack tokens. Both should be placed in easy reach of both players. Also, not shown in the D20 used to track character HP.

## How to play

### BEGINNING THE GAME

Before starting the game, decide how many rounds you will fight; this game is designed for single round, best of three, and best of five. Each player chooses their character.

Depending on which characters are chosen, remove the unselected character's Neon Ultra attacks from the Neon Ultra deck. Shuffle the Neon Ultra deck and then each player shuffles their character deck. Both players set their life counter to 20HP and draws five cards.

### BEGINNING THE ROUND

Each turn in Versa goes through four phases: the Set Phase, the Reveal Phase, the Resolution Phase, and the Clean Up Phase. After the Clean Up Phase, a new turn begins with the Set Phase. The round continues one turn at a time until there is only one player remaining or all players have zero HP.

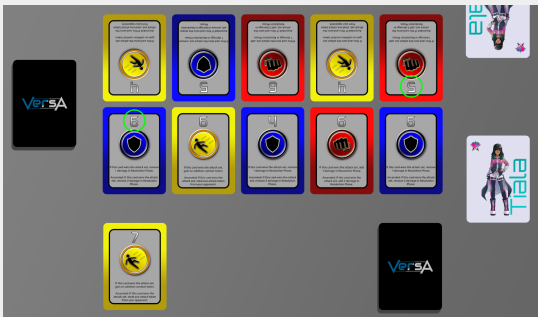
## Set Phase



Each player places a card from their hand face down and then draws a new card from their deck, placing another card and drawing again until five cards are set side by side in a combo. Once a card is set it cannot be picked up again. Players should place cards so they line up with their opponent's card.

*NOTE: You do not have to place your cards from left to right in order. You may place them in any order so long as you don't move them once set.*

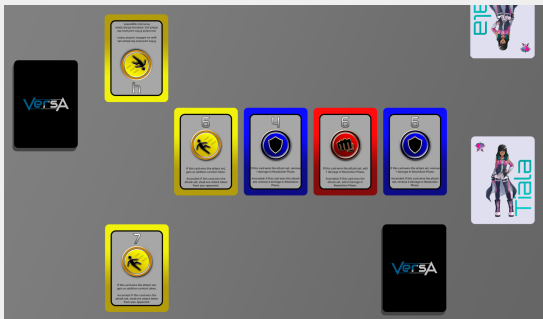
# Reveal Phase



After both players set all five cards, the cards are flipped over and revealed. Both players look to the leftmost card in their combo and see which has the higher number. The highest number determines the perspective of the combat: the player with the higher number resolves their attacks from left to right, while the player with the lower power resolves from right to left. If the leftmost cards are a tie, then use the color resolution to decide who goes first. If those are also tied, discard this attack set and return to the Set Phase. Having to resolve your cards from right to left is called a Reverse. In the example, 6 is greater than 5 so play would proceed from left to right.

*NOTE: Unnumbered cards beat all numbers.*

# Resolution Phase



Cards are matched against the card directly across from it; this is called an attack set. While each card has its various effect, they are typically resolved based on the card color:

Red defeats Yellow

Yellow defeats Blue

Blue defeats Red

White defeats All Basic Colors

Black defeats White and All Basic Colors

Neon Ultra defeats everything



*NOTE: In case of disagreement, the text on a card overrides the standard ruleset. For example, a Blue card that reads "Defeats any Yellow Card" takes priority over the normal Blue card rule.*

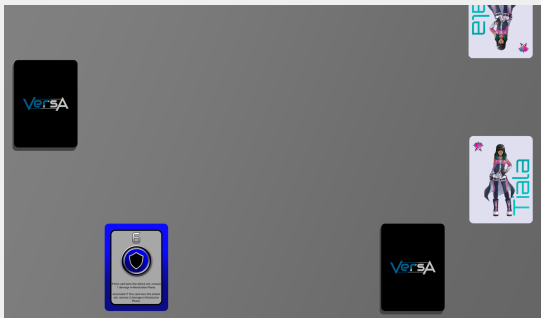
Each player gains one attack token for each attack resolved in their favor.

If the cards tie in color, then use the numbers to resolve which one takes priority. If the numbers are tied as well, the attacks are negated and the next cards are resolved.

*NOTE: Negated attacks don't trigger effects unless the card says otherwise.*

If you have ascended and hit your opponent more times than your opponent hit you, you may play one card directly from your hand for an additional 2HP of damage this turn. Don't include this card for regular damage calculations and all card effects apply.

## Clean Up Phase



After all attack sets are resolved, damage is calculated and dealt to each player. Damage is dealt by added up the number of all the successful basic attacks and dividing it in half, rounding down. Additionally, character specials deal 3HP of damage, black and white ultras deal 4HP damage, and Neon Ultras deal 5HP damage. Then reduce damage by any guard or recovery effects used this turn.

*NOTE: Because damage isn't dealt until after the Resolution Phase, it's entirely possible that all players end up knocked out at the same time.*

If neither player takes enough damage to reduce their HP to 0 or less, both players place their played combo cards in their discard piles, starting a new turn at the Set Phase.

Before starting a new set phase, both players may spend attack tokens to ascend or draw from the Neon Ultra deck.

### Winning a Round/Starting Another

Once a player has reduced their opponent to zero HP, they win the Round. Both players reset their life to 20 HP and shuffle their hand, their discard, and their deck together, drawing five cards. Players retain all unspent attack tokens from previous rounds.

*NOTE: Both players leave any Neon Ultra Attacks they've drawn in their deck.*

In the Final Round, all players discard their attack tokens.

## Winning the Match

The game ends once one player has the agreed number of victories.

## Other Rules

Card rules override standard rules; for example a Red card that reads as follows: "This Card defeats Blue Cards" will take priority over the standard rules. In case of conflicting Card Rules, only the card with the highest number has its rules apply.

If numbers on the card are tied or both are unnumbered, both cards do nothing and the next attack set resolves.

When you run out of cards, shuffle your discard pile and use it as your deck.

Ascension abilities are used in accordance to the player cards.

# Contents

132 cards

- 3 Basic Character cards
- 3 Ascended Character cards
- 108 Basic Attack cards
- 6 Tiala/Alulu Special Attack cards
- 6 Jí Lián/Kesshō Special Attack cards
- 6 Claris/Tessera Special Attack cards
- 18 Universal Neon Ultra Attack cards
- 6 Tiala/Alulu Neon Ultra Attack cards
- 6 Jí Lián/Kesshō Neon Ultra Attack cards
- 6 Claris/Tessera Neon Ultra Attack cards

25 Attack Tokens

2 Quick Rule Reference Cards

Tiala/Alulu Reference Card

Jí Lián/Kesshō Reference Card

Claris/Tessera Reference Card

4 Tuck boxes

- 1 Tiala/Alulu Tuck boxes
- 1 Jí Lián/Kesshō Tuck boxes
- 1 Claris/Tessera Tuck boxes
- 1 Neon Ultra Tuck box

2 D20 dice, 1 D6

1 Magic Die

1 Elemental Die

Story Mode QR Card

Story Mode Boss Cards

Story Mode Tokens

Story Mode Deck

Cloth bag for extra pieces

