"Because if I quit I'll be no better than you and we all know that's not the case, BECAUSE MY NAME IS MAXWELL JACOB FRIEDMAN AND I'M BETTER THAN YOU... AND YOU KNOW IT."

– MJF

The Story So Far…

For the past several years, players in Vs. System® 2PCG® have fought epic battles across the Earth and beyond – recruiting superheroes and supervillains as well as horrifying aliens, deadly hunters, government agents, supernatural monsters, and vampires! Now the fight has come to the mat with All Elite Wrestling!

What is the Vs. System® 2PCG®?

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

Game Contents
- 200 Cards
- Assorted Counters
- This Rulebook

Issues and Giant-Sized Issues

The Vs. System® 2PCG® releases with frequent expansions in the form of 55 card Issues, and Giant-Sized Issues which include 200 cards. Giant-Sized Issues serve as the perfect place to start with enough cards for new players to make multiple decks and an assortment of basic locations.

This Giant-Sized Issue adds two new teams to the fray. The "good guys" in this set are the Babyfaces (🦸) and the "bad guys", well that's the Heels (👢).

Gameplay Overview

Each player starts with a Main Character, such as Dr. Britt Baker D.M.D. or Thunder Rosa. During the game, you'll play resources and recruit Supporting Characters like Sting or Ricky Starks. You'll organize your characters into a formation with your front row characters protecting back row characters. 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 your characters can use for their Super Powers. Your Main Character will earn Experience Points and Level Up to dominate the ring. Finally, you'll KO your opponent's Main Character (or they'll KO yours).

Don't worry, we'll walk you through all of this. First let's go over the different card types in Vs. System® 2PCG®.

The Card Types

Here is a brief introduction to the different types of cards. Don't stress the details, we'll get into those later. For now, just try to be able to recognize the different types of cards.

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.

Name

Team Affiliation

Level

Card Type

Powers

ATK/DEF

Health

3
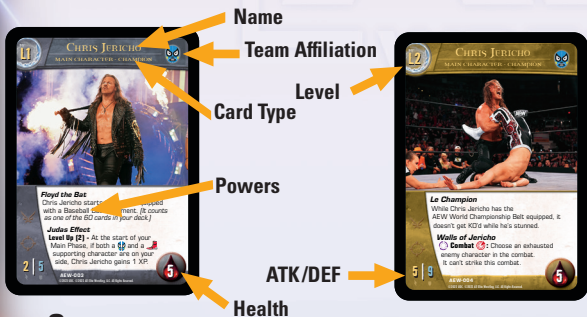
Supporting Characters

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

Name

Cost

Team Affiliation

Card Type

Powers

ATK/DEF

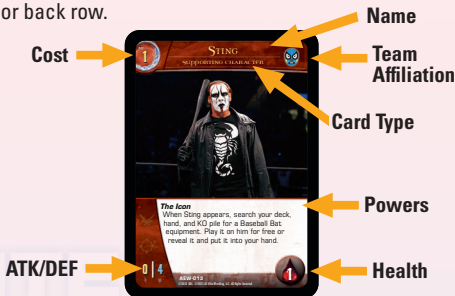Health

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

Plot Twists

During your turn you can play Plot Twists from your hand that stir things up on the battlefield. Plot Twists always say when during the turn you can play them. You can only play a Plot Twist if you have a face-up character with the matching team affiliation.

Name

Any Turn Symbol

Team Affiliation

Card Type

Game Text

Equipment

During your turn, you can put Equipment cards onto your characters to give them a little more kick. Equipment cards have a cost just like characters. You can only play an Equipment card if you have a face up character with the matching team affiliation.

Name

Cost

Team Affiliation

Card Type

Game Text

Note: If an Equipment has two team symbols separated by a slash, you can play it if you have a face-up character with EITHER of those teams.

Locations

During your turn, you can play one Location to your resource row. Most Locations have a power symbol. During the game, you can turn a Location with a power symbol face down to pay for a Super Power that requires that symbol. You may also discard a Location from your hand to generate that power symbol.

There are two types of Locations: Basic Locations and Special Locations. Here are a couple of Basic Locations, which provide a single power symbol when used.

Power Symbol

Name

Card Type

There are six power symbols:

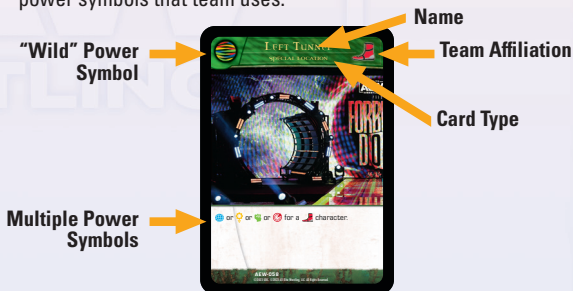|					
Energy	**Intellect**	**Might**	**Skill**	**Alien**	**Humanity**

Note: Energy and Alien don't appear in this Issue.

Each team also has a Special Location which grants different power symbols that team uses.

"Wild" Power Symbol

Name

Team Affiliation

Card Type

Multiple Power Symbols

Some Special Locations do other things as well. Check out previous Issues for some examples!

Now let's introduce some game concepts. Don't worry, we'll discuss them in more depth later.

Basic Game Concepts
- **Deck:** Your deck must include exactly 60 cards, not including your Main Character or any cards that start outside the game.
- **Hand:** You start the game with seven cards and draw two cards on each of your turns. 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.
- **Level Up Zone:** This is where players put the higher level versions of their starting Main Characters that they will level up into with enough experience (XP).
- **KO Pile:** When a card gets KO'd or discarded, it goes into your KO pile 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: front row, back row, and resource row.
  - Each turn you may place a Location face up or another card from your hand face down into your resource row. Resources give you recruit points each turn which you'll use to play your Supporting Characters and Equipment.
  - When you recruit a character, it can go into your front row or back row. Characters in your front row 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.
  - Cards in any of your three rows are "on your side".

- **Ready/Exhausted:** A card in play is either ready (upright) or exhausted (turned sideways). Only ready characters can attack. Cards appear on your side 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 directly stunned (without it being in combat).
- **KO:** When a character has at least as many wounds as its health, it's KO'd. (Put it into the KO pile.)
- **Recover:** When a character recovers from being stunned, turn it face up but leave it exhausted. It keeps its wounds.

WOUNDS

EXHAUSTED

FRONT ROW

BACK ROW

READY

RESOURCE ROW

Setting Up the Game

Next up, how to set up and start a game of Vs. System® 2PCG®:

1: Decks and Counters:
- Each player will have a deck that has one Main Character and exactly 60 game cards.
  - See pages 22-23 for which cards to include in your first deck.
- Put the wound, XP, +1/+1, and -1/-1 counters nearby.

2: Reveal Starting Main Characters
- Players reveal their Main Character simultaneously.

3: Determine Who Goes First
- Randomly choose a player. That player then chooses who will be the first player this game.
  - Turns will proceed clockwise from the first player.

STUNNED

WOUND

LEVEL UP
ZONE

DECK

KO PILE

4: Put Main Characters into Play
- Starting with the first player, then continuing clockwise, each player puts their Level 1 Main Character into either their front or back row. Then they place all the Level 2 and higher (if used) versions in their Level Up Zone where all players can see them.
  - A player's Level Up Zone should be on the table directly above their deck, next to where their front row will be.

5: Draw Opening Hand and Optional Mulligan
- Each player shuffles their deck and draws seven cards.
- Starting with the first player, then continuing clockwise, each player may mulligan one time if they don't like their hand.
  - To mulligan, shuffle your hand into your deck, then draw seven new cards. You must keep this second hand.

- 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.
- Each player places their deck on the table next to where their back row will be. (See image on page 10.)

After step 5, the game starts. The first player takes the first turn of the game.

Turn Sequence

Each turn has four phases played in order. Some phases or parts of phases are "automatic", meaning they just happen whether you want them to or not. Others are "optional", meaning you choose if you want to do anything in them.

1. Draw Phase (Automatic)
During this phase, any "At the start of your turn" effects take place. 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 (Automatic)
During this phase, if you have any stunned characters, they all recover. Then you ready all your characters.

3. Build Phase
During this phase, perform the following three steps in order. Anytime during these steps, even before any of them, or after all of them, you can play **Build** Plot Twists, and characters on your side can use their **Build** Super Powers.

Resource Step (Optional)
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. (See Uniqueness on page 36.)

Recruit Step
You now gain 1 recruit point for each resource you have, regardless if the resource is face up or face down. (Automatic)

You can spend any or all of your recruit points to play Supporting Characters and Equipment from your hand. (Optional)

11

When you play a character, put it into your front row or back row.

Note: You lose any leftover recruit points after this step.

Example: During Gwenn's Resource Step, she plays a Revolution Location face up as a resource. She now has four resources, so during her Recruit Step she gains 4 recruit points. She spends them to play HOOK (who costs 1) into her back row and Nyla Rose (who costs 2) into her front row. She has 1 recruit point remaining but nothing to spend it on, so it goes away.

Formation Step (Optional)
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.

In most cases it doesn't matter if a character is to the left or right of another character. However, it matters a lot who's in the front and who's in the back.

4. Main Phase (Optional)
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 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 but it can only make melee attacks from there.

Anytime you're not attacking in this phase, even before you make any attacks, you can play **Main** Plot Twists and characters on your side can use their **Main** Super Powers.

12

Combat

Making a Melee Attack

<u>Starting a combat</u>
- Exhaust one of your face-up and ready front row characters to become the attacker and choose a face-up front row enemy character to become the defender.
  - Characters in the front row are always unprotected and can be attacked.
  - Characters in the back row are protected by face-up characters in their front row.
    - If there is at least one face-up character in your opponent's front row, then back row characters on that side are protected and can't be attacked.
    - If there are no face-up characters in your opponent's front row, then back row characters on that side are unprotected and can be attacked.

<u>During Combat</u>
- Once combat has begun you, as the attacking player, can do one of the following:
  - Play a "**Combat**" Plot Twist (see page 20)
  - Have a character use a "**Combat**" Super Power (see page 17)
  - Power Up a character (see page 19)
  - Pass
- Then your opponent can do the same. Then you go again, then they go, until both of you pass in a row. (If one player passes but the other player takes an action, that first player can then take an action.) When a player takes an action, it resolves immediately before the next player has a chance to take their own action.
- Finally, resolve the combat.

<u>Resolving Combat</u>
- To resolve the combat, the attacker now "strikes" the defender, and the defender simultaneously "strikes" 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. At the same time, 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 equipment, +1/+1 and -1/-1 counters from it and put a wound counter 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 Ranged ($\bigoplus$) to be the attacker.
- The defender only gets to strike if it also has $\bigoplus$.

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

Flight

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

- Characters that have $\searrow$ may fly over an enemy front row to melee attack enemy protected back row characters unless there is a character with $\searrow$ in that enemy front row.

Ranged and Flight

- If your character has $\bigoplus$ and $\searrow$, it can attack from your back row and fly over an enemy front row (if there are no characters with $\searrow$ in that enemy front row) to attack protected enemy back row characters. This counts as a ranged attack so the defender will still only strike if it has $\bigoplus$.

Team Attacks

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

- Choose two or more front row characters to make a **melee team attack**.

14

- 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 only if it has ⊕.)
- In both cases, if **all** of your attackers have ⩔, they can fly over an enemy front row to attack protected enemy back row characters (unless the enemy front row has a ⩔ character).

Resolving a team attack works like this:

- Add up the ATK of all your attackers and compare the total to the defender's DEF to see if the defender will get stunned.
- The defender (if it can strike) then chooses an attacker to strike 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 (2 ATK/2 DEF) characters melee team attack a 6/6 (6 ATK/6 DEF) defender. When the combat resolves, the attacker's total ATK is 6 which is enough to stun the defender (who has a DEF of 6). The defender picks one of the 2/2s to strike, compares its 6 ATK to the attacker's 2 DEF and stuns it. The other two 2/2 attackers survive the combat.

After Each Combat
After each combat resolves, you can make another attack, play a **Main** Plot Twist, or have a character use a **Main** Super Power. Otherwise, end your turn.

Ending the Turn
Once you're done attacking, playing Plot Twists, and using Super Powers, 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 next player gets to take a turn.

Playing and Using Cards
Playing cards and using them are what Vs. System® 2PCG® is all about. Here are some more details about how and when to play and use different card types.

Locations

During the Resource Step of your Build Phase, you may play a Location from your hand to your resource row. Locations are mostly used by characters to pay for Super Powers. If a Location has a team affiliation, it can only be used by a character with that team affiliation.

Some Special Locations have special effects. Just follow the instructions on them to use them.

Characters

There are two types of characters in the game: Main Characters and Supporting Characters. You will start the game with a Main Character. If your Main Character is KO'd, you lose the game. You can play Supporting Character cards during your Recruit Step by spending recruit points equal to the character's cost. When you play one, put it into your front row or back row.

Characters are Unique unless they have **Swarm**. (See Uniqueness on page 36.)

Character Powers

Characters on your side will make attacks and use their powers. Most characters have one or more "powers". There are three types of powers characters can have: Keyword Powers, Super Powers, and Level Up Powers.

Note: While a character is stunned, all their powers are turned off until they recover.

Keyword Powers

Keywords are powers with a name in bold. They often show up on more than one character. When a character has a Keyword Power, just follow the instructions in its text.

> **Leap**
> Andrade El Idolo has ⚡ on your turn.
>
> **Moonsault**
> When Andrade El Idolo leaps over at least one enemy character, he gets

Flight and **Ranged** are the two most common Keyword Powers.

They aren't represented by text though. They're represented by ✦ and ⟡ instead.
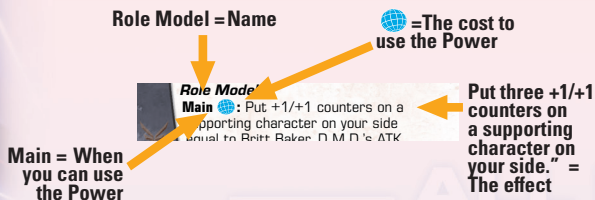
Super Powers

Most Main Characters and some Supporting Characters have Super Powers. They look like this:

Role Model = Name

🌐 **=The cost to use the Power**

Role Model
Main 🌐 : Put +1/+1 counters on a supporting character on your side equal to Britt Baker, D.M.D.'s ATK

Put three +1/+1 counters on a supporting character on your side. = The effect

Main = When you can use the Power

Each Super Power has a different name and a different effect. **Unless otherwise noted, characters on your side can only use their Super Powers on your turn.** The words "Draw", "Recovery", "Build", "Main", and **"Combat"** tell you when they can be used.

"Draw", **"Recovery"** and **"Build"** Super Powers can be used any time in those phases.

Characters can only use their **"Main"** Super Powers during your Main Phase while there is no combat going on.

Characters can only use their **"Combat"** Super Powers **while they are in combat**.

A few characters have **"Any Combat"** Super Powers, which they can use during any combat, even if they're not in it.

Characters on your side can normally only use their Super Powers during your turn. However, if the Super Power has the **Any Turn** (⟳) symbol, they can use that power during any player's turn (including yours).

Note: ⟳ is on some **Combat** and **Any Combat** Super Powers.

Each Super Power has a cost of at least one power symbol. **To use a Super Power, the character 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.** Some Super Powers

17

require more than one power symbol. Characters must pay for all of them by turning matching Locations face down or discarding them from your hand, or a combination of both.

Example: You want her to use Dr. Britt Baker D.M.D. **Role Model** Super Power, so you turn a Revolutin in your resource row face down to pay the 🌐 cost. You could have also discarded a Revolution (or a Left Tunnel Special Location) from your hand to generate the 🌐.

Characters on your side can use any number of different Super Powers each turn, if they can pay for them. **However, a character can't use the same Super Power more than once each turn.** (If multiple characters have the same power, they can each use it once in the same turn.)

Some Super Powers are **"Reactions"** which trigger when a certain condition is met. When that happens, the character can pay the listed cost, and if they do, the effect occurs.

A **Reaction** Super Power can trigger on any player's turn, and some can even interrupt an effect in order to cancel or change what it does.

Level Up Powers
Most Main Characters have a Level Up Power. These powers represent the character gaining experience (XP), and allow them to become more powerful.

4 = How much XP Britt Baker D.M.D needs to Level Up

The Doctor Will See You Now
Level Up (4) - When a character gets wounded, Britt Baker, D.M.D. gains 1 XP.
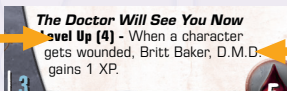
When a character gets... = XP Condition (how she gains XP)

Gaining XP and Leveling Up
When you meet the XP condition, put an XP counter on the next Level of your Main Character in your Level Up Zone. Once you have XP equal to the number next to "Level Up", remove the XP counters from the next Level of your Main Character and replace the current version of your character with its next Level version.

18

The new version of the Main Character is the same character, just more powerful. As such, it will retain the same orientation as the previous version (ready/exhausted and face-up/face-down). Put each wound, vitality, +1/+1 or -1/-1 counter that was on the previous version onto the new version.

Powering Up

Supporting Characters can be used another way while in your hand: to Power Up a character on your side.

If you have a card in your 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 ⚪ **Combat** action.

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

Equipment

You can play Equipment cards during your Recruit Step by spending recruit points equal to the Equipment's cost. Equip the Equipment onto any face-up character on your side. The character now has access to the Equipment's powers.

The Equipment will stay equipped to that character until the character turns face down (either by being stunned or hidden) or leaves play. At that point, the Equipment gets KO'd.

A character can only have 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 only play it if you have a face-up character with that team affiliation symbol on your side (including your Main Character). However, you can equip it to any character on your side.

Equipment is not Unique unless it says otherwise. (See Uniqueness on page 36.)

19

If an Equipment has two team symbols separated by a slash, you may play it if you have a face-up character with EITHER of those teams on your side.

Plot Twists

When you play a Plot Twist, follow its instructions, and then put it into your KO pile.

Each Plot Twist will say when you're allowed to play it. If it says **"Draw"**, **"Recovery"** or **"Build"**, then you can only play it during that Phase. (You can play it before or after any part of those phases.)

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. But 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 only use a **"Combat"** Plot Twist 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.

If a Plot Twist has a team affiliation symbol, you may only play it if you have a face-up character 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.

Ending the Game

The game ends when you KO your opponent's Main Character or they KO yours. If the final two Main Characters are 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, the game ends when only one Main Character is left. When a Main Character gets KO'd, remove all cards that player owns from the game.

New Mechanics for this Issue

Challenge Matches

When you make a deck with a starting **AEW** Main Character you also get to bring a Challenge Match out-of-game pile. These do not count as part of your 60-card deck. This pile is **Public** (any player can look at it) and **Fixed** (it always includes the same four Challenge Match cards).

At the start of the very first turn of the game (regardless of which player goes first), you will choose one of your Challenge Match cards. Put the card face-up to the side of the game so all players can see it. It does not count as being in play and can't be interacted with during the game. (Your other Challenge Match cards won't be used this game.)

If two or more players have **AEW** Main Characters, you will take turns choosing your Challenge Match cards starting with the first player and then proceeding clockwise.

Your Challenge Match grants a keyword power to AEW characters while they are on your side including your main character. This lasts the whole game.

"Champion"

Some Main Characters have "Champion" on their type line. This has no built-in game mechanic, but some cards such as the AEW World Championship Belt reference Champions.

Tag Team

Some characters have the new **Tag Team** keyword. This means in addition to being able to power up this character normally (by discarding a card with their name), you can also power them up by discarding their Tag Team partner. And when you do, in addition to the usual +1/+1 counter, you'll get the effect found in the character's specific Tag Team power.

21

"Win a Combat"

Some game effects check to see if a character "wins a combat." To win a combat, the character must make it through combat resolution (when each character strikes) without getting stunned AND at least one enemy character in the combat must have been stunned.

If your character is team attacking and its teammate gets stunned and the defender gets stunned, this WOULD count as the character winning the combat.

If the defender gets stunned in the middle of the combat (perhaps due to Samoa Joe's **Backhand Chops** reducing its DEF to 0), the attacker will count as having won the combat.

If the combat gets canceled (perhaps due to Kenny Omega's **The Elite** power), then no characters will count as having won the combat.

Building Your First Decks

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

Kris Statlander (Main Character)

Note: Remember your Challenge Match! (Normally you get to choose one of four, but if you are playing against another [AEW] Main Character with just this box, we suggest each player just choose a Challenge Match randomly.)

Supporting Characters (33)
- 2 Sting
- 3 Hikaru Shida
- 4 Luchasaurus
- 2 Danhausen
- 4 Penta El Zero Miedo
- 2 Claudio Castagnoli
- 2 Eddie Kingston
- 3 Jungle Boy
- 2 Sammy Guevara
- 3 Rey Fénix
- 2 Orange Cassidy
- 1 Samoa Joe
- 3 Keith Lee

Equipment (2)
- 1 Chair
- 1 Baseball Bat

Plot Twists (9)
- 3 Dynamite
- 3 Elevation
- 3 Pop

Locations (16)
- 4 Right Tunnel
- 3 Revolution
- 3 Full Gear
- 3 All Out
- 3 Double or Nothing

Dr. Britt Baker D.M.D. (Main Character)
Supporting Characters (33)
- 2 HOOK
- 3 Nyla Rose
- 3 Matt Hardy
- 3 Andrade El Idolo
- 4 Ethan Page
- 2 Ricky Starks
- 3 Matt Jackson
- 3 Nick Jackson
- 2 Scorpio Sky
- 2 Lance Archer
- 2 Miro
- 1 Wardlow
- 3 Kenny Omega

Equipment (2)
- 1 AEW World Championship Belt
- 1 Table

Plot Twists (9)
- 3 Dark
- 3 Heat
- 3 Rampage

Locations (16)
- 4 Left Tunnel
- 3 Revolution
- 3 Full Gear
- 3 All Out
- 3 Double or Nothing

STOP

Seriously, You Can Stop Reading and Play!

You don't need to read the rest of this rulebook right now. Just keep in mind the Golden Rules:

1) Whenever a card contradicts a rule in this Rulebook, the card is correct.

2) If one effect says you can do something and another says you can't do something, "can't" beats "can".

In case you can't help yourself, here's what follows:

- **What's Next?**

Check out this section out after a few games with the decks we've listed. It will tell you how best to switch up Main Characters, the deck building rules (including the two "Universes" in the game), and even tips for building your own deck.

- **Specific Card Clarifications**

We want to make sure you know how to play these cards correctly. But there isn't always room for every detail on the cards themselves. Here's where you'll find more details about these cards.

- **Rules Reference**

An alphabetical reference for when you need to know more or refresh your memory about parts of the game.

- **Alternative Game Modes**

Simple rules for how to play with 3 or 4 players as well as a brand new way to play with 2-4 players: Arena mode!

Check these sections out as needed. But for now, have fun with your first decks!

What's Next?
Switching Main Characters

You can use any Main Characters with the suggested decks, but some are easier to use than others when you're learning the game. After your first few games with the above decks, next try using a different Main Character from the same team. We recommend experimenting with the Easy Main Characters, then the Medium Main Characters, then the Hard Main Characters.

Easy	Medium	Hard
Adam Page	Jon Moxley	Chris Jericho
Kris Statlander	Darby Allin	Jade Cargill
Dr. Britt Baker D.M.D.	Thunder Rosa	Bryan Danielson
Adam Cole	Malakai Black	MJF

Specific Card Clarifications

Adam Cole and Dr. Britt Baker D.M.D
Bay Bay! and **Lockjaw** count characters' printed powers including ⚔ and ⟨⊕⟩.

Adam Page
Buckshot Lariat dazes enemy characters, which means they get stunned but don't gain wounds. "Could melee attack" means Adam Page must be able to attack them (for example Adam Page must be in the front row, can't be exhausted, and the enemy character can't be protected).

Baseball Bat
Grand Slam can be used any time you could take an action in combat. Typical actions in combat are playing a Plot Twist, Powering Up a character, or using a Super Power.

Chris Jericho
Floyd the Bat works like this: You must include the card Baseball Bat as part of your 60-card deck, however don't shuffle it in with the rest of your cards. Leave it set aside, and during setup after you put Chris Jericho into play, equip the Baseball Bat to him.

Le Champion lets Chris Jericho keep the AEW World Championship Belt even while he's stunned. (Normally equipment gets KO'd when the equipped character gets stunned.)

Danhausen
Very Nice, Very Evil is always "turned on" and active even while Danhausen is not on your side. This means effects like **The Salt of the Earth** can search for him while he's in your deck. If **Be Cursed**'s result starts with "Uh Oh" it just means nothing happens. You can try to curse the same character again later.

Dynamite
This Plot Twist lets one of your characters stun an enemy character even if your character's ATK isn't as high as the enemy character's DEF. **Note:** If your character's strike stuns the enemy character normally, Dynamite won't cause the enemy character to be stunned again.

25

Jade Cargill
JadeBrand resolves the combat immediately. This means the game skips ahead to the part of combat where characters strike each other. There are no more opportunities for players to play Plot Twists, use Super Powers, or Power Up the combatants.

Jon Moxley
Paradigm Shift switches Jon Moxley's ATK and DEF with another character's. However, if either character's ATK or DEF changes after that effect it will work normally. Example: Jon Moxley is 3/3 and he switches with a character who is 6/8. (So Mox gets +3/+5 and that character gets -3/-5.) Later in the combat that character gets +4/+0 from another effect. This won't change Jon Moxley's current ATK/DEF.

Unscripted Violence lets you choose one of your remaining Challenge Match cards. It will take effect immediately along with any previous Challenge Match cards you've chosen. If Mox uses **Unscripted Violence** several times it's possible for you to have up to all four of your Challenge Match cards active at the same time.

Malakai Black
Skilled Striker lets Black strike two extra times. If he strikes the same character more than once, add his ATK together for each strike and then compare it to the enemy's DEF. For example, if he has 2 ATK and he strikes the same enemy three times you'll compare 6 ATK to the enemy's DEF.

He can also split up his strikes if he's in combat with multiple enemies (such as if he's being team attacked).

Black Mist's phrase "could melee attack" means Malakai Black must be able to attack the enemy (for example, Malakai Black must be in the front row, can't be exhausted, and the enemy character can't be protected).

Matt Jackson
Whatever It Takes works like this: When another character on your side would gain one or more wounds (whether from getting stunned or an effect like Wardlow's **Powerbomb Symphony** that says to wound it), Matt Jackson may pay a 🌐. If he does, that character does not get any wounds.
Note: Like any Super Power, **Whatever It Takes** can only be used once per turn.

MJF

Once MJF uses **Dynamite Diamond Ring** and/or **…And You Know It!**, its effect lasts for the rest of the game, even if an effect causes MJF to lose his powers.

…And You Know It!'s effect works like this: When MJF attacks, check the defender's ATK. Then MJF gains ATK until his ATK is 1 higher than the defender's ATK. However, if later in the combat the defender gains or loses ATK that will not change MJF's ATK. (In other words, **…And You Know It!** happens right away when MJF attacks, but then doesn't do anything else during the combat.) **Note:** If MJF's ATK is already higher than the defender's ATK, **…And You Know It!** won't do anything.

Orange Cassidy (Main Character)

While you have six or more recruit points, you have the option of paying a 💡 and 🎯 to recruit Orange Cassidy instead of paying any recruit points. You can use "Right Tunnel" locations to generate this 💡 and/or 🎯.

Rey Fénix

The Man of 1,000 Lives gives Rey Fénix 1,000 🩸 while he's on a side (either face up or face down). However, if an effect causes him to lose this power, he will be treated as if he has 0 🩸 and will be KO'd immediately.

Thunder Rosa

While Thunder Rosa is attacking, she can pay a 🎯 to use **La Mera Mera**. Then if she wins the combat, you may immediately start a new combat with Thunder Rosa as the attacker and a new character in the previous defender's row as the new defender.

Building Your Own Decks

After you've played several games with these deck lists, you're ready to step into a larger world: building your own deck! You can build your own deck from this Issue, or you can get some other Issues to add in!

Deck Building Rules

- Your deck must include a Main Character and exactly 60 cards. Your Main Character doesn't count toward your mandatory 60 cards, and you can't put additional main characters into your 60 card deck
- You can only have up to four copies of any one card in your deck.
  - **Exception:** Some Basic Locations have the same type (like ⬡) but different names. **You can't include Basic Locations of the same type but different names in the same deck.** So if you want any Double or Nothing in your deck, you can't include other Basic ⬡ Locations.
- 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.)
  - Cards in this Issue are considered to be in the **Photographic** Universe.
- You can put any Supporting Characters, Plot Twists, 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 a Plot Twist or Equipment 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 split into two Universes based on the style of card art:

The **Illustrated Universe** includes cards with drawn or painted artwork.

The **Photographic Universe** includes cards with images from movies, TV shows, or video games. (This set is included in 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 play decks from one Universe against the other.

28

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.

Deck Building Tips

Getting Started
Building a deck can be intimidating. There are so many cards! Where do you start?

Well, in Vs. System® 2PCG® it all starts with your Main Character. It can be your favorite character, or a card with powers that look fun to you.

Now we just need 60 cards!

How Many of Each Card Do I Include?
Each deck and player is different. Some decks and players want a lot of Plot Twists. Some want to make sure they always have a Location to drop in their resource row each turn. Rest assured, you will change whatever ratios you first choose as you learn about your deck. There are a lot of other factors that might affect these numbers: your Main Character's Level Up power, the number of Super Powers you want to use, etc. Suffice it to say that these ranges are very general.

Supporting Characters (24-32)
First, you'll need to determine the teams you want to use. Team attacking can be particularly important in Vs. System® 2PCG®, so first consider which Supporting Characters from your Main Character's team you want to include. You can stick to just one team in your deck (this is called a "Loyalty" deck). These decks have access to some immensely powerful effects from other Issues but have a small card pool to choose from.

But if you want to branch out to other teams, determine if you want to include another team in a big way (they will all be able to team attack with each other as well) or just go with the "good characters at each cost" plan. Or something in between.

The most important thing for the most important card type in your deck is to get what we call their "curve" correct. Line up the Supporting Characters you want to use by cost, starting with 1. You want to make sure you have at least several cards at each cost. And you want enough cheap Supporting Characters that you get off to a good start, but not so many that you'll draw them later in the game when you don't want them. For expensive Supporting Characters, you don't need as many because by the time you get to 6 and 7 resources, you'll have drawn a bunch of cards, but you still need enough to make sure you can play big characters near the end of the game. For the mid-cost Supporting Characters, you'll want to find a happy medium.

Locations (12-20)
You usually want 4 of your Main Character's team's Special Location and 4 each of the Basic Locations your Main Character can use. After that, check your Supporting Characters' Super Powers and go from there.

Plot Twists (8-16)
This depends on your play style, but also on how you plan on winning, because Plot Twists can do a lot of different things. The most basic are **Combat** Plot Twists that will help you win fights. Maybe you need to make sure your Main Character gets some stuns while they're attacking. Or maybe you need your Main Character to survive so you can get to later turns. Most players like to have a few **Combat** tricks up their sleeves. But if neither thing is that important to your deck's strategy, you might want more **Main** Plot Twists, which have a lot more variety: drawing cards, placing -1/-1 or +1/+1 counters, etc.

Equipment (0-8)
Equipment is the card type with the least total amount of cards, but some of these cards can have the greatest impact on the game. Remember though, that Equipment gets KO's when its bearer gets stunned, so have a plan for that: ⟨⟩ characters, who can be protected in your back row and still attack, characters with high DEF, or characters who are hard to strike in other ways are more likely to survive and keep your equipment around for longer.

Rules Reference

+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.

If an effect gives a character "+1/+1" or "-1/-1" but it doesn't say "counter" then that effect is temporary: you don't add counters to the character.

Any Turn Symbol ⊙: If a Plot Twist or Super Power has this symbol, you can play it, or a character can use it on another player's turn (as well as your turn).

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

ATK/DEF: 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.

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.

Cancel the Combat: If an effect cancels the current combat, the combat ends but no characters get stunned. Leave all the attackers and defenders as is. They don't ready. If an effect cancels a Plot Twist, discard the Plot Twist without resolving its effects. If an effect cancels a Super Power, don't resolve its effects. Locations turned face down or discarded to pay for the Super Power are **not** turned face up or returned to hand.

Daze: An effect that stuns a character without the character gaining a wound. It works like the character getting stunned in **all** ways except for adding a wound counter.

Discard: Taking a card from your hand and putting it into your KO pile.

Enemy: This applies to anything opposing you. An enemy player is your opponent. An enemy character is one on your opponent's side.

Enters Combat: A character enters combat when they become an attacker or a defender.

Golden Rules: Whenever a card contradicts a rule in this Rulebook, 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".

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. 😈 are a Good team and 👟 are an Evil team. If a character is on a Good team and an Evil 👟, it is both Good and Evil.

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

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

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

Locations: You may use a Location (by turning it face down in your resource row or discarding it from your hand) 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.

Once a Location turns face down, it will stay face down unless an effect turns it face up.

There are two types of Locations: Basic Locations and Special Locations. There are six Basic Location types, one for each of the six power symbols. Also, most teams have a Special Location that has a team affiliation symbol on the top right of the card. These Locations can produce your choice of several different power symbols, but only for a member of that team. There are also other Special Locations with other effects beside producing power symbols for Super Powers.

> **Note:** Only four of the six Basic Location types are in this Giant-Sized Issue.

In different Issues (like comic or space adventure), Basic Locations may have different names. However, they still count as being the same Basic Location type (for example, one that makes 👊.) Your deck can include up to four copies of each of these Basic Location types, and all copies of it must have the same name.

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.

Power Up: If you have a card in your 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.

Protect: A face-up character in a player's front row "protects" face-up characters behind it.

A face-up character in a player's back row is "protected" if there is at least one face-up character in that player's front row.

A protected character can't normally be attacked.

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 face-up character is either Ready (upright) or Exhausted (sideways). 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).

Reaction: A type of Super Power that triggers when a certain condition is met. This could happen on any player's turn. When the condition is met, the character with the **Reaction** Super Power can pay the cost. If they do, the effect occurs. Some **Reaction** Super Powers can even interrupt another effect to cancel or change it.

Recover: Your stunned characters automatically recover during your Recovery Phase. 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.

Remove from the Game: Some effects 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 could allow the card to come back.

Resource Row: Your resource row will consist of face-down cards and Locations. Cards in your resource row count as resources whether they're face up or face down.

You can rearrange your resource row at any time, as long as your opponent can see how many you have and which Locations you have.

You can look at your own face down resources at any time. You can't look at enemy face down resources.

Reveal: When a card tells you to reveal cards from your deck or hand, you must show them to each other player.

Running Out of Cards: If you need draw a card, but your deck is empty, you just skip those draws and 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, 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 search your deck, shuffle it after you've finished.

Strike: Characters strike when a combat is resolved. Compare the striking character's total ATK to the enemy character's DEF. If the ATK is greater than or equal to the DEF, stun the enemy character.

Characters can sometimes strike at other times than when resolving combat. In this case, the character being struck does not get to strike the striking character.

Stun/Stunned: When a character is defeated in combat, or if a character's DEF is ever reduced to 0 (whether from -1/-1 counters or some other effect), it gets stunned. Remove all +1/+1 or -1/-1 counters from it, turn it face down exhausted, and place a wound counter on it. If it now has wounds greater than or equal to its health, it's KO'd and put it into its owner's KO pile.

A stunned character can't attack or defend, doesn't protect anyone in a row behind it, and loses its powers (until it recovers). It keeps its other information like name and team affiliation. (Its team affiliation doesn't satisfy requirements for plot twists while it is face down.)

If a character gets stunned by an effect during combat but before the combat resolves, it is removed from the combat.

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

Super Power: A power on a character that they use by turning a Location face down or discarding a Location from your hand.

Team Affiliation: Some cards have a team affiliation(s) in the upper right corner. Characters with the same team affiliation can team attack while in the same row, and you need a face-up character of a matching team affiliation to play Plot Twists with that affiliation.

Timing: When you play a Plot Twist, use a Super Power, or Power Up a character, it resolves its effect before anyone can take an action. If a power "triggers" in the middle of another action, resolve that action first then resolve the power that triggered. If multiple powers trigger at the same time, the player whose turn it is decides the order to resolve them.

Uniqueness: You can only have one character with a specific name on your side at one time. If you play a character with the same name as one that's already 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 part of the effect. You can't play a Supporting Character with the same name as your Main Character. Discarding a Supporting Character from your hand to Power Up (see page 19) a character on your side is not considered "playing" that character.

> **Note:** You can have more than one character with a specific name if it has the **Swarm** keyword.

Wound(s): 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 say to "wound a character." In this case put a wound counter on it, but it doesn't get stunned.

Alternative Game Modes
Arena Mode - 2-4 Players
A recently debuted game mode: Arena Mode! Spice up your battle by fighting your enemy in a variety of different **AEW** locations!

Setup: Collectively choose one copy of any number of locations with different names and shuffle them together to make an Arena pile. This pile can include Special and Basic Locations. (If you don't

have any unused Locations to make a pile, you can also roll a die to select an Arena from the list below.)

Rules: At the start of the game, before you draw your hands and mulligan, reveal the top card of the Arena pile. This will be the only Arena used this game and will have one of the following effects for the entire game:

Left Tunnel: When an Evil character attacks, put a -1/-1 on it.

Right Tunnel: When a Good character defends, put a -1/-1 counter on it.

All Out: Characters have **Berserker**. *(When they attack, put a +1/+1 counter on them.)*

Double or Nothing: Each time one or more of your characters attacks, you may flip a coin. If you do, and you win the flip each attacker will strike with double its ATK this combat. If you lose the flip, each attacker doesn't strike this combat.

Full Gear: Once per game, during their Build Phase, each player may choose an equipment from outside the game and play it for free, ignoring team restrictions.

Revolution: The phases of the game become Main, Build, Ready, and Draw, in that order.

Option: For more advanced play, when you would reveal the Arena, instead reveal a number of Arenas equal to the number of players plus one. Starting with the first player, each player chooses to eliminate one of the revealed Arenas. The remaining Arena goes into play.

Mix Arena Mode with these other Modes(check them out in previous products for their cards and rules): Boss Battle, Story Mode (play three games, each with a different Arena).

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 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 across from each other, so each turn belongs to a different team.
- 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.

Credits

Game Design: Ben Cichoski and Danny Mandel
(Super Awesome Games)
Senior Brand Manager: Travis Rhea
Assoc. Brand Manager: Corrine Deng
Director of Game Development: Bubby Johanson
Product Manager: Mark Shaunessy
Assoc. Product Manager: Vito Munoz
Product Coordinator: Bobby Coovert
Graphic Design: Krista Timberlake
Senior Project Managers: Susan Dent, Marsha Weddle
Assoc. Project Managers: Justin Chibbaro, Roberto Nevarez
Rules Management: Garry Hewitt
Sr. V.P. of Production and Logistics: Suzanne Lombardi
President, Upper Deck Company: Jason Masherah
Playtesters: Cody Banks, Roland Christy, David Robbins, Mike Rypins, Richard Berg

Turn Sequence

Draw Phase
- Any "At the start of your turn" effects trigger.
- Draw two cards.

Recovery Phase
- Recover each stunned character on your side.
- Turn each hidden character on your side face up.
- Ready each character on your side.

Build Phase
- <u>Resource Step</u>
  - Choose a card in your hand and place it in your resource row.
- <u>Recruit Step</u>
  - Gain 1 recruit point for each resource in your resource row.
  - Spend recruit points on Supporting Characters and Equipment.
    - Lose any leftover recruit points.
- <u>Formation Step</u>
  - Rearange each character on your side into either your front row or your back row.

Main Phase
- Make attacks with characters on your side.
  - Characters in your front row characters can make melee attacks.
  - Characters in your back row with ⊕ can make ranged attacks.
- While you're not attacking, characters on your side may use **Main** Super Powers and you may play **Main** Plot Twists.