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INTRODUCTION

ABOUT THE GAME

Silver Wing Rivals (SWR or Rivals) is a competitive, combat card game where players take on the role of a Main Character and battle against an opponent (Rival) with the help of their trustworthy Allies. Strike where your Rival's defenses are lacking, leverage your Support cards, and unleash your devastating Signature card to deplete your Rival's Stamina and win the game! A single game of SWR is called a Battle. Official SWR games are played in a best 2 of 3 Match series where the first player to win 2 Battles wins the Match.

ABOUT THE RULEBOOK

This rulebook will detail how to play a standard, player vs. player Battle.

THE GOLDEN RULES

- 1 If a card's text contradicts the game rules listed in this document, the card's text takes precedence.
- 2 When resolving a card effect, resolve as much of the effect as you can.

GETTING STARTED

WHAT YOU'LL NEED

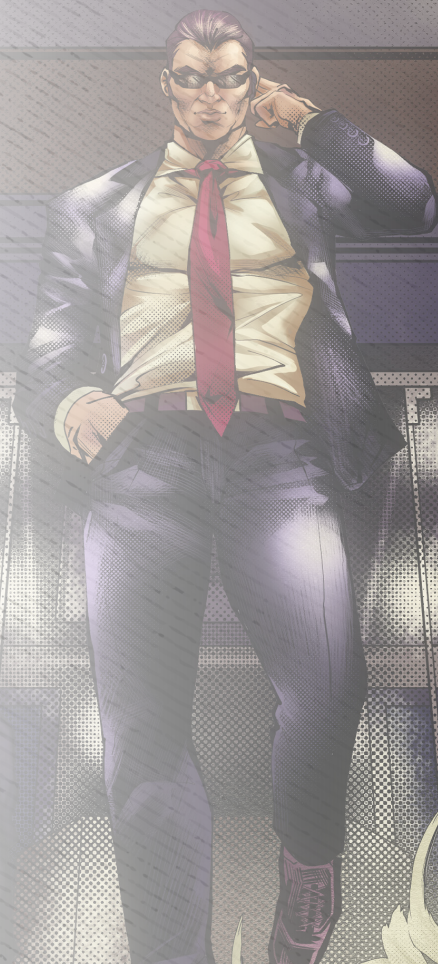
In order to play Rivals, you must have all of the mandatory items and may have any of the optional items listed below:

Mandatory

- 1 Main Character card (see pg. 7 for more details)
- 3 Stamina cards (see pg. 5 for more details)
- 2 Crystal cards (see pg. 6 for more details)
- A Main Deck of at least 40 cards (see pg. 15 for more details)
- 3 Color Attack tokens (1 blue, 1 yellow, and 1 red) or some method to show Color Attacks that both players agree on

Optional

- Game Mat
- Signature card (see pg. 8 for more details)
- Side deck of up to 20 cards (see pg. 15 for more details)
- Pen/pencil and notepad



THE GAME MAT

The Game Mat helps you organize your cards during a Battle. Throughout a Battle, you will place your cards on the various Areas of the Game Mat. Each player needs their own Game Mat and both players place their mats together while battling. This combined space is known as the "Game Area." You can also Battle without using the Game Mat as long as you and your Rival are clear on where you're placing your cards.

Below is a numbered list of areas on the Game Mat as well as an image of the Game Mat with matching numbered Areas:

1 Stamina Area: Where Stamina cards are placed (see pg. 5 for more details).

2 Crystal Area: Where Crystal cards are placed (see pg. 6 for more details).

3 Main Character Area: Where your Main Character (MC) card is placed (see pg. 7 for more details).

4 Signature Area: Where your Signature card is placed (see pg. 8 for more details).

5 Main Deck Area: Where your Main Deck is placed. (see pg. 15 for more details)

6 Stockpile: A pile of face-down cards that fills up throughout a game and is added to your hand during each Stockpile Step of the Action Phase (see pg. 12 for more details).

7 Combat Area: Where attacking and defending cards are placed (see pg. 13 for more details).

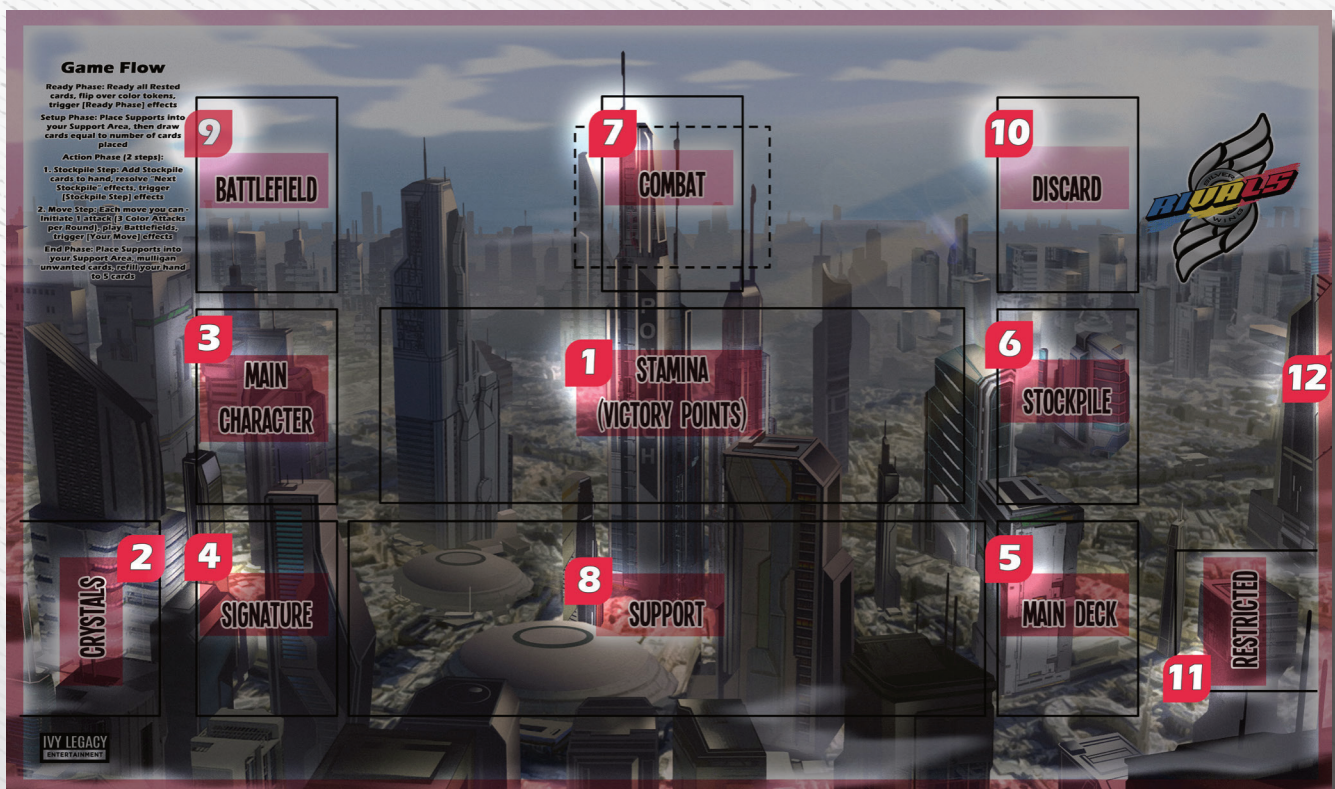
8 Support Area (Max 3 face-down cards): Where Support cards can be placed face-down. (see pg. 12 for more details)

9 Battlefield Area: Where Battlefield Support cards are placed. (You can only have 1 Battlefield card in play at a time). (see pg. 10 for more details)

10 Discard Area: Where cards that are discarded are placed.

11 Restricted Area: Where cards that are restricted are placed.

12 Removed from Play/Battle: The area outside the Game Mat (excluding your hand).



IN PLAY vs. OUT OF PLAY

When a card's text refers to a card "in play," it is referring to a card located in the numbered zones 1, 2, 3, 4, 7, 8, and 9 on the Game Mat. (See Game Mat diagram on the page above.) Cards not located in these areas are considered to be "out of play."

REMOVED FROM PLAY vs. REMOVED FROM BATTLE

Cards that are placed outside of the Game Area are considered to be either "removed from play" or "removed from Battle." Cards that are removed from play, temporarily exist outside of the Game Area, while cards removed from Battle are removed for the duration of a Battle.

CHECKING AREAS

Players may only look through areas on their Game Mat. Neither player can look through the cards in their Main Deck or Stockpile.

GAME CARDS

There are 6 main card types in Rivals: Stamina cards, Crystal cards, Main Character cards, Signature cards, Ally cards, and Support cards. This section will provide a description and detail the anatomy of each card type.

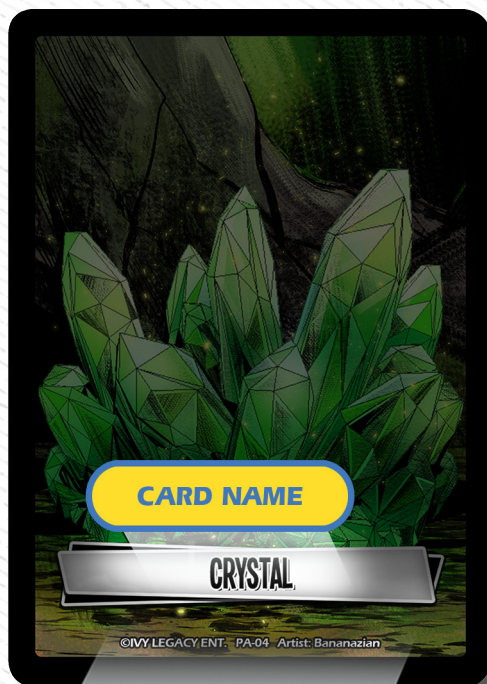
STAMINA CARDS

Stamina cards represent your fighting energy and are the most important cards in the game. If all your Stamina is removed from your Stamina Area, you lose the game. Stamina cards have 2 sides, a "Stamina!" side and a "Damaged!" side. Stamina cards start the game on their "Stamina!" side.

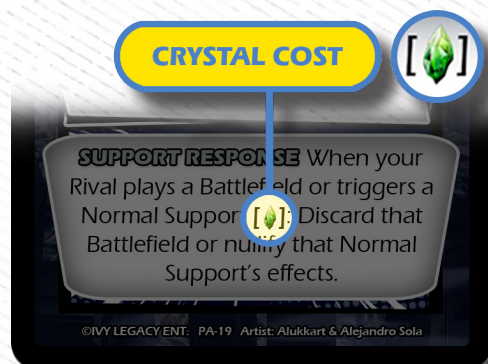


CRYSTAL CARDS

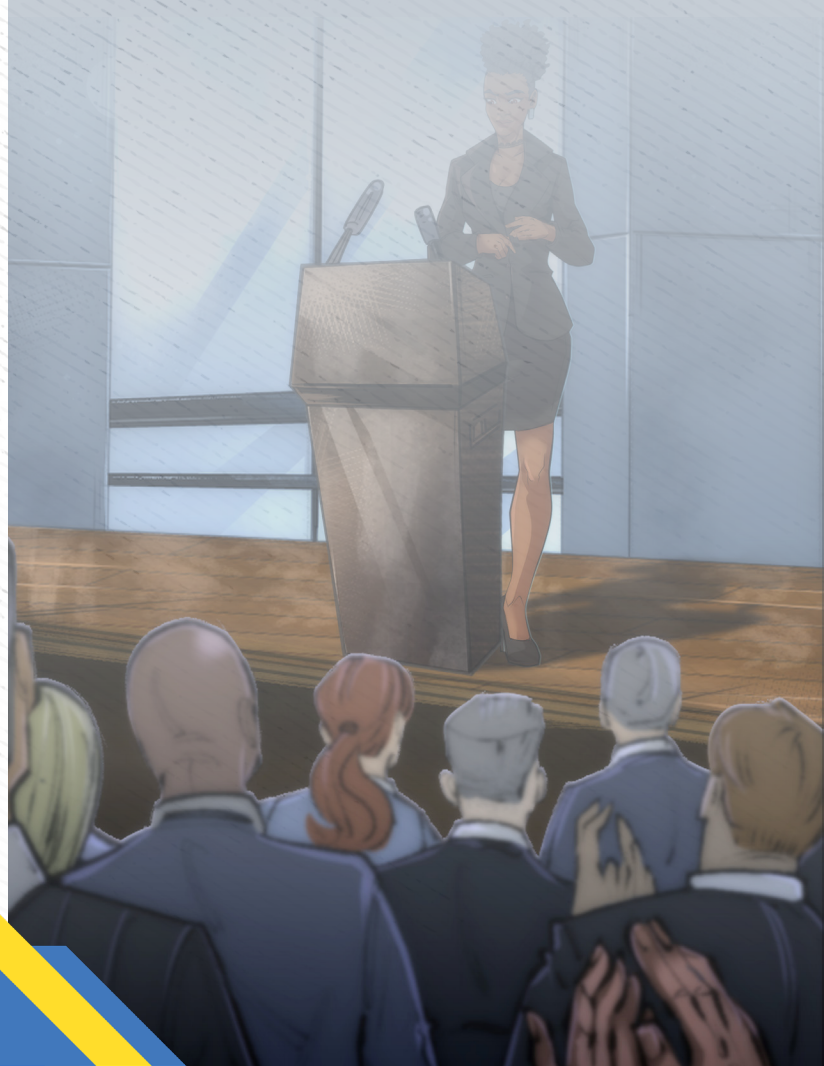
Crystal cards serve as currency to pay for certain card effects. Crystal cards remain in play and cannot be moved to an out-of-play Area during a Battle. When you see a Crystal symbol within a card's effect, that number of Crystals must be paid in order to use that effect. Crystal costs are not mandatory, unless otherwise stated, and only need to be paid if you wish to use that effect.



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In order to pay for Crystal costs, you must Rest 1 of your Ready Crystals. A Crystal is considered to be Ready if it is in the Crystal Area upright/vertical. A Crystal is considered to be Rested if it is in the Crystal Area sideways/horizontal.



MAIN CHARACTER (MC) CARD

The Main Character card represents you, the player. It is the second most important card and is the centerpiece of your deck's strategy. The MC card can be used to attack your Rival. Just like Crystal cards, the MC card cannot be moved to an out-of-play Area during a Battle and can be either Ready or Rested.



CARD TAGS

A card's tag is a unique identifier that separates it from other cards that share its name. Tags are important for deck building and help determine how many copies of a card you can include in your Main and Side decks.

SIGNATURE CARDS

Signature cards are powerful cards that can turn the tide of Battle in your favor. They are usually unique to a specific character and can only be used once per Battle. After a Signature card is used, it is placed face-down in the Signature Area.

Signature cards come in 2 sub-types: Attacks and Skills. Signature Attacks are extremely effective at damaging Stamina, while Signature Skills are proficient at providing powerful boons that further enhance your battle strategy. Just like Crystal and MC cards, Signature cards remain in play during a Battle.



ALLY CARDS

Ally cards assist you in a Battle and can be used to either attack or defend from your hand. Allies come in 3 Primary Colors (blue, yellow, and red) and are placed into your Main Deck.



COLOR TYPE

An Ally's Color Type further specifies the classification of the card's color. Currently the possible types are Mono, Dual, and Tri. Some abilities and effects may reference a card's color type.



SUPPORT CARDS

Support cards are helpful cards that can either be beneficial to your own strategy or hinder your Rival's strategy. Support cards can be played or triggered from either your hand or Support Area and come in 3 types: Normal, Battlefield, and Response.

NORMAL

Normal Supports have single-use effects. To trigger the effect of a Normal Support, you must either reveal it in your hand and discard it, then carry out the instructions laid out in the card's text or flip it face-up in your Support Area, carry out the instructions, then discard it.



BATTLEFIELD

Battlefield Supports have lasting effects that impact the Game Area while they're in play and are placed into the Battlefield Area. They remain in play until they are removed and you can only have 1 Battlefield Support in play at a time. To play a Battlefield, reveal it or flip it face-up, then place it in your Battlefield Area face-up. If you have a Battlefield Support already in play, you may discard it to play a new one.



RESPONSE

Response Supports interrupt your Rival's strategies and plays. Unlike their counterparts, Response Supports are reactive instead of proactive, meaning that they require an action from your Rival before they can be used. Once their conditions are met, Response Supports are triggered just like Normal Supports.



READING AND UNDERSTANDING YOUR CARDS

Most cards in the game will have text boxes that detail what the card can do or how the card can be used. Within a card's text box, there are 2 classifications of text: General Text and Effect Text.

GENERAL TEXT

Outlines any particular restrictions or requirements inherent to a card. This part of a card's text does not have bubble text preceding it and can't be nullified.

EFFECT TEXT

Gives you information on what a card can do. This text can be broken down into 3 parts (not all card texts will have all 3 parts): Timing Text, Conditions and Costs Text, and Resolution Text.

1 Timing Text - Silver bubble text at the beginning of an effect that specifies when that effect can be used. (ex: An effect with the "ATTACK" Timing Text can be used when that card is attacking.)

2 Conditions and Costs Text - Outlines what additional circumstances must occur and what costs must be paid in order to use an effect. This includes all words after the Timing Text preceding a ":". (ex: When this deals damage:...)

3 Resolution Text - Outlines what can be done after all conditions and costs have been met. This text includes all words following a ".". (ex:...You can Stockpile 1.)

ABILITIES

Abilities are common effects that are shared amongst multiple cards and are signified by bubble text adjective words. There are 2 kinds of abilities: White Abilities and Color Abilities.

a White Ability – Generic abilities that cards of all colors can have.

b Color Ability – Abilities only cards of a specific color can have.

CONSTANT EFFECTS

Effects that have the "CONSTANT" Timing Text are unique effects that are not "triggered." Instead, they are permanently active. Like other effects, CONSTANT effects may have conditions that must first be met before they become active.

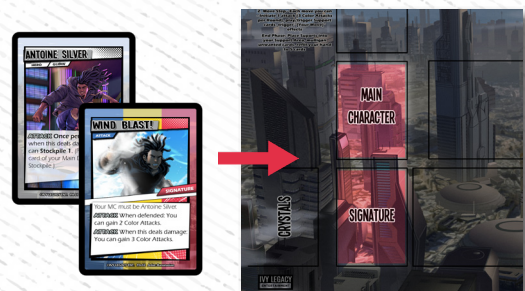
This text will always be preceded by a colon. (ex. When this card deals damage: You can Stockpile 1.)

HOW TO PLAY

GETTING STARTED

To set up a game, complete the following steps:

1 Place your Main Character card and Signature cards face-down and Ready in their respective areas.



2 Place your 3 Stamina cards with the 'Stamina!' side face-up into your Stamina Area.



3 Place your Crystal cards in their area face-up and Ready.



4 Lay out your Color Attack tokens in a matter that can be easily seen by both players.

5 Shuffle your Main Deck, then offer it to your Rival to cut and place it into your Main Deck Area face-down.

6 Choose a method to decide who will be Player 1 and who will be Player 2.

7 Flip your face-down Main Character and Signature cards face-up.

8 Draw 5 cards. Afterwards, you can mulligan your hand by placing any number of unwanted cards on the bottom of your Main Deck, then refilling your hand to 5 cards. (You can only do this once at the start of the game).

9 You're now ready to begin!

GAME FLOW

A single Battle progresses through a series of Rounds. Each Round consists of 4 Phases. Some Phases will have players performing simultaneous actions, others will have players alternate taking actions starting with Player 1.

Ready Phase

Both players Ready all of their Rested cards and flip up their face-down Color Attack tokens.

Setup Phase

Both players can place up to 3 Support cards from their hand into their Support Areas face-down, then draw cards equal to the number of cards placed face-down.

Note: If your Support Area is full, you can replace a current card with a new card by first discarding the current card.

Action Phase

The Action Phase is broken up into 2 Steps

1 Stockpile Step: During this step, the following 2 actions occur in order:

- Any player with cards in their Stockpile adds all cards there to their hand

- Previously triggered effects that reference the Stockpile Step resolve

Note: The Stockpile Step only occurs if either player has cards in their Stockpile or has an effect that resolves in the Stockpile Step.

2 Move Step: Players alternate making Moves, starting with Player 1. During a player's Move, they can perform any of the following actions:

- Initiate an attack (once per Move)
- Trigger a "YOUR MOVE" effect
- Play a Battlefield Support card
- End their Move

Once both players have ended their Move, if at least 1 player took an action that wasn't ending their move, the Action Phase continues. If both players end their Moves without taking any additional actions, play continues to the End Phase.

Note: If a player ends their Move 2 consecutive times without performing an additional action, that player can't make another Move for the rest of the Round.

End Phase

Both players can place Support cards from their hands into their Support Areas face-down and place any unwanted cards from their hands on the bottom of their Main Decks. Once complete, both players refill their hands to 5 cards. If a player already has 5 cards in hand, they draw 1 card instead. Once both players have drawn, end the current Round and begin a new one.

COMBAT

ATTACKING

During the Action Phase, players can attack their Rival with either their Main Character, Signature Attack, or an Ally from their hand. To initiate an attack, place your Main Character, Signature Attack, or Ally into your Combat Area in the Ready position.

ATTACKING WITH YOUR MAIN CHARACTER

If your MC is Ready, it can attack. When you attack with your MC, you must declare 1 Primary Color (blue, yellow, or red). (You can declare any Primary Color even if that color is not available.) Your Rival must defend against your MC as if its color is the declared color. After your MC attacks it returns to its MC Area Rested.

COLOR vs. GENERIC ATTACKS

A Color Attack is any attack initiated by a card that has a Primary Color. When you attack with a card that has a Primary Color, you must also flip over Color Attack tokens for each of the attacking card's Primary Colors. During each Round, players get 1 blue, 1 yellow, and 1 red Color Attack. A Generic Attack is an attack that can be initiated without having to flip over a Color Attack token. Your MC's attack is an example of a Generic Attack. Generic Attacks can be performed as many times as possible during a Round.

EMBOLDEN

When you attack with a card, you have the option to Embolden your attacking card, giving it the <BOLD> ability. A card with <BOLD> must be Double Defended. (see Defending section for more details) To Embolden an attack, you must Reveal 1 Support and spend 1 Crystal.

DEFENDING

To defend against an attack, the non-attacking player has 3 options:

1 Single Defend – Place 1 Ally card from their hand into their Combat Area that matches 1 of the Primary Colors (blue, yellow, or red) of the attacking card in the Rested position.

2 Double Defend – Place 2 Ally cards from their hand into their Combat Area in the Rested position that both either match or don't match the attacking card's Primary Colors.

3 Do not defend and take damage.

At the end of combat, discard all attacking and defending Ally cards. Signature Attacks are returned to their area face-down.





DAMAGING STAMINA

If a player does not wish to or is not able to defend against an attack, that player's Stamina is damaged. When a player's Stamina is damaged, they must flip 1 of their face-up Stamina cards face-down to its "Damaged!" side. If all of their Stamina has been flipped over, they must discard 1 of their damaged Stamina cards instead.

COMBAT STEPS

When an attack is initiated, the following steps occur:

- 1** Initiation Step: Place an attacking card Ready into the Combat Area and pay any necessary attack costs. You can Embolden your attacker. "Before your Rival responds" effects can be used at this time.
- 2** Response Step: The non-attacking player can trigger the effect of 1 Response Support that has the "ATTACK RESPONSE" or "ALLY RESPONSE" Timing Text. If an attack is nullified, proceed to the Conclusion Step.
- 3** Defense Step: "Before your Rival defends" effects can be used at this time. Afterwards, the non-attacking player can defend against the attacking card. If a card is defended, it can now trigger its "when defended" effect(s).

- 4** Damage Step: Damage is dealt and "when this deals damage" effects trigger, or damage is not dealt and "when this prevents damage" effects trigger.

- 5** Conclusion Step: Attacking and defending cards are placed into their appropriate after combat areas, and the attack ends.

PLAYED CARD AND TRIGGERED EFFECT STEPS

When a card is played or an effect is triggered, the following steps occur:

- 1** Intent Step: A card is played or the conditions and costs of an effect a player wishes to use have been met.
- 2** Response Step: the non-intent player can trigger 1 appropriate "RESPONSE" effect. (Ex: an "ALLY RESPONSE" or "DEFEND RESPONSE" for a played defending Ally.)
- 3** Completion Step: If the intended card is still in-play, it is successfully played (played card); if it wasn't nullified, it can carry out its Resolution Text (triggered effect).

EFFECT CHAINS

When a you play/trigger a card, your Rival has the opportunity to respond to that card during the Response Step. If they do, an effect chain is created. An effect chain is a collection of 2 or more cards that have yet to be resolved. If your Rival responds to your card, and then you respond to their response, you add another card to the chain.

CHAIN LINKS

Each card in an Effect Chain is called a “Chain Link” with the card’s Chain Link Number corresponding to the order in which the card was played/triggered. Chain Links in an Effect Chain resolve from highest link to lowest link.

DECK BUILDING

MAIN DECK

Your Main Deck must be at least 40 cards. The maximum number of cards your Main Deck can contain is 60, but it is generally a good idea to keep it at the 40-card minimum.

In addition to the total card limit, your Main Deck must also meet these requirements:

- Only contain Ally and Support cards
- Contain no more than 3 copies of any Ally card with the same name, color, and tag
- Contain no more than 3 total copies of cards with “<PROTECTOR>”
- Contain no more than 3 copies of any Support card with the same name
- Contain no cards that are banned and no more than the allowed copies of a limited card

SIDE DECK

Your Side Deck is a separate deck of cards that is placed somewhere outside of the Game Mat. You can use it to change your deck in-between Battles during a Match by swapping any card from your Side Deck with your MC, Signature, or card from your Main Deck. Your Side Deck allows you to adjust your strategies and to better compete with your Rival’s strategies.

You Side Deck can have any number of cards as long as the total number of cards does not exceed 20. Your Side Deck may also contain any type of card.

In addition to the total card limit, your Side Deck must also meet these requirements:

- Only contain Main Character cards that match the starting Main Character’s name or Archetype
- Does not contain any card that would break the Main Deck copy limits (excluding <PROTECTOR> cards)
- Contain no more than 3 copies of any Ally card with the same name, color, and tag
- Contain no more than 3 copies of any Support card with the same name



PLAYER PRIORITY

A player is considered to have “priority” during their Move or when it’s their opportunity to play cards and trigger effects. While a player has priority, they can play and trigger their cards first. If a player has no cards to play or trigger, they can pass priority to the other player.

ex: At the start of Player 1’s Move, Player 2 wishes to trigger a “START OF RIVAL’S MOVE” effect, but Player 1 also has a “START OF YOUR MOVE” effect that they wish to trigger. Since it’s Player 1’s Move, that player has priority and can trigger their card first.

TRIGGERING EFFECTS OUTSIDE OF A MOVE

Some cards have effects that trigger when players do not have specified Moves. In such cases, both players have equal priority and can trigger and resolve effects simultaneously.

SIMULTANEOUS RESOLUTION

When multiple effects resolve at the same time that effect a player, resolve any beneficial effects first, then resolve any negative effects.

RE-ORGANIZING YOUR CARDS

When you look through your face-down Support cards, Discard Area, or Restricted Area, you’re allowed to change the order of those cards before placing them back down.

CAN vs. CAN’T EFFECTS

If 2 card effects conflict with each other where 1 says a player can do something and the other says a player can’t do that same thing. The “can’t” card effect takes precedence.



PHASE, STEP, AND MOVE PARTS

Each phase of a Round and Step within a phase have 3 parts:

- 1** Start: The moment when the phase, step, or move begins.
- 2** Main: The moment the actual phase, step, or move takes place.
- 3** End: The moment when the phase, step, or move ends.

Certain abilities or effects will reference the start or end of a phase, step, or move.

START/END OF MOVE EFFECTS WHEN A PLAYER HAS NO MOVE

If a player has ended their Move 2 consecutive times without making any other actions, that player loses their Move during the Move Step of the Action Phase. When that occurs, that player's Rival may trigger any effects that reference the Rival's move during their Move as is if they were "[Your Move]" effects.

DEFENDING CARDS BEING REMOVED FROM COMBAT

If a player has 1 of their defending cards removed from the Combat Area, that player is allowed to defend with another card. If a player has a defending card removed from play while they are defending with multiple cards that results in the remaining defending cards no longer being valid, that player must either defend again with a valid defending card, or discard all of their remaining defending cards.

DEFENDING CARDS WITH MULTIPLE COLORS

When a player defends with a card that has multiple Primary Colors, that player can choose which of those colors that card is acting as.

PRIMARY vs. SECONDARY COLORS

The Primary Colors in the game are blue, yellow, and red. These are also known as Combat Colors because they are used to determine how an attacking card must be defended. Some cards may have a Secondary, or Ability, Color that does not impact how they must be defended.

Primary colors will exist on either the full card or only the top half of a card. Secondary colors will only exist on the bottom half of a card.



ONCE PER ROUND

Cards that have “Once per Round” in their effect texts can only use those effects once each Round. This limit applies to all Allies with the same name and tag and all Support cards with the same name.

HAND SIZE LIMIT

There is no limit to the number of cards a player can hold in their hand.

GAINING COLOR ATTACKS

A player cannot have or gain more than 1 of each Color Attack at a time.

CARDS THAT CAN BE REVEALED

When a player is required to Reveal a card, unless otherwise stated, that card may come from either their hand or Support Area. Cards that are already in play face-up cannot be used to fulfill the requirement; however, cards that have previously been revealed can be used.

DECKING OUT

A player can only lose in Rivals by having all of their Stamina removed from their Stamina Area. Players do not lose the game when they run out of cards in their Main Deck.



CONDITION

Any circumstance that must be present before a card can be played, an effect can trigger, or a card can attack.

COST

Anything that must be paid before a card can be played, an effect can trigger, or a card can attack.

DAMAGE

When an attack goes undefended or an effect forces a player to either flip over or discard their Stamina. An attacking card is considered to have “dealt damage” if it goes undefended while attacking, whereas a defending card is considered to have “prevented damage” if it successfully defends against an attack.

DISCARD

Placing a card into your Discard Area.

DRAW

Placing a card from your Main Deck into your hand.

DROP

Placing a card from your hand on the bottom of your Main Deck.

MOVE

A time in a Round during the Action Phase where 1 player can perform a number of actions (see pg.12 for more details).

NULLIFY

Preventing an attack or effect from being carried out. When an attack is nullified, combat immediately ends and the attacking card is placed in its appropriate after combat area. When an effect is nullified, it does not resolve. Note: General Text cannot be nullified.

PLAY

Placing a card face-up into an in-play Area from an out-of-play Area.

READY

The position a card is in if it's in an in-play area vertical/upright. Also refers to act of moving a Rested card to the vertical/upright position.

RESOLVE

Carrying out the Resolution Text of an effect.

RESPOND

Triggering a “RESPONSE” effect during a Response Step.

REST

The position a card is in if it's in an in-play area horizontal/sideways. Also refers to act of moving a Ready card to the horizontal/sideways position.

RESTRICT

Placing a card into a Restricted Area.

REVEAL

Temporarily allowing your Rival to see a concealed card.

STOCKPILE

The act of placing the top card of your Main Deck into your Stockpile Area face-down.

TRIGGER

The act of paying a cost and attempting to resolve a card's effect. “CONSTANT” effects and effects that don't have Conditions and Costs Text do not “trigger”.

