Welcome to the world of MetaX!

In the MetaX Trading Card Game, universes collide as you battle it out for crossover supremacy.

Throughout the game, you'll be able to play your favorite heroes and villains, enhance your strategies with Event Cards, and engage in combat with Battle Cards. Attacking with your Character Cards lead to gaining precious Victory Points. Collect 7 Victory Points to win the game!

Character Card:

CARD TITLE

META POINTS

TRAIT
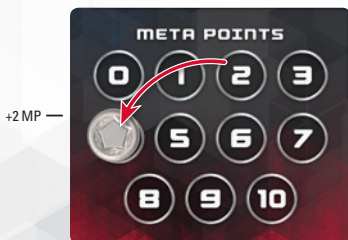
EFFECT

RANK VALUES

STAT TYPE

Character Cards are the core of your deck, and they can do things such as provide resources or perform attacks. You may have up to three Character Cards in play at a time, and they'll remain until KO'd by damage or discarded by an effect.

Character Cards generate *Meta Points* ("+ MP") when they are played.

Meta Points - Meta Points ("MP") are the resource used to pay for cards or effects. The maximum amount of MP you can have is 10, and your MP cannot go below 0.

Track your MP total by using a coin (on the playmat), dice or a notepad.

Character Cards contain effects, and each one has an icon that indicates how it is used:

△ : Use this effect when the Character Card comes into play (after gaining +MP)

∞ : Constantly in effect as long as the Character Card is in play

◯ : You may *Push* the Character Card to activate its effect

Throughout the game, Character Cards can be *Pushed* or *Prepped*. To *Push* a Character Card, rotate it 90 degrees to indicate that it has been used. To *Prep* a Character Card, return it to its upright position.

"PREPPED"

PUSH

"PUSHED"

PREP

Finally, Characters Cards also possess *Stats*. There are three types: Strength (red), Intelligence (blue), and Special (green).
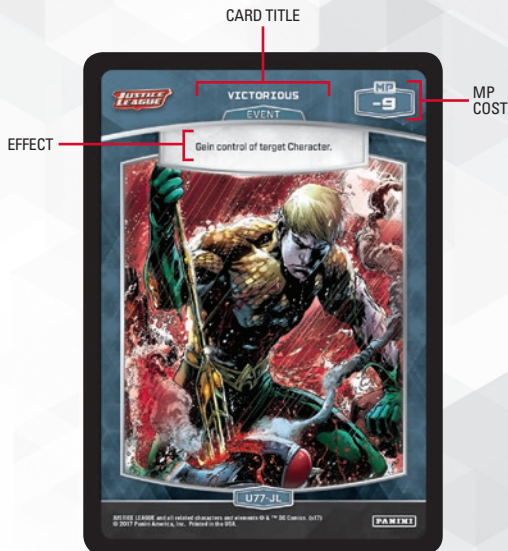

STRENGTH   INTELLIGENCE   SPECIAL

Every Character Card includes at least one Stat type, and most have two. For each Stat type included on a Character Card, it will have a Rank value ranging from 1 to 7. A Character Card's Stats determine which Battle Cards it is able to use.

Event Card:

CARD TITLE

EFFECT

MP COST

Event Cards allow you to perform powerful one-time actions. Event Cards cost -MP to play, and they are discarded after using their effects.

Character and Event Cards are both played during the *Planning Step*, which you'll learn about in the Gameplay section.

Battle Card:

CARD TITLE

STAT TYPE AND RANK

MP COST

EFFECT
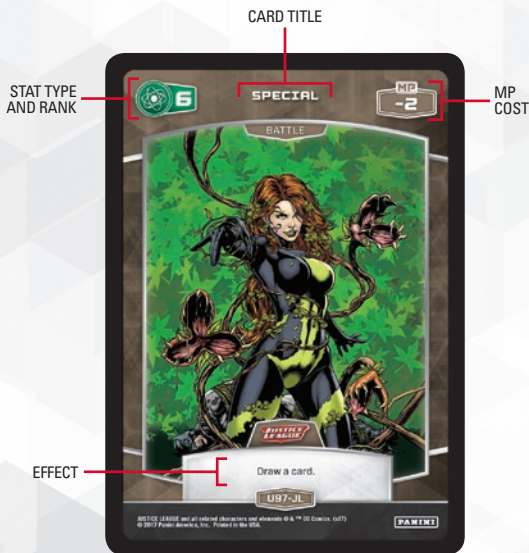
Battle Cards are the fuel for your Character Cards to attack or defend, and they include a Stat type and a Rank. A Character Card may only use a Battle Card with a Rank that is equal to or less than its own Rank in that Stat type.

For example, using the Character Card, "Superman – Man of Steel" (see Card Types section), the Rank 7 stat allows you to use any Strength Battle Card with a Rank of 1 through 7. You are also able to use Intelligence Battle Cards with a Rank of 1 through 3, and Special Battle Cards with a Rank of 1 through 5.

Battle Cards can gain (+) or cost (-) MP, and they usually include an effect. Battle Cards are played during the Battle Step, which is detailed in the Gameplay section.

Battle Cards with ⚔ only use their effects when played as an attack, while Battle Cards with 🛡 only use their effects when played as a defense.

Multi-Stat Battle Cards: Some Battle Cards have more than one Stat. These cards act as wildcards, and they count as any one Stat type listed on the card at all times. To use a Battle Card with multiple stats, a Character Card must have an appropriate Rank value for at least one of that Battle Card's Stat types.

DECK CONSTRUCTION

Your deck must contain exactly 40 cards. You may include up to three copies of any given Character or Event Card. For Battle Cards, you may include up to three copies of each Stat type/Rank combination. You may also only include up to three Multi-Stat Battle Cards for each Rank.

For example, your deck may contain a maximum of three copies of any Rank 7 Intelligence Battle Cards, regardless of mixing and matching different effects. Similarly, your deck may contain a maximum of three copies of any Rank 5 Multi-Stat Battle Cards, regardless of using versions with different Stat combinations.

When you're just starting out, begin by using a Starter Deck. Starter Decks include basic Battle Cards with no effects, which can be used to supplement sealed or draft play. From there, utilize Booster Packs to further augment your customized deck! When constructing a deck, you'll want to apply a strategic mix of Character, Event, and Battle Cards.

GAME ZONES

During gameplay, cards will be stacked in your deck, drawn and held in your hand, played to the table, or discarded to the discard pile. Cards from your deck may also be removed as Victory Points.

Deck: You'll draw the top card of your deck each turn. Whenever an effect causes you to search the contents of an entire deck, it is shuffled after.

Hand: Drawn cards will be held in your hand until played, and effects can add or discard cards from your hand.

In Play: A card is considered in play when it is face up on the table.

Discard Pile: Cards are discarded face up to the discard pile. You'll discard Event Cards after they are used. Character and Battle Cards are discarded at different times during the game. Players may inspect either discard pile at any time, and you may arrange your discard pile in any order.

Battle Zone: The Battle Zone is the middle area of the table between you and your opponent. Whenever a Character Card attacks or defends, it is moved into the Battle Zone.

Victory Point Pile: When you gain a Victory Point, the top card of your opponent's deck is placed face own into your Victory Point Pile. You'll learn more about this in "Attacking and Defending" – Section D.

GAMEPLAY

Each player begins with a shuffled deck and 0 MP. Randomly determine which player will go first. Each player draws 5 cards into their hand. Before the first turn of the game, a player may decide to mulligan by placing their entire hand on the bottom of their deck (in any order) and drawing 5 new cards. You may only do this once per game, and the player going first must declare their intent to mulligan before the opponent decides.

1. Prep Step
Each turn begins with the Prep Step. Prep any Pushed Character Cards you have in play, then draw a card from your deck. Whichever player takes the first turn of the game skips the Prep Step.

2. Planning Step
During the Planning Step, you may play up to one Character Card (to a maximum of three in play), activate Push effects on Character Cards you control, and/or play any amount of Event Cards.

To play a Character Card from your hand, place it into play (Prepped) on the table and add its +MP to your Meta Point total. Character Cards cannot Push to attack the same turn that they come into play.

You can also activate a Character Card's Push effect during the Planning Step by Pushing it and using its ability. Character Cards cannot use their Push effect the same turn that they come into play.

To play an Event Card from your hand, pay its -MP cost and use its effect. It is then discarded to the discard pile.

3. Battle Step
The Battle Step is where you'll be able to declare any attacks and attempt to gain Victory Points (see "Attacking and Defending"). Your turn ends after the Battle Step, and your opponent then takes the next turn by beginning with the Prep Step. Continue alternating turns until a winner has been decided.

Collect 7 Victory Points ("VP") to win the game! You also win the game whenever your opponent's deck runs out of cards, but that is much less common.

ATTACKING AND DEFENDING

On your turn during the Battle Step, Character Cards you control may declare attacks. Your opponent has the opportunity to assign defenders, but any unblocked attacks will result in gaining a Victory Point!

A. Declare attacks

Declaring an attack requires the attacking Character Card to Push, and you must also play a Battle Card that is usable by that Character Card.

To declare an attack, Push the attacking Character Card and move it into the Battle Zone. After that, play a Battle Card (in front of the attacking Character Card) and use its effects.

Continue declaring attacks in this manner, one at a time, until finished. Keep in mind that Character Cards cannot attack the same turn they come into play.
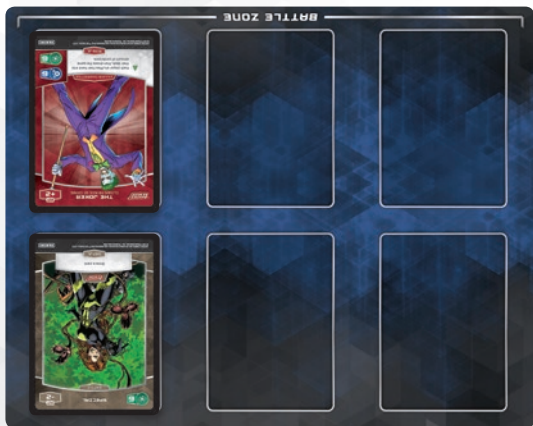
B. Assign defenders

After you have finished declaring attacks, your opponent may assign defenders.

A Character Card that is Pushed cannot defend. Defending also requires the defending Character Card to play one Battle Card usable by that Character Card.

To assign a defender, move the defending Character Card into the Battle Zone and align it with an attacking Character Card. Next, play a Battle Card (in front of the defending Character Card) and use its effects.

Continue assigning defenders in this manner, one at a time (and only one defender per attack), until finished.

DEFENDER

ATTACKER

C. Damage

After your opponent has finished assigning defenders, resolve any Damage. When an attacking Character Card is defended, its Battle Card is attached to the defender as Damage. Simultaneously, the defending Character's Battle Card is attached to the attacker as Damage. If more than one Character Card is defended, you may choose the order in which your attacks resolve.

Character Cards become KO'd by Damage in one of two ways:

TKO: the Damage attached to a Character Card includes a number of different Stats (colors) equal to or greater than that Character Card's total amount of stats.

For example, If a Character Card has three Stat types, it would be KO'd by having Battle Cards of each Stat type attached as Damage. A Character Card with two Stats would be KO'd by any two different Stat types attached as Damage, while Character Cards with only one Stat type are KO'd by any hit.

HP KO: the Damage attached to a Character Card has a combined value that is equal to or greater than the highest Rank on that Character Card.

Note that Character Cards are immediately KO'd whenever they meet the requirement for a TKO or HP KO – even if the Damage is attached outside of the Battle Step.

Scenario 1: A Character Card with three Stats is TKO'd by having all 3 different colored Battle Cards attached as damage. See example below.

Scenario 2: A Character Card with two Stats is TKO'd by having any 2 different colored Battle Cards attached as damage (Strength/Intelligence, Strength/Special, or Intelligence/Special). See example below.

Scenario 3: A Character Card with a Maximum Rank of 6 is HP KO'd by having Battle Cards with a total value of 6 or more attached as damage (for example: A single Rank 6 Battle Card, or a Rank 4 and Rank 2 Battle Card, etc). See example below.

Scenario 4: A Character Card with one Stat is TKO'd by having any 1 color of a Battle Card attached as damage (Strength, Intelligence, or Special). In this scenario, the Character Card is also HP KO'd. See example below.

Scenario 5: A Character Card with a Maximum Rank of 5 is HP KO'd by having Battle Cards with a total value of 5 or more attached as damage (for example: A single Rank 5 Battle Card, or a Rank 3 and Rank 2 Battle Card, etc). See example below.

After a Character Card is KO'd, discard it and any attached Damage to its owner's discard pile.

D. Victory Points
After attaching Damage, any attacking Character Card that is not defended gains 1 Victory Point ("VP"). To gain a VP, place the top card of your opponent's deck face down into your VP pile. Undefended Battle Cards are then discarded. Collect 7 VPs to win the game!

Team Attacking
Whenever you declare an attack, you may perform a Team Attack by paying -5 MP to Link a Character Card to a lead attacking Character Card. You may Link up to two Character Cards to a single lead attacker (for a total cost of -10 MP). A Linked Character Card must have a Stat type that matches the Battle Card being used by the

attacking Character Card. A Character Card cannot Link to a Team Attack the same turn it enters play, and Linking to a Team Attack also requires that Character Card to Push.

Team attacks may still only be assigned one defender. If the team attack is not defended, gain 1 Victory Point. If the Team Attack is defended, compare the combined value of the attacking Battle Card + the corresponding Stat of any Linked Character Cards vs. the combined value of the defending Battle Card + the defending Character Card's Rank in that Stat. If the attacking value is equal to or greater than the defender's total, gain 1 VP. Then, attach Damage normally (with the defender's Battle Card attaching to the lead attacker).

SAMPLE TURNS

You and an opponent each have a 40-card deck, and after shuffling you randomly determine that you will take the first turn. Each player begins the game with 5 cards in hand and 0 MP. At this time, each player may choose to mulligan and draw a new hand. Since you are taking the first turn of the game, your Prep Step is skipped and you move on to the Planning Step. You may play up to one Character Card, so you play the Superman – Man of Steel Character Card. The card gains +2 MP when played, so you increase your MP total to 2. The Card's ▲ effect takes place when it enters play, and it allows you to draw a card. You don't have any Events to use at this time, and you cannot attack - so you pass the turn.

Your opponent begins the Prep Step by drawing a card. During the Planning Step, your opponent then plays the Batman – Dark Knight Character Card. The card gains +3 MP, so your opponent's MP total is increased to 3.

The Card also has a ⚠ effect, which your opponent uses. Your opponent then plays an Event costing -2 MP, lowering his or her MP total to 1. Your opponent has no attacks and passes the turn.

On your turn, you begin the Prep Step by drawing a card (and, if your Superman – Man of Steel Character Card in play was Pushed, it would be Prepped). You play The Flash – Scarlet Speedster Character Card, gaining +3 MP (increasing your total to 5). The card also has an ability that allows it to attack the same turn it enters play. Moving on to the Battle Step, you begin by declaring an attack with The Flash – Scarlet Speedster Card by Pushing it and playing a Rank 4 Special Battle Card (usable by the Character Card due to it's Rank 6 Special Stat). This particular Battle Card gains +2 MP (increasing your total to 7), and you would then use the effects of the Battle Card at this time. Next, you decide to also declare an attack with the Superman – Man of Steel Card by Pushing it and playing a Rank 6 Strength Battle Card. The Battle Card has a cost of -2 MP (lowering your total to 5), and its effects are used at this time. You are now finished declaring attackers.

Your opponent decides to defend against the Superman – Man of Steel Card's attack by assigning the Batman – Dark Knight Card as a defender. The Batman – Dark Knight Card moves into the Battle Zone in front of the Superman – Man of Steel Card and plays a Rank 5 Intelligence Battle Card. The Battle Card has an MP cost of -1 (lowering your opponent's total to 0), and its effects are used at this time. Your opponent is now finished assigning defenders.

Simultaneously, the attacking 6 Strength Battle Card is attached to the Batman – Dark Knight Card as Damage, and the defending 5 Intelligence Battle Card is attached to the Superman - Man of Steel Card as Damage. Neither Character card meet the requirements for a TKO or HP KO at this time.

Finally, for each undefended attack you gain 1 VP. The Flash – Scarlet Speedster Card was not defended, so the top card of your opponent's deck is placed face down into your VP pile. You now have 1 VP, so you are 6 more VP away from victory. The end of the Battle Step completes your turn, and play would pass to your opponent to begin the Prep Step.

You're now fully equipped to play your first match of MetaX! Trading Card Games offer an endless amount of constantly shifting possibilities, and it's up to you to craft your deck, explore new strategies and execute a variety of tactical decisions throughout a match!

Battle Card: The fuel for combat, and they can cost or gain MP. Their effects are used after being played, and a Character Card must have the appropriate Stat requirement to use them.

Battle Zone: The area between players where Battle Cards and Character Cards are moved for attacking and defending.

Character: You may play up to one Character Card per turn, to a maximum of three in play. You can also have duplicate Character Cards in play. Character Cards generate MP, and their Stats allow use of different Battle Cards.

Damage: Battle Cards attached to a Character Card. Character Cards can be KO'd by damage through a TKO or HP KO.

Event: Event Cards can be played during your Planning Step (before or after playing a Character Card) by paying their -MP cost, using their effects, and discarding them.

HP KO: (Hit Point Knockout) A Character Card is KO'd when the Damage attached to a Character Card has a combined value that is equal to or greater than the highest Rank on that Character Card.

Lead Attacker: A Character Card leading a Team Attack by playing a Battle Card and Linking one or more Character Cards.

Link: You may Link a Character Card to a Team Attack by paying -5 MP. A Linked Character Card must have a Stat type that matches the Battle Card being used by the Lead Attacker.

Meta Points ("MP"): You begin the game with 0 MP, and your MP total can never exceed 10. MP is used to pay for Battle or Event Cards, and it can be spent on Linking Character Cards for a Team Attack.

Negate: When an effect is negated, it is canceled and cannot be used.

Prep: Return a Character Card to its upright position (from Pushed status). A Character Card that is not Pushed is considered Prepped.

Push: Rotate a Character Card 90 degrees to indicate that it has been used (from Prepped status). A Character Card that is not Prepped is considered Pushed.

Rank: The number value of a stat on a Character or Battle Card.

Stat: Character Cards can have up to three kinds of Stats - Strength (red), Intelligence (blue), and Special (green). Battle Cards always contain at least one Stat type, and the amount of Stats your Character Card has will determine how that Character Card is KO'd.

Team Attack: By paying -5 MP per Linked Character Card, you may perform a Team Attack. Team Attacks can generally gain VP even when defended.

TKO: (Technical Knockout) A Character Card is TKO'd when the Damage attached to a Character Card includes a number of different Stats (colors) equal to or greater than that Character Card's total amount of stats.

Trait: Each Character Card includes a Trait, such as Hero Character or Villain Character.

Victory Point ("VP"): To gain a VP, discard the top card of your opponent's deck face down into your Victory Point Pile.

Note: MetaX card effects incorporate "they/their" as a singular pronoun. For example, an effect may require an opponent to discard a card from "their" hand.