

SATURDAY WARS



COLLECTIBLE CARD GAME
Quickstart Rules

VOL. 1



Overview

Saturday Wars Collectible Card Game (CCG) is a fast paced collectible card game based on the fascinating world of Saturday AM's most iconic titles. Immerse yourself in the Saturday AM multiverse, taking on the role of the Gwalliin gatekeepers to the stories and events of each series. Compete against your fellow gatekeepers as you tell your own story. Select your protagonist(s) from the full collection of diverse manga from Saturday AM. Plot Twists, Story Arcs, Upgrades, and Allies keep the game exciting with streamlined turns, to allow a complete game experience in under 25 minutes. Our new, innovative **Purge-to-Play™** resource management game mechanic ensures each card in your deck is always playable.

The game is played over a series of rounds, called Chapters. Each Chapter consists of the Prologue, Actions phase, and Epilogue. During these phases players will play cards and activate card abilities in order to complete Chapters and claim victory. Playing cards causes players lose cards from the top of their deck, and once their deck has run out, their resources are depleted for the remainder of the game.

The game's vibrant artwork captures the creativity from a diverse group of Saturday AM sponsored artists, with every card featuring the signature and name of the artist. A portion of every set is reserved for new artists to promote creativity amongst fans of the characters and the game.

WINNING THE GAME

Your goal is to be the first player to claim 3 Chapter cards. After you claim your 3rd Chapter card you win the game. But beware, if your deck runs out of cards your resources, and time to tell your story have run out and you lose.



GETTING STARTED - SET UP

Each player constructs and brings 2 decks to play a game of Saturday Wars CCG:

- A Story Deck – players select 5 Chapter cards they will compete against their opponent(s) to claim. Only one unique copy of each Chapter card can be included in the Story Deck.
- A Shonen Deck – players select 45 cards consisting of Characters, Upgrades, Plot Twists, and Story Arc cards. Players may have a maximum of 3 copies of any single card in their deck.

To begin the game, each player searches their deck for a total of 4 purge cost worth of Character cards. These characters represent your protagonists for the game; place these cards in your protagonist row – do not pay the characters' purge cost. No other Character cards can be played to your protagonist row during the game, unless specifically allowed by a card ability.

Each player then shuffles their Shonen Deck and draws a starting hand of 5 cards. Each player may then choose to mulligan. If you choose to mulligan, perform the following steps in order:

1. Place any number of cards from your hand onto the bottom of your Shonen Deck
2. Draw Cards from the top of your Shonen Deck, until you have 5 cards in your hand
3. Take 2 additional cards from the top of your Shonen Deck and place them in your Purged Pile (this does not activate any purge abilities).

BID FOR STARTING PLAYER

Players secretly place any number of Progress Markers in their right hand. Once all players are ready, reveal the number of Markers each placed as their bid. The player with the higher amount takes that many cards from the top of their deck and places them in their Purged Pile (this does not activate any Purge abilities). This player is the starting player and plays first.

Ties on bidding for starting player: If both players bid the same amount, they both place cards from their Shonen Deck equal to the number of Progress Markers revealed onto their Purge Pile and rebid. If the players tie a second time, each player Purges the number of cards bid and then each player reveals the top card of their deck.

The player that reveals the card with the highest purge cost is the first player. If players reveal the same value, continue to reveal cards from the top of the deck until one player has revealed a card with the higher purge cost, that player becomes the first player for the game. Place any card revealed back on the top of each player's Shonen Deck in the order they were revealed.

STARTING CHAPTER

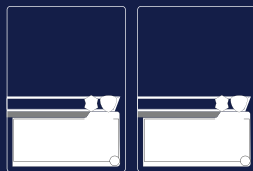
The starting player selects one of the cards in their Story Deck and places it in the first spot of the story row. This player will take the first action of the game.

Initial Board Set-Up:

Place the Chapter card between players at an angle both can see the game text. Set your Protagonists opposite the story row, leaving space for your Allies. Story Arcs may be placed to the side below your Protagonists. When you claim a Chapter, turn it facing towards you next to your Story Deck.



PROTAGONISTS



ALLIES - ACTIVE ROW

STORY ROW
(CURRENT CHAPTER)



CHAPTERS WON



STORY ARCS



SHONEN DECK



PURGE PILE



STORY DECK

THE CARDS

You must include 45 cards in your Shonen Deck. This is made up of 4 types of cards: characters, plot twists, story arcs, and upgrades.

You must also include 5 Chapter cards in your Story Deck.

CHARACTERS

Use Characters to tell your own story over the course of the game. Character cards may be played either as Protagonists or as Allies.

PROTAGONISTS

You start the game with up to 4 cost* worth of Character cards in your Protagonist row. These are the main characters of the story, and remain in play at the end of a Chapter. Protect your Protagonists because if your opponent causes you to lose all your Protagonists, you will automatically lose the game.

*POSSIBLE PROTAGONIST COMBINATIONS:

- 4 x 1 purge cost
- 1 x 1 purge cost and 1 x 3 purge cost
- 2 x 2 purge cost
- 1 x 2 purge cost and 2 x 1 purge cost
- 1 x 4 purge cost

ALLIES

The remaining Character cards in your deck are Allies. These represent the diverse characters from the Saturday AM multiverse that will join your Protagonists in your story, and are purged at the end of each Chapter.





- ① CARD TITLE, SUBTITLE
- ② CARD ABILITY
- ③ FACTION
- ④ LORE TEXT
- ⑤ PROGRESS VALUE
- ⑥ PURGE COST
- ⑦ CARD TYPE & TRAITS
- ⑧ ARTIST NAME & SIGNATURE

Some Character cards are unique as indicated by a ● symbol before their name. Each player may only have one copy of a unique card in play and under their control. If a player already has a copy of a unique card in play, they may not play another copy or version of that card. All variations of a Character card - as determined by their name appearing in the Card Title (not the Subtitle) are considered unique. Therefore *Cast, Quick Thinker* is the same unique Character as *Cast, The Clock Striker*.

UPGRADES

Upgrades represent items and abilities that are attached to Protagonists or Allies to provide increased or decreased progress value and additional abilities. The Upgrade is played partially underneath the Character card it is attached to, and stays with the attached Character for the duration of the game.

If the Character is removed from play for any reason, the Upgrade is removed with that Character. Purged Upgrades do not return to play if a Character is revived.



Here, Arodihs is played as an Upgrade on Sano, resulting in a progress value +3



- 1 CARD TITLE, SUBTITLE
- 2 CARD ABILITY
- 3 FACTION
- 4 LORE TEXT
- 5 PROGRESS VALUE MODIFIER
- 6 PURGE COST
- 7 CARD TYPE & TRAITS
- 8 ARTIST NAME & SIGNATURE

PLOT TWISTS

Plot Twists represent special twists and turns that occur in your story. Plot Twists have an Animate ability, an Enduring ability or a Purge Ability. Animate Plot Twists have a one-time ability that triggers when the card is played and after resolved is placed in your Purge Pile. Cards with Purge Abilities are first placed directly in the Purge Pile, triggering the ability. Enduring Plot Twists remain in play for the duration of the Chapter that they are played in unless removed from play by another card ability.



Plot Twists are usually played as a player's action on their turn. Plot Twists that also include the keyword **QUICK** may be played at anytime by paying the Purge Cost.

- 1 CARD TITLE, SUBTITLE
- 2 CARD TYPE & TRAITS
- 3 CARD ABILITY
- 4 FACTION
- 5 LORE
- 6 PURGE COST
- 7 ARTIST NAME & SIGNATURE

STORY ARCS

Story Arcs represent an overarching story that is told as you claim Chapters during your game. Story Arcs remain in play during multiple Chapters and provide an ongoing ability that affects game play as noted on their card ability, such as during the *Prologue* or *Epilogue*, or as an *Enduring* ability. At the end of each Chapter a marker is placed on the Story Arc, once it has reached it's Arc Limit, the card is purged and it's effects are ended.



The illustration shows a character in a red jacket and blue backpack looking out over a landscape at night. A path leads to a small hill where another character stands under a full moon. The scene is framed by large tree trunks.

1 •Flashback To The Past

6 **3**

2 STORY ARC

ARC 2

3 PROLOGUE

Play one non-Story Arc card from your purge pile, paying all costs

4 **H** **5** "Am I seeing things.... is this a vision?
Wait a minute - I remember reading this!
She looks just like that picture of my mom."

7 *Sageatin*
JEYODIN

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- 1 CARD TITLE, SUBTITLE
- 2 CARD TYPE & TRAITS
- 3 CARD ABILITY
- 4 FACTION
- 5 LORE
- 6 PURGE COST
- 7 ARTIST NAME & SIGNATURE

CHAPTERS

Each player builds a Story Deck of five Chapter cards. Each Chapter card represents a key storyline in the story you create. These Chapter cards are milestones of your success, and you will need to skillfully deploy your Characters, Upgrades, Plot Twists and Story Arcs to determine the fate of your story. Beware, your rival Gwalliin are also vying for the same glory. You must outmaneuver them in a series of head-to-head confrontations drawing from the power of the multiverse to ultimately become the champion.

Each Chapter card has a *Prologue*, *Epilogue*, or *Narrative* ability. *Prologue* and *Epilogue* abilities resolve during those respective phases. *Narrative* abilities function throughout the Chapter.



- 1 CARD TITLE, SUBTITLE
- 2 CHAPTER ABILITY
- 3 ARTIST NAME & SIGNATURE
- 4 FACTION

PLAYING THE GAME

A game of Saturday Wars CCG is played in Chapters. A Chapter is broken up into the following phases:

1. Prologue
2. Actions (4 per player)
3. Epilogue

After the completion of the Epilogue phase, unless a winner has been determined, play immediately proceeds to the Prologue of the next Chapter.

PROLOGUE

Each player completes the following steps in order, starting with the player that played the current chapter:

- Ready any exhausted cards.
- Draw/Purge cards until you have 5 cards in hand
- Apply any Prologue abilities

READY & EXHAUSTED

All cards enter into play ready. Character cards may become exhausted through a challenge, a card ability, a game action, or to use an ability printed on them. When a card is exhausted, turn it sideways to indicate this status change. If an already exhausted card would be exhausted a second time, that character is purged and placed in the corresponding player's Purge Pile.

Cards generally only ready during the Prologue Phase, but can be made ready by other card abilities. If an exhausted card becomes ready, rotate the card so it is facing upright to indicate this status change.

READY:



EXHAUSTED:



DRAWING CARDS

Cards are always drawn from the top of a player's Shonen Deck unless a card ability or game action allows a player to draw cards from a different location.

PURGING CARDS

Purge-to-Play™ is an essential principle for resource management during the game. Purging cards represents depletion of resources and the passage of time that brings the game closer to the end.

Cards may be purged from your hand, from play, or from the top of your Shonen Deck, depending on the ability or game action/trigger that is causing cards to be purged.

Some cards have a Purge ability, this ability is triggered whenever a card is purged for any reason during a Chapter. Purge abilities are a way to maximize the use of resources that a player has in their deck. You may use an action to voluntarily purge a card in the Active Row to activate its Purge ability (paying all costs).

ACTION PHASE

Each Chapter, players will alternate actions until each player has taken 4 actions. These actions consist of the following:

- Draw a card.
- Play a card.
- Retrieve a card.
- Place a Progress Marker on the Chapter card.
- Use a printed Action or Purge ability on a card in the Active Row

PLAYING A CARD

All cards have a Purge Cost in order to play them, indicated by the symbol: 

While paying a card's Purge Cost, players must purge cards from the top of their Shonen Deck until the cost has been paid in full. Once the purge cost is paid, the card is placed in play. If a card is purged while paying costs, and it has a *Purge* ability, resolve that ability before continuing.

When a card is played, follow each step in order:

1. Resolve any *Animate* abilities on the card.
2. Place the card in its corresponding play area (either the Active Row or Purge Pile):
 - Allies, Story Arcs and Plot Twists with an *Enduring* ability are placed in the Active Row.
 - Upgrades are played on a Character card (either a Protagonist or Ally)
 - Plot Twists with *Animate* abilities resolve their ability and are placed in the Purge Pile
 - Plot Twists with *Purge* abilities are placed in the Purge Pile which trigger their ability.

RETRIEVING CARDS

Some card abilities allow you to retrieve cards from your Purge Pile. You may also choose to use one Action to retrieve a card. While retrieving a card, the player takes the top card from their Purge Pile and places it at the bottom of their Shonen Deck, unless instructed to do otherwise.

PLACING A PROGRESS MARKER

Progress Markers represent the continued progress of your story during each Chapter. Whenever a card ability instructs you to place a Progress Marker on the current Chapter, take a Progress Marker from the supply and put it on the current Chapter card. You may also choose to use one Action to add a Progress Marker to the current Chapter.

USING A PRINTED ABILITY

When in the Active Row, Character and Upgrade cards may have abilities labeled as either *ACTION* or *PURGE*. During the action phase you may use one action to activate this ability. If an *ACTION* ability, pay any costs as defined on the card (ie exhaust this Character or Purge a number of cards). To use a *PURGE* ability, voluntarily place that card in the Purge Pile to trigger the ability.

QUICK abilities can be triggered at anytime and are not considered Actions.



OPPONENT'S
STORY DECK



OPPONENT'S
PURGE PILE



OPPONENT'S
SHONEN DECK



OPPONENT'S STORY ARCS

OPPONENT'S PROTAGONISTS



OPPONENT'S ALLIES - ACTIVE ROW



STORY ROW
(CURRENT CHAPTER)

PROGRESS MARKERS



PROTAGONISTS



ALLIES - ACTIVE ROW



CHAPTERS WON



STORY ARCS



SHONEN DECK




PURGE PILE



STORY DECK

EPILOGUE

The Epilogue phase begins by both players (starting with the first player) triggering *Epilogue* abilities. Resolve these abilities one at a time, in turn order.

The player with the most markers on the Chapter, combined with the sum of the progress values on all their cards in play (indicated by the symbol: ) claims the Chapter and places it in their Chapters Won Pile.

Note, some card abilities can change the way a Chapter is claimed.

If claiming the current Chapter did not cause a player to win the game, each player completes the following in order, starting with the player that claimed the current chapter:

1. Purge all Allies and Enduring Plot Twist cards, unless otherwise stated.
2. All Story Arc cards remain in play: add a Progress Marker to any Story Arc cards that will remain in play. Purge any Story Arc cards that have reached their Arc Limit.
3. If you did not claim the current Chapter, play a new Chapter card from your Story Deck. (Skip this step if there is already a next chapter card in play due to a card ability).
4. If desired you may purge unwanted cards from your hand (this will not trigger any purge abilities)
5. Proceed to the Prologue Phase of the next Chapter.

ENDING THE GAME

The first player to have 3 Chapter cards in their Chapters Won Pile is declared the winner at the end of the Epilogue phase.

The cards in a player's Shonen Deck are an essential resource and if a player's deck runs out and they need to draw or purge a card and cannot, they immediately lose the game and the opposing player is declared the winner.

A player's Protagonists are essential to their story and if at any point during the game a player has no Protagonists left in their Protagonist row, they immediately lose the game and the opposing player is declared the winner.

OTHER RULES

ANIMATE ABILITIES

Some cards have *ANIMATE* abilities, which resolve immediately when that card is played. For Character cards and Upgrades, once the ability is resolved, the card takes its place in the active row. For Plot Twists, once the ability is resolved, the card is placed in the Purge Pile (this will not trigger any purge abilities).

ENDURING ABILITIES

Some cards have *ENDURING* abilities, which remain in effect until the card with the printed ability is removed from play (such as the end of an Chapter) or purged.

PURGE ABILITIES

Some cards have *PURGE* abilities, which resolve immediately when the corresponding card is purged for any reason. Once the card is placed on the top of the Purge Pile, the ability is resolved before any other action is taken. Character or Upgrade cards played to the Active Row with purge abilities may be voluntarily purged as an Action.

QUICK

Some cards have the keyword *QUICK*. These cards may be played at any time, stopping game-play until the ability is resolved. Cards with the *QUICK* keyword generally have an *Animate* Ability and once that ability is resolved, the card is placed in the Purge Pile (this will not trigger any purge abilities).



UNIQUE / NON-UNIQUE CARDS

Some cards are unique, represented on a card with the ● symbol before the card title. Any card that does not have this symbol is considered to be non-unique.

Each player may only have one copy of a unique card in play and under their control. If a player already has a copy of a unique card in play, another copy of that card cannot be played by that player.

Non-unique cards do not have play restrictions. Their abilities may be stacked for compounding effects.

MODIFIERS

Some card abilities will modify the value of either the Purge Cost  or the Progress Value . Combinations of cards that modify the same value are always stacked for a cumulative effect, including those from multiple copies of the same non-unique card.

A modifier is applied to the target card as defined in the card's game text. Sometimes this is the card with the modifier, another card or multiple cards that meet a targeting condition.

CHALLENGES

Certain cards will enable a player to initiate a Challenge. These cards or card abilities are played as an Action and specify the conditions that must be met for a Challenge to continue. When a Challenge is issued, players perform the following steps in order:

1. **Declare the Attacker** - the player that issued the Challenge selects one of their Characters in play to be the attacker.
2. **Declare the Defender** - the player that issued the Challenge selects one of their opponent's Characters to be the defender.
3. **Strike** - each player draws the top card of their Shonen deck, and adds the Purge Cost value of that card to the progress value of their Character who is participating in the Challenge. After the Challenge this card is returned to the bottom of the Shonen Deck.
4. **Apply modifiers** - each player adds any other modifiers to the progress value of their Character in the Challenge.
5. **Determine winner** - the player's who's Character has the highest total progress value is the winner and the losing player exhausts their Character, or purges that Character if it was already exhausted.

MULTIPLAYER GAMES

Enjoy Saturday Wars CCG with 2 players in head-to-head competition to win the story. You can also compete against 3 or 4 players. If choosing to play with more players, the core rules remain the same, with the following changes applied:

- Actions are taken in a clockwise order, with the starting player going first.
- A Character that has lost a Challenge, cannot be named by another player as a defender, until after the controlling player's next action.
- Game-play continues until a player has won 3 Chapters or if all other players are eliminated by running out of cards in their Shonen Deck or loosing all their protagonists. This may require more than 5 Chapters.

DECKBUILDING RULES

Players may choose to include cards from any factions they see fit; however, they may want to focus on one or two factions to maximize card synergies in their Shonen and Story Decks. There are no restrictions or penalty applied to the number of factions that can be included in a deck.

Players must follow these rules while constructing decks:

- Your Shonen Deck must include exactly 45 cards.
- Your Shonen Deck cannot contain more than 3 copies of any single card*.
- Your Story Deck must contain exactly 5 cards.
- Your Story Deck can only contain 1 copy of any given Chapter card*.

**Cards are considered to be the same based on their Card Title (not the sub-title). For example: all variations of Cast have the same Card Title, therefore your deck can contain up to 3 copies of Cast, which could include either 3 copies of Cast, Quick Thinker OR 3 copies of Cast, The Clock Striker OR any combination thereof like 2 copies of one and 1 copy of the other.*

FOR COLLECTORS

COMMON: 

UNCOMMON: 

RARE: 

PRINT & PLAY: 

CHAPTER CARD: 

PROMO CARD: 

CALL FOR SUBMISSIONS

Your artwork
here.



Do you think you have what it takes to be a manga artist?

Have you always dreamed of creating a character and see them published in your favorite game?

The Saturday RISING pipeline allows new creators to be vetted, properly reviewed, assigned editors, and distributed not just into our digital magazine but ultimately into their first print wide-release book with our ANNUAL series. Submissions will also be considered for inclusion in a future set of Saturday Wars CCG.

How to participate:

A portion of the artwork in every set is reserved for new artists to promote creativity amongst fans of the characters and the game.

There are 3 ways to participate in our Fan Designed card program:

1. Summer of Manga - annual event that helps us discover new artists. For detail visit www.Saturday-AM.com
2. Upload artwork submissions on our website: www.SaturdayWars.com/new-artists
3. Participate in a drawing workshop/contest at your local game store.



Note: Due to high levels of submission volumes, we will not be able to respond to every artist individually. If your submission is selected for inclusion in a future set, you will be notified by a member of the Saturday Wars CCG team. Get creative and feel free to make as many submissions as you wish! If you would like to get feedback from our community on your artwork, join us on discord.saturdaywars.com

THE FACTIONS IN VOLUME 1



There are no faction restrictions in deckbuilding. As the Gwalliin you can pull characters as needed from across the multiverse or focus on just one or two. There are game-play advantages and synergies that exist by using cards from the same faction.

APPLE BLACK

Sano, a young sorcerer, possesses the arm of a god, a rare and powerful gift that provides his abilities such as teleportation. He grapples with the weight of his prophesied destiny as the world's savior, a role he fears he may not be suited for.

Wtuf
ODUNZE OGUGUO





BULLY EATER

Isao, a brash young martial artist, enforces a zero-tolerance policy against bullying. He now finds himself at the elite martial arts school, Greater Dragon Institute, where fighting is not only allowed but part of the curriculum, presenting him with new and intense challenges. Using his love of music to inspire his techniques, this delinquent will always help the innocent.

Rayme
2020
RAYMOND BROWN

CLOCK STRIKER

Cast, a 12-year-old girl, aspires to become a SMITH: a warrior, an engineer, and a problem solver. The hurdle? Smiths are typically not women, and even less so young black kids. Armed with her Mobile Lab Hand, Cast embarks on a journey to defy these norms, inspiring the readers with her determination.

ISK

ISSAKA GALADIMA



SOUL BEAT

Aided by a heavenly messenger and a mysterious new ability to manipulate and strengthen souls, former Boxer Dante Alfonse will attempt an impossible journey to discover the secrets of the afterlife by defeating the Devil and his minions.

Morgan Walker
MORGANNE WALKER



HAMMER

Stud is a lonely 14-year-old boy whose father regularly abandons him. With his abnormal ability to turn any part of his body into a Hammer, Stud fends for himself in various strange new lands while also trying to make true friends.

Sebastian
JEYODIN



Nilay 'Nil' Rao gains access to a secret society where players can summon ghosts to gain advantages and prey on those without. Nilay hopes to shatter this new hidden world of ghosts with his powerful special allies: Daedalus Bonn and Vyper Neo.



CREDITS

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READ THE MANGA: www.saturday-am.com/series