

Preview the Saturday Wars CCG with this Print & Play set featuring cards from Clock Striker and Massive Multiplayer World of Ghosts factions. With this set, you will print a shonen deck of 35 cards and a story deck of 3 Chapters. Rather than playing the typical best of 5 Chapters, we recommend playing best of 3 with the winner claiming the first 2 Chapters to help you learn the game.



RULEBOOK

Scan the QR code to download a PDF copy of the rulebook.

To master the telling of your own story, begin experimenting with different strategies by focusing on resource management and timing. One option to optimize the Purge-to-PlayTM mechanic is to play cards with powerful abilities early, maximizing their effects. Another approach is building synergies between your Protagonists and Allies, ensuring strong progression through Chapters. Using Story Arcs with ongoing abilities can provide long-term advantages. Players can also try to bait your opponent into exhausting critical cards, then strike back during a challenge. Try balancing offensive and defensive play by managing Upgrades and Plot Twists helps maintain momentum while conserving resources.



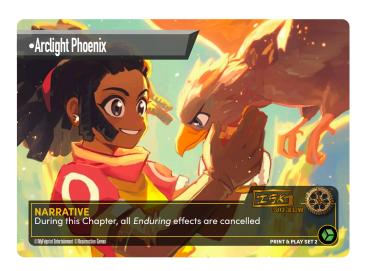
Connect with us to share the strategies that worked for you, ask questions or get clarifications on rules or card abilities.

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