

This Demo Script will guide you through how to demo UniVersus to new players. You will need the following items:

- 1 x Eren demo deck
- 1 x Mikasa demo deck
- 2 x demo playmats, one for each player

Scan the QR code on the front for our digital companion experience!



LEARN TO PLAY UNIVERSUS!

READY, DRAW, FIGHT!



Learn to Play!

TEACHER INSTRUCTIONS

This demo script is meant to teach brand new players how to play the UniVersus CCG. For any additional questions, you can find help on our Discord channel: [Discord.gg/universusccg](https://discord.gg/universusccg).

Every player is different and learns at their own pace. Once you have a handle over the demo script, tailor it to the new player as you see fit!

For advanced players, you can refer to the demo summary and tailor the demo to your own style.

Everything in black text is meant for the teacher to say out loud to the **NEW PLAYER**. Some parts are given emphasis for easier reference, or to help guide attention to specific things.

[EVERYTHING IN RED CAPS ARE INSTRUCTIONS FOR THE TEACHER]

BASIC INTRODUCTION

Welcome to the world of UniVersus!

This demo will teach you the basics of the game. There will be a lot of information, but don't sweat it too much— every expert starts as a beginner! Typically, it takes 3-4 games before players are confident playing the game! The initial effort is worth it though, UniVersus is a beautiful game, with a TON of strategic depth.

Let's start with a very brief overview of card types and how to set up our board before jumping into a demo game.



PLAY AREA

[SHOW DEMO PLAYMAT WITH PLAY ZONES]
[POINT OUT EACH ZONE AS YOU TALK THROUGH]

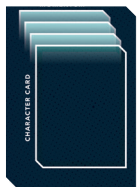


The **HEALTH TRACKER** along the top is for tracking your health. Place a token on the number equal to your characters starting health.

The **CARD POOL** is where you play cards during your turn.

The **STAGE** is where you place your built foundations at the end of your turn.

There are four zones to be aware of:



First off, on the left, you have your **CHARACTER ZONE**, where you will place your **character card**. Go ahead and place your character there now.

[PLACE CHARACTER CARD
IN THE RIGHT AREA]



On the far right you have your **DECK ZONE**, go ahead and place your deck there.

[HAVE THE NEW PLAYER
PLACE THEIR DECK
IN RIGHT AREA]



The **MOMENTUM** is a resource pool where attacks go at the end of the turn when they have dealt damage. Think about momentum as a power bar in a fighting game!



Finally, there is the **DISCARD PILE**. We'll go over which cards enter the discard pile as we play!

CHARACTER CARDS



[SHOW CHARACTER CARDS TO NEW PLAYER]

In UniVersus, we each play as a character from our favorite IP's



The **HEART SYMBOL** on your character card indicates your health total of your character.

You win the game by knocking down your rival's character to 0 health!



The number over the card icons indicates your character's **HAND SIZE**.

In this game, you draw up to your hand size at the beginning of each turn. Each character card also has special abilities, we'll get into these later.



THE BLOCK MODIFIER symbol in the Top Right – Used for blocking attacks.

ATTACK CARDS



Next up are the orange **ATTACK CARDS!**

You will use these cards to deal damage and win the game! Attacks are one-time use and can be blocked by the defending player. We'll get into attacks in more detail later when we start playing!



On the middle right of the card, the arrow icon indicates the **ATTACK'S SPEED AND DIRECTION.**



The damage of each attack is indicated by the **YELLOW SPLAT ICON.**

FOUNDATION CARDS



FOUNDATION CARDS are UniVersus' resource cards. Once foundations are built, they will stay in your stage for the rest of the game!

Attacks and Foundations are the two basic card types that make up the majority of cards in any deck. As you play the game beyond this demo experience, you will encounter a few other card types. Be sure to explore the game space and find out about them!

LET'S START PLAYING!

[THE TEACHER WILL GO FIRST, THE TEACHER CAN SLOW THINGS DOWN OR SPEED THINGS UP DEPENDING ON HOW FAST THE PLAYER IS PICKING UP ON CONCEPTS]



Let's each draw cards equal to our hand size (which is six) and start the game. During this demo, if you ever get lost, simply play the card in your hand with the lowest number in the bottom left corner.

Our goal on turn 1 is to Build Foundations for our future turns.

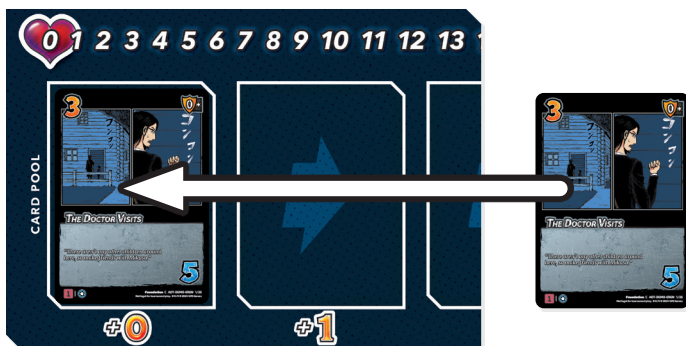
Mikasa goes first in our demo!

PLAYER 1 TURN 1

As the first player, I start with my character **COMMITTED** (turned sideways). When a card is **READY**, it is turned upright. A card must be **READY** in your stage in order to use its abilities. Your character will start ready as you are going second. When a card is committed, that card can no longer use any of its abilities. My character will only be readied at the start of my next turn.

On both player's first turn, we must play foundations as neither player is allowed to play attacks. I will start by playing this **FOUNDATION**.

[PLAY ONE FOUNDATION IN YOUR CARD POOL]



Every card in the game has two numbers on opposite corners of the card.

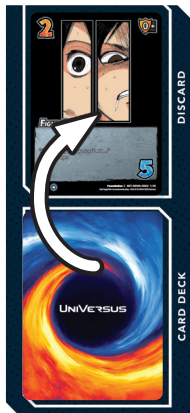
- A **DIFFICULTY VALUE** in its top left corner
- A **CHECK VALUE** on its bottom right

DIFFICULTY VALUE



CHECK VALUE

[POINT TO CARDS THROUGHOUT THE FOLLOWING]



The Difficulty tells us how hard it is to play a card. To play our first **FOUNDATION**, I have to pass a **CHECK** by discarding the top card of my deck and comparing the **DIFFICULTY** of the **FOUNDATION** to the **CHECK** of the discarded card.

[CHECK A CARD TO PASS YOUR FOUNDATION]

The check value must be equal to or greater than the **DIFFICULTY** of the card we are trying to play. Do I pass this check?



DISCARDED CARD
CHECK VALUE

PLAYED CARD
DIFFICULTY

If your **CHECK** is lower than the **DIFFICULTY** of the card you are playing, the check fails and your turn ends.

However, I can also use any **READY FOUNDATIONS** and my **CHARACTER** card to add +1 to my check by **COMMITTING** them.

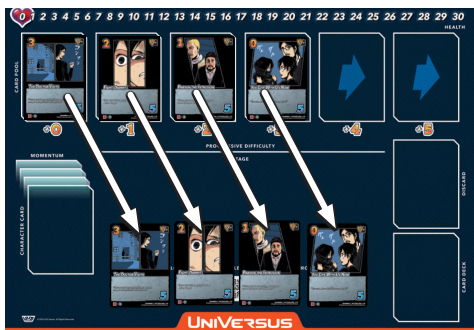
THIS IS VERY IMPORTANT TO CONVEY TO THE LEARNER

At the end of each turn, **FOUNDATIONS** build down into our **STAGE**, and attacks that deal damage become **MOMENTUM**, which we'll get into later.

[PLAY YOUR SECOND, THIRD, AND FOURTH FOUNDATIONS, PERFORMING CHECKS FOR EACH OF THEM]

I can play as many cards as I want during a turn, as long as I can pass the check. For my second foundation this turn, I will add +1 to the difficulty value as indicated by the +1 number in the cardpool. Each subsequent card I play this turn will have increasing difficulty. We call this **PROGRESSIVE DIFFICULTY**. This is where having a lot of foundations will come in handy later on, as you will have to pass bigger and bigger checks as you play more and more cards in the same turn!

PROGRESSIVE DIFFICULTY DEMO



[PLAY FIFTH FOUNDATION AND FAIL IT, TURN ENDS]

At the end of turn, we have to clear our card pool. **The foundations that I have successfully checked are built down into my stage.** Foundations that fail the check are discarded. Attacks, foundations, and blocks are all cleared and can end up in the discard pile, stage or momentum depending on the situation. We'll go over each scenario as we continue.

PLAYER 2

Turn 1 Explanation

1. Draw to Hand Size (6 cards)
 - Remember, when in doubt, play the card with the lowest number in the bottom left corner.
2. Build Foundations until you have 1 card left in your hand. Each card we play will add +1 difficulty to the rest of the cards we play for the turn. This is called **PROGRESSIVE DIFFICULTY**. Playing your 3 Difficulty Foundation, then your 2, 1, and finally 0 Difficulty Foundation will keep your Difficulty curve at 3 for most of the turn. Finally try the remaining 1 difficulty foundation left in your hand.
3. When you're done with your turn, the foundations you successfully played are put down into your **STAGE**.

MIKASA TURN 2- ATTACKING

[BOTH THE TURN SEQUENCE AND ATTACK SEQUENCE CAN BE VIEWED AT THE END OF THE DEMO SCRIPT FOR QUICK REFERENCE]

1. Draw to hand size and ready all the cards in your stage (Foundations and Character)
2. Play **Attack 1 (Slay the Wolves)**



3. Skip straight to the **DAMAGE STEP**, Eren will take 5 damage from this first attack.
4. Play **Attack 2**
5. Skip straight to the **BLOCK STEP** (block explanation visualized here) Cards all have a Block in the top right corner of the card. Attacks and Blocks all have a Zone.

ATTACK LOCATIONS

MID
ATTACK



HIGH
ATTACK



LOW
ATTACK



BLOCK LOCATIONS

MID
BLOCK



HIGH
BLOCK



LOW
BLOCK



If you match a **BLOCK** to the Attack's Zone, you prevent its damage! If you Partially Block (using a neighboring Zone) you take half damage, rounded up. Play one of the cards in hand to make a check to Block this attack. The Difficulty of the **BLOCK** is made by adding the current **SPEED** of the attack and adding it with the **BLOCK**.

BLOCK DIFFICULTY FORMULA



+



=



ATTACK
SPEED

BLOCK MODIFIER
DIFFICULTY

TOTAL
DIFFICULTY

MIKASA TURN 2 CONT.

- Build 3 more foundations and keep 1 card to block with on Eren's turn.
- The foundations move down into your Stage, and attacks that dealt damage are placed into your **MOMENTUM**.

MOMENTUM

At the end of my turn, if an attack dealt damage ☀, it can be added to my momentum face down underneath my character. This momentum can be used to boost powerful abilities later on in the game.

EREN TURN 2

- Draw to hand size and ready all the cards in your stage (Foundations and Character)
- Play **Attack 1 (No Hesitation)**



- Skip straight to the **BLOCK STEP**. Mikasa can fully block this attack.
- Play **Attack 2**
- Skip straight to the **DAMAGE STEP**. Mikasa takes 5 damage.
 - Remember that any card in your **STAGE** can be Committed (Turned Sideways) to add +1 to your check.
- Build 3 additional foundations, end your turn.

MIKASA TURN 3: ADDING THE ENHANCE STEP

1. This attack, add in the Enhance step (see the final page for a breakdown of the attack sequence)

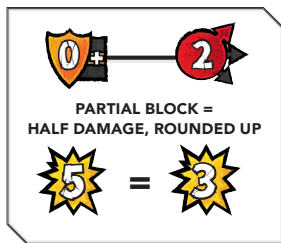
- Mikasa can use her first enhance by committing her **Character** to activate her ability to add speed to the attack



- Eren: Uses **Shocking Discovery** to reduce the speed of Mikasa's attack and make it easier to block.



2. Eren chooses a card in your hand and make a check to Block this attack. The Difficulty of the **BLOCK** is made by adding the current **SPEED** of the attack and adding it with the Block Modifier. Reminder: If you Partially Block (using a neighboring Zone) you take half damage, rounded up.



3. Mikasa ends her turn after playing 1 attack.

EREN TURN 3

1. Let's play **No Hesitation**

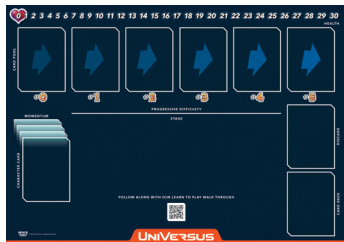


2. Play **No Hesitation** Use all the abilities available to you including your character card to win the game!

**THANKS FOR
PLAYING
UNIVERSUS!**

DEMO SUMMARY

- Basic explanation of card types (**CHARACTER, ATTACK, FOUNDATION**) and how to **WIN**
- Explanation of game zones (**CARDPOOL, MOMENTUM, STAGE, DECK, DISCARD**)



MIKASA TURN 1

- Draw to hand size and play 5 foundations, last one fails.
- Explanation of how to make and pass checks. Explanation of Progressive Difficulty

EREN TURN 1

- Play 5 Foundations, mirroring Mikasa.

MIKASA TURN 2

- Attack without an Enhance Step.
- Block Explanation.
- Momentum Explanation.

EREN TURN 2

- Enhance Step Explanation.

MIKASA TURN 3

- Utilization of Momentum and on-play triggers + Enhance Step.

EREN TURN 3

- Same as above, ending with Eren winning.

POST-GAME 1 - RESET THE BOARD AND PLAY WITHOUT TRAINING WHEELS!

TURN SEQUENCE

1. STARTING PHASE:

- a. **Ready Step:** Ready your foundations and your characters by turning them upright.
 - b. **Review Step** [Optional]: You may discard one card before the draw phase.
 - c. **Draw Step:** Draw cards up to your character's hand size.
- 2. COMBAT PHASE:** Play your cards in the cardpool by passing checks. Resolve attacks with the Attack Sequence. Remember to add Progressive Difficulty.
- 3. END PHASE:** Clear your cardpool from Right to Left, build foundations down into your Stage, discard attacks that did no damage, and optionally move any attacks that did damage into your Momentum (otherwise these attacks can be discarded). Your foundations will only become ready at the beginning of your next turn.

ATTACK SEQUENCE

1. **PLAY:** Place the attack into your Card Pool and make a check to play it!
2. **THE ENHANCE STEP:** Starting with the Attacking Player, you and your Rival will alternate playing Enhance Abilities on their cards until both players pass their enhances in succession.
3. **THE BLOCK STEP:** The Defending Player can attempt to Block with a card that matches or is adjacent to the zone (High, Mid, or Low) of the Attack. The Defending Player has to make a check against the Total Block Difficulty:
 - a. Total Block Difficulty = Block Difficulty Modifier + Speed of the Attack + Progressive Difficulty
4. **THE DAMAGE STEP:**
 - a. If the attack is unblocked or the block failed – defending player takes full damage
 - b. If the attack is partially blocked – defending player takes half damage rounded up
 - c. If the attack is full blocked – defending player takes no damage

At the end of the turn, if an attack dealt damage, it can be added to your momentum face down underneath your character. This momentum can be used for powerful abilities later on in the game. Attacks that dealt no damage are discarded.

END PHASE SEQUENCE

1. Starting with the right-most card in your card pool, move cards from your card pool to the appropriate zone.
2. Foundation cards build into your stage.
3. Any attack that dealt damage may either be placed face down in your momentum, or go to your discard pile.
4. Any attack that did not deal damage goes to your discard pile.
5. After the active player clears their card pool, all cards in the defending player's card pool go to their discard pile.
6. After the End Phase, the defending player becomes the active player.



Scan the QR code to learn more!