

V E R S U S

**CARD BY CARD  
BOOKLET**

Have a question on a specific card?  
Look no further.

Cards are sorted by name,  
in alphabetical order.



**ALMA**

**A** Swap the location of 2 tiles, including the cards occupying them (if any).

- All tiles are eligible, occupied or not, even **Alma's** tile. If they are occupied, bring their occupant along.

**P** Destroy all recto cards which are not on the Blue tile.

- Watch out, you might destroy your own recto cards (even **Alma** herself).



**AURA**

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**A** If your opponent has no cards on the field, they must discard.

- All tiles are eligible, occupied or not. If they are occupied, bring their occupant along.

**P** If you summon an ally, it may be directly on your opponent's field.

- This counts as a regular summoning, recto or verso.



**BODKIN**

**A** Destroy all recto cards on your opponent's field.

Watch out, you might destroy your own recto cards (even **Bodkin** himself).

**P** Each time your opponent summons, they must discard.



**CREED**

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**A** If you are empty-handed, your opponent must discard.

**P** If this card moves, it may go directly onto any occupied tile of the field.

This only applies when you use 1 regular *Move Action*, with **Creed**. When he moves, unlike other cards, he is not restricted to adjacent tiles. He is allowed to move further away: onto any occupied tile of the field.

This does not grant you an additional *Move Action*.



## DANGER

**A** Teleport 1 recto card onto any unoccupied tile.

- You can also choose to teleport this card itself.

**P** Each time this card moves onto a Gray tile, your opponent must discard.

- If this Gray tile is located on your opponent's *Backline*, they will have to discard twice. Once for triggering this Passive, and once for doing a regular *Backline Move*.
- This does not apply for *Swaps* or *Teleports*.



## DJINN

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**A** Teleport 1 recto card onto any tile of your field.

- You can also choose to teleport this card itself.

**P** Destroy all recto cards which have their strength increased.

- Watch out, you might destroy your own recto cards (even **Djinn** itself).



## DOOM

**A** Teleport 1 adjacent recto card onto any tile of the field.

- You can also choose to teleport this card itself.

**P** Each time your opponent draws, they must discard.

- If your opponent's deck is empty, they can't draw.



## EDEN

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**A** Teleport 1 recto card onto an adjacent tile to this card.

- You can also choose to teleport this card itself.

**P** Destroy all recto cards on your opponent's field, except this card.

- Watch out, you might also destroy your own allies.



**FAUST**

**A** Non-empty-handed players must discard.

- If you are not empty-handed, you'll also have to discard.

**P** Each turn, you may use 1 additional Action of your choice.

- This is another regular Action, that you can with any of your cards.
  - This is valid for your full turn. Even if **Faust** is destroyed before you end it.
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**FREAK**

**A** Destroy all adjacent recto cards.

- Watch out, you might also destroy your own allies.

**P** If this card moves, it may go directly onto any unoccupied tile of the field.

- This only applies when you use 1 regular *Move Action*, with **Freak**. When he moves, unlike other cards, he is not restricted to adjacent tiles. He is allowed to move further away: onto any unoccupied tile of the field.
- This does not grant you an additional *Move Action*.



## GENESIS

**A** Destroy all recto cards which are not on Gray tiles.

- Watch out, you might destroy your own recto cards (even **Genesis** herself).

**P** You have unlimited Summon Actions.

- This is valid only during your turn, while **Genesis** is recto on the field.



## GHOST

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**A** Swap the control of this card for any recto enemy.

- Enemies which have absorbed other cards are immune to this. If **Ghost** has absorbed other cards, she may not use her Active.

**P** Destroy all recto cards on your opponent's field.

- Watch out, you might destroy your own recto cards (even **Ghost** herself).



## GHOUL

**A** Destroy all weaker recto cards.

- Watch out, you might also destroy your own allies.
- Weaker than whom? Than **Ghoul** itself.

**P** Only while on a Gray tile, increase by 3 the strength of this card.



## GUARDIAN

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**A** Destroy all recto cards on your field, except this card.

- Watch out, you might also destroy your own allies.

**P** Each time 1 of your cards moves, your opponent must discard.

- This also applies when **Guardian** moves. This does not apply for *Swaps* or *Teleports*.
- If 1 of your cards moves onto a tile located on your opponent's *Backline*, they will have to discard twice. Once for triggering this Passive, and once for doing a regular *Backline Move*.





**HELIOS**

**A** Destroy all recto cards which are not on White tiles.

- Watch out, you might destroy your own recto cards (even **Helios** himself).

**P** Each time this card moves onto a White tile, your opponent must discard.

- If this White tile is located on your opponent's *Backline*, they will have to discard twice. Once for triggering this Passive, and once for doing a regular *Backline Move*.
- This does not apply for *Swaps* or *Teleports*.



**ICARUS**

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**A** You discard once, while your opponent discards twice.

- Both players do this simultaneously.

**P** Your opponent may not use Activate Actions.



**IKARI**

**A** Destroy all recto cards on White tiles.

Watch out, you might destroy your own recto cards (even **Ikari** himself).

**P** Each time this card moves onto a Black tile, your opponent must discard.

If this Black tile is located on your opponent's *Backline*, they will have to discard twice. Once for triggering this Passive, and once for doing a regular *Backline Move*.

This does not apply for *Swaps* or *Teleports*.



**INNOCENCE**

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**A** Swap the location of 2 cards on the field.

This works on all recto (or verso) cards: allies, enemies, even **Innocence** herself.

This does not count as a *Backline Move*, even if your card is relocated onto your opponent's *Backline*.

**P** Destroy all adjacent recto cards.

Watch out, you might also destroy your own allies.



**JERICHO**

**A** You may use 1 additional Action of your choice.

- You need to use an *Activate Action* to benefitiate from this.
- This is another regular Action, that you can with any of your cards.
- If activated, this is valid for your full turn. Even if **Jericho** is destroyed before you end it.

**P** Each time a Flip Action is used, your opponent must discard.



**JINX**

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**A** Swap the control of 1 of your recto cards for any recto enemy.

- Enemies which have absorbed other cards are immune to this. If it has absorbed other cards, **Jinx** may not use its Active on itself.

**P** Destroy all recto cards on your field, except this card.

- Watch out, you might also destroy your own allies.



**LEECH**

**A** Destroy all stronger recto cards.

- Watch out, you might also destroy your own allies.
- Stronger than whom? Than **Leech** herself.

**P** Only while being attacked, increase by 3 the strength of this card.

- The card which attacks is the arriving one. The card that was already there is the one being attacked.



**LUX**

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**A** Teleport 1 recto card onto any White tile of the field.

- You can also choose to teleport this card itself.

**P** Destroy all recto cards which are not on White tiles.

- Watch out, you might destroy your own recto cards (even **Lux** herself).



## MACHINA

### **A** Copy the Active of any recto card.

- Use the targeted Active immediately, as if it was written on this card. You may choose another Active next time.
- All Actives on the field are eligible, even the ones which were added from absorbed cards.

### **P** Each time this card moves, your opponent must discard.

- If this card moves onto a tile located on your opponent's *Backline*, they will have to discard twice. Once for triggering this Passive, and once for doing a regular *Backline Move*.
- This does not apply for *Swaps* or *Teleports*.



## MAYHEM

### **A** Non-empty-handed players must discard twice.

- If you are not empty-handed, you'll also have to discard. This is simultaneous.

### **P** Increase by 1 the strength of this card, for each card on the field.

- Absorbed cards do not add to this count.
- This includes **Mayhem** herself.



## NEMESIS

**A** Destroy all recto cards which are not on Black tiles.

Watch out, you might destroy your own recto cards (even **Nemesis** herself).

**P** If this card moves, it may go directly onto any Black tile of the field.

This only applies when you use 1 regular *Move Action*, with **Nemesis**. When Nemesis moves, unlike other cards, she is not restricted to adjacent tiles.

**Nemesis** is allowed to move further away: onto any tile of your opponent's field.

This does not grant you an additional *Move Action*.



## NERO

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**A** Teleport 1 recto card onto any Black tile of the field.

You can also choose to teleport this card itself.

**P** Destroy all recto cards on White tiles.

Watch out, you might destroy your own recto cards (even **Nero** himself).



**NOVA**

**A** Teleport 1 recto White card onto any tile of the field.

You can also choose to teleport this card itself.

**P** Destroy all recto cards on Black tiles.

Watch out, you might destroy your own recto cards (even **Nova** herself).



**NOX**

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**A** Teleport 1 recto card onto any tile of your opponent's field.

You can also choose to teleport this card itself.

**P** Each time any card is teleported, your opponent must discard.



## OMEGA

**A** Destroy all recto cards on your field.

Watch out, you might destroy your own recto cards (even **Omega** himself).

**P** Each turn, you may use 1 additional Move Action.

This is another regular *Move Action*, that you can with any of your cards.

This is valid for your full turn. Even if **Omega** is destroyed before you end it.



## ORACLE

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**A** If your opponent is not empty-handed, they must discard.

**P** Each turn, you may use 1 additional Activate Action.

This is another regular *Activate Action*, that you can with any of your cards.

This is valid for your full turn. Even if **Oracle** is destroyed before you end it.





**PANDORA**

**A** Teleport 1 recto Black card onto any tile of the field.

- You can also choose to teleport this card itself.

**P** Destroy all recto cards which are not on Black tiles.

- Watch out, you might destroy your own recto cards (even **Pandora** herself).



**PARIA**

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**A** You may use 1 additional Move Action.

- You need to use an Activate Action to benefit from this.
- This is another regular Action, that you can with any of your cards.
- If activated, this is valid for your full turn. Even if **Paria** is destroyed before you end it.

**P** Destroy all recto cards on your field.

- Watch out, you might destroy your own recto cards (even **Paria** himself).



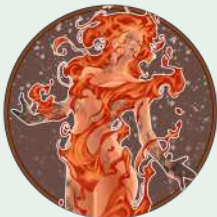
**PHANTOM**

**A** Teleport 1 recto card onto any occupied tile.

You can also choose to teleport this card itself.

**P** Destroy all recto enemies on Gray tiles.

If a verso enemy is attacked while being on a Gray tile, it will be destroyed by this Passive before the Strength calculation.



**PHOENIX**

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**A** Destroy all recto cards which are not on the Blue tile.

Watch out, you might destroy your own recto cards (even **Phoenix** herself).

**P** If this card moves, it may go directly onto any tile of your opponent's field.

This only applies when you use 1 regular *Move Action*, with **Phoenix**. When she moves, unlike other cards, she is not restricted to adjacent tiles. She is allowed to move further away: onto any tile of your opponent's field.

This does not grant you an additional *Move Action*.



## PYRO

**A** Teleport 1 recto card onto any Gray tile of the field.

You can also choose to teleport this card itself.

**P** If this card moves, it may go directly onto any Gray tile of the field.

This only applies when you use 1 regular *Move Action*, with **Pyro**. When he moves, unlike other cards, he is not restricted to adjacent tiles. He is allowed to move further away: onto any tile of your opponent's field.

This does not grant you an additional *Move Action*.



## RIDDLE

**A** Teleport 1 recto card onto any tile of the field.

You can also choose to teleport this card itself.

**P** Each time 1 of your opponent's cards attacks, they must discard.

The card which attacks is the arriving one. The card that was already there is the one being attacked.

This also applies when an enemy attacks another enemy.



**SOLUNA**

**A** Teleport 1 ally onto any tile of the field.

- You can also choose to teleport this card itself.

**P** Destroy all recto cards adjacent to a verso card.

- Watch out, you might destroy your own recto cards (even **Soluna** herself).



**ULTIMA**

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**A** Swap the location of 2 tiles, excluding the cards occupying them (if any).

- All tiles are eligible, occupied or not. If they are occupied, leave their occupant at the same location.

**P** Destroy all recto cards which are not on Gray tiles.

- Watch out, you might destroy your own recto cards (even **Ultima** herself).



## VANGUARD

**A** Destroy all recto cards on Black tiles.

Watch out, you might destroy your own recto cards (even **Vanguard** herself).

**P** If this card moves, it may go directly onto any White tile of the field.

This only applies when you use 1 regular *Move Action*, with **Vanguard**. When she moves, unlike other cards, she is not restricted to adjacent tiles. She is allowed to move further away: onto any tile of your opponent's field.

This does not grant you an additional *Move Action*.



## VENOM

**A** Destroy all recto cards adjacent to a verso card.

Watch out, you might destroy your own recto cards (even **Venom** herself).

**P** Your opponent may neither use Flip Actions, nor Activate Actions.

This applies only while **Venom** is recto on the field.