

TEEN TITANS™

COLLECTIBLE CARD GAME

GAME MANUAL





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INTRODUCTION

The Teen Titans—**Robin**, **Cyborg**, **Starfire**, **Beast Boy**, and **Raven**—have dedicated their lives to fighting evil in all its forms. But their enemies are many, and all chaos has broken loose. In the Teen Titans Collectible Card Game, a mysterious force has taken over the cosmos, upsetting the world's natural balance. In the confusion, villains sometimes fight villains, and Titans fight Titans! Each player must take control of a team of fighters in order to return peace and balance to the shattered universe. Players race to take control of the Fields of battle, defeat their opponents and earn Victory Points (VP). The first player to amass 15 VP or capture all 3 of their opponent's Fields wins the game.

BEGINNING PLAY WITH STARTER DECKS

To begin play, make sure each player has:

- ♦ A deck of 33 cards (30 cards plus 3 Field Cards)
- ♦ A Battle Zone
- ♦ A Game Manual



CARD TYPES

There are four card types used in the Teen Titans Collectible Card Game.

CHARACTER CARDS

These cards are made up of the Teen Titans, their allies, and their enemies. You and your opponent will use these cards to battle one another. The characters battle to defeat their opponent, gain VP, and capture Field Cards.



A-GRADE: Used to identify whether a character can battle for a particular Field Card. Also represents the VP that the character is worth once defeated.

B-TEAM: Used to identify the character's team.

C-CHARACTER NAME

D-POWER: The amount of Power that this character can Attack or Defend with.

CARD TYPES

E-RARITY & CARD NUMBER

F-ATTRIBUTES: The character's super powers that they possess.

Intelligence	Agility
Gadgets	Water
Flight	Strength
Energy	Magic
Fire	

G-SPECIAL ABILITY: The character's special ability that they can use during the game.

H-FLAVOR TEXT

IMPORTANT:

In gameplay terms, "battling with" means the card YOU control, and "battling against" means the card you are opposing.



CARD TYPES

SKILLZ CARDS

These cards are played in battle to gain a tactical advantage over an opponent, and the Power they add during battle can be increased by paying an Action Cost. Skillz Cards can only be played on character's with the matching Attribute indicated by "Requirement" tag on the Skillz card. The characters with the matching Attribute can use these cards and pay Action Costs to add Power using the Power Meter.



A-SKILL NAME

B-POWER METER: A chart indicating how much additional Power can be added to your Character Card, and the Action Cost that must be paid for each Power increase.

C-REQUIREMENT: Indicates the Attribute required by the character (or characters) in order to use this Skillz Card.

D-RARITY & CARD NUMBER

E-SPECIAL EFFECT: The additional bonus that can be obtained if the condition is met.

F-FLAVOR TEXT

CARD TYPES

STORYLINE CARDS

Storyline Cards are played in battle to gain a tactical advantage over an opponent.



A-CARD NAME

B-ACTION COST: The amount of cards that must be moved from a player's Action Area to their Discard Pile to bring this card into play and activate its effects.

C-CARD EFFECT: The effect this card has when it is played.

D-PHASE: The Phase of a turn in which the Storyline Card may be played.

E-RARITY & CARD NUMBER

F-FLAVOR TEXT

FIELD CARDS

Field Cards represent the places where the characters battle.



A-LIMIT: The Grade of either player's character (or the sum of the Grades of multiple characters controlled by one player in a battle) must be equal to or lower than this Limit. Also, the amount of Field Damage it takes to gain control of this Field Card, and the VP the Field Card is worth in the VP area.

B-FIELD NAME

C-FIELD EFFECT: The effect that this card has on the Characters involved in a battle over this Field Card, or its effect on the results of that battle.

D-RARITY & CARD NUMBER

BATTLE ZONE

Each player involved in a Game places their own Battle Zone so that it connects to their opponent's Battle Zone, forming a single play area.

A-FIELD AREA: Each player chooses 3 Field Cards and plays them face down to this area before the Skirmish begins.

B-DECK AREA: A player's shuffled Deck is placed face down here. Cards drawn into a player's hand are taken from the Deck.

C-TRASH: Discards are placed face up in this area.

D-STAGING AREA: Character Cards may be played to this area during the Staging Phase. Character Cards may be moved to or from this area during the Move Phase. Storyline Cards may be played here during the Move Phase. Storyline and Skillz Cards may be played here during the Battle Phase.

E-ACTION AREA: Any type of card may be played face down to this area during the Action Phase to be used to pay future Action Costs.

IMPORTANT:

For gameplay purposes, cards are considered to be "in play" if it is either in the Staging area or on a Field Card. A card is considered "active" if it is face up.



F-VICTORY POINT AREA (VP AREA): An area, OFF THE BATTLE ZONE, to the left of the Action Area. Defeated Character Cards that have been won, and opponent's Field Cards that have reached their limit in Field Damage, are placed in this area.

WINNING THE GAME

There are 2 ways to win the game

1 The first player to earn 15 VP wins the game. There are two ways to gain VP:

Defeating an opponent's character in battle.

The Character Card's Grade identifies the amount of VP it is worth when in the VP area.

Capturing of a Field Card by inflicting Field Damage equal to the Limit of that Field Card. The Field Card's Limit identifies the amount of VP it is worth when in the VP area.

2 The first player to capture all 3 of his opponent's Field Cards.

BEGINNING PLAY

Before beginning play, flip a coin or play rock-paper-scissors to determine who will go first. The player who goes first begins the game on Offense.

The Starter Deck has all the cards you'll need to play a two-player game. To begin, each player chooses either the Teen Titans deck or the Slade's Army deck. Each player should set aside the 3 Field Cards from the rest of their deck. The Deck should now contain 30 cards, not including the Field Cards.

Decks should then be shuffled. Each player must allow their opponent to cut their own deck after it has been shuffled. The Decks are then placed face down in the Deck area of each player's Battle Zone.

Finally, each player places his 3 Field Cards face down in the Field area slots on his side of the Battle Zone. Each player is allowed to peek at ONLY their own face down Field Cards once the game begins.

RULES OF THE GAME

Teen Titans Collectible Card Game has 5 Phases of gameplay:

1. DRAW PHASE

On the first turn, both players draw 5 cards. In every subsequent turn, both players draw cards into their hand until it consists of 5 cards.

2. ACTION PHASE

Each player (Offense first) can play as many cards as they'd like, of any type, from their hand to the Action Area of the Battle Zone. The cards must be played to this area face down, and will be used by players to pay Action Costs during the battles. Cards in the Action Area may only be used to pay Action Costs.



RULES OF THE GAME (CONT.)

3. STAGING PHASE

Each player (Offense first) can choose to prepare a character for battle by placing their Character Card face down in the Staging Area of the Battle Zone. Each player is limited to playing 1 Character Card to this area per turn. Each player may also choose not to play any Character Cards at all.

A maximum of 6 Character Cards are allowed to be in each player's Staging Area at the end of the Move Phase.



IMPORTANT:

A player may only have 1 of the same "non-Infinite" character "in play" at any time. If it is revealed (Character Card turned face up) that a player has 2 of the same character "in play" the player must put the previous copy in the Trash.

RULES OF THE GAME (CONT.)

4. MOVE PHASE

Each player (Offense first) may choose to move any number of their characters during this Phase, but each character may only move once per turn. Character Cards remain in their current orientation (face up or face down) during this phase.

Players may move their Character Cards from the Staging area to a Field Card or vice-versa. The Offensive player is only allowed to move their Character Cards to their opponent's Field Cards, and vice-versa. Additionally, players CANNOT move a character from one Field Card to another during the Move Phase.

IMPORTANT:

Multiple Character Cards can only be moved to the same Field Card if they are on the same Team or are all no Team (see **Battle Phase, Team Check**).

Characters that are moved to a Field Card are preparing to do battle over that card. Characters that are moved to the Staging Area are pulling back from an upcoming battle, or are being prepared to move to a new Field Card on a subsequent turn.

Character Cards CAN be moved onto a Field Card that is already occupied by another of the same player's characters, provided that the sum of the characters' Grades does not exceed the Field Card's Limit and the Characters are on the same Team (see **Battle Phase, Grade Check, Team Check**).

Character Cards don't have to be moved at all during this phase. For instance, a player may choose to leave a character that has won a previous battle on a particular Field Card there in order to achieve yet another battle victory.

RULES OF THE GAME (CONT.)

IMPORTANT:

Each player may have no more than 6 Character Cards in their Staging Area at the end of the Move Phase. If they have more than 6 Character Cards, they must put one or more in the Trash until they have only 6 Character Cards.

During the Move Phase the Offensive player may choose to play Storyline Cards at this point, providing that the Storyline Cards indicate they may be played during the Move Phase. After Storyline Cards are played, the player must pay the Action Costs immediately (see **Paying Action Costs**).

The Defensive player may now choose to play their Storyline Cards in the same manner. If the effects of the cards contradict each other, the first card played (by the Offense) takes precedence.



5. BATTLE PHASE

Each player simultaneously turns over all face down cards, both Character Cards and Field Cards, that will be involved in the Battle Phase. Face down Field Cards not involved in a battle, Character Cards in the Staging Area, and cards in the Action Area remain face down.

If more than one Field Card will be involved in a battle this turn, the Offensive player chooses the order of the battles. Each battle is contested in a series of Steps.

A. TEAM CHECK

If a player has multiple Character Cards on a Field, the player compares the Team of the Character Cards involved in the battle.

If the Offensive player's characters are not on the same Team (OK if they are all no team), the battle does not take place but the Character Cards must remain on the Field.

If the Defensive player's characters are not on the same Team (OK if they are all no team), the characters are immediately sent back to the Staging Area and the battle continues without the Defenders.

RULES OF THE GAME (CONT.)

B. GRADE CHECK

Each player compares the Grade of the Character Cards involved in the battle (or the sum of their Grades, if they have multiple Character Cards contesting a battle) to the Limit printed on the Field Card. If the Grade of the Offensive player's character(s) exceeds the Limit printed on the Field Card, the battle does not take place but the Character Cards must remain on the Field.

If the Defensive player's character(s) exceeds the Field Card Limit, **the character(s) is immediately sent to the Trash** and the battle continues without Defenders.



EXAMPLE

RULES OF THE GAME (CONT.)

C. CHECK FOR CARD EFFECTS

Both Character Cards and Field Cards have card effects which may alter the outcome of a battle. Both players should check the card effects of their own cards, and communicate any relevant card effects to their opponent. Note that card effects vary widely, and some may only be able to be applied after a specified battle outcome.

Regarding Character Cards, only the relevant card effect may be applied. The "OFFENSE" effect for the Offensive player, and the "DEFENSE" effect for the Defensive player. A Character Card with an "OFFENSE" effect CAN be played when Defending (or vice-versa), but the effect would not be used.



EXAMPLE

D. COMPARE POWER

Both players compare the Power of their Character Card(s) against the Power of their Opponent's Character Card(s). Remember to apply any card effects from the previous Step that alter the power of the cards. The Character Card with the highest Power at the end of the battle will be the winner of that battle.

If a player is using more than one character in a battle, the sum of the Character Cards' Power equals the total Power.

RULES OF THE GAME (CONT.)

E. PLAY STORYLINE CARDS

Either player may choose to play Storyline Cards at this point to try to alter the outcome of the battle. Each player (Offense first) plays as many Storyline Cards as they wish and immediately pay the Action Cost of the card.

IMPORTANT:

If a player cannot pay the Action Cost, they cannot bring those cards into play. A player that brings cards into play that they cannot pay for must immediately put them in the Trash.

F. PLAY SKILLZ CARDS

Either player may choose to play Skillz Cards at this point to try to alter the outcome of the battle in their own favor. Each player (Offense first) places as many Skillz Cards as they wish **FACE DOWN** in the Staging Area, directly below the battle that is taking place. Once both players have finished placing these cards on the Staging Area, they are simultaneously turned face up. Both players (Offense first) must then pay the Action Costs for the card(s) placed.

IMPORTANT:

If a player cannot pay the Action Cost, they cannot bring those cards into play. A player that brings cards into play that they cannot pay for must immediately put them in the Trash.

In addition, Skillz Cards specifically designate the Requirement to use them. If a player plays a card that does not apply to the character or characters in battle, the card must be immediately put in the Trash.

RULES OF THE GAME (CONT.)

Each player (Offense first) can choose to pay Action Costs for Skillz Cards to further increase their Power. Refer to the Power Meter of the Skillz Card for the Action Cost that must be paid for each level of increased Power.

A player using multiple characters who loses a battle loses **ALL** the characters involved in that battle.

PAYING ACTION COSTS

One unit of Action Cost equals one card in the Action Area of the Battle Zone. Therefore, to pay an Action Cost, simply move the required number of cards from the Action Area to the Trash. If a player doesn't have the required number of cards to pay the Action Cost, the card that was to be played is put in the Trash and its effects do not occur.

G. DETERMINE BATTLE OUTCOME

Once the above Steps are completed, players compare the final Power of the Character Cards involved in the battle. The player with the highest Power wins the battle.

EXAMPLE



RULES OF THE GAME (CONT.)

If the battle is a Tie, nothing happens.

All Character Cards involved in that battle remain where they are, Storyline and Skillz Cards are discarded, and Step **H** is skipped.

H. APPLY BATTLE OUTCOME

The winner of the battle receives VP equal to the Grade of the characters he has defeated. The winner takes his opponent's defeated Character Cards and places them in the VP area to the left of his Action Area (the cards are returned to their owner at the end of each game). This is an easy way to keep track of how many VP each player has amassed. Remember, the first player to reach 15 VP or capture all 3 Field Cards wins the game!

If the Defensive Player lost the battle, he also takes a face down card from the top of his Deck and puts it underneath the Field Card where the battle has just taken place. This is known as Field Damage.



RULES OF THE GAME (CONT.)

When Field Damage equals the Limit of a particular Field Card, the face down Field Damage cards are put in the Trash. The Field Card is placed in the opponent's VP area, where its Limit counts towards the 15 VP needed to win the game.

If the player on Offense's character is uncontested in a battle over a Field Card, the Defensive player simply places a Field Damage card under the Field Card. No VP are gained by either player, unless the Field Damage equals the Limit of the particular Field Card.

If a Field Card has only a Defending character(s) and no character(s) on Offense, no battle takes place there.

Finally, any Storyline or Skillz Cards that have been used in this battle are put in the Trash.

Once a full turn has been completed, the next turn begins with the Draw Phase, with the player on formerly on Offense going on Defense, and vice-versa. Gameplay continues in this fashion until one player reaches 15 VP or captures all 3 Field Cards is declared the winner of the game.

DECKING

The term "decking" refers to a player's Deck being completely used up before a game has been completed. In Teen Titans Collectible Card Game, the player who has been decked is allowed to reshuffle his Trash to form a new Deck.

DECK CONSTRUCTION

The Teen Titans Collectible Card Game is fully customizable, using cards available in both the Starter Sets and upcoming Booster Packs. When building a Deck, keep the following factors in mind.

- ♦ A Deck must consist of exactly 30 cards and 3 Field Cards before play begins.
- ♦ The 3 Field Cards must equal exactly 10 Victory Points.
- ♦ Only 3 duplicate copies of a card (cards with the same card number) may be included in a Deck. However, there is no limit to the number of "Infinite" cards that may be included in a Deck.
- ♦ Once the Deck has been constructed, it cannot be altered in any way during a Game.



CARD LIST

STARTER SET : Character

CH-001	R	Robin
CH-002	U	Aqualad
CH-003	C	Beast Boy
CH-004	U	Blackfire
CH-005	C	Cyborg
CH-006	C	Raven
CH-007	C	Robin
CH-008	C	Starfire
CH-009	R	Slade
CH-010	C	Cinderblock
CH-011	C	Lightning
CH-012	U	Overload
CH-013	U	Plasmus
CH-014	C	Slade
CH-015	C	Slade's Commando
CH-016	C	Thunder

STARTER SET : Skillz

SK-001	C	Morph Dodge
SK-002	C	Rage
SK-003	C	Energy Cannon
SK-004	C	Flight of Darkness
SK-005	C	Power of Flight
SK-006	C	Kick
SK-007	C	Punch
SK-008	U	Scheming
SK-009	C	Energy Boom
SK-010	C	Energy Storm
SK-011	C	Pure Energy

STARTER SET : Storyline

SL-001	U	Fix-It
SL-002	U	Will you shut up!
SL-003	U	Tied Up

STARTER SET : Field

FD-001	C	City Streets
FD-002	C	Pizza Shop
FD-003	C	Titans Tower
FD-004	C	Chemical Factory
FD-005	C	Cook's Electronics Store
FD-006	C	Slade's Headquarters

BOOSTER SET : Character

CH-017	U	Alien Probe
CH-018	U	Amazing Mumbo
CH-019	C	Aqualad
CH-020	R	Aqualad
CH-021	U	Beast Boy
CH-022	R	Beast Boy
CH-023	C	Black Ravens
CH-024	U	Cinderblock
CH-025	U	Cyborg
CH-026	R	Cyborg
CH-027	C	Dr. Light
CH-028	R	Fire Monster
CH-029	C	Gizmo
CH-030	U	Gizmo
CH-031	R	Gizmo
CH-032	C	Janos
CH-033	C	Jinx
CH-034	U	Jinx
CH-035	R	Jinx
CH-036	C	Kai
CH-037	C	Kron
CH-038	C	Mad Mod
CH-039	U	Mad Mod
CH-040	C	Mammoth
CH-041	U	Mammoth
CH-042	R	Mammoth
CH-043	C	Old Man (Slade)
CH-044	R	Overload

CH-045	R	Plasmus
CH-046	C	Puppet King
CH-047	U	Puppet King
CH-048	U	Raven
CH-049	R	Dark Raven
CH-050	R	Red X
CH-051	U	Robin
CH-052	U	Slade
CH-053	U	Starfire
CH-054	R	Starfire
CH-055	C	Terra
CH-056	U	Terra
CH-057	R	Terra
CH-058	C	Tramm
CH-059	C	Trident
CH-060	R	Trigon

BOOSTER SET : Skillz

SK-012	U	Bad Luck
SK-013	U	Charge!
SK-014	C	Concentrated Energy
SK-015	U	Crush
SK-016	U	Defensive Leap
SK-017	U	Double Team Special
SK-018	C	Energy Power
SK-019	C	Energy Rays
SK-020	C	Energy Weapon
SK-021	U	Enormous Strength
SK-022	R	Extreme Rage
SK-023	C	Flying Assault
SK-024	U	Group Attack
SK-025	U	I've got a plan!
SK-026	U	Power Punch
SK-027	U	Quick Reflexes
SK-028	R	Sneak Attack
SK-029	U	Vanishing Act
SK-030	C	Water Attack

BOOSTER SET : Storyline

SL-004	U	Dogpile
SL-005	U	Finishing Blow
SL-006	U	Change of Heart
SL-007	R	Just Bring It
SL-008	R	Leave Me Alone
SL-009	U	Masks
SL-010	R	Robbery
SL-011	U	Run Away!
SL-012	R	Scared!
SL-013	R	Standoff!
SL-014	U	Super Deform
SL-015	U	Take on the Team

BOOSTER SET : Field

FD-007	U	Forest
FD-008	U	HIVE Academy
FD-009	R	Junkyard
FD-010	U	Mad Mod's World
FD-011	R	Other Dimension
FD-012	R	Prison
FD-013	U	Puppet King's Theatre
FD-014	R	Top of the Building
FD-015	U	Underwater

C = Common

U = Uncommon

R = Rare

CREDIT

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