

CORE CONNECTION

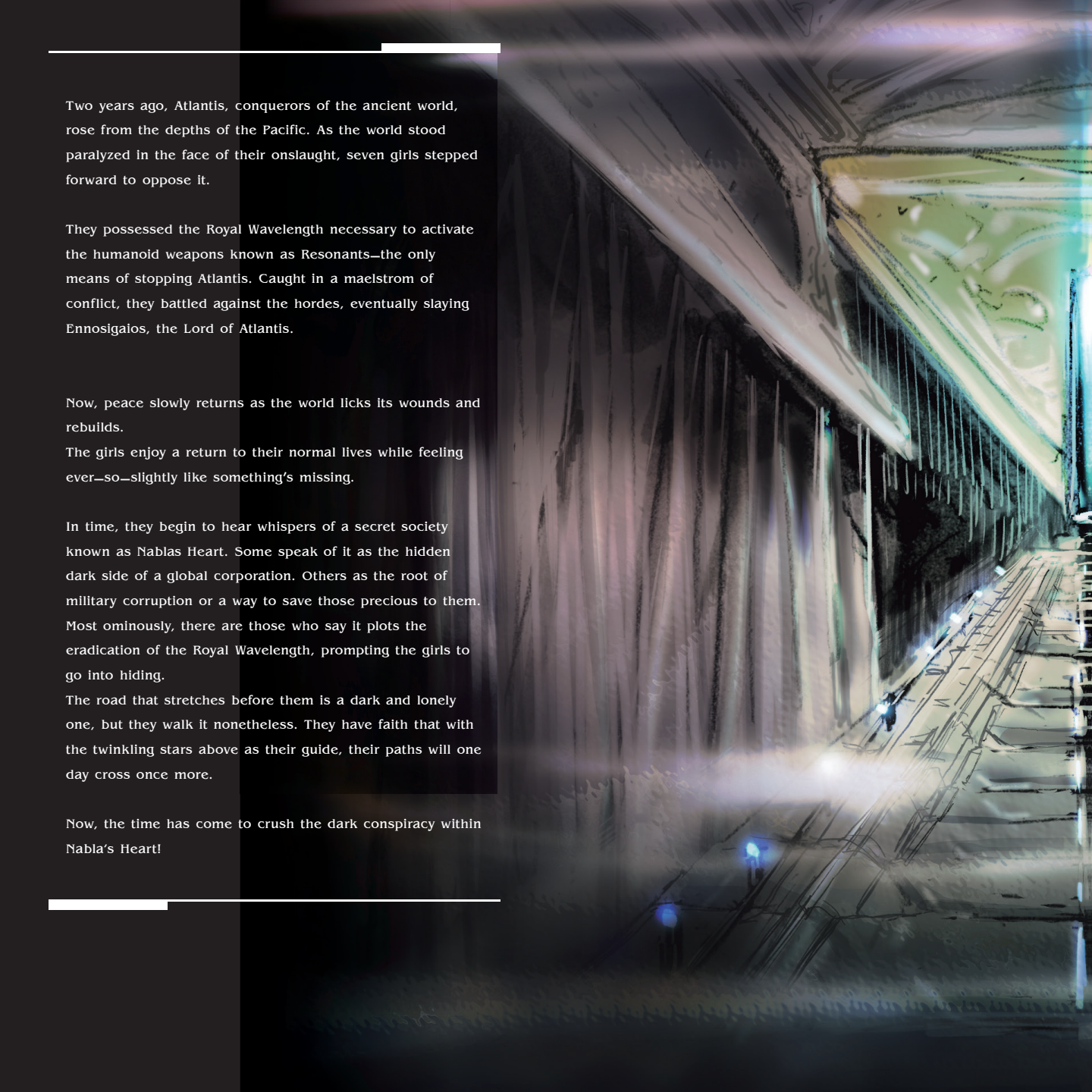
Two years ago, Atlantis, conquerors of the ancient world, rose from the depths of the Pacific. As the world stood paralyzed in the face of their onslaught, seven girls stepped forward to oppose it.

They possessed the Royal Wavelength necessary to activate the humanoid weapons known as Resonants—the only means of stopping Atlantis. Caught in a maelstrom of conflict, they battled against the hordes, eventually slaying Ennosigaios, the Lord of Atlantis.

Now, peace slowly returns as the world licks its wounds and rebuilds.
The girls enjoy a return to their normal lives while feeling ever—so—slightly like something's missing.

In time, they begin to hear whispers of a secret society known as Nablas Heart. Some speak of it as the hidden dark side of a global corporation. Others as the root of military corruption or a way to save those precious to them. Most ominously, there are those who say it plots the eradication of the Royal Wavelength, prompting the girls to go into hiding.
The road that stretches before them is a dark and lonely one, but they walk it nonetheless. They have faith that with the twinkling stars above as their guide, their paths will one day cross once more.

Now, the time has come to crush the dark conspiracy within Nabla's Heart!





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Credits

The Characters and Resonants



One shot, one kill!

Obliterate monsters with overwhelming melee attacks!



Offensive and Defensive All-Rounder

Wipe out the monsters with well-balanced specs!

Akari Hino

A 19-year-old Japanese university student. It's been two years since Akari rescued her sister Izuru from the clutches of Atlantis. Izuru has yet to wake up, however, leaving Akari in a haze. When Amelia informs her of the secret society known as Nabla's Heart and its research into nullifying the Royal Wavelength, Akari sees a potential lifeline for Izuru, and begins investigating them on her own.

Kannagara Mk-2

Kannagara's signature pile bunkers have been miniaturized, and its outer plating has been refined for a significant reduction in weight. Anything that gets hit with both pile bunkers at point-blank range isn't getting back up.

Amelia Hawk

This 20-year-old American ace pilot went above and beyond the call of duty in the battle against Atlantis, earning her a remarkable promotion to Captain. As her talents as a commander bloom, she's approached by a member of Nabla's Heart, a secret society whose members lurk within the military's highest echelons. She outwardly pretends to turn the other cheek, while preparing to confront the darkness for the sake of her country.

UNIVERSE

Equipped with four large boosters and the Providence high-performance core engine and with Amelia's reflexes, it's more than capable of surpassing FRONTIER's already stellar max combat speeds.



Long-Range Supporter

Use Tactics cards to snipe your way out of trouble!

Romana Ilis

Hailing from Europe, this 20-year-old scientist travels the world in search of the Seventh Resonant, which she learned of during her research into Atlantis. She finally tracked down its location, but nothing remained when she arrived. With few clues remaining, she now seeks the secret society known as Nabla's Heart. With her love of the outdoors now in full bloom, she's swapped out her trademark glasses for a pair of goggles.

Er-28+ Pndagruel

The addition of Atlantean fluid floatation crystals to Er-28 Phalanx's motion systems has opened the door to near-perpetual movement and gravity field deployment. Its tactical possibilities are limited only by the weapons available.



High-Endurance, High-Capacity

Take the time to power yourself up while sabotaging the other players!

Gao Fuan

This 19-year-old is the former CEO of the GAO Group, a massive Asian hyper-conglomerate. Two years ago, she fought off a hostile takeover by the Atled Company, but resigned after realizing the hidden threat that awaited. She lives a carefree and nomadic lifestyle as she continues investigating Nabla's Heart. She contacted Amelia to let her know that she'd discovered their foe's true nature, but all communications from her have since gone silent.

Kirin

Ko-Ryu's outer armor has been purged, revealing the four limbs within. The armor has since been reconstructed as Goun, {J: how do you want to handle the romanization here?} a legendary bow spoken of in myth. It now soars across the battlefield with stunning mobility and extensive firepower.



Uses Attachments to their full potential

Whatever the situation, you've got the right Attachment to see it through!

Cleo and Patra Elharm

Self-styled teenage treasure hunters from Africa. Formerly self-styled master thieves, but their battle with Atlantis prompted a change of heart ... along with a change of title. (They're still basically thieves, though.) As they search for their next target, the ancient Emerald Tablet, they come into contact with the secret society known as Nabla's Heart.

Shamaiet

An evolved version of Twosret, enhanced through the use of various ancient artifacts. A double-seater, it operates solely using ancient Resonant technology and employs no man-made weapons or armor.



Explosive hidden potential to turn games around

Powerful catch-up skills snatch victory from the jaws of defeat!

Rasha Dragnov

A 19-year-old former member of the secret society known as Nabla's Heart, she vanished after the final battle against Atlantis but has returned to thwart the ambitions of her father, the leader of Nabla's Heart. The combative personality that organization instilled in her is no more, something Rasha knows is no great loss.

Lugievert

Sventovit responded to Rasha's change of heart, regaining its original form and performance. The laser turrets on its waist can be operated remotely, allowing Lugievert to obliterate foes at any range.

Goal of the Game

Overcome countless trials and put an end to Nabla's shadowy conspiracy!



In Core Connection – The Nabla Conspiracy, you play a Mecha pilot competing against the other players in a battle against **Nabla's Heart, an evil secret society.**

Players fight as Pilots on the frontlines, utilizing Attachments and Tactics to power up their Mecha for battles against the Monsters that serve Nabla's nefarious ends. You'll need plenty of intel to discover the dark secret of Nabla's Heart! Defeat Monsters to gather their Energy: The stronger the Monsters, the closer you are to cornering Nabla and putting them away for good.

The first player to accumulate 20 Energy is the winner.

Card Types

Core Connection – The Nabla Conspiracy has 7 types of cards:

❶ Mecha

Robots concealing unheard-of power. The players pilot these machines in battle against Nabla's Heart, doing everything they can to earn Energy faster than the other players can.

Mecha have 3 Battle Values: **Melee, Ranged, and Durability.** Melee represents a Mecha's close-range fighting prowess, Ranged represents its ability to fight at a distance, and Durability corresponds to how much damage it can sustain. All 3 values will be essential in your battle against Nabla and other Mecha.

Each Mecha has a unique fighting style based on these 3 values and its unique abilities. At a certain moment during the game, you can switch from a default Prototype Mecha to a unique Resonant. It's up to you to pick the Mecha that matches the way you fight.



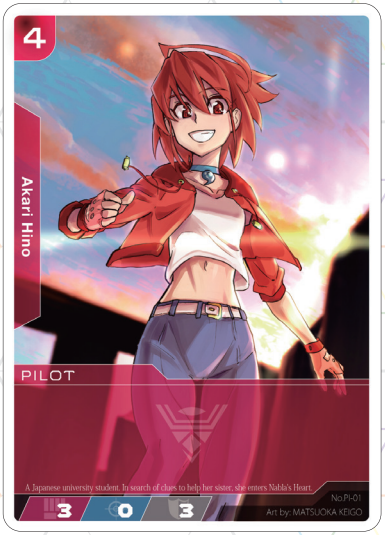
Melee Ranged Durability

❷ Pilot

The person who pilots your Mecha.

Pilots can't be played on their own: Instead, you must **connect** them – that is to say, place them on top of your Mecha to power it up. Like Mecha, each Pilot has their own special abilities along with Melee, Ranged, and Durability values. These don't represent the Pilot's own fighting abilities, but rather are **modifiers** applied to any Mecha they pilot.

For example, if a Pilot with Battle Values of 2/2/2 pilots a Mecha with Battle Values of 3/4/5, the Pilot modifies the Mecha's Battle Values to 5/6/7.



❸ Attachments

Equipment that you connect to your Mecha to power it up. Some provide battle modifiers to the Mecha like a Pilot does, while others have special support effects. A set number is distributed to each player at the start of the game, but it's possible to acquire new ones.

That said, you can't connect Attachments for free. Each has its own **cost** you have to meet first. Additionally, a Metcha can only connect a total of 6 Attachments at a time. If you want to connect a seventh, you'll need to Trash one of your existing Attachments first (see page 17).

Cost



❹ Tactics

Strategies you may employ in your battle against Nabla's Heart. Unlike Pilots and Attachments, Tactics don't connect to Mecha. Instead, they have one-time support effects. Like Attachments, they also have costs you have to meet in order to play them.



5 Stories

These are events that may occur during the battle against Nabla's Heart which can affect all players. Stories occur randomly during the game, disrupting the battlefield with a variety of effects. They might change the course of the game entirely, or even provide a desperate player the chance they need to turn it all around.
When Stories are revealed, they're placed next to HQ. If a Story card is revealed when restocking HQ, draw another card from the HQ deck and continue restocking. When a player reveals a Story card, it remains in play until the start of their next turn, at which point they Trash it.

Until then, the effects printed on the card remain in effect. Stories add a strong element of randomness to the game. You never know what might happen next... which is what makes it fun!



6 Resonance

Resonances are a new type of card introduced in The Nabla Conspiracy which represent potent finishing moves that can only be used when a Pilot and her Mecha unleash their full power. There are 6 different Resonances. Each has specific conditions you must meet in order to acquire it, offering support for a range of different strategies. You can only obtain and play 1 Resonance per game, so you'll need to choose wisely. Like Tactics, they provide a one-time effect. Resonances are also Trashed upon use, demanding careful consideration prior to activation.

Like Attachments and Tactics, Resonances are added to your deck when you obtain them, but they have no costs to play. Each player can only obtain 1 Resonance per game (including Discard Phases and other effects). After playing a Resonance, place it in the Junkyard.



❼ Monsters

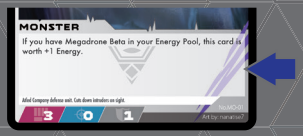
Armed with Battle Values and special abilities, these fearsome foes stand against the players, who must connect Attachments and Pilots to their Mecha and deploy Tactics cards in order to defeat them. When a player defeats a Monster, they acquire its Energy.

There are many different kinds of Monsters, including powerful ones that may require some ingenuity to defeat and some that even provide help to the players. Monsters are separated into 3 Levels based on their strength and Energy values, and as the game progresses, players will face increasingly stronger Monsters.

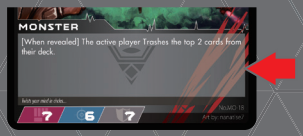
Monster Levels

The number of icons tells you the monster's Level.

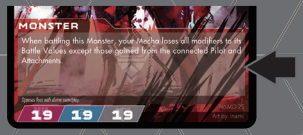
Level 1



Level 2



Level 3



Energy



Note: See "▪ Battle and Mecha States: ❸ Leveling Up the MD" for more details.

Symbols

Resource Symbol

Represents Resources.
More symbols means more Resources.

Draw Symbol

Indicates that the player should draw a card from their deck.

△ Unite ▼ Divide

Some cards have 2 different effect, Unite and Divide, that you can choose from when you play them. Unite effects concern drawing and purchasing cards, while Divide effects are related to battle and obstructing the other players.

Before the Game

Ready to start playing? Let's get set up!

❶ Mecha, Pilots, and Resonances

Start by giving a Prototype Mecha and a Hidden Figure Pilot to each player. Set the True Pilots and Resonants to the side in separate piles. These cards represent the Pilots and Mecha your Prototypes and Hidden Figures will eventually become. Finally, place the 6 Resonances face up in a row nearby.

❷ Starter Decks

Core Connection – The Nabla Conspiracy is a "deck building" card game. Each player works to power up their deck by adding beneficial cards to it while removing unwanted ones. Each player starts with the following 10-card starter deck:

Starter Decks

- Hi-Frequency Blade (2x)
- MGT Rail Cannon (2x)
- Ballistic Shield (2x)
- Operator (2x)
- Emergency Maintenance (2x)



Once your starter decks are in order, each player shuffles their deck and draws a starting hand of 5 cards.

Player 3

Player 4

Player 2

Monster Area

The Monster Deck (or "MD") you will battle against goes here, arranged by level (see page 15).









HQ Area

Pilots

Resonants

Resonances



Place the piles of True Pilots, Resonants, and Resonances here.



Create the HQ Deck, HQ, and a Junkyard pile for Trashed cards here.

Player 1

Energy Pool



Discard Pile



Starter Deck

Your deck and hand.





Your Pilot and Mecha go here.
Use Attachments and Tactics to do battle against the enemy!

❸ HQ and the HQ Deck

Start by shuffling the following cards into a single deck:

Attachments (4 each, except were marked below)

Spare Chargers	Totsuka No Tsurugi (1x)	Reflector Wall	TAIIN-GENBU (1x)
Multi-Purpose Container	Support Unit Auxilia (1x)	Radar Goggles	Gunrogi (1x)
Drain Gloves	Hetepet's Staff (1x)	Vril Resonator	
ATA Combat Stabilizer	Nuvlil Engine	COMET STAR (1x)	

Tactics (3 each)

Sniper Shot	Scrambled Command	Na.Vi.Co. Support	Rummage
Pinch Hitter	Core Connect	Romana's Cooking	Snatch
Secret Plan	Carpet Bombing	Development	Air Transport
A Girl's Day Off	Burning Vitality	Backroom Deal	OverClock

Stories (1 each)

The Gathering Stars	The White Call	Unbreakable Spirit	Surge of Evil

This card pile is referred to as the HQ Deck.
Once you finish shuffling, place the cards in the HQ Deck area. Then turn over cards from the top of the HQ Deck and place them next to the deck until you have revealed a total of 8 different Attachments and/or Tactics cards. Duplicate cards are stacked on top of each other.
If you reveal a Story card, set it aside and continue revealing cards from the HQ. When you're finished, shuffle the Story card(s) back into the HQ deck.
These 8 cards (piles) are called the "HQ." You can purchase new Attachments and Tactics from here.



❹ The Monster Deck

Monsters are divided into 3 Levels. Create 3 piles, one for each Level.

Level 1

- Megadrone Alpha (3x)
- Megadrone Gamma (3x)
- Megadrone (3x)
- Bomb Megadrone (2x)
- Cannon Megadrone (1x)
- Heavy Megadrone (1x)
- Lucky Armadillo (1x)
- Megadrone Beta (3x)
- Transporter Megadrone (1x)
- Nest Megadrone (2x)
- The Monolis (3x)
- Atmos Megadrone (3x)
- Lucky Platypus (1x)

Level 2

- Patrol Droid (2x)
- Fortress Droid (2x)
- Telekinesis Droid (1x)
- Slimer Droid (1x)
- Jailer Droid (1x)
- Suicide Droid (2x)
- Guardian Droid (3x)
- Satellite Droid (1x)
- Gravity Droid (1x)
- Knight Droid (2x)

Level 3

- Delta Zero (2x)
- DOMINATOR (1x)
- O-Ryu (1x)
- Chernoborg (1x)
- Kannagi (1x)
- XX-300 Rostam (1x)
- Setnakhte (1x)
- Alba Nabla (1x)

The main pile of Monster cards is called the Monster Deck or MD.
At the start of the game, only the Level 1 Monsters will be in the MD. The Level 2 and Level 3 Monsters will remain to the side. These higher Level Monsters will be added to the MD as the game progresses, leading to the arrival of ever-stronger Monsters (see page 23).
Shuffle the Level 1 Monsters and create the face-down MD.
Set the other Levels to the side for now.



Preparations are now complete. Decide the playing order, and you're ready to start the game!

▪ Gameplay

Let's take a look at how the game is played.

Turn Flow

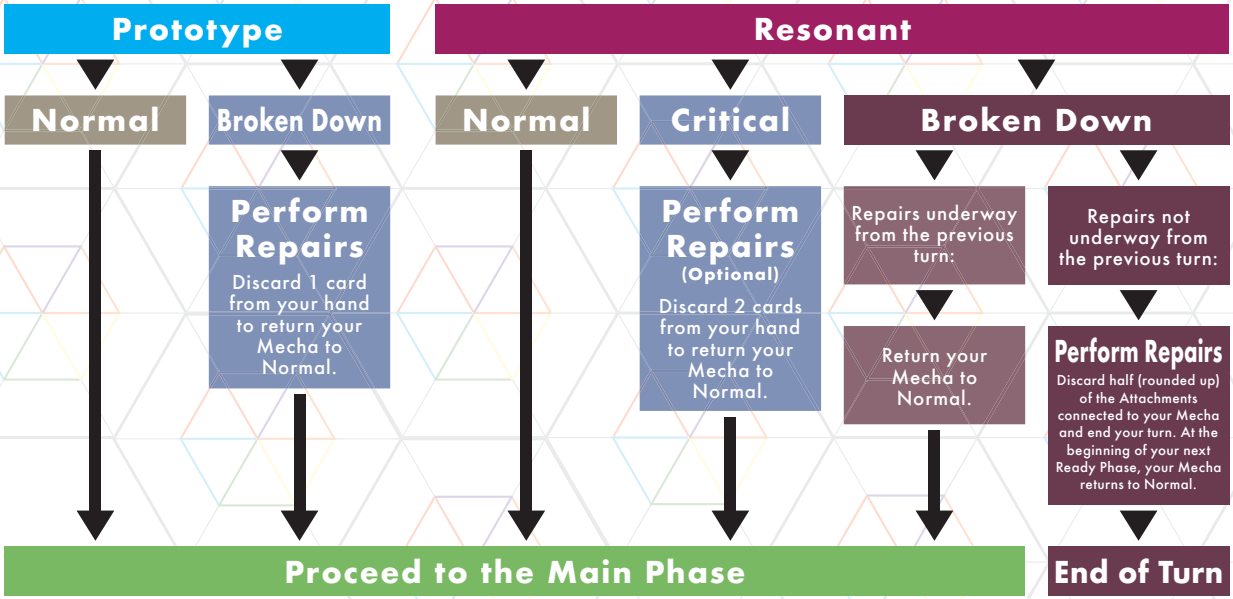
In Core Connection – The Nabla Conspiracy, players take turns in the order you have chosen. Your turn consists of the following 4 phases, which you must play in order:

Ready Phase (Preparing for the turn) → **Main Phase** (Preparing for battle) → **Battle Phase** (Battling against Monsters) → **Discard Phase** (End-of-turn cleanup) → **End of Turn**

☆When your Discard Phase is complete, your turn ends and the next player begins their turn. You will continue taking turns until a player has collected 20 Energy (see page 24 "Winning the Game" for details). Let's go through each phase in detail.

❶ Ready Phase

This phase is for the maintenance of your Mecha, and takes place immediately after the start of your turn. Follow the flowchart below as you carry out the required checks:



Note: Mecha states are discussed in later sections. (See "▪ Battle and Mecha States" and "❷Mecha States" for more details.)

❷ Main Phase

Up next is the Main Phase. There are 3 actions available to you during this phase. You may perform these actions in any order you choose:

① Purchase 1 Card (max. once per turn)

You can purchase 1 card per turn from the HQ, adding it directly to your hand.

Note: If there are ever 7 or fewer different cards in the HQ, reveal cards from the HQ Deck until an 8th card type is revealed. Add any duplicate cards to the existing card piles in the HQ.

② Connect 1 Attachment (max. once per turn)

You can connect 1 Attachment in your hand to your Mecha per turn. Connected Attachments are not removed from your Mecha except under special circumstances (to repair damage or due to a card effect, for example).
A Mecha can only have 6 Attachments connected at a time. If you want to connect a 7th Attachment, you must first Trash 1 of the Attachments that's currently connected to your Mecha (put it in the Junkyard).

③ Play Tactics (no limit per turn)

You can play a Tactic card from your hand to use the effect of that card. Tactics are placed in front of you when played, and go to your discard pile during the Discard Phase. (See "❹ Discard Phase" for more details.)

Resources

The actions above all come with a cost. Purchasing cards, connecting Attachments, and playing Tactics all require that you have the required number of Resources.

- You may play any number of cards from your hand face down during your Main Phase. Each face-down card generates 1 Resource.
- Cards placed face down for Resources cannot also be played normally, and go to your discard pile during the Discard Phase.
- You cannot play a card as a Resource during the same turn that you acquire it.

Resources are not "spent" when you purchase or play cards. Instead, think of the Resources you have in play as an upper cost limit on the actions you can take.
For example, if you play 3 cards as Resources, you can purchase a card of cost 3 or less, connect an Attachment of cost 3 or less, and play a Tactic card of cost 3 or less, all in the same turn.



Story Cards

About Story Cards

In addition to Attachment and Tactic cards, the HQ deck also contains Story cards. Story cards are special: when a Story card is revealed when you are refilling HQ or one is added to a player's hand by an effect, set it in the Story Card area. If another Story Card is already present, Trash it.

Once placed, the Story card creates a variety of effects which persist until the player who revealed the card starts their next turn. Trash the Story card at the start of that player's next turn. Story cards often affect all players, pushing the game in unpredictable directions.

❸ Battle Phase

The Battle Phase comes next. Here, players can choose to engage Monsters by following the steps below.

① Initiate Combat

Choose Melee or Ranged and announce your matching Attack Value.

② Identify Enemy

Reveal the top card of the MD. This is the Monster you'll be fighting.

③ Battle!

Your Mecha and the Monster deal damage to each other based on their Battle Value for the chosen style of combat. (See below for details.)

④ Combat Results

If the Monster was defeated, add it to your Energy Pool. If not, place it at the bottom of the MD.

❹ Discard Phase

This final phase is something of a "cleanup" step leading into the next turn.

Cards you played as Resources, Tactics you played, and any cards remaining in your hand are all placed in your discard pile. Then, draw 5 cards from your deck. If you run out of cards to draw, draw as many as you can, then shuffle the cards in your discard pile together to create a new deck (this is called "Reshuffling"), then finish drawing up to 5 cards.



At any time during your Discard Phase, you may also perform the following actions if you meet the necessary requirements, even after you've finished refilling your hand:

① Reveal a True Pilot and/or Board a Resonant

If you have a Total Energy of 4 or more in your Energy Pool, you can reveal a True Pilot. you have 8 or more Total Energy, you can acquire a Resonant.

② Obtain a Resonance

You can obtain a Resonance if you meet its requirements, adding it to your hand. You can only obtain a single Resonance per game, whether during your Discard Phase or due to some other effect. When played, Resonances are Trashed, so you must choose the best time to use it carefully.

Once you're finished taking actions during your Discard Phase, your turn ends and the next player can begin their turn.

How to Resonate

Some True Pilots and Resonants have special connections with each other. Boarding a Resonant with the specified True Pilot is referred to as "Resonating." These combinations allow you to use the [Resonate] effects on certain cards.
The following pairs of Mecha and Pilot are capable of Resonating:

- Kannagara Mk-2 & Akari Hino
- UNIVERSE & Amelia Hawk
- Er-28+ Pndagruel & Romana Ilis
- Kirin & Gao Fuan
- Shamaiet & Cleo and Patra Elharm
- Lugievert & Rasha Dragnov



Resonate

Battle and Mecha States

1 Battle Structure

Throughout the game, players will engage Monsters and other players in battle. When the time arrives to fight, follow the steps below:

•First, decide which Attack Values you'll be using in the fight: Melee or Ranged. During your Battle Phase, you'll decide this before revealing the top card of the MD. For other battles, you'll make the decision at the time specified by the card that triggers the fighting.
•During the battle itself, each combatant inflicts damage to the other based on the chosen Attack Value, which is compared to their opponent's Durability. If the damage dealt meets or exceeds the Mecha or Monster's Durability, it's Disabled.

Example:

Player A has a Prototype with a Hidden Figure and 2 Attachments connected: Custom Hi-Frequency Blade and Ballistic Shield. After finishing their Main Phase, they begin their Battle Phase.
Player A announces they'll be using Melee combat. Then, they reveal the top card of the MD. It's a Megadrone Alpha!

Melee is declared.
(Initiate Combat)



The top card of the MD is revealed.
(Identify Enemy)



The Prototype gets +1 Melee from the Hidden Figure and an additional +2 Melee from its Custom Hi-Frequency Blade, which means that it deals 4 damage in total to Megadrone Alpha. Megadrone Alpha, meanwhile, deals 3 unmodified Melee damage to the Prototype.



Megadrone Alpha has 1 Durability. The 4 damage from the Prototype exceeds Megadrone Alpha's Durability, destroying it. The Prototype, meanwhile, has a base Durability of 1, with +1 Durability from the Hidden Figure and an additional +2 Durability from Ballistic Shield, resulting in a total Durability of 4. As a result, it's able to shrug off the 3 damage from Megadrone Alpha.



The battle is over. Player A adds the destroyed Megadrone Alpha to their Energy Pool. (Combat Results)
If you fail to destroy a Monster in a battle, return it to the bottom of the MD at the end of the battle.

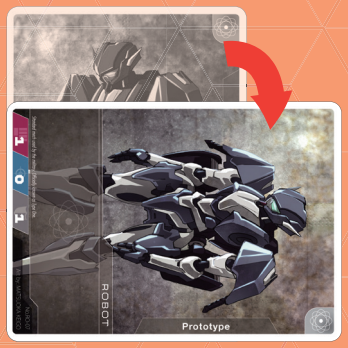
Note: Damage does not carry over between battles. If the damage dealt isn't enough to Disable or destroy the Mecha or Monster, its Durability will be fully recovered for the next battle.
Even if a card takes damage twice in the same turn due to card effects, each instance is handled separately with no carryover.

❷ Mecha States

When a Mecha takes damage that meets or exceeds its Durability, it's Disabled. When a Mecha is Disabled, turn it sideways.

① Prototypes

When a Prototype is Disabled, it is Broken Down and cannot participate in any more battles until you repair it during your Ready Phase by discarding a card from your hand.



② Resonants

When a Resonant is disabled, it is not immediately knocked out of the fight. Instead, it goes Critical. Flip the card over to its Critical side. Critical Mecha can unleash powerful effects, but if they are Disabled again, they become Broken Down. This carries a heavy penalty, requiring you to discard half (rounded up) of your connected Attachments and skip an entire turn (see page 16).

Remember: You can repair your Resonant when it is Critical by discarding 2 cards from your hand during your Ready Phase.

When your Resonant goes Critical, your Pilot also flips over to their Awakened side, powering up in the process. If your Mecha is Broken Down or returns to Normal, your Awakened Pilot returns to Normal, too.

Note: True Pilots and Resonants don't lose their Normal State effects when they Awaken or go Critical.



Critical



Awakened

❸ Leveling Up the MD

As players play cards and power up during the game, the Monsters get stronger to match. Initially, only the Level 1 Monsters are in the MD.

Here's where things get interesting...

- Once all players have revealed their True Pilots, shuffle the Level 2 Monsters into the MD.
- Once all players have boarded their Resonants, shuffle the Level 3 Monsters into the MD.

Monolis



All Monsters in the MD have different effects and abilities, but the Monolis is truly unique. Though it has no special abilities on its own, if one is destroyed after 2 other copies of the Monolis have been destroyed previously, the following occurs:

>Find Alba Nabla from the MD or the Level 3 Monster pile. Then, each player must battle Alba Nabla one at a time, starting with the current player. After all players have engaged Alba Nabla in combat, if it hasn't been destroyed, place it at the bottom of the MD.

This is treated as the Monolis' effect, even though it differs from other cards. Note that it can be negated with other effects (i.e., Cleo & Patra Elharm).

Winning the Game

Goal of the Game

The first player to amass 20 or more Energy by defeating Monsters brings the game to an end... but that's not the only way to win!

When a player has 20 or more Total Energy, they must announce it to the other players. The game continues until that player's next Main Phase. At that time, if no other players have tied or exceeded that player's total Energy, they win the game.

If another player has matched or beaten their Total Energy, the game continues until a player has the most Total Energy at the beginning of their own Main Phase (in other words: in order to win you have to have the most Total Energy for an entire round of play).

However, if any player reaches 30 or more Total Energy, they win the game immediately, with no need to wait until their next Main Phase.





Resonate, unleash your power, and
put an end to the dark conspiracy within Nabla's Heart!

▪ Playing With Expansions

If you have other sets from the Core Connection series, you can mix them together for a custom playing experience. The following sets are needed to play with our recommended card sets:

- **Core Connection – Rise of Atlantis** (Base Set 1)
- **Core Connection –Titans Unleashed** (Expansion)

Note: The above sets are included in Core Connection – MastersEdition01 Atlantis Saga.

- **Core Connection - The Nabla Conspiracy** (Base Set 2)

If you have any of the sets above, you can swap out missing cards in each recommended set with other cards.

Suggested Rules for Combined Set Play

It's recommended that you use Base Set 2's rules for victory conditions, starter decks, Mecha, Pilots, Monsters, Resonance conditions, etc. When you use cards with the same names from different sets, always treat them as if they were the versions from Base Set 2.

If you have any questions, comments, or concerns, please visit our official website (http://keepdry88.chobi.net/) or contact us on Twitter (@Keepdry88).

When playing Recommend Set 2: Resonant Memories, please use the following rules in addition to those mentioned above:

When adding Event Cards and Ennosigaios to the MD

- Event cards are treated as Level 2 Monsters.
- Ennosigaios is treated as a Level 3 Monster.
- When the Event card "All Bow Before The King" is revealed, shuffle it into the MD and play Ennosigaios, even if it's currently only Level 2.

About Story Cards

You can now have up to 2 Story cards active at a time. If a Story card is revealed when another is already in play, add it to the Story Card Area and apply its effects. Trash each Story card at the start of the drawing player's next turn, as normal.
If a third Story card is revealed when there are already 2 in play, Trash the Story card that was revealed first and replace it with the newly revealed card.

Recommended Set ① Resonant Delusion

"This is my pay for the month? Sigh..." The girl moans as she eyes the string of paltry numbers representing her monthly pay. Is this all she could expect as a comms operator in the military? No. She was definitely earning above average compared to her peers. She just had too many expenses... Don't forget all those LEs and events she splurged on. Next month. That's the month she would get things in order. Or at least, she hoped. And dreamed. And deluded herself into imagining a world... where money was no object.

Included Cards

Attachments (1 each)

- Godforge -Oreikhalkos-
- Futsu-No-Mitama
- Hyakuren
- Totsuka No Tsurugi
- TAIIN-GENBU
- Godforge -Tríaina-
- PATRIOT
- The Golden Mask
- COMET STAR
- Hetepet's Staff
- Godforge -Aigis-
- RI-06 Admantium
- Zarnista
- Support Unit Auxilia
- Gunrogi

Attachments (4 each)

- Frontline Base
- Nano-Repair System
- Reflector Wall
- Spare Chargers
- Sensory Amplifier
- EX Mag Belt
- Drain Gloves
- Emergency Booster
- Multi-Purpose Container
- Vril Resonator
- Radar Goggles

Tactics (3 each)

- Emergency Budget
- Unbreakable Will
- Secret Plan
- Overclock
- Maintenance
- Na.Vi.Co Support
- Core Connect
- Air Transport
- Sabotage
- Advanced Development
- Backroom Deal
- Carpet Bombing
- Romana's Holiday
- M&A

Stories (1 each)

- Strange Awakening
- Up All Night
- Gao's Method
- True Nature

Recommend Set ② Resonant Memories

"What do we have here?" Akari smiled as she saw what had slipped out of the pages of the book. It was a photo. She knew those faces, but they were wistful, nostalgic, from another time, another place. "Amelia, Romana, Gao, Cleo and Patra... Rasha, too!" She called their names, almost as if they were standing there in front of her. "It's been a year... I wonder how everyone's doing?" Akari closed her eyes, and in the darkness, memories of battles past came screaming violently back to life.

Included Cards

Attachments (1 each)

- Godforge -Aigis-
- The Golden Mask
- TAIIN-GENBU
- Hetepet's Staff

Attachments (4 each)

- NAVI System
- Decoy Unit
- Nano-Repair System
- NS Bind Coil
- Implosion Generator
- Long-Range Sensor
- Nuvlil Engine
- Vril Resonator
- Emergency Booster
- Impact Striker

Tactics (3 each)

- Self Destruct
- Traitorous Deeds
- Scrambled Command
- Secret Plan
- Concentrated Fire
- Core Connect
- Maintenance
- Advanced Development
- Battle Senses
- Time to Say Goodbye
- Search Pattern
- Na.Vi.Co. Support
- False Intel
- Unbreakable Will
- Emergency Budget

Stories (1 each)

- The Beginning of The End
- Gao's Method
- Strange Awakening
- Unbreakable Spirit
- Rampage
- Traps, Traps, Traps!
- The Gathering Stars
- No Man Left Behind
- The White Call
- True Nature
- Surge of Evil
- Up All Night

Events (1 each)

- Destructive Force
- All Bow Before The King

Glossary

Active Player: The player who is currently taking their turn.

Attachment: A piece of equipment that can be connected to a Mecha to increase its power. In order to connect an Attachment, you must have Resources at least equal to its cost.

Attack Value: The Melee or Ranged value of a Mecha or Monster.

Awakened State: A Pilot in a Resonant that goes Critical enters an Awakened State. When a Pilot awakens, flip it over.

Battle Values: The Melee, Ranged, and Durability values of a Mecha or Monster.

Broken Down: A Mecha in this state cannot participate in battle. Turn Broken Down Mecha cards sideways as a reminder.

Choice Card: A card that has multiple effects, usually a Unite effect and a Divide effect. You must choose only 1 of these effects when resolving the card.

Combat Modifiers: Adjustments made to a Mecha's Battle Values by Pilot/Attachment Modifiers and effects.

Connect: To power up a Mecha by placing a Pilot or Attachment on top of it.

Cost: The number of Resources required to purchase Attachments and Tactics, play cards, and connect Attachments.

Critical State: A Resonant in Normal State enters Critical State when it's Disabled. When a Mecha goes Critical, flip it over. Critical Mecha have more powerful abilities, but are in danger of Breaking Down.

Defeat: To deal enough damage to a Monster or Mecha to Disable it.

Destroy: To defeat a Monster or Mecha using damage or other effects.

Disable: Occurs when a Monster or Mecha suffers damage equal to or greater than its Durability or through some other effects. When a Prototype or Critical State Resonant is Disabled, it becomes Broken Down. When a Normal State Resonant is Disabled, it goes Critical.

Divide Effect: One of the options on a choice card that represents the pilots working for themselves. Typically concerns battle or obstructing the other players.

Energy: The number shown in the top left corner of each Monster card. This represents the amount of Energy that Monster is worth when placed in your Energy Pool.

Energy Pool: An area where you place the Monsters you have defeated (acquired) in battle.

Field: The area of the table in front of you where you play cards during your turn and where you keep your Mecha, Pilot, and the Attachments you have connected.

HQ: The selection of cards that a player can purchase during their Main Phase. There must always be exactly 8 different cards (and/or piles) in the HQ.

HQ Deck: A deck of cards placed next to the HQ. Whenever there are less than 8 different cards in the HQ, new cards are added to the HQ from the top of the HQ Deck.

Junkyard: An area where Trashed cards are kept. You cannot normally access any cards in the Junkyard.

Level: A rating that reflects the power of a Monster as well as the general power of the Monsters in the Monster Deck.

Level Up: Adding Monsters 1 Level above the current Level to the Monster Deck.

MD: The Monster Deck.

Mecha: An immensely powerful machine that can be controlled by a human who has the right Royal Wavelength.

Modifiers: The 3 numerical values shown at the bottom of Pilots and Attachments. They modify the Battle Values of your Mecha.

Monster: An enemy, drawn from the Monster Deck, that a player may face in battle.

Monster Deck: The stack of Monster cards that the players will battle during the game.

Normal State: When a Mecha or Pilot is face up.

Obtain: To add a card to your hand, typically by purchasing it from the HQ.

Pilot: A human gifted with the Royal Wavelength who is controlling a Mecha.

Play: Placing Tactic cards in your field to activate their effects.

Purchase: To obtain a card from the HQ or elsewhere by paying its cost.

Reset: The act of shuffling all of the cards in the HQ back into the HQ Deck, then drawing cards from the HQ deck to create a new HQ.

Resources: The "currency" you must have in order to pay the cost of a card. You can gain Resources for a turn by playing cards from your hand face down in your field.

Reshuffle: The act of shuffling your discard pile into a new deck when your deck runs out of cards.

Resonance: One of the most powerful abilities of a Mecha and Pilot. Useable only once.

Resonating: Unique abilities that can occur only when a Pilot is paired with their proper Mecha. You can only use a card effect with the [Resonate] keyword if you are playing the right combination of Pilot and Mecha.

Story: A long-term event that represents forces outside of the control of the players. Story cards temporarily change the rules of the game.

Tactic: A card representing a strategy you might use in battle or something useful that is not connected to your Mecha. You must have enough Resources to equal the cost of a Tactic to play it.

Trash: To "permanently" remove a card from the game by placing it in the Junkyard. An effect can only target a Trashed card if it specifically says it can.

Total Energy: The total amount of Energy in your Energy Pool. The goal of the game is to be the first to reach 20 Total Energy.

Unite Effect: One of the options on a choice card that represents the pilots working together. Typically concerns drawing and purchasing cards.

FAQ

Q. What's the difference between card text that refers to card types with the word "card" attached (i.e., "Attachment Cards") and text that refers to card types by themselves? (i.e., "Attachments")

A. Cards of any type are referred to with "card" when they're in areas like the hand, deck, HQ, HQ Deck, Energy Pool, Junkyard, etc. Cards that are in play and affecting the game are referred to without the word "card."

Example:
Cleo & Patra Elharm
You can connect 2 Attachment cards per turn. When you connect an Attachment, draw 1 card.

Q. When I draw O-Ryu, does combat take place during the Battle Phase?

A. No – when you draw it, combat begins immediately without moving to a different phase. Since Mecha can't fight when they're Broken Down, this will result in the Monster not being defeated, so it is placed on the bottom of the deck.

Q. I remove a connected Multi-Purpose Container. What happens to any cards under it?

A. They're placed in the Junkyard.

Q. Can effects that allow you to purchase, connect, or perform multiple Battle Phases stack?

A. They only stack if the word "extra" or "additional" is used.

Q. Can I use this set with Core Connection – Rise of Atlantis and its expansions?

A. Yes, you can. Check page 25 for details.

Q. When I reach the required Total Energy, can I continue playing without assigning a True Pilot or boarding a Resonant?

A. No, you can't. Once your reach the required Total Energy, you must choose a Pilot or Resonant during your Discard Phase.

Q. What area does "Field" refer to?

A. The area where players place their cards. Mecha, Pilots, connected Attachments, cards placed face down as Resources during a turn, and played Tactic cards are all placed in a player's Field.

Q. Alba Nabla and IZR-66 don't have Levels. What Level Monster are they treated as?

A. Though neither has a level, they're both treated as Level 3 Monsters during the game.

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