ALPHA CLASH

TRADING CARD GAME

BASIC RULEBOOK
VER 2.0

Game Design & Development

by

Rising Empire Studios LLC.
© 2022

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THE AWAKENING ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮│││││││

The earth as you know it exists as you would expect...

That is until, a mysterious figure interrupts an experiment at the CERN Laboratory in Geneva, Switzerland. The resulting explosion sends a wave of energy sweeping across the planet. In the days following the tragedy at CERN, people begin to "awaken". They start to develop unimaginable powers, such as the ability to fly, to run faster than the speed of sound, and even the ability to manipulate the energy of the universe. These awakened beings are tormented by a force known as "the pull," a consuming instinct to hunt others with powers and battle it out for supremacy. These empowered beings are known as the Alphas.

The Earth is in the thralls of a cosmic Gambit, a twisted game put into motion by the ones who created all existence, the Progenitors. Unbeknownst to the Alphas, this Gambit begins with their awakening. Inevitably, the Alphas will clash, and the wake of their battles could annihilate all life on Earth.

After an immensely powerful Alpha is broadcast wreaking havoc in New York City, an Alpha Hunter task force is created by the United States military to fight back and protect its cities and citizens. Backed by powerful weaponry, military intelligence, and a few improbable allies along the way, the Alpha Hunters are up to the task.

The super powered beings appearing around the world are beyond comprehension and it's believed no one has ever seen something like this before. However, one person has seen these Gambits destroy her world time and time again, each time forcing civilization to start over. Determined to stop history from repeating itself, she assembles a group of Alphas that she has cleansed of the maddening pull. Together, they embark on a quest to end the chaos once and for all. Their goal? Defeat every malicious super-powered being that threatens the Earth.

Let this be the final Alpha Clash!

GAME OVERVIEW

The Alpha Clash Trading Card Game is developed by Rising Empire Studios. It is based on the Alpha Clash novels and graphic novels created by Ridge Kiley, Al Light, Garett Kiley, and Efren Ayala. The trading card game pits two or more players against each other in a battle for supremacy. Each player must craft a 50-card Main Deck and choose a superpowered Contender to represent them in battle. Additionally, players are allowed a Sideboard of up to 10 cards, which allows a person to swap cards from the Main Deck in between games. Players may have up to four copies of a uniquely named card per Deck List and must follow the deckbuilding stipulations outlined in this rulebook. Players pilot Contenders and utilize Clash cards to attack their opponent and intercept damage. Players can also set Traps to foil their enemy's plans, execute heroic Actions to turn the tide of battle, equip powerful Weapons to bolster their forces, and take the fight to various Clashgrounds to gain an advantage. Contenders begin the game with a specified health total, and when that total reaches zero, that Contender is eliminated. The Alpha Clash Trading Card Game brings a smooth twist full of story rich elements to a genre you have come to love. The trading card game releases alongside the novel and graphic novels, introducing new characters and expanding the Alpha Clash universe. Our hope is that these elements connect you to the trading card game and ultimately the greater story within.

Let the Alpha Clash commence!

PLAY ZONES

Contender Zone – This is where your chosen Contender card is placed. A Contender is your representative on the battlefield.

Clashground Zone – Put any Clashground cards you control in this play zone. Clashgrounds set the stage for where a clash takes place.

Clash Zone – Clash cards are placed in the Clash Zone. Clash cards are your main source of dealing damage to your opponent's Contender and their Clash cards.

Accessory Zone – Set numerous Traps and play lethal Weapons into your Accessory Zone. Accessories offer you powerful answers to your opponent's actions.

Resource Zone – You need resources to play cards, activate effects and more. During your Expansion Phase, you may put up to one card from your hand upside down into your Resource Zone.

Deck – This is where a player places their 50-card Main Deck and where they draw from during the Expansion Phase.

Oblivion – This zone serves as a player's discard pile. When a card is defeated, discarded, or "sent to Oblivion" it is put into its owner's Oblivion face up. Cards may be arranged in your Oblivion in any order. Cards in this zone are public information available to all players at all times.

Standby – This is a temporary zone where cards and effects reside, so that other players may respond to them with Quick Actions, Traps, or card effects before they enter play or resolve.

The Portal – The Portal starts the game closed. During a player's Primary Phase, that player may "activate" the Portal by paying two resources of any color.

PORTAL

CONTENDER

CLASH ZONE

CLASH-GROUND

ACCESSORY ZONE

DECK

RESOURCE ZONE

OBLIVION

THE CARDS

Colors & Costs

There are five colors in Alpha Clash:

- **Black**
- **Green**
- **White**
- **Blue**
- **Red**

A card's color is identified in up to four separate areas. In this example, we have shown a Clash card. The color of this card is *GREEN*, as indicated by the color of the hex in the resource cost, the color of the gems in the specific resource cost, the color of the background in the ATK/DEF box, and finally the color is listed in the card identification. The resource cost of this card is *2*, as indicated by the number within the colored hex. Of that resource cost, one of it must be green as indicated by the color of the gems in the specific resource cost.

Resource Cost

Specific Resource Cost

ATK / DEF

Card ID — AC1-031 (UC) Green

CONTENDERS

A Contender is your representative on the battlefield.

1. Contenders have colors, abilities, an affiliation, attack/defense, character name, planet and a maximum health value.

2. Contenders have two Contender Abilities that go into effect based on different health thresholds. For example, at thirty or less health, Torque's top ability is active. At ten or less health, Torque's bottom ability will become active. Additionally, if Torque's health rises above ten, his bottom ability is now inactive.

3. Contenders may attack but are not eligible to obstruct attacks.

4. Contenders can't be used to attack your own Clash cards.

5. Contenders can't be sent to Oblivion.

6. A player loses the game when their Contender's health is reduced to zero.

7. In the event where both Contenders' health is reduced to zero by clash damage, the active player wins the game.

8. Contenders may gain health, but their health total can't surpass the total listed on their card.

9. From the start of the game, if a Contender's card effect requires that you engage it, you may do so during that effect's specified time. (e.g. During your Primary Phase...)

Health

Card Name

Contender Abilities

ATK / DEF

Affiliation

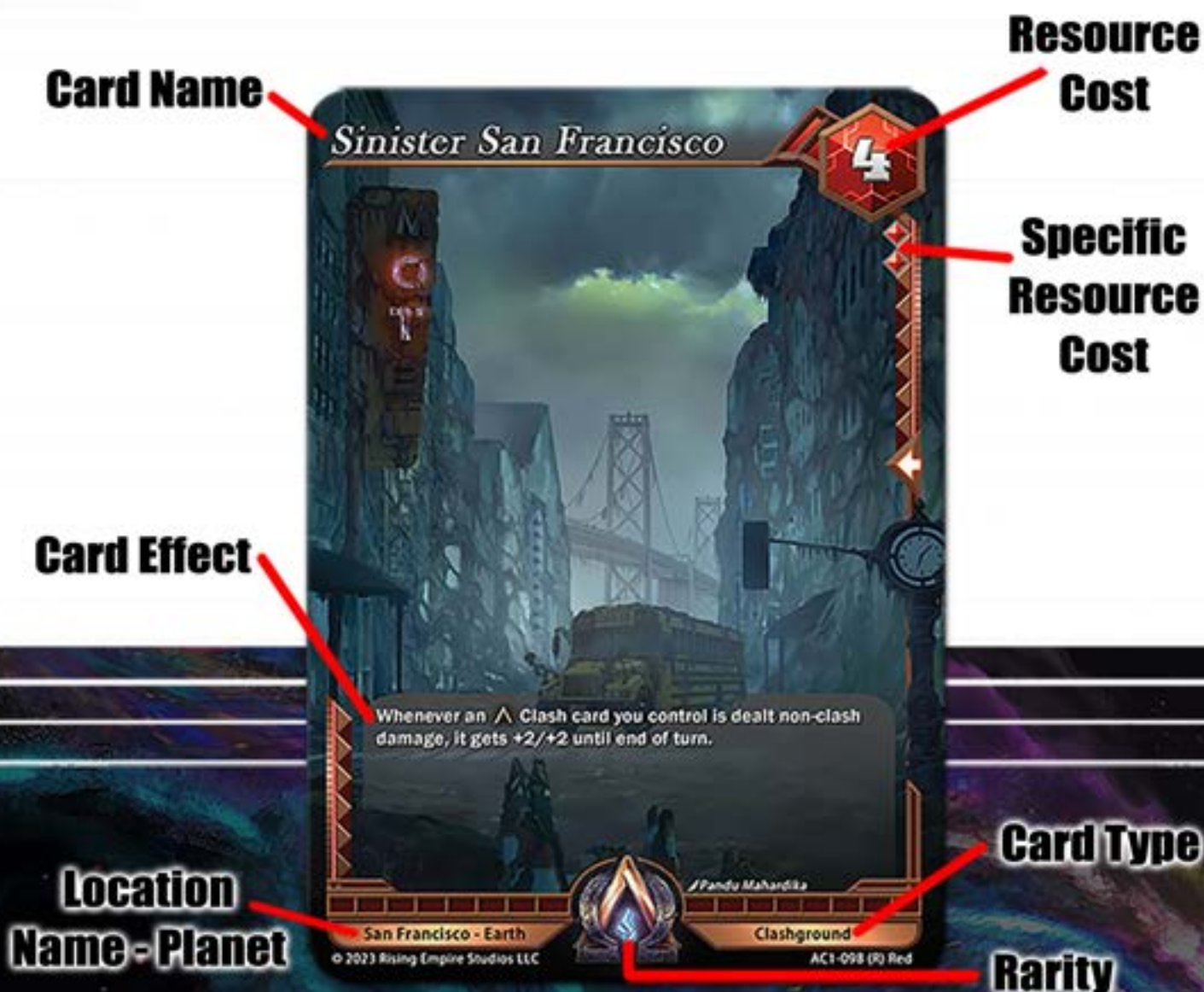**Character Name - Planet**

Rarity

CLASHGROUNDS

Clashgrounds set the stage for where a Clash takes place.

1. Clashgrounds have colors, resource costs, location name, planet and various effects.
2. Clashgrounds may affect the entire field of play and all or some players.
3. Clashgrounds are played into your Clashground Zone only during your Primary Phase.
4. Only one Clashground may be in play among all players at any given time.
5. When a Clashground is played, it goes into Standby. While a Clashground is in Standby, your opponents have priority to respond with *Counter - Play* effects. After resolving all effects, put the active Clashground to its owner's Oblivion, then put the Clashground from Standby into its owner's Clashground Zone.
6. A player may not play a Clashground that has the same card name as a Clashground they control.
7. Players may play over their own Clashground, so long as that Clashground has a different card name.

Card Name

Resource Cost

Specific Resource Cost

Card Effect

Whenever an ∧ Clash card you control is dealt non-clash damage, it gets +2/+2 until end of turn.

Sinister San Francisco

San Francisco - Earth
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Clashground

AC1-098 (R) Red

Location Name - Planet

Card Type

Rarity

CLASH CARDS

Clash cards do just that...they clash! Clash cards are your main source of dealing damage to your opponent's Contender and their Clash cards.

1. Clash cards are played into your Clash Zone during your Primary Phase.
2. Clash cards have colors, resource costs, an affiliation, character name, planet, an attack/defense power and various effects.
3. Clash cards deal clash damage equal to their attack power to each opposing Contender or Clash card.
4. Clash cards are dealt clash damage equal to the total attack power of all opposing Clash cards or of the opposing Contender.
5. Clash damage dealt to a Clash card reduces their defense power by that amount.
6. Non-clash damage dealt to a Clash card reduces their defense power by that amount.
7. If a Clash card's defense is reduced to zero by any means, they are considered underlined defeated. Then, after resolving any *Trigger – Defeat* effects (or any other triggered effects in Standby), the defeated Clash card is put into its owner's Oblivion.
8. A Clash card may attack or engage to activate its effect the turn it enters play.
9. Attacking Clash cards are placed in the engaged position and must declare a target of their attack. That target can be an opposing Contender, or an opposing engaged Clash card.
10. Your Clash cards may not attack your Contender or any Clash cards you control.
11. Clash cards in the ready position may not be attacked unless an effect otherwise states.
12. A player's Clash cards in the ready position may obstruct an attack by engaging during the Obstruct Step of a Clash. When obstructors are declared, the attacking Clash card is now attacking the obstructors, not the original target.

Card Name → Shadowlight

Resource Cost → 1

Specific Resource Cost

Card Effect → This card can't be obstructed by △ Clash cards

Card Type

ATK / DEF → 1 / 1

Affiliation

Character Name - Planet → Shadowlight - Earth

Rarity

ACCESSORY-TRAPS

Traps are powerful answers to your opponent's actions.

1. Traps have colors, resource costs, and various effects.

2. During your Primary Phase, you may <u>set</u> a Trap from your hand face down into your Accessory Zone. There is no limit to the number of Traps you may set in a turn. Setting a Trap does not have a resource cost.

3. Traps are <u>activated</u> and their effects resolve one at a time.

4. A player must pay the resource cost of a Trap they control in order to activate that Trap.

5. Players may only activate Traps from their Accessory Zone when they have priority to respond.

6. Traps can't be activated on the turn they were set.

7. Traps may only be activated from the Accessory Zone in response to the proper condition based on their trigger tag and timing rules. (See page 21 for more details on trigger tags)

   o *Counter - Attack:* Activate this effect in response to an opponent attacking you.

   o *Counter - Play:* Activate this effect in response to an opponent playing a card.

   o *Counter - Trap:* Activate this effect in response to an opponent activating a Trap.

8. After the effects of a Trap have resolved, that Trap is put into its owner's Oblivion.

Card Name

Resource Cost

Specific Resource Cost

Card Effect

Sharpshooter Moxie

1

Counter - Play: You may activate this Trap if the Clash card being played has an initial resource cost of two or less. That card is sent to Oblivion instead of entering play.

Trap

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Muhamad Faizal Fikri

Accessory

AC1-019 (C) Black

Card Subtype

Card Type

Rarity

11

ACCESSORY-WEAPONS

Weapons can bolster a Clash card's attack/defense power, grant unique abilities and more.

1. Weapons have colors, resource costs, attach costs and various effects.
2. Weapons can only be played and/or attached during your own Primary Phase.
3. A Weapon's attach cost is color specific and must be paid to attach that Weapon to a Clash card you control.
4. The attach cost of a Weapon can only be paid if that Weapon is in play.
5. When a Clash card leaves play, any attached Weapons are returned to the Accessory Zone of that card's owner.
6. While a Weapon is attached to a Clash card, you may pay the attach cost of that Weapon in order to attach that Weapon to another eligible Clash card in play.
7. You may pay the attach cost of a Weapon you control to <u>unattach</u> that Weapon and return it to your Accessory Zone.
8. Only <u>one</u> Weapon may be attached to a Clash card at any given time unless otherwise stated.
9. If a Clash card has a Weapon currently attached, you can't attach another Weapon to it unless otherwise stated.

Card Name → Moxie's Light Power Armor

Resource Cost → 3

Specific Resource Cost

Attach Cost

Card Effect

Attach: ◇◇
Attached Clash card gets +2/+2 and *Flight*.
This card can only be attached to 🅜 Clash cards.

✎ Muhamad Faizal Fikri

Card Subtype → Weapon

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Card Type → Accessory

Rarity → AC1-017 (R) Black

ACCESSORY-RELICS

Relics are unique accessories that apply passive and active effects to the game.

1. Relics have colors, resource costs and various effects.
2. Relics can only be played during your own Primary Phase.
3. Relics are played into your Accessory Zone during your Primary Phase.
4. Relics enter play in the ready position unless otherwise stated.
5. A player may control any number of Relics.

Card Name

Resource Cost

Specific Resource Cost

Haven's Favorite Rock

3

You may look at the top card of your deck any time.

During your resource step, if this card has five or more Collection Counters on it, you may put the top card of your deck into your Resource Zone. (*This counts as your one resource per turn.*)

Card Effect

Card Type

Card Subtype

Relic

Accessory

✦ Wade King

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AC2-088 (R) Blue

Rarity

ACTION-CLASH BUFFS ▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐

Clash Buffs are powerful Action cards that give you the last push you need to win a Clash.

1. Clash Buffs have colors, resource costs, and various effects.

2. A Clash Buff is played only during the appropriate steps in a Clash.

   o ...during Step C4 of a Clash, while you're the attacking player.

   o ...during Step C5 of a Clash, while you're the defending player.

3. A player may only have a total of four Clash Buffs in their deck list (Main Deck + Sideboard)

4. Only one Clash Buff can target a specific Clash card, Contender, or player per turn.

5. Players may choose to play additional Clash Buffs on different eligible targets during their turn.

6. A Clash Buff can target any applicable Clash card or Contender you control.

7. When an Action card is played, its effect is put into Standby where all opponents get priority to respond to it. After Standby, an Action card's effects resolves and then the Action card is put into its owner's Oblivion.

Card Name → Streaks Inbound

Resource Cost → 0

Specific Resource Cost

Card Effect →
You may only play this card if your Contender is a blue △.

Target Contender or Clash card you control gets +2/+2 until end of turn, then you may draw one card.

Card Subtype → Clash Buff

Card Type → Action

Rarity

Esty Swandana

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AC1-093 (C) Blue

14

ACTION-BASIC

Basic Action cards have a large variety of effects and uses during your own turn.

1. Basic Actions have colors, resource costs, and various effects.
2. Basic Actions can only be played during your own Primary Phase.
3. When an Action card is played, its effect is put into Standby where all opponents get priority to respond to it. After Standby, an Action card's effects resolves and then the Action card is put into its owner's Oblivion.

Card Name

Resource Cost

Specific Resource Cost

Card Effect

Magnate, *Charging Up*

4

All [Magnate] Clash cards you control get +2/+0 until end of turn.

Muhamad Faizal Fikri

Basic

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Action

AC1-046 (C) Green

Card Subtype

Card Type

Rarity

15

ACTION-QUICK

Quick Action cards offer strong answers to your opponent's actions.

1. Quick Actions have colors, resource costs, and various effects.
2. Quick Actions may only be played from your hand in response to the proper condition based on their trigger tags and timing rules. (See page 21 for more details on trigger tags)
   - o **Counter - Attack:** Play this card in response to an opponent attacking you.
   - o **Counter - Play:** Play this card in response to an opponent playing a card.
   - o **Counter - Trap:** Play this card in response to an opponent activating a Trap.
3. Players may only play Quick Actions from their hand, when they have priority to respond.
4. Quick Actions are played and their effects resolve one at a time.
5. When an Action card is played, its effect is put into Standby where all opponents get priority to respond to it. After Standby, an Action card's effects resolves and then the Action card is put into its owner's Oblivion.

Card Name → Piercing Strike

Resource Cost → 1

Specific Resource Cost

Card Effect → *Counter - Attack:* Deal two damage to target attacking Clash card.

Ciko Khold

Card Subtype → Quick

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Card Type → Action

AC1-117 (UC) Red

Rarity

GETTING STARTED

Standard Deckbuilding Restrictions

- Players must have one Contender.
- Players may **not** include a Contender in their Sideboard.
- There must be exactly **50** cards in a player's Main Deck.
- There can be up to **10** cards in a player's Sideboard.
- Only **one** *Unrivaled* card is allowed per deck list. (Main Deck + Sideboard)
- Up to **four** Clash Buffs are allowed per deck list. (Main Deck + Sideboard)
- Up to **four** copies of a uniquely named card are allowed per deck list. (Main Deck + Sideboard)
- 1x Contender + 50x Main Deck + 10x Sideboard = 61 card deck list.

Start of Game Procedure

1. Each player reveals their Contender.
2. Players randomly determine who goes first. (winner's choice)
3. Each player shuffles their Main Deck then draws 8 cards.
4. Each player may shuffle any number of cards back into their deck, then draw back up to 8 cards.
5. Each player sets their Contender's starting health, as listed on the card.
6. Play begins with the first player's Expansion Phase.
   a. The first player skips the ready and draw step of their first Expansion Phase.
   b. The first player may not declare an attack on their first turn.

Winning & Losing

- A player wins the game if...

    ...each of their opponents have lost or left the game.

- A player loses the game if...

    ...their Contender's health is reduced to zero.

    ...they would draw a card from their deck and can't.

TURN & PHASES

Start of Turn Phase

Any effects that trigger at <u>start of turn</u> will resolve here.

Expansion Phase

E1. Ready Step: Ready all cards you control.

E2. Draw Step: Draw one card from your deck.

E3. Resource Step: You may put up to one card from your hand into your Resource Zone.

Primary Phase

- You may play Clash cards, Clashgrounds, and/or non-Trap Accessory cards from your hand into their corresponding zones face up. Non-Trap Accessories currently include Weapons.
- You may play Basic Actions during this phase. Basic Actions can only be played during your own Primary Phase.
- You may set any number of Traps from your hand facedown into your Accessory Zone. Setting is not playing.
- You may initiate a Clash. You are in the Clash phase as soon as you declare an attack. (C1)
- You may end your turn during this phase. Play then passes to the next opponent's turn.

Clash Phase

Clashes occur one at a time and follow these six steps in order. Once a player proceeds to the next step of the Clash they may not go back to a previous step. After a Clash resolves, return to your Primary Phase. (See page 18 for more on Clashes)

End of Turn Phase

Any effects that trigger at <u>end of turn</u> will resolve here. Non-clash damage is removed from any undefeated Clash cards.

C1. Attack Step

C2. Counter Step

C3. Obstruct Step

C4. Attacker's Clash Buff Step

C5. Defender's Clash Buff Step

C6. Damage Step

CLASH PHASE (EXTENDED) ▐▐▐▐▐▐▌▌▌▌▏▏▏▏▏

C1. Attack Step – The attacking player chooses one Contender or Clash card they control and engages it to declare an attack targeted at an opponent's Contender or an opponent's engaged Clash card. Engaging a Contender or Clash card when it's declared as an attacker isn't a cost; attacking simply causes attackers to become engaged. Then the attacking player resolves any *Trigger - Attack* effects (or any other attack-based triggered effects) of the attacker. Once those effects have resolved, priority passes to the defending player's Counter Step (C2).

C2. Counter Step – The defending player may play/activate any number of Quick Actions, Traps, or card effects with the *Counter - Attack* trigger tag, one at a time. When all of the defending player's desired effects have resolved, they move to the Obstruct Step. (C3)

C3. Obstruct Step – The defending player may obstruct with one or more of their ready Clash cards. You obstruct by engaging one or more Clash cards you control. When obstructors are declared, the attacking Contender or Clash card is now attacking the obstructors, not the original target of the attack.

C4. Attacker's Clash Buff Step – The attacking player may play <u>one</u> Clash Buff Action. That Clash Buff does not need to target the attacking Contender or Clash card.

C5. Defender's Clash Buff Step – The defending player may play <u>one</u> Clash Buff Action. That Clash Buff does not need to target the defending Contender or Clash card.

C6. Damage Step – Clash damage is then totaled and dealt simultaneously. All cards involved in the clash will be involved in clash damage. The total attack power of the attacker is dealt as clash damage to the opposing Contender or opposing Clash cards (or each Clash card that is obstructing the attacker). While at the same time, the total attack power of the opposing Contender or opposing Clash cards (or any obstructors) is dealt as clash damage to the attacker. Clash damage reduces a Contender or Clash card's defense power by that amount. If the damage dealt to a Contender reduces its defense power to zero, all excess damage reduces that Contender's health by that amount. If the damage dealt to a Clash card reduces its defense power to zero (or less) that Clash card is defeated, and is put into its owner's Oblivion (after all *Trigger – Defeat* effects for that card have resolved). This is a state-based action. *Trigger - Defeat* effects of the defeated Clash card trigger per the rules of state triggers. If the damage dealt to a Clash card does not reduce its defense power to zero (or less), that card remains in play and its defense power will be reset to its pre-Clash amount after that Clash. Regardless of the amount of damage dealt, a Contender will remain in play and its defense power will be reset to its pre-Clash amount after the Clash.

DAMAGE ▐▐▐▐▐▐▐ | | | | | |

There are two types of damage in Alpha Clash: clash and non-clash damage. If a card refers to just <u>damage</u> it means either clash or non-clash damage, otherwise, the damage will be specified.

Clash Damage

1. In a Clash, when a Clash card or Contender deals damage equal to their attack power to another Contender or Clash card, that damage is considered <u>clash damage</u>.
2. Clash damage reduces a Clash card's defense value by the same amount of damage dealt.
3. If a Clash card's defense is reduced to zero by any means, that card is considered <u>defeated</u> and is put into its owner's Oblivion, after all **Trigger - Defeat** effects have resolved.
4. After the damage step (C6) of a Clash, if a damaged Clash card is not defeated, all clash damage is removed, and its defense is reset to its pre-Clash amount.
5. If the damage dealt to a Contender reduces its defense power to zero, all excess damage reduces that Contender's health by that amount. After the Clash, that Contender's defense is set to its pre-Clash amount.

Non-Clash Damage

6. Damage dealt at any time by a source other than a Clash card's attack power (in a Clash) is considered <u>non-clash damage</u>. (e.g. Deal X damage to target Clash card)
7. Non-clash damage reduces a Contender or a Clash card's defense value by the same amount of damage dealt.
8. If a Clash card's defense is reduced to zero by any means, that card is considered <u>defeated</u> and is put into its owner's Oblivion, after all **Trigger - Defeat** effects have resolved.
9. Non-clash damage dealt to a Contender or Clash card <u>persists</u> until the end of the turn in which that non-clash damage was dealt. (See page 17, End of Turn Phase)

CARD ABILITIES

Awe Factor X – When this card enters play, all Clash cards you don't control get -X/-0 until end of turn.

Barrage X – When this card attacks, you may deal damage equal to its initial attack power divided as you choose among up to X target Clash cards.

Breakthrough – This attacking Clash card deals excessive clash damage to an opponent's Contender if its attack power is higher than the total defense power of all opposing Clash cards in this Clash.

Close Combat – This card can attack ready Clash cards.

Enrage X – Whenever this card is dealt non-clash damage, it gets +X/+0 until end of turn for each point of non-clash damage it was just dealt.

Exclusive – Only one copy of this card can be in your control.

Flight – This card can only be obstructed by Clash cards with *Flight* or *Interception*.

Interception – This card can obstruct Clash cards with *Flight*.

Irrefutable – This card can't be prevented from entering play.

Necrotic – Any Clash card that is dealt clash damage by this card will be sent to Oblivion after that Clash.

Observant – This card can't attack the turn it enters play.

Safeguard – This card can't be the target of card effects or abilities your opponents control.

Superspeed – This card deals clash damage before Clash cards without *Superspeed*.

Undisputed – This Clash card can't be defeated during a Clash on your turn.

Unrivaled – Only one card with *Unrivaled* is allowed per deck.

TRIGGER TAGS

Trigger – Enter: When this card enters play...

Trigger – Attack: When this card attacks...

Trigger – Obstruct: When this card obstructs...

Trigger – Defeat: When this card is defeated...

Trigger – Victory: When this card defeats a Clash card in a clash and is not defeated...

Counter – Attack: Play/activate this card/effect in response to an opponent attacking you...

Counter – Play: Play/activate this card/effect in response to an opponent playing a card...

Counter – Trap: Play/activate this card/effect in response to an opponent activating a Trap...

RARITY

PROMO & STARTER RARE	COMMON	UNCOMMON	RARE

EPIC	ICONIC RARE/ART (EPIC)	LEGENDARY	ALPHA RARE (LEGENDARY)

RARITY

A card's Rarity is shown not only by its Crystal color, but also by its Card ID letters. Letters within the parenthesis here correspond to different card rarities:

(ST) = Starter Rare, **(P)** = Promo, **(C)** = Common, **(UC)** = Uncommon, **(R)** = Rare, **(E)** = Epic,

(IR) = Iconic Rare, **(IA)** = Iconic Art, **(L)** = Legendary, **(AR)** = Alpha Rare

RESOURCES ▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐

1. In your Expansion Phase, during your resource step, you may put up to one card from your hand into your Resource Zone. You must decide whether to put a card into your Resource Zone in this step. You can't put a resource into your Resource Zone during your Primary Phase, unless otherwise stated.

2. Cards are put in the Resource Zone ready and in the upside-down position.

3. Cards in the Resource Zone do not enter play, but are considered in play.

4. Cards in the Resource Zone are considered blank except for their color.

5. You pay resources to play cards and activate effects.

6. Cards in the Resource Zone can be engaged to generate *1* resource of that card's color. If you engage a card that is more than one color to pay for a resource cost, you may choose any one of that card's colors and generate a resource of the chosen color.

7. You may only engage a card in your Resource Zone to generate resources if the game state requires you to pay for a card or an effect.

8. To impact the game state, you must follow these steps:
   a. Declare a card to play or an effect to activate by placing it into Standby.
   b. Generate resources for that card/effect.
   c. Pay the corresponding resources for that card/effect.
   d. Once all opponents have had priority to respond to the card/effect in Standby, resolve that card/effect.

READY // ENGAGED ▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐▐

Ready: Any card in the upright position is considered "ready".

Engaged: Any card in the horizontal position is considered "engaged".

Ready   **Engaged**

AFFILIATIONS

ALPHA

ROGUE

ALPHA HUNTER

HARBINGER

DISCARDED

PROGENITOR

Rizlac, the Depraved

5

Necrotic (Any Clash card that is dealt clash damage by this card will be sent to Oblivion after that Clash.)

If three or more ∆ and/or ☼ Clash cards were defeated this turn, you may reduce the resource cost to play this card by ◇◇◇.

5 / 2

Rizlac - Bardaga

Clash

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AC1-023 (E) Black

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ALPHA CLASH

TRADING CARD GAME

Special Thanks to...

Ridge Kiley
Garett Kiley
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