



# PLAYER VERSUS PLAYERS RULES

Not available during the Campaign.

In the PvP mode you can challenge your friends to an epic duel. All Mystlings can compete with each other in PvP mode. Depending on how much time you have, you can choose to play the following:

- Quick battle (30-45 minutes).
- Challenge (90 minutes).

Both *Quick* battle and Challenge use the Combat (page 18) and Deck Construction rules (page 7). You must be familiar with them to play this mode. You can find the rule changes for PvP below:

- You cannot Tame the opponent. To Win the Combat you must make the Enemy have equal to or more  than its .
- Use the PvP side of the Arena cards.
- When placing Elemental tokens, the first player must use the white side, and the other player uses the black side of the tokens.
- Interrupt cannot affect the cards in slot 1 (they cannot be discarded this way).
- Use the B-side of Stat cards (with "PvP" at the bottom).





A PvP Stat card.

## Quick battle

In Quick battle, each player controls one chosen Mystling, constructs the deck for it, and fights with it. Players play their turns alternately until one player wins.

### Quick battle setup

1. Randomly choose the first player.
2. The first player chooses any Mystling and takes its Stat, Ability, and Action cards. Then the other player do the same thing.
3. Simultaneously players construct decks for their chosen Mystlings, following all the Deck Construction rules with the following exceptions:
  - a. Divide all neutral cards into two piles so that each pile has one copy of each card.
  - b. Divide all Elemental Action cards into piles with cards of each Element.
  - c. Players receive one neutral card pile each (*players may also agree to trade some of the neutral cards*).
  - d. If players chose the same Element type Mystling and they cannot agree about who takes which cards, they choose them one by one starting with the first player.
  - e. If one of the Mystlings has a subtype Element, they can choose Action cards for their subtype after the other player finishes their deck construction (*they use the cards that are left*).
4. Players randomly select one of the Arena maps (use  side).
5. Players randomly draw one of the PvP Arena cards and follow all Setup instructions on it.
6. The first player places their Mystling in starting space I. The other player chooses to place their Mystling in starting space II or III.
7. Players take their Action decks, shuffle them, and place them in the Player's deck slot face down.
8. Players draw four Action cards (*one by one*) and places them in slots 1-4 to the right of their Action deck.
9. Starting with the first player, each player may decide to perform a muligan (see page 17).

10. The second player gains 1 .

11. The first player starts their turn.



## Challenge

In Challenge, players fight each other in a series of rounds with each player competing with 3 chosen Mystlings. Players have a chance to switch Mystlings between rounds. Players perform their turns alternately until one player wins the round. To win a Challenge, a player must win 2 out of 3 rounds. This means that during a Challenge, you play 2 or 3 rounds. The winner of the round cannot use the Mystling they used in subsequent rounds.



### Challenge setup

12. Randomly choose the host player.
13. The host player chooses one Mystling and takes its Stat, Ability, and Action cards. Then, the other player does the same thing and immediately chooses their second Mystling. The host player chooses their second and third Mystling. Finally, the other player chooses their third Mystling. Players cannot choose a Mystling with a main Element they already have.
14. Divide all neutral cards into two piles so that each pile has one copy of each card.
15. Divide all Elemental action cards into piles with cards of each Element.
16. Players receive one neutral card pile each (*players may also agree to trade neutral cards*).
17. Simultaneously, players construct decks for one of their chosen Mystlings, following all the Deck Construction rules with the following exceptions:
  - a. If players chose the same Element type Mystling and they cannot agree about who takes which cards, they choose them one by one starting from the host player.
  - b. If one of the Mystlings has a subtype element, they may choose Action cards for their subtype after the other player finishes their deck construction (*they use the cards that are left*).
  - c. Repeat this process for the remaining Mystlings until each player has constructed 3 decks.

### Round set up:

- Only during the first round: Randomly choose the first player.
- Players randomly select one of the Arena maps (use  side).
- Players randomly draw one of the PvP Arena cards and follow all the Setup instructions on it.
- The first player chooses one of their Mystlings for this round. Then, the second player chooses their Mystling.
- The first player places their Mystling in starting space I. The other player chooses to place their Mystling in starting space II or III.
- Players take the Action deck of their currently chosen Mystling, shuffle it and place it in the Player's deck slot face-down.
- Players draw four Action cards (one by one) and place them in slots 1-4 to the right of their Action deck.
- Starting with the first player, each player may decide to perform a muligan (see page 17).
- The second player gains 1 .
- The first player starts their turn.

### After the round:

- If one player wins 2 rounds, they are the winner of the Challenge and the Challenge ends.
- Otherwise:
  - d. The player that won the round places the Mystling standee that won the round aside (*marking that they have 1 won round*). They cannot use this Mystling in subsequent rounds.
  - e. Both players discard all  and  from their Mystling sheets.
  - f. The player who lost the round decides who is the first player in the next round.
  - g. Clear the Arena.
  - h. Set up the next round following the Round set up steps.