



1. Introduction

Miracle Battle Carddass (MBC for short) began its development by using the mainstream anime titles from the famous "SHONEN JUMP" company. In 2009, they released their first two series known as "DRAGON BALL KAI" and "ONE PIECE". See what I mean by meta? XD. Why it isn't heard of in Singapore is simply because the game is not released outside of Japan. JUMP companies makes their own stuff Japan exclusive. Why do you think they don't have any JUMP STORES outside Japan? Selfish, I know :p Well actually they just don't intend to get the license for it also to boost the support for their retail stores in Japan. That is what makes them so special. I myself am a fan of the JUMP productions since I grew up with it. Anyway, on to the topic of MBC!

2. Card Layout



1 - COST

Pay the energy equal to the cost to summon this card. You pay energies by setting it as "DOWN" (Tapped)

2 - COSTLESS

If you have up to the number of the indicated coloured cards in play, you may minus the total number of the indicated coloured cards from your summoning cost to play this card down. For example, the COSTLESS of the card above is 2 Green Cards. So if you have any 2 Green Cards in your field, the summoning cost of the above card will be $6-2 = 4$. As such, you DOWN 4 energies to summon this card instead of 6.

3 - CHARACTER NAME

The name of the character in this card. Do note that you can only have 1 character of the same name in your field.

4 - REQUIRED JUMP POWER

To activate an ability or the BP of this card, the JUMP POWER (JP for short) is required. In the above card, it shows that you have BP 6000 by default for having 0 JP on it.

5 - BATTLE POINT

Damage power dealt to opponent's character during a Battle Point (BP for Short) Battle.

6 - CARD NAME

The name of the card. You can only put up to 3 copies of the same card in your deck.

7 - SERIES INDICATION

The series this card belongs to, Dragon Ball Kai in this case.

8 - CHARACTERISTICS

The traits that this character contains. Usually used in conjunction with other abilities.

9 - MIRACLE ABILITY

Miracles activates when you are taking this card as a Damage from the Deck. When activated, you can resolve it's ability. Eg, Destroy opponent's field, Heal this damage to Energy or Hand, Put this Damage to play, etc..

10 - CARD ABILITY

Description of said card's ability. Do take note that not all cards have abilities.

As for your **Play Field**, You have:

-FIELD

Your area to play down Character Cards

-TRASH

Waiting Room, Graveyard, Drop Zone or Discard Pile, call it whichever.

-DECK

The area you put your Deck. A deck contains 40 - 60 cards, 3 copies of the same cards.

-ENERGY ZONE

This area is where you place your Energy. During your Energy Phase, you may play an Energy by taking the top card of your deck and placing it to your Energy Zone faced down. You will never know what it is unless via abilities.

-DAMAGE ZONE

Take the 5th damage here and you lose.

-DRAMATIC ZONE

The area where you play your Dramatic Cards. It will permanently stay unless it is retired or being replaced. Dramatic cards are in landscape layout like Climax Cards in Weiss Schwarz. However it affects both your field and your opponent's field. In other words, Stadium Card.

The uniqueness of this game is that every series has a totally different gameplay mechanic. I will introduce them on my next post. For now to get a glimpse of the gameplay, you can watch MBC's very own gameplay teaching song trailer below:

3. Action & Dramatic Cards

Let's start off by explaining Action Cards. Best way I can describe action cards will be like "Event Cards" in Weiss Schwarz, Spell / Sorcery Cards in MTG. Some Action Cards have bonus abilities in a separate box below the main effect that is given when you equip it as a Set to your characters. Yep, it grants a passive boost to that particular character. Here is how an Action Card looks like:



1- COST

The cost to pay when using this Action Card. Note that Action Card's cost has a 6-sided Star Background.

2- COSTLESS

If you have up to the number of the indicated coloured cards in play, you may minus the total number of the indicated coloured cards from your summoning cost to play this card down. For example, the COSTLESS of the card above is 1 Blue Card. So if you have any 1 Blue Card in your field, the summoning cost of the above card will be $2-1 = 1$. As such, you DOWN 1 energy to summon this card instead of 2.

3- MIRACLE ABILITY

Miracle Abilities of Action Cards usually state that you "Resolve the ability below when taken as Damage".

4- SITUATION BOX

Marks at which situation you can use this card. For the card above, the situation is when ATTACKING / BLOCKING.

5- ABILITY DESCRIPTION

This will be where the ability is written and how you resolve it.

6- CARD NAME

The name of the Action Card. You may put up to 3 of the same Action Cards in your Deck.

7- SERIES INDICATOR

The series where this card and its' characters are from. Dragon Ball Kai for this case.

Some Action Cards also contain series exclusive abilities like:

- One Piece > Devil Fruit Ability
- Toriko > Gourmet Ability
- Naruto Shippuuden > Ninjutsu Ability

I will cover the difference in these when I explain about the different Gameplay Mechanics of each series.

Now, for the Dramatic Cards AKA Climax Card in Weiss Schwarz. Dramatic Cards stays on the field when it is played. Its basically a Stadium Card that affects the entire field (both yours and your opponent's). This card can be removed by any player who replaces it with another Dramatic or gets retired via ability. They usually give off passive skills like "If you have 2 or more characters in play, when your characters attack, they gain BP+2000". Here is what a Dramatic Card looks like:



1- CARD NAME

The name of the Dramatic Card. You may put up to 3 of the same Dramatic Cards in your Deck.

2- SERIES INDICATOR

The series where this card and its' characters are from. Dragon Ball Kai for this case.

3- MIRACLE ABILITY

Most Miracle Abilities of Dramatic Cards are "When this card is taken as a Damage, put it into your Hand".

4- ABILITY DESCRIPTION

This will be where the ability is written and how you resolve it.

5- COST

The cost to pay when using this Dramatic Card. Note that Dramatic Card's cost has a

reversed pentagonal Background.

6- COSTLESS

If you have up to the number of the indicated coloured cards in play, you may minus the total number of the indicated coloured cards from your summoning cost to play this card down. For example, the COSTLESS of the card above is 1 Blue Card. So if you have any 1 Blue Card in your field, the summoning cost of the above card will be $3-1 = 2$. As such, you DOWN 2 energy to summon this card instead of 3.

Dramatic cards as for now, do not have abilities in used with conjunction to other cards. They just alter the entire field in it's way and is a Heal Trigger were you to open it as a Damage. So don't look forward to "Climax Combos" as of yet!

Thats all there is to Action Cards and Dramatic Cards. Did I mention that you can put as many cards with MIRACLE in them? My next article will be on the Gameplay Tree.

4. Gameplay Tree

You'll be learning about the basic rules of the Gameplay Tree (Phases). Like in the previous posts, I will be using references to Weiss Schwarz to help you guys understand it better. So here are the basic game rulings:

DECK RESTRICTIONS

- Your deck must contain a minimum of 40 cards to a maximum of 60 cards.
- You can have up to 3 of the same card in your deck.
- You can only mix up to 3 Series in a deck. There is no Standard / Neo-Standard formats.

TERMINOLOGY:

-[回復] : Ready



Card in "Stand" position

-[ダウン] : Down



Card in "Rest" / "Tapped" position

-[トラッシュ] : Trash

Discard a card.

-[破壊]: Retire

Retire the target card to the Trash.

GAMEPLAY TREE:

START PHASE

-Your turn begins. Activate any effects that are resolved here.

JUMP POWER PHASE

-Choose 1 Character and attach a Jump Power to it.

DRAW PHASE

-Draw a card. You cannot draw at Turn 1.

-You will lose the game if you are unable to draw.

READY PHASE

-Ready all your Characters in play as well as your Energy.

ENERGY PHASE

-You may take the top card of your deck without looking and place it on your Energy Zone faced down.

MAIN PHASE

-Call as many characters by downing the entry cost.

-You can have 1 character of the same Character Name in play. If you want to call another character card with the same Character Name, you must first retire the current character of the same name.

-Activate as many Action Card effects during MAIN timing.

-Activate as many Character Card effects during MAIN timing.

-Play or replace as many Dramatic Cards at any time of the Main Phase.

When you are ready, proceed to call Battle Phase.

BATTLE PHASE

-[ATTACK STEP] You may declare an Attack with a Character Card by downing it. (Keep in mind, you are attacking the player, not his/her character)

-[BLOCK STEP] The opponent may declare a BLOCK by downing a character that is in READY position to defend himself.

-[BP BATTLE] The BP battle of the attacking and defending cards will commence now.

-If both player's BP is the same: Both cards are retired. No Damage is taken.

-If the Attacker's BP is higher: The defending card gets retired. No Damage is taken.

-If the Defending BP is higher: The attacking card gets retired. No Damage is taken.

-If the opponent does not declare a BLOCK: The opponent takes 1 Damage by revealing the top card of his deck

.

-[MIRACLE ACTIVATION]

-When you or your opponent takes damage, if the revealed card is a MIRACLE, the ability of the MIRACLE will activate first before hitting the Damage Zone.

-Keep repeating this cycle until you are done attacking. Do take note that there is no Summoning Sickness in this game.

END PHASE

When you complete your attacks or just want to end your turn, declare END TURN. Now the other player will begin his/her turn in the START PHASE.

CONDITIONS FOR VICTORY:

-You win the game when your opponent has taken 5 Damage.

-You win the game when your opponent is unable to draw during is Draw Phase.

5. Deck Construction

To help make a deck, here are the key fundamentals. MBC has different characteristics for different types of colours as in Weiss Schwarz. Like so, its good if you choose a characteristic of the colour that suits your playstyle!

STEP 1: COLOURFUL WISDOM

-RED *cards are good for attacking;*

They demonstrate the harsh power levels.

-GREEN *cards are good for early deployment;*

They usually abuse Jump Power alot for abilities.

-WHITE *cards are good at defense;*

They have effects like you don't need to down this character when you are Blocking.
(Vigilance)

-PURPLE *cards cause disruption and interference in the field;*

Cards that cause disadvantages to your opponent.

-BLUE *cards are used to move to certain areas for an advantage;*

When some blue cards get retired, they go to your Energy Zone instead of Trash. Energy Zone and Trash Control.

-BLACK *cards are contain Anti-Miracle effects but you only may have 1-5 of them.*

Abilities like if opponent triggers a Miracle, all your characters are set to Ready. (Stand all Charas) sad part is they don't work very well with other cards and usually have a Stand-Alone ability.

Do keep the characteristics of the colour in mind when making decks. It is also possible to mix other series to form a strong Colour-Based decks. Here is a basic deck construction range:

STEP 2: DECK CONSTRUCTION DISTRIBUTION

So you need help in getting the numbers for "How much Cost 1 will I need?" and etc?
Here is a rough table:

ACTION CARDS: 4 ~ 8 types

DRAMATIC CARDS: 2 ~ 4 types

CHARACTER CARDS COST 1: 8 ~ 9 types

CHARACTER CARDS COST 2: 2 ~ 4 types

CHARACTER CARDS COST 3: 4 ~ 8 types

CHARACTER CARDS COST 4-5: 4 ~ 8 types

CHARACTER CARDS COST 6 onwards: 2 ~ 4 types

STEP 3: CHOOSE THAT ACE CARD!

Now you will need to find an Ace Card that will become the decisive factor of your victory! An Ace Card is usually the choice card of players with a very strong BP or destructive power. Ace Cards are usually the Ultra-Rare SR cards to Omega Rare cards to Super Omega Rare cards of their favorite character that's usually a Cost 5 and above card. When it is played, Your Ace Card should be able to block most sorts of attack without losing at the BP Battle. It will also give your opponents a scare to block these cards.



SR - MIRACLE RARE - OMEGA RARES - SUPER OMEGA RARES - PROMO

When the Ace Card is out, an attack from your Ace Card will be called as a FINISHER. A term that is used as a trend frequently in MBC as "FINAL TURN" in Vanguard (Although FINAL TURN is called at the beginning of that player's turn)

STEP 4: PREPARING FOR THAT ACE CARD!

After deciding your Ace Card, you will need to select cards that can last you in Mid-Game. Since the cost of the Ace Card is high, you will need to select a few more cards that's Cost 1 to Cost 2. By doing so you can manage to execute a couple of attacks and be able to block a few with them. Also do take note that Cost 1s and Cost 2s are quite easy to find since their Rarities are usually Commons and Uncommons.

...But I despise a card of lower cost!

If you compare a higher cost card to the lower cost card, the higher cost will indeed have large BP gaps. while a low cost card has a strong ability. Depending on how you use that card effectively in your deck. In fact, there should be many low cost cards in your deck. Take for example the card below:



(2) "Crane Hermit [DB01-03]

0JP - Lv.1: BP 1000

2JP - Lv.2: BP 4000

"Crane Hermit" DB01-03 is of Cost 2. This card is referred to as a Vanilla card since it has no abilities in it. However there is effect that has not taken place as of yet. By having 2 Jump Power, this character will be Level 2 in which its' BP will be at 4000, enough power to start an early offence. An example of a useful Cost 2 card is below:



(2) "Tin" [TR01-20]

0JP - Lv.1: 2000

2JP - Lv.2: 3000

4JP - Lv.3: 4000

As you can see it has the ability that when it blocks, this chara's BP will increase by 3000. In other words, when this character blocks, its' base BP of 2000 will rise to BP 5000 which is incredibly huge for a early game character. Also for every 2 turns of stacking Jump Power on it, the BP increase by 1000! This is the sort of defensive card you are looking for!

FINAL STEP: CALCULATE THE CARDS IN DECK BY COST!

Once you've decided the cards you want to place in your deck from Step 1 to 4, lets consider the amount of cards to put by calculating Cost per Amount. Which after you can proceed for a smooth game.

Considering you want a 40-Card Deck:


Cards of Cost 1 - 2 = 20 cards.

Cards of Cost 3 - 4 = 10 cards.

Cards of Cost 5 > = 10 cards.

Total cards in Deck = 40 cards.


6. Rules Addendums


DRAGON BALL KAI RULES

[LEVEL] Play System

● **[LEVEL] Increase your Chara's strength to the maximum!**

In Series such as [DRAGON BALL KAI] and [TORIKO] is the [LEVEL] play system implemented in. By setting the required number of JUMP POWER to a Chara, they will receive a BP Power-Up compared to their original BP. This is called LEVEL UP. Reach your maximum BP power-up and own the field by high power offence and defence!

LV.1
 **4000**



(1) Attach the required JUMP POWER to perform a LEVEL UP. If there is no JUMP POWER, your Chara will be Lv.1!



LV.2
 **6000**

(2) During your JUMP POWER PHASE, always perform a Level Check. Charas that can Level Up faster will be a better choice. In this case, this Chara needs just 1 JUMP POWER to reach Lv.2 with a BP of 6000!

LV.3
 **8000**




(3) When this Chara has 3 JUMP POWER attached to it, it reaches its highest Level given; Lv.3 with a BP of 8000 which is usually the power of a Cost 6 or more Chara card!

● **BEWARE OF JUMP POWER REMOVALS!**

However, by setting more JUMP POWER to a Chara, you will be able to maintain its' Level in a situation when their JUMP POWER gets removed via various Card Effects.

If the opponent's ACTION destroys 2 JUMP POWER from this Chara...
 ↓
 Your Chara will drop from Level 3 to Level 1 with low BP!





ONE PIECE RULES

[DEVIL FRUIT] PLAY SYSTEM

● [DEVIL FRUIT] & [DEVIL FRUIT JUMP POWER] imbued characters!

ONE PIECE has a exclusive mechanic called **悪魔の実 (Devil Fruit)**. Characters from ONE PIECE have the tendency to contain the [DEVIL FRUIT] indication above the JUMP POWER. If you have enough or more JUMP POWER required on that character, you then activate the **悪魔の実 (DEVIL FRUIT)** passive skill.

(1) Fulfil the requirements for [DEVIL FRUIT JUMP POWER]. For characters with **0 cost [DEVIL FRUIT JUMP POWER]**, the mechanic is already activated. When activated, that character's [DEVIL FRUIT] ability is activated as well.



This chara requires 2 JUMP-Power to activate [DEVIL FRUIT]



(2) If you have enough [DEVIL FRUIT JUMP POWER] on your character, you may "Down" energy equal to the cost of an Action Card that has a [DEVIL FRUIT] ability. Equip the Action Card by attaching BELOW that character to gain the bonus Boost of the Action Card's [DEVIL FRUIT] ability.



悪魔の実 <<GUM GUM FRUIT>>

This chara can't be targetted by opponent's abilities



● Go at **FULL POWER** with **[DEVIL FRUIT]** abilities!



+



=13000!!



**LUFFY'S POWER IS NOW
BP13000!!!**

LUFFY's POWER is increased further with a **悪魔の実** equipped!

<<GUM GUM FRUIT>> is equipped under this character, Your cards with **[ACE]** in its name deals 2 Damage.



Action Cards may contain a specific **悪魔の実** **[DEVIL FRUIT]** on it. You may pay the cost by tapping the energy and equipping it to one of your characters that have the ability granted if the said fruit is present. You can also equip more than 1 **[DEVIL FRUIT]** to a character but it has to be the same **[DEVIL FRUIT]** name as the previously equipped fruit.

CORRECT! Equipping a **<<GUM GUM FRUIT>>** to a character with a **<<GUM GUM FRUIT>>** equipped.
WRONG! Equipping a **<<MELO MELO FRUIT>>** to a character with a **<<GUM GUM FRUIT>>** equipped.

ATTACK MULTIPLE TIMES WITH STACKED CHARACTERS!



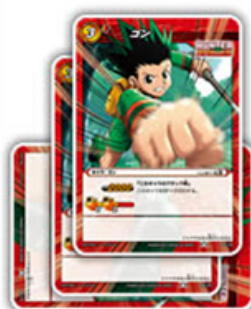
Miracle Battle Carddass' rules states that you can only play 1 Character Card with the same name in the field.

However, Characters from the [Hunter X Hunter] series enables you to play Characters with the same name into the field by stacking them on top of a current character with the same name in play. Characters stacked below as well as the top Character can Attack or Block like a normal Character Card.



GON's first attack!

GON's second attack!



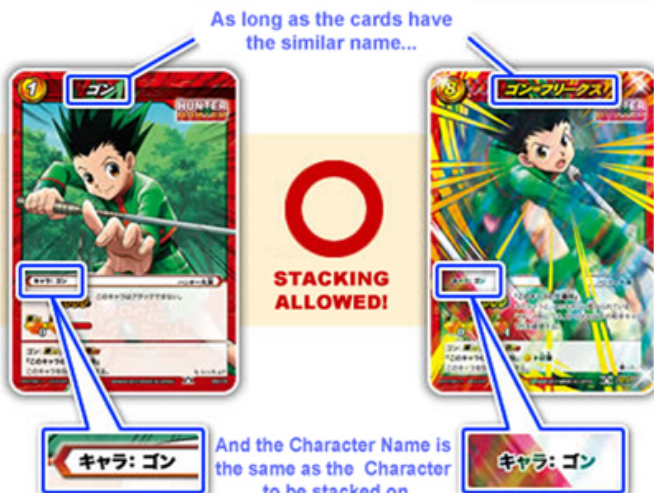
Down the card right at the bottom for the first attack.



Down the card from bottom to the top for continuous Attack / Block.

BP OF THE CHARACTERS BELOW ARE DETERMINED BY THE TOP CHARACTER.

CHARACTERS CAN ONLY BE STACKED OVER THE CHARACTERS WITH THE SAME CHARA NAME



STACKING ALLOWED!

ONLY THE TOP CHARACTER IS RETIRED WHEN DESTRUCTION OCCURS!



During battle, if a character is retired, only the Character on the top is sent to the Trash. As such, the next Character below the retired card will have the previous Jump Power moved on to it along the current BP that determines the bottom cards.



ACTIVATE [NEN ABILITY] WHEN 2 CHARACTERS ARE STACKED!

When there are 2 or more cards stacked together with the same name, the [NEN ABILITY] of the card that is stacked, (2nd card and below) will activate if there is one.


[STEP 1] PLACE A CARD WITH THE SAME NAME ON TOP OF THE CHARACTER IN PLAY!

When a HUNTER X HUNTER Character is in play, you may enter the same Character into play by placing the newly entered Character on the top of the current Character with the same name. By doing so, you can activate the [NEN ABILITY] of the Characters below.




[STEP 2]: ATTACH REQUIRED JUMP POWER TO ACTIVATE THE [NEN ABILITY] EFFECTS

Attach enough Jump Power on the top Character to enable their icons that is indicated on the card. These icons can also be found on the [NEN ABILITY] at the bottom of the card if there is one. To activate the [NEN ABILITY] of the 2nd card and below, your top Chara must have the icons indicated beside the [NEN ABILITY] skills to be activated.



is placed, 1 of the 2 Icons is activated. Thus the [NEN ABILITY] activates!

Killua: [When this Chara Attacks]
This Chara gains BP+3000.



x4 is attached, is activated. Since the condition is met, [NEN ABILITY] activates!

Gon: [When this Chara Attacks]
Retire 1 of your Opponent's BP5000 or less Chara.


▲ This [NEN ABILITY] only requires 1 Icon which is either or to be activated. When it is activated, the [NEN ABILITY] activates as well.

▲ When enough Jump Power is attached to activate , The [NEN ABILITY] that requires that Icon is activated immediately!

※ [JUMP POWER] attachment is usually required to activate or higher Icons. If is activated, the Character still has Icons activated as well.

BE INVINCIBLE WITH [NEN ABILITIES] !!

Stack 2 or more cards with [NEN ABILITY] to overwhelm your opponents!
Attach the required JUMP POWER to gain higher Icons required for stronger [NEN ABILITY] to be activated!



ACTIVATE ALL YOUR [NEN ABILITY] WITH ONE CHARACTER ATTACK TO TURN THE TABLES ON YOUR OPPONENT!

Gon: [When this Chara Attacks]
Retire 1 of your Opponent's BP5000 or less Chara.

Gon: [When this Chara Attacks]
This Chara gains BP+1000.

⚠ INFORMATION

- You can only stack Characters above the Character with the same Chara Name only.
- Cards below the stacked Character are known as [NEN].
- [NEN ABILITIES] of [NEN] are permanently activated when the Jump Power condition is met.
- Since [NEN] are actually Characters that were called to the field before they were stacked, they are counted as part of Minus Cost where each [NEN] in play is counted as 1 Minus Cost of the [NEN]'s colour.