

Neon Genesis Evangelion The Card Game



Official Rule Book - Version 2.0
English Edition

Introduction

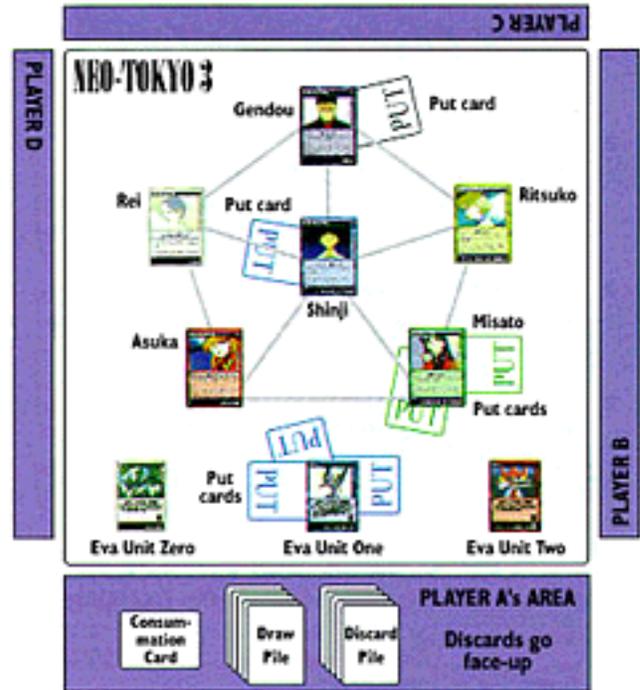
The Carddass Masters G Neon Genesis Evangelion Card Game is a trading card game set in the world of the animation series Neon Genesis Evangelion. Each player, using cards he has on hand, tries to achieve the consummation one of the main characters in the Evangelion universe: Shinji, Rei, Asuka, Misato, Ritsuko, or Gendou. Although the game is playable with any number of players two and up, having three to five players provides the best experience.

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Translation by Scott DiBerardino v2.0 2001.01.20

Preparing to Play

- 1) Each player chooses at least thirty cards to use, hereon referred to as their *deck*. Among these cards, **you must include at least one Angel card for each fifteen cards or portion thereof in the deck total**. For example, at least two Angels in a 30 card deck, at least 3 Angels in a 31-45 card deck, at least 4 Angels in a 46-60 card deck, and so on. **You may include up to three copies of any particular card in your deck** (four or more copies of the same card is forbidden.) Additionally, **you may include only one copy of a given Angel in your deck**.
- 2) Shuffle the cards you chose and place them in a pile face down. This is called your **draw pile**.
- 3) Choose and place one **Consummation** card and place it in front of you.
- 4) Arrange the six main Character cards (Shinji Ikari, Rei Ayanami, Asuka Langley-Soryu, Misato Katsuragi, Ritsuko Akagi, Gendou Ikari) and the three main Eva cards (Unit Zero, Unit One, and Unit Two) as shown in the diagram. These cards do not belong to a particular player, and are never removed from play. Anyone can provide these cards for play. The playing area where these cards are so arranged is called Neo-Tokyo.



- 5) Draw six cards from your draw pile to form your **hand**. If you draw one or more Angel cards at this time, shuffle them back into your draw pile, and draw replacements.
- 6) Determine who will play first by Rock-Paper-Scissors or some other arrangement. Play proceeds clockwise from the the first player.

Layout of Neo-Tokyo

Cards that are **put** on (attached to) the Character and Eva cards that begin the game in Neo-Tokyo are placed underneath the card they are put on. These cards and all cards that are **spoken** (played) should be faced so as to easily indicate who played them.

Turn Sequence

Each player on their own turn performs the following sequence in order. Playing through this entire sequence is called a **turn**, and the player who is performing the sequence is the **active player**.

Opening Draw Phase

Draw one card from your draw pile. If the card drawn is an Angel, place it in Neo-Tokyo immediately.

Battle Phase

Performed only if there is an Angel in Neo-Tokyo. Using the Evas, the player attempts to defeat the Angel.

Main Phase

The relationships of the inhabitants of Neo-Tokyo can change. Each player can do things like play Put cards, or use Line cards to have characters **hurt** or **attract** each other.

Ending Draw Phase

All players total the **draw points (DP)** on cards they played this turn, and draw cards from their own draw piles accordingly.

Consummation Phase

The active player checks their Consummation requirements; if the requirements have been met, then they raise the Consummation **level**. If they have completed the conditions for Consummation level 2, they may declare a **Consummation Stage**.

Introducing the Cards

Now we will explain the eight different types of cards.



Eva cards represent the **Evangelions**, weapons developed to fight the Angels. Each Eva has a corresponding **pilot**, without whom it cannot participate in battle. If an Eva card is put on an Eva already in play in Neo-Tokyo, **the Eva gains +1 Strength, and can use one additional weapon**. There is no limit (either in number or color) on what cards can be put on an Eva card. If an Eva card in Neo-Tokyo is **downed** (flipped over), all cards that have been put on it are discarded. **Eva cards can only be spoken in the Main phase**.

Draw Points

The draw points when used as an Eva card. In the Ending Draw Phase, the player draws this many cards.

Strength

Normally 1, but can be modified by **weapons** and other effects.

Rules Text

The effects of playing this card as an Eva card.

Line

Has no effect when used as an Eva card.

Character Card



CHARACTER

Drama Card



DRAMA

Character cards represent the various inhabitants of the world of Evangelion. The six characters that begin the game in Neo-Tokyo (Shinji, Rei, Asuka, Misato, Ritsuko, and Gendou) are called **main characters**. By putting a Character card on a main character, **the number of cards each turn that character can speak (play) is increased by one**. However, only Character cards of the same color can be played on a character. Additionally, **the number of cards that can be put on a character is limited to two each, no matter if they are Put cards or Character cards. Cards may not be put on characters other than the main characters**. If a main character is downed (flipped over), all cards that have been put on them are discarded. **Character cards can only be spoken in the Main phase.**

Draw Points

The draw points when used as an Character card. In the Ending Draw Phase, the player draws this many cards.

Rules Text

The effects of playing this card as an Character card.

Line

Has no effect when used as an Character card.

Drama cards represent scenes unfolding in the world of Evangelion. **They can be played in the Opening Draw, Battle, and Main Phases**. Although these cards are very useful, unlike Character and Eva cards their effect only lasts for the duration of the turn they are played.

Draw Points

The draw points when used as an Drama card. In the Ending Draw Phase, the player draws this many cards.

Rules Text

The effects of playing this card as an Drama card.

Line

Has no effect when used as an Drama card.

Battle Card



BATTLE

Put Card



PUT

Battle cards can only be used in the Battle Phase, and their effects only last for the duration of the turn. They can have a powerful effect on the fight against the Angels. Even if your character's Consummation does not require defeating Angels, it would be wise to include some of these cards in your deck.

Draw Points

The draw points when used as an Battle card. In the Ending Draw Phase, the player draws this many cards.

Rules Text

The effects of playing this card as an Battle card.

Line

Has no effect when used as an Battle card.

Put cards are cards with powerful and permanent effects that are attached to Characters and Evas in Neo-Tokyo. Attaching a card to another card in Neo Tokyo 3 is called **putting** the card. However, **only up to two cards may be put onto a single character card**. Cards may not be put at all onto characters other than the main characters. For the most part, cards may only be put on cards of the same color. For instance, blue cards can generally be played only on Shinji (who is blue.) When a main character or Eva is downed (flipped over), all cards put on the downed card are discarded. **Put cards can only be spoken during the Main Phase.**

Draw Points

The draw points when used as an Put card. In the Ending Draw Phase, the player draws this many cards.

Rules Text

The effects of playing this card as an Put card.

Line

Has no effect when used as an Put card.

Line Card



セリフ

Angel Card



使徒

All cards other than Consummation and Angel cards can be **turned upside-down and used as Line cards**. Line cards are used by the characters in Neo-Tokyo to hurt or attract each other, changing the relationships between the characters. The Main Phase is mainly an exchange of Lines. Line cards are discarded at the end of the turn. **Line cards can only be spoken in the Main Phase by the active player**. Line cards played as **reactions** are not so limited.

Draw Points

When played as a Line card, the printed DP is ignored. **All Line cards are worth 1 DP, except those spoken by Rei Ayanami, which are worth zero DP.**

Rules Text

Has no effect when used as a Line card.

Line Marks

[Triangle] represents "hurt", and **[circle]** represents "attract". The mark's color represents the target character: blue=Shinji, white=Rei, red=Asuka, green=Misato, yellow=Ritsuko, black=Gendou.

Angel cards represent the enemies of humanity. **Each player must include at least one Angel in their deck for every fifteen cards total.**

Strength

The power of the Angel. **If the total Strength of all Evas assigned to battle is greater than the strength of the Angel, it is defeated.** If you are defeated by the Angel, the player to your right randomly chooses three cards from your hand and discards them.

Rules Text

These rules explain any special effects that the Angel has. These effects only apply while the Angel is in Neo-Tokyo.

Consummation Card



補完

Consummation cards represent the deepest desires of each of the main characters, and reveal the conditions for achieving Consummation for that character. If a player can reach Consummation level 2, and successfully pass the Consummation Stage, they **win the game!** Initially, each player chooses one Consummation card and places it in front of them. When the level 1 requirements have been met, flip the card over. When the level 2 requirements have been met, turn the card on its side. **Only the active player may check Consummation conditions, and only during their Consummation Phase.** Any number of players may have Consummation cards for the same character. Consummation cards cannot be targeted or affected by other cards unless they specifically say so.

Opening Draw Phase

At the beginning of the Opening Draw Phase, **the active player draws the top card from their draw pile and adds it to their hand.**

If the card drawn is an Angel, play it immediately into Neo-Tokyo (you do not draw a replacement card.) If there is already an Angel in Neo-Tokyo, the Angel card is left face down, and placed just outside Neo-Tokyo. If the existing Angel is defeated, in the following Opening Draw Phase the newly drawn Angel is turned face up and moved inside Neo-Tokyo. Once turned face up, any special abilities of the Angel come into effect. If there are already one or more Angels face down outside Neo-Tokyo, then place the newly drawn one at the bottom of the pile (faced so as to indicate ownership of the card.) If the Angel in Neo-Tokyo is defeated, the top Angel of the pile outside is turned face up and placed in Neo-Tokyo.

If any Evas are down at this time, they *recover* (are turned face up).

If the main character Rey Ayanami is down at this time, she also recovers automatically.

If a player's draw pile is exhausted, the player who cannot draw immediately loses, and is knocked out of the game.

Only Drama cards may be played in this phase.



Conventions of Card Usage

In this game, the act of playing a card is referred to as the character of the card's *speaking* it. Each character, by speaking the line written on the card, brings about the effect of that card. You could say that unless someone speaks the line, the card's effect never occurs.

During play, **if a card's matching character (by color) is currently down (flipped over), the card cannot be played.** Furthermore, in general, **each character (each color) cannot speak more than one card each turn.** It doesn't matter who played the first card of that color.

Cards that have been spoken should be left on the speaking character to show that they have already spoken this turn. The card should be faced so as to indicate which player played the card. Note that Put and Character cards attached to the characters in Neo-Tokyo can affect how many cards each character can speak.

This limit includes all cards played, no matter what card type; only one per character may normally be spoken each turn. However, cards with *Other* in their rules text do not count towards this limit; but if the corresponding character is down, they still cannot be spoken.

Battle Phase

When the Opening Draw Phase is finished, perform the Battle Phase, but **only if there is an Angel in Neo-Tokyo**. The Battle Phase is performed in the following sequence.

1) The active player chooses which Evas will be assigned to battle (Evas whose pilots are down cannot be chosen.) If at this time no Evas have been assigned to battle, the active player is immediately defeated by the Angel.

2) The total Strength of the Evas and the Strength of the Angel are compared. **If the Evas' Strength is greater than the Angel's, it is a victory for humanity.** The Angel in Neo-Tokyo is immediately discarded, and the Battle Phase ends.

Example: Eva Units One and Two VS. Angel Four - Shamshel

Evas Unit One and Two are fighting against Angel Four (Shamshel.) Eva Unit One has a Progressive Knife, so its Strength is 1 +1 (for the Knife) = 2. Unit Two has nothing attached, and so is Strength 1. The total Strength of the two Evas is 3. They are opposed by Shamshel, which has a Strength of 3. At this point, the Evas' Strength is not greater than the Angel's, so humanity will lose the battle. However, player A plays the Battle Card "Pallet Gun" (+2 to one Eva's Strength) on Unit Two. Now the Evas' total Strength is 5, which is greater than Shamshel's Strength of 3. Humanity has defeated the Angel.

3) If the Evas' total Strength is not greater than the Angel's, the Angel has won. The active player must immediately **discard three cards at random from their hand** (picked without looking by the player to their right.) The Angel is left in Neo-Tokyo, and the Battle Phase ends.

There are two other possible effects in the Battle Phase.

Evas who lose to an Angel are downed immediately.

When the Angel wins, all Evas that participated in the battle are immediately downed (flipped over.) When an Eva is Downed, all cards put on it are immediately discarded. However, the pilot of the Eva is not downed. Evas that did not participate in battle are also not downed.

Evas can use only one weapon.

Although Evas can carry more than one *weapon* card, in a single Battle Phase each Eva can only use one weapon card. There are ways to increase the number of weapons an Eva can use, however.

Main Phase

The Main Phase is the most fundamental phase, when most of the action involving the human relationships in Neo-Tokyo occurs. During this phase, Drama, Put, Character, Eva, and Line cards can all be played. Line cards are perhaps the most important cards played in this phase.

How to Use Line Cards

Line cards are used by the characters in Neo-Tokyo to hurt or attract each other. The player speaking the Line card announces which of the Line Marks on the card he is using. If the mark is a [triangle] hurt mark, then that Line hurts the character that corresponds to its color. In the same way, a [circle] attract mark attracts the character that corresponds to its color.

Generally, when someone hurts a character, **that character is immediately downed** (flipped over.) However, if the character is **grouped** the character instead separates from the group and is not downed. When a character is hurt, if someone else (other than the active player) speaks a Line that attracts that character, the hurt effect is canceled.

All Line cards belonging to players other than the active player can only be played as **reactions**. In other words, **players who are not the active player can only play Line cards in response** to a Line card played by the active player.



Example: Gendou hurts Shinji

Player A (the active player) has Gendou speak the Line card "I called for you because I had to." He chooses the blue triangle Line Mark, and hurts Shinji (1). Since Shinji is not grouped with anyone, he will be downed. Player B doesn't want to see Shinji down, so in reaction he has Misato speak the Line card "You can't keep running away!" Player B chooses the blue circle mark to attract Shinji (2). Thanks to this, Gendou's Line card has no effect, and Shinji is not downed after all.

The effect of attraction is the opposite of being hurt. When someone attracts a character, **that character is grouped with the character who spoke the Line card**. If the target character is down, they recover instead of being grouped (turn them face up). When someone attracts a character, if someone else (other than the active player) speaks a Line that hurts that character, the attract effect is canceled.



Line cards alone out of the eight types of cards **can only be spoken to characters that are adjacent**, even when used in reaction. When characters are grouped, Line cards may be spoken to characters that are not normally adjacent.

Grouping

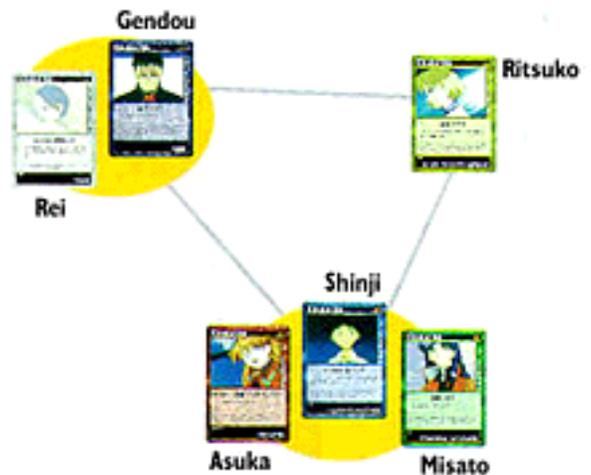
In the explanation of Line cards, **grouping** was referred to frequently. Grouping represents a closer level of relationship between characters. To show that characters are grouped, they are moved closer together in Neo-Tokyo.

For example, from the initial layout of Neo-Tokyo at the beginning of the game, Misato attracts Shinji. If no one cancels this, the result looks like the diagram below.



During play, this situation is referred to as "Shinji and Misato are grouped."

So, what is the situation in the diagram below?



That's right. Asuka, Shinji, and Misato are grouped together, and Rei and Gendou are also in their own group.

Being grouped has the three following benefits.

- 1) *Grouped characters are not Downed when hurt.*
When a grouped character is hurt, they separate from the group instead of being downed. Once they are separate from the group, naturally they would be downed if hurt again.
- 2) *The abilities of some cards are increased.*
There are some Put cards which are only useful when certain characters are grouped. Also, some Consummation cards require grouping to increase levels.
- 3) *Line cards may be spoken to characters who were not previously adjacent.*
Normally, Line cards may only be spoken to characters who are adjacent. However, when grouped, Line cards can be spoken to any characters who are adjacent to anyone in the group. Also, characters who can speak to one character in the Group can also speak to any character in the group. Further, grouped characters are considered adjacent to each other, and can hurt or attract each other freely.



Example: In the above diagram, Misato, in addition to Asuka, Shinji, and Ritsuko, is now adjacent to Gendou and can speak Line cards to him. Conversely, Gendou can now speak Lines to Misato as well.

But what happens when a character grouped like in the diagram below is hurt?



Example: Misato, Shinji, Rei, and Ritsuko are grouped. Asuka hurts Shinji.



Since Shinji was hurt, he leaves the group. At the same time, because Misato, Ritsuko, and Rei are no longer adjacent, Rei also is no longer grouped. Misato and Ritsuko are still adjacent, so they remain grouped by themselves.

What if a character from one group is nice to a character in a different group?



Example: Shinji, while grouped with Misato, is nice to Rei, who is grouped with Gendou.



Shinji's group and Rei's group join to form one large group. If Misato had been nice to Rei, or Gendou nice to Misato, etc., the two groups would become one in the same fashion.



Timing of Card Usage

In each phase, **the active player has the first chance to speak any cards.** The active player can speak one card (and only one at a time), **then the player to their left gets a chance to speak.** The chance to speak passes clockwise in this fashion. If a player doesn't want to speak a card when they have their chance, they can choose to **pass** instead. **When all players have passed consecutively, the phase ends.**

However, the Battle Phase works a little differently. It is broken down into three smaller steps, and all players passing merely moves the phase onto the next step.

- 1) Active player assigns Evas to the battle.
- 2) The Strengths of the Evas and Angel are compared.
- 3) The effects of winning or losing the battle are applied.

Reaction — The exception to timing

Some cards have the word *Reaction* in their rules text. Normally, a card's effect comes into play immediately when it is spoken. However, **Reaction cards can be played before another card's effect has fully come into play.** Reaction cards are spoken without regard to the normal play order, and the play order continues clockwise after the reaction. Moreover, reaction cards can only be played to affect the card they are reacting to. Although reaction cards generally cancel the effect of the card they are reacting to, the target card is still considered to have been spoken. In other words, a canceled card still counts against the speaking limit of the character, and still counts its draw points.

Ending Draw Phase

In the Ending Draw Phase, first **the active player totals up the DP (draw points) of all cards she spoke this turn.** Then she **draws cards from her draw pile equal to the total DP.** If the DP total is negative, she instead discards cards from her hand (of her choice) equal to the negative total. If an Angel is drawn at this time, it is immediately placed in Neo-Tokyo in exactly the same fashion as the Opening Draw Phase.

The drawing player then takes all non-put cards (Drama, Battle, and Line) they spoke this turn and discards them. Then, the next player to the left totals their DP and draws cards in the same fashion. When all players have done this, the Ending Draw Phase is over.

At this time, **if any player's hand has no cards in it, they lose and must immediately leave the game.** Also, if a player's draw pile is exhausted and they cannot draw any more cards, they lose in the same fashion. If only one player remains, and they defeat any Angels existing in Neo-Tokyo, then the game ends and they win. However, if the last player cannot defeat the Angels, then the Angels win and humanity perishes.

Consummation Phase

The active player checks the current level on his Consummation card. Generally, **only the active player checks the conditions on his Consummation card at this time.**

If the conditions for level 1 have been achieved this turn, flip the card over. If level 2 has been achieved, turn the card on its side. The Consummation level can only increase one level each turn. Generally, once a level has been achieved, it cannot be decreased to previous levels.

If Consummation level 2 has been achieved, and the character corresponding to the Consummation card is not down, then the active player may declare Consummation, but is not required to. If the active player declares Consummation, immediately proceed to the Consummation Stage (next section.)

If the active player fails during the Consummation Stage, the game continues, with all non-active players drawing one card for each card they played during the Consummation Stage. The active player continues the game without drawing cards to replace those he used in the Consummation Stage.

Consummation Stage

During the Consummation Stage, only Line cards may be spoken. Also, the actual situation in Neo-Tokyo is ignored: characters may speak to non-adjacent characters, there is no limit to the number of cards each may speak, and even down characters are allowed to speak during this Stage.

The Consummation Stage is performed according to the following sequence.

- 1) The player who declared Consummation plays a Line card that attracts the character corresponding to his Consummation card.
- 2) Other players may each play one Line card in an attempt to hurt the consummating character. If a non-active player does not play a Line card now, they cannot play cards for the rest of the Stage.
- 3) If at least one player hurts the consummating character, the active player may again play a Line card to attract the consummating character.

Continuing in this fashion, **if the active player plays a Line card that attracts the consummating character, and no player plays a Line card to hurt that character, then the active player wins the game.** The consummated character has been made content. The other players should clap warmly and say "Congratulations!" to the winner and his character.

Deckbuilding Tips

This game is different from normal card games in the fact that each player puts together a deck freely from among the cards they have acquired. Although you can play with just the cards in this Starter, by getting Booster packs, you can increase your options in building a strong deck.

Keep these hints in mind when building your own deck.

1) Include cards of more than one color

During the game, cards played mostly represent things that a character says. If you include cards of only one color, and that character is downed, you will not be able to play any of your cards.

2) The best defense is a good offense

Although you want to include plenty of cards that attract the character corresponding to your Consummation card, it will be for nothing if someone else consummates first. The best defense is a good offense - if your opponent's character cannot speak, there will be no way for them to stop you.

3) Have a plan to draw cards

The larger your hand, the more options you will have, and the better your chances of winning will be. Strong cards have low draw points, making it difficult to win using just powerful cards. Have a plan to use Put cards to increase your DP.

There are two paths to victory in this game. The first is to increase one's Consummation level, enter the Consummation Stage, and win it. Another way is to force all other players to lose the game.

Players can lose in the following ways.

- 1) Draw Pile is exhausted, so unable to draw a card.
- 2) No cards in hand at the end of the Ending Draw Phase.
- 3) Another player achieves Consummation.

Unlike method (3), you can build a deck that makes it easy to lose by methods (1) or (2). If you build a deck with few cards, and then rely on cards with high DP, you will quickly exhaust your deck, and lose by method (1). This kind of deck either wins or loses very quickly. Losing by method (2) is easy if you ignore the advice on the previous page, "Have a plan to draw cards." If you are always the player with the least number of cards in hand, look for ways to increase your DP.

You can try to win by forcing your opponents to lose via methods (1) and (2) above, but if you can, it is easier to try to achieve your own Consummation.

Glossary

Active player

The player who drew a card at the start of the Opening Draw Phase. The active player plays first each phase, battles the Angels, and can declare Consummation.

Attract Mark

A circle-shaped Line mark printed on a Line card.

Discard pile

The pile of cards you have played that have been discarded. If a card is discarded, do not count its draw points. Cards in the discard pile are face up.

Down

The condition of a Character or Eva card that has been flipped over. A down character cannot speak (play) cards. Also, when a card is downed, all cards put on it are discarded.

DP

Abbreviation for Draw Points.

Grouping

If two or more characters are in a close relationship, they are grouped. The phrase "Characters grouped with A" does not include the character A themselves. *Other* Characters put on a character are not considered grouped.

Hurt Mark

A triangle-shaped Line mark printed on a Line card.

Neo-Tokyo

The area where the six main characters and the Evas are placed. Cards outside of this area (discard piles, Consummation cards, extra Angels) are generally not affected by the game.

Printed DP

The DP printed in the top right corner of the card. This does not include the DP of Line cards (which is not written on the card.)

Put

To attach a card to a Character or Eva card in Neo-Tokyo. Cards may not be put on down Characters or Evas.

Reaction

Can be spoken in response to another card being spoken. Only reaction cards can prevent another card from coming into effect normally.

Recover

To return a down Character or Eva card to its face up condition. Until a down card is recovered, it cannot speak or be assigned to battle.

Shinji in Unit One

Refers specifically to Shinji assigned to battle using Unit One. *Asuka in Unit Two* is read the same way.

Speaking

To speak a card is to play it. Cards represent the things that the characters say to each other.

Turn

Performing the five phases from the Opening Draw Phase to the Consummation Phase is called a "turn."

Weapon

Weapons are cards that enhance the Strength of an Eva. Each Eva can use one weapon during the Battle Phase.

Card List

[Translator's Note: A more complete card list is forthcoming.]

There are 15 Angel cards.

There are 49 Battle cards.

There are 16 Character cards, including the 6 that come in every Starter.

There are 73 Drama cards.

There are 3 Eva cards, which come in every Starter.

There are 10 Consummation ("hokan") cards, 1 of which is randomly included in every Starter.

There are 63 Put cards.

Staff

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