



**EXCEED**  
**FIGHTING SYSTEM**

2020 RULEBOOK



**99**  
**GAMES**

# CARD OVERVIEW

## CHARACTER CARDS

1



STARTING SIDE

2

1. **Character Name**

2. **Character Ability / Exceed Effect:** This effect is always active.

3. **Gauge Cost:** When taking the Exceed action, pay this many cards from your Gauge to flip your character card and gain your Exceed ability.

3



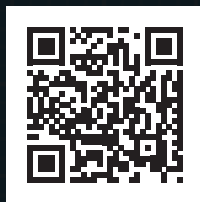
EXCEED SIDE

2

## WATCH THE TUTORIAL

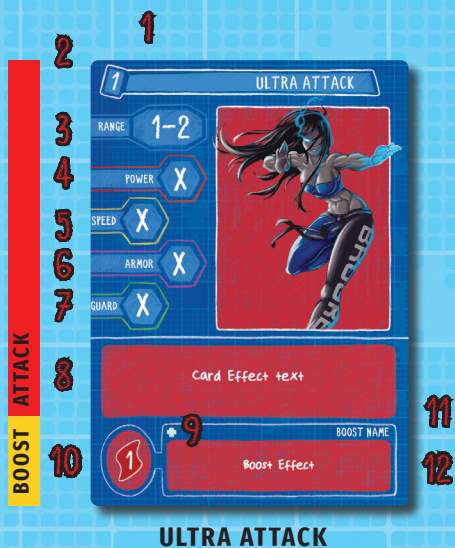
Don't want to read through the rulebook? You can dive right in to Exceed with an online video tutorial!

Just use this QR code or visit [www.level99games.com/exceed](http://www.level99games.com/exceed) to learn how to set up and play the game in minutes.



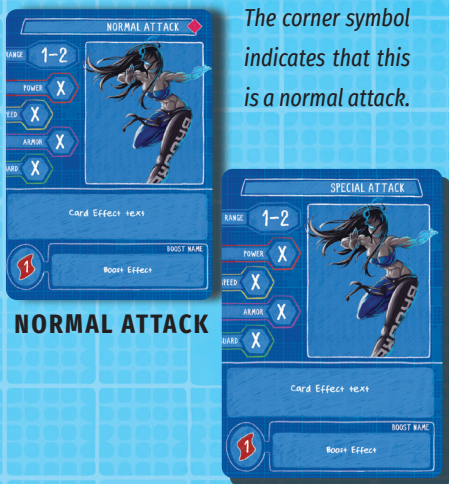
# ATTACK CARDS

All Attack cards have two parts. The upper part is the card's attack, and the lower part is its Boost. Players use cards as attacks during a Strike (when either player takes the Strike Action). Players use cards as Boosts by taking the Boost action.



## ULTRA ATTACK

1. **Attack Name**
2. **Attack Cost:** Cost to play the card (Can be Gauge, Force or nothing)
3. **Range:** Which spaces the attack hits
4. **Power:** An attack's outgoing damage
5. **Speed:** Determines who will resolve their attack first.
6. **Armor:** The attack's defense against incoming damage (when not shown, treat this number as zero).
7. **Guard:** The attack's stun resistance (when not shown, treat this number as zero).



## NORMAL ATTACK

The corner symbol indicates that this is a normal attack.

## SPECIAL ATTACK

8. **Attack Effects**
9. **Continuous Boost Mark:** This 'plus icon' Indicates that a Boost remains in play after being played.
10. **Boost Force Cost**
11. **Boost Name**
12. **Boost Effect**

**The Golden Rule:** If any text effect contradicts the text of this rulebook, the card text takes precedence.

# COMPONENT SETUP

**Board Cards:** These cards form the game's arena. An arena is always 9 spaces. Your game comes with 2 sets of board cards so you can play multiple instances of Exceed out of one box.

**Tuckboxes:** Each fighter has a Tuckbox which houses all their components. Tuckboxes have enough room to fit all of a character's cards when sleeved. Each tuckbox should contain the following:

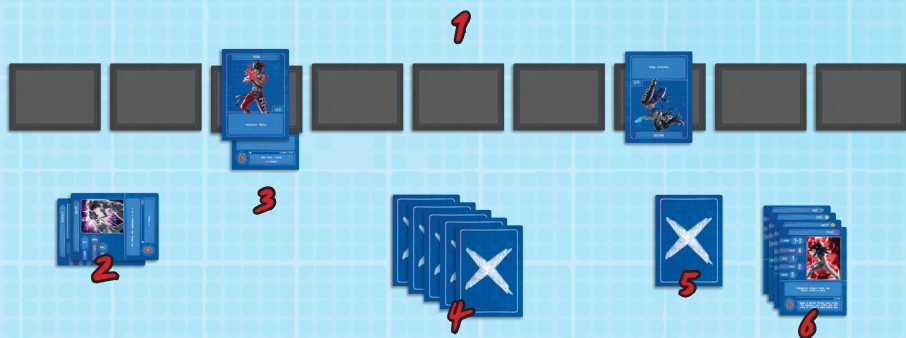
- Character card / Reference card / Special cards / Attack cards

**Special cards** unique to that character (*if any*) Except as described on your character ability or on the special cards themselves, game effects cannot interact with your character's special cards. Your opponent cannot influence them in any way (*unless otherwise stated*).

# SETUP

1. **Shuffle:** Place your character card, reference card, and any other special cards your character may have to the side. Shuffle your character's attack cards together to form a deck.
2. **Arena Setup:** Set up an arena with 9 spaces horizontally, and put your characters on the 3rd and 7th spaces respectively, with their starting sides facing up.
3. **Reference Trade:** Swap reference cards with your opponent.
4. **Starting Draw:** The player who goes first draws 5 cards. The player who goes second draws 6 cards. Your maximum hand size is 7.
5. **Mulligan:** After looking at the cards in your starting hand, you may set aside any number of cards from your hand face-down. (do not reveal those cards to your opponent.) If you do, draw cards from your deck equal to the number that you set aside. Then, shuffle the cards you set aside into your deck.
6. **Life Tracking:** Each player begins with 30 life (*maximum 30*).
7. **Game Start:** Determine who goes first randomly.

## THE PLAY AREA



Only one player's play area is shown here. Both play areas are identical. Except for hand and deck, all areas are face-up and open information to both players.

1. **Game Arena:** The Game Arena is 9 spaces long and is occupied by both players.
2. **Gauge Area:** Cards which have been converted into Gauge.
3. **Boost Area:** Any in-play Continuous Boost cards.
4. **Hand:** When a player draws cards, they add them to their hand. You may not look at your opponent's hand unless an effect specifically reveals it.
5. **Deck:** The player's shuffled deck. You may not look through either deck normally. If a card's effect instructs you to search through your own deck, shuffle the deck afterwards.
6. **Discard:** When you discard one or more cards, place all discarded cards face-up in the discard pile. Discard piles are ordered but may be searched by either player. When you discard multiple cards simultaneously, you choose the order.
7. **Sealed (not shown):** Some characters have card effects which seal attack cards. When you seal a card, place the sealed card in your own sealed area face-up (*regardless of which character owns the card*). Cards may not leave the sealed area unless specifically instructed by a card's effect.

Some characters create extra areas on the board, in addition to the areas listed above. Place extra areas separately from all other areas in a convenient place.

# ACTIONS

On your turn, choose and perform one action. If you did not strike (*for any reason*), end your turn by **drawing a card** and checking hand limit (*7 cards maximum*).

- **Prepare:** Draw a card.
- **Move:** Pay 1 Force per space to move. Pay 1 extra Force if you move over the opponent. When resolving movement (either from the move action or from movement effects), never count the opponent's space.

If any movement effect would ever move you past the edge of the arena, stop at the edge instead.

You may not over-spend on movement effects. (For example, if you are the edge of the arena, you may not spend Force to move farther into the edge of the arena).

- **Change Cards:** Spend 1 or more Force to draw cards. Spend all Force before drawing any cards.
- **Exceed:** Pay Gauge to flip your character card, gaining your Exceed ability. The Gauge cost of the Exceed action is printed on your character card.
- **Reshuffle:** Reshuffle your deck and

discard pile to form a new deck. Whether you reshuffle with this action or automatically the first time your deck runs out, you only get one Reshuffle per game.

- **Boost:** Pay Force to use a card's Boost effect.
- **Strike:** Set a card face-down. The player who declares the Strike is the attacker. After the attacker sets their attack, the opponent (the defender) sets their own attack face-down. Then, reveal and resolve both attacks.

*Note that some effects will give you new actions. These begin with the phrase: "As an action..."*

**When a player's life reaches zero, they lose.**

# HAND SIZE

Your hand size limit is 7. If you have more than 7 cards in hand, discard cards down to 7 at the end of your turn.

# OUT OF CARDS

If you attempt to draw or Wild Swing from an empty deck, reshuffle your discard pile to form a new deck. Then, perform the draw or Wild Swing. (Effects which look at one or more of the top cards in your deck do not trigger a reshuffle).

After Reshuffling, if you would draw or Wild Swing from an empty deck again, you instead lose the game immediately.

If you use the Reshuffle action, it replaces your automatic reshuffle. After performing the Reshuffle action, if you attempt to draw or Wild Swing from an empty deck, you instead **lose the game**.

If a card's effect instructs you to shuffle your deck (for any reason, even if you did not search your deck for a card), that shuffle does not replace your automatic reshuffle.

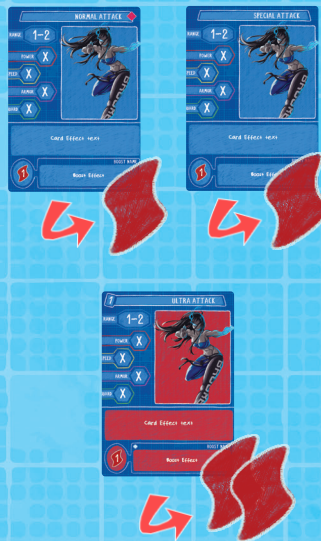
# FORCE

Force allows you to play Boosts, move, and other effects.

When you need to spend Force, you create Force to spend immediately through any combination of these methods:

- Discard any number of Normal or Special Attacks from your hand or Gauge to your discard pile to generate 1 Force per card discarded.
- Discard any number of Ultra Attacks from your hand or Gauge to your discard pile to generate 1 or 2 Force per card discarded (your choice).

You may only generate as much Force as you need to pay for any effect. *It is not possible to 'overpay' for an effect.*



# GAUGE

Build Gauge and use it to Exceed or play your powerful attacks! When you hit with an attack, the card enters your Gauge area during Strike cleanup.

You may spend Gauge using the Exceed action, or to pay for your Ultra Attacks. You may also discard cards from your Gauge to generate Force.

When spending Gauge, move the cards from your Gauge Area to your discard pile. You may discard cards from your Gauge in any order.



*This Boost lets you rush forward right away, and is discarded afterwards.*



*This Boost stays in play and gives your next Strike +2 Speed.*



*This Boost stays in play to give your next attack Power, but also lets you resolve an effect right away. It will cost 1 Force to play..*

# BOOSTS

**Boosts** are unique actions allowed by the cards in your hand.

To play a Boost, pay its Force Cost, put the Boost into your in-play area, and then resolve its effects. Do not pay the attack cost (such as Gauge or Force on the top left corner of the card) when you play a card's Boost.

## INSTANT BOOSTS

When you play an **Instant Boost**, resolve that Boost's effects immediately. Then, discard the card.

## CONTINUOUS BOOSTS

When you play a **Continuous Boost**, resolve any "**Now:**" effect on the Boost. Then, add the Boost to your Boost Area. The effects on a Continuous Boost are active at all times until discarded (either by a Strike, or by a card effect). All Continuous Boosts have a cross-shaped mark above their Force costs. There is no limit to the number of Continuous Boosts that can be in your in-play area.



## CLOSE

Move towards the opponent the indicated number of spaces (or as many as possible), but without switching sides with the opponent.



*Closing 2 spaces. Since 'close' always moves you as far as possible without passing the opponent, closing 3, 4, or 5 spaces would look identical to this.*

## MOVE

Move the indicated number of spaces in either direction (or as many as possible), switching sides with the opponent, and continuing in the same direction beyond.



*'Move' lets you choose which direction to go.*

*Unlike Close, switching sides with the opponent is allowed.*

## ADVANCE

Move towards the opponent the indicated number of spaces (or as many as possible), switching sides and continuing in the same direction.



*Advancing 1 space puts us adjacent. Advancing 2 would switch sides.*

## RETREAT

Move the indicated number of spaces away from the opponent (or as many as possible).



*Retreating 1 space from the opponent.*

## PUSH/PULL

Push moves the opponent away as if they were retreating.

Pull moves the opponent toward you as if they were advancing.



*Pulling the opponent 2 spaces (moving them to the other side of you), or Pushing 1 space.*

# RESOLVING STRIKES

When you choose to initiate a Strike as an action or as part of a Boost, you are called the **Attacker** and your opponent is the **Defender**. Players follow these steps:

1. The Attacker sets their Attack Card or Cards face-down. *Note: Some characters have additional actions they can take “when striking.” They do these actions before they set cards.*
  - A **Regular Attack** is formed by playing one card from your hand face-down.
  - An **EX Attack** is formed by playing two cards with the same name from your hand face-down. EX attacks have **+1 Power**, **+1 Speed**, **+1 Armor**, and **+1 Guard**.
  - A **Wild Swing** is formed by putting the top card of your deck into play face-down without looking at it.
2. The Defender sets their Attack Card(s) in the same way the attacker does.
3. Reveal the attacks!

## REVEAL STEP

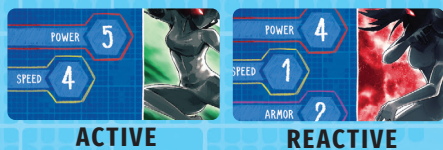
Flip both player's attacks face-up.

- **If you reveal an EX attack**, discard the extra copy of the EX attack to your discard pile.
- **If you reveal a Force Special attack**, you must pay the Force cost of a revealed Force Special immediately. If you can't, the attack is invalid. If you reveal an EX Force Special attack, you only pay the Force Cost for that Special once. If you reveal a Force Special from a Wild Swing, you may choose to make it invalid.
- **If you reveal an Ultra attack**, you must pay the Gauge Cost of a revealed Ultra Attack immediately. If you can't, the attack is invalid. If you reveal an EX Ultra Attack, you only pay the Gauge Cost for that Ultra once. If you reveal an Ultra Attack from a Wild Swing, you may choose to make it invalid.

- **If your attack is invalid**, discard it and perform a Wild Swing. Keep discarding and performing Wild Swings until you reveal a valid attack. These replacement Wild Swings are not considered to be setting a new attack.

## PRIORITY ORDER

Whoever has the higher speed attack goes first and is now the active player. In a speed tie, the Attacker becomes the active player.



## ACTIVE PLAYER ATTACK

The player with higher speed goes first and performs their entire attack.

An attack has 5 Steps:

1. Perform all **Before** effects
2. Check **Range** to the opponent from the attacks origin (*usually your character*)
3. If you were in range, perform all **Hit** effects, then do damage to the opponent
4. Perform all **After** effects
5. Check if the opponent is Stunned.



*Raul's ranged attack hits all spaces from 3 ~ 8, meaning that this attack will hit.*

## TRIGGER EFFECTS

There are five kinds of Trigger Effects in Exceed: **Before**, **Hit**, **After**, **Now**, and **Cleanup**. Each of these describes a different timing for when the effect will take place.

- **Before** effects happen at the start of your attack, before you check your range to the opponent.
- **Hit** effects happen if you hit the opponent with your attack.
- **After** effects will happen at the end of your attack, after you have already hit or missed the opponent.
- **Now** effects happen immediately. These are normally located on Continuous Boosts to signify which part of the effect happens now and which happens later.
- **Cleanup** effects happen at the end of a Strike, and normally prevent Continuous Boosts from being discarded if certain conditions are met.

When a Trigger Effect comes up, you must activate it and follow all of its instructions. If you have multiple effects with the same trigger, you choose the order to activate each trigger, but you must activate and resolve each one individually.

## DOING DAMAGE

When calculating damage, you will do damage to the opponent equal to your Power, reducing their life by that much.

If your opponent has any **Armor**, deduct this from the total amount of damage they take over the course of the strike.

If your damage dealt over the entire attack is greater than the opponent's **Guard**, they are **Stunned**. Stunned opponents don't get to perform their attack. Guard and Armor are cumulative across all damage on the same turn. This means an attack with 2 Armor will prevent the first 2 damage taken, but if a card effect or attack deals damage afterwards on the same turn the Armor will not prevent it.

## REACTIVE PLAYER ATTACK

If the Reactive Player is not Stunned, they resolve their attack in the same way that the Active Player did. If they are Stunned, skip their attack entirely.

## CLEANUP

After resolving both player's attacks, both players clean up. The Attacker performs this first, then the Defender after.

1. Resolve any **Cleanup** triggers on your Attack or Continuous Boosts.
2. Discard all Continuous Boosts in your Boost area. If a Continuous Boost was **sustained** during this Strike, leave it in play instead.
3. If you hit your opponent—even if you didn't stun them—put your attack card into your Gauge Area. If you didn't hit your opponent, put your attack card into your discard pile instead.
4. Perform any 'End of the Strike' type effects you may have. These effects happen even if a player is Stunned.

It's now the Defender's turn. If either player gained **Advantage** during the strike, they take the next turn, potentially altering the turn order. If both players gained Advantage, the one who most recently gained it takes the next turn. Neither player draws a card at the end of a turn containing a Strike.



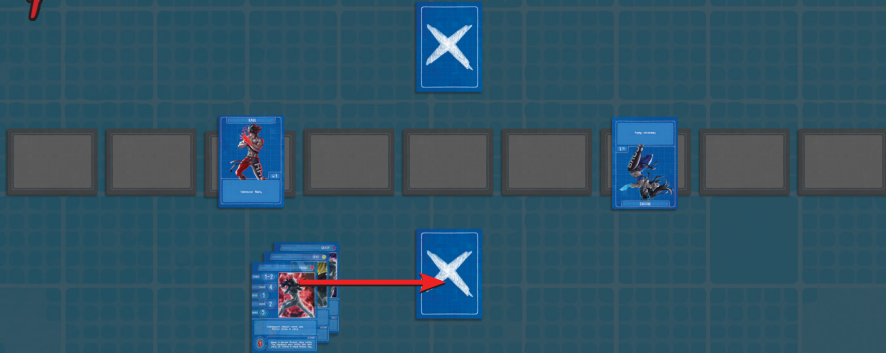
**Focus** has 2 points of Armor and 5 points of Guard. If you were to be hit by a 7-power attack, you would reduce that damage by your Armor, and only take 5 damage.

Since 5 damage is not greater than your 5 Guard, you would not be stunned.

If you were hit by an 8-power attack, however, you would take 6 damage, and would thus become stunned.

# GAMEPLAY EXAMPLE

1



Raul goes first. He decides to put the pressure on and attack! He initiates a **Strike** by playing a card from his hand face-down. Brooke also puts a card from her hand face-down.

2

**ACTIVE!**

**3 DAMAGE!**

**REACTIVE!**

Before: Advance 3. If you moved past the opponent, their attacks do not hit you.

Opponents cannot move you. After: Draw a card.

The attacks are revealed. Brooke's Dive attack has a higher speed, so it executes first! Its effect moves Brooke 3 spaces, and she is now in range to connect with her attack. Raul's attack has 2 armor so Brooke's damage dealt reduced from 5 to 3.

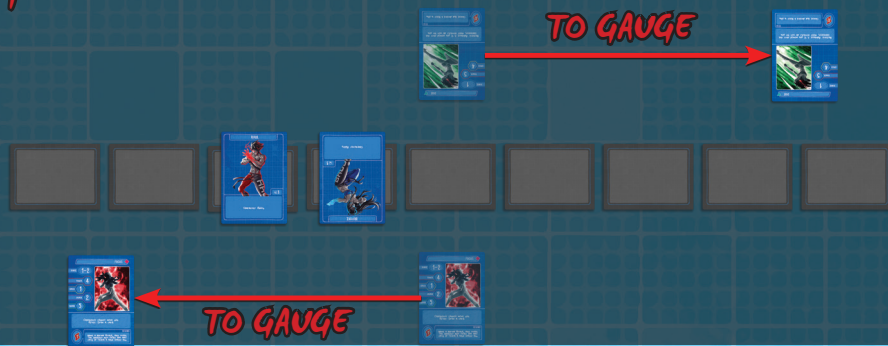
3



4 DAMAGE!

Brooke's 3 damage is not enough to break Raul's Guard and stun him, so Raul's Focus attack executes! Raul hits Brooke for 4 damage putting her at 26 life! Raul's Focus attack also draws Raul a card with its **After** effect.

4



Now that both attacks have executed, both players enter Cleanup. Since both player's attacks hit, both attacks go to their Gauge. They can use this Gauge on later turns for things like using powerful Ultra attacks!

Now gameplay proceeds with Brooke's turn. Turns continue rotating between players in this way, with players playing Boosts, attacking, and using other types of actions until the game ends.

# FREQUENTLY ASKED QUESTIONS

**Q: Can I ask how many cards are in my opponent's hand?**

*A: Yes. This information is open knowledge to all players.*

**Q: If I Wild Swing into an Ultra, do I have to play it if I have the Gauge to pay for it?**

*A: You may pay the Gauge and use an Ultra that you Wild Swing into, but you do not have to. If you do not have the Gauge or do not want to pay for a Wild Swing Ultra, it is considered an invalid attack and replaced with a new Wild Swing as normal.*

**Q: What if I have no cards in my hand and a Strike occurs?**

*A: You must perform a Wild Swing.*

**Q: I'm using an effect that cancels an opponent's Boost—when does that happen?**

*A: Canceling a Boost happens after costs are paid but before decisions are made (like what card is named for the Parry Boost). The player still draws at end of turn.*

**Q: If an effect allows me to spend something to gain a bonus, like 1 Force for +1 Power, can I do that multiple times?**

*A: No. Anything that lets you use it multiple times will be specifically stated ("You may spend up to 3 Force. For each Force spent, +1 Power.")*

**Q: If I am allowed to pay for an Ultra using something other than Gauge from an effect and I play the Ultra from hand, am I required to pay for it?**

*A: Yes. An Ultra played from hand must be paid for, even if you must use an alternate method of generating Gauge. If you Wild Swing into it, however, you may invalidate it if you do not wish to pay.*

**Q: If I EX an Ultra Attack, do I pay the Gauge cost for each copy?**

*A: No. The Gauge Cost is only paid once.*

**Q: My attack has two "Hit" triggers. How do I resolve them?**

*A: You choose the order to resolve each trigger. You must resolve all triggers on your attack.*



**Q: If my attack is faster than my opponent's, can I still be Stunned?**

A: Yes.

**Q: For Boosts that cause a Strike, when are they considered "resolved"?**

A: The Boost is resolved right before the Strike begins. As such, any effects that trigger "after resolving an Immediate Boost", will happen before you set your card for the Strike.

**Q: If an attack is coming from another source, do "Attacks at range 1 do not hit you" effects care about the character's position or the other source's position?**

A: The range is measured from the other source's position, being the attack's point of origin.

**Q: If an effect causes me to search my deck, do I have to shuffle afterwards?**

A: Yes. Anytime you search your deck, you must shuffle afterwards.

**Q: When do "playing" and "resolving" a card occur for effects that care about it? What about effects that cause a Strike?**

A: Played: After spending costs, but before effects. Resolved: After effects occur. For effects causing Strikes, "Played" is the same. Resolving happens after effects, but before the Strike. Discarding the card happens after resolution.

**Q: What happens if I Wild Swing with no deck and I've already reshuffled?**

A: You lose the game.

**Q: Can my life go above its maximum?**

A: No.

**Q: What is non-lethal damage?**

A: Damage that cannot bring the opponent below 1 life. For example, if an opponent with 3 life is dealt 5 non-lethal damage, they take 2 damage.

**Q: My character has a card which has taken a card from my opponent. What can I do with it?**

A: An opponent's card may be in your Boost, Gauge, sealed, or character-specific areas. If an opponent's card would enter any other area, return it to the opponent's discard instead.

# GLOSSARY

## **ADVANTAGE**

Can be gained during a Strike. You take the next turn, regardless of who initiated the Strike. If Advantage is gained multiple times during a Strike (even by multiple players), the last player to gain Advantage goes next.

## **AFTER**

A trigger on many attacks that resolves after the attack would deal its damage. It happens whether or not the attack hits. Does not happen if you are Stunned.

## **BEFORE**

A trigger on many attacks that resolves before checking if the attack hits the opponent. It happens whether or not the attack hits. Does not happen if you are stunned.

## **HIT**

A trigger on many attacks that resolves if the attack hits the opponent, but before the attack's damage is dealt.

## **NOW**

A trigger on some Continuous Boosts that resolves immediately on playing the Boost.

## **RESHUFFLE**

Shuffle a player's discard pile into their deck. Do this when that player's deck is empty and they either draw a card or Wild Swing. A player can also Reshuffle early by taking the Reshuffle action. Either way, a player can only Reshuffle once per game - if a player's deck is empty, they have used their Reshuffle, and they would draw a card or Wild Swing, they lose the game immediately instead.

## **SEAL**

Remove a card from the game, placing it into your Sealed area.

## **STUNNED**

If a player takes more damage than their Guard, they are Stunned. If they have not yet activated their attack, it will not activate. Some cards check during Cleanup if the player was Stunned, so note that a faster player can still be Stunned during a Strike if the slower player hits back.

## **SUSTAIN**

Prevents a Continuous Boost from being discarded when the current Strike ends. Sustaining a Boost only lasts until the next Strike. You may continue to sustain Boosts over multiple Strikes.

## **FORCE**

Generated by spending cards from hand or Gauge. An Ultra Attack can generate 2 Force if spent this way.

## **GAUGE**

Generated by spending cards from Gauge. Each card generates 1 Gauge, regardless of type.

## **IGNORE ARMOR**

This attack treats your opponent's Armor as if it were 0.

## **IGNORE GUARD**

This attack treats your opponent's Guard as if it were 0.

## **STUN IMMUNITY**

You cannot be Stunned.



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