

THERE YOU GO... I'VE JUST REGISTERED WITH **URBAN-RIVALS.COM** AND NOW ALL I NEED TO DO IS START PLAYING...

... I DON'T NEED TO READ THE GAME RULES!

# INSTRUCTIONS

EDITOR IN CHIEF: NICOLAS CARIS

A STUDIO MAKMA PRODUCTION  
SCRIPT & LETTERING: EDMOND TOURRIOL  
DRAWING & INKING: BEN BASSO  
COLOR: FRED VIGNEAU

NOT SO FAST, SUNSHINE!

IF YOU DON'T READ THE RULES, YOU'LL BE WIPED OUT.

LET'S HAVE A LOOK AT YOUR CARDS BEFORE YOU START PLAYING WITH THEM.

THEY CONTAIN FIVE KEY PIECES OF INFORMATION...

**POWER** WHICH INDICATES YOUR CHARACTER'S ABILITY TO BEAT AN OPPONENT.

**DAMAGE** WHICH INDICATES THE DAMAGE YOUR CHARACTER WILL INFLICT IF HE BEATS AN OPPONENT.

**STARS** THAT INDICATE THE CHARACTER'S CURRENT LEVEL AND MAX LEVEL.

**ABILITIES AND BONUSES** THAT SPICE IT ALL UP WITH LOTS OF FUN EFFECTS THAT YOU'LL DISCOVER AS YOU PLAY.

TO PLAY, YOU MUST HAVE A DECK I.E. A TEAM OF EIGHT CHARACTERS.

A DECK IS LIKE A BUS THAT CARRIES EIGHT CHARACTERS.

YOUR BUS ENTERS THE ARENA TO FIGHT OTHER TEAMS WHO ALSO CAME ON THEIR BUS.



WHEN AN OPPONENT ACCEPTS YOUR CHALLENGE, **FOUR** CHARACTERS ARE SELECTED FROM YOUR DECK...

... AND **FOUR** FROM YOUR OPPONENT'S DECK.

AND THEN THINGS REAL HOT UP!



IN A BATTLE, YOUR AIM IS PROTECT YOUR 12 LIFE POINTS WHILE REDUCING YOUR OPPONENT'S POINTS...

... TO DO THAT, EACH PLAYER CHOOSES A CHARACTER TO FIGHT THE OPPONENT'S CHARACTER, TAKING IT IN TURNS AND FOUR TIMES IN A ROW...

... THE CHARACTERS FIGHT EACH OTHER AND THE WINNER INFLECTS HIS DAMAGE POINTS ON THE OPPONENT...

... THE OUTCOME OF THE BATTLE BETWEEN THE CHARACTERS DEPENDS ON THEIR RESPECTIVE POWERS, BUT NOT JUST ON THAT...



**Copper**

4 ★★★★★

⚔ Puissance +5

8 🛡 Attaque +8

**Vladimir**

6 ★★★★★

⚔ -5 ataq. adv, min 1

7 🛡 Stop pouvoir adv



TO INCREASE YOUR CHARACTERS' CHANCES, YOU GIVE THEM **PILLZ**.

BY MULTIPLYING THEIR **POWER** BY **PILLZ**, YOU OBTAIN AN ATTACK SCORE...

... THE HIGHER THIS SCORE IS, THE MORE CHANCE YOUR CHARACTER HAS OF WINNING!



YOU CAN ALSO USE **PILLZ** TO RELEASE A **FURY** THAT WILL INFLICT EVEN MORE DAMAGE...

... IF YOU WIN THE ROUND, OF COURSE!

YOU SEE, **PILLZ** ARE VERY IMPORTANT, ESPECIALLY AS YOU ONLY HAVE 12 PILLZ PER MATCH.

PLEASE REMEMBER AS WELL THAT...

... THE NUMBER OF PILLZ YOU USE REMAINS A **SECRET** UNTIL THE FIGHT BEGINS.

**BLUFFING** IS THE NAME OF THE GAME.





LOOK, THIS IS HOW A ROUND WORKS!

SO...FOR LOBO...  $5 \times 3 = 15$ .  
FOR BRYAN...  $7 \times 3 = 21$ .

BRYAN'S ATTACK IS HIGHER THAN LOBO'S ATTACK...



AS BRYAN HAS THE SUPPORT OF TANK, ANOTHER CHARACTER FROM HIS CLAN, HIS CLAN BONUS IS ACTIVATED...

... SO HIS CHANCES OF WINNER ARE GREATER.

... WHICH MEANS THAT LOBO'S OWNER WILL BE ATTACKED WITH NOT JUST FIVE BUT SEVEN DAMAGE POINTS...

... WHICH IS NO LAUGHING MATTER!

FOUR ROUNDS ARE FOUGHT IN A ROW.

AT THE END, THE PLAYER WITH THE MOST LIFE POINTS WINS.

AND IF A PLAYER GOES DOWN TO ZERO DURING A MATCH, HE WILL BE KO'D.



LOBO  
POWER: 6  
PILLZ: 3  
DAMAGE: 6

BRYAN  
POWER: 7  
PILLZ: 3  
DAMAGE: 5  
CLAN BONUS: DAMAGE +2



REMEMBER THAT YOUR CHARACTERS EVOLVE.

THE MORE YOU PLAY WITH THEM, THE STRONGER THEY BECOME!

AND YOU WIN CLINTZ THAT ALLOW YOU TO BUY CARDS TO IMPROVE YOUR DECK...

... AND BATTLE POINTS TO UP YOUR LEVEL.



AND THEN, BEFORE LONG YOU CAN TAKE PART IN TOURNAMENTS AND MAKE A NAME FOR YOURSELF!

BUT THAT'S ENOUGH TALK FOR NOW... COME ON CHAMP, LET'S GET FIGHTING!

FINAL PIECE OF ADVICE: TRY AND GET TO LEVEL 5 AS QUICKLY AS YOU CAN - A SURPRISE GIFT AWAITS YOU!

GO TO [URBAN-RIVALS.COM](http://URBAN-RIVALS.COM) FOR MORE INFO!