

# GENESIS

BATTLE OF CHAMPIONS™

## PACK BATTLES

Pack Battles is a fun, fast multi-player format designed to be played as a sealed event with a single pack of Genesis: Battle of Champions cards. It's a great way to have some fun between Four to Six friends.

### How to Play Pack Battles:

Each player gets 1 pack of Genesis: Battle of Champions cards (preferably from the same set).

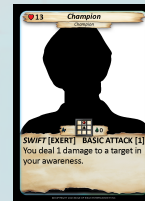


Set up a single playmat and each player places a representative of their champion in one corner. The Champion can be represented with a Champion card, Subconscious card, or advertising card from the pack itself. This becomes a special Champion with the following attributes:

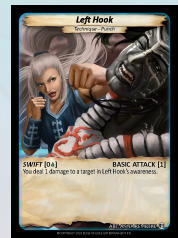
Life: 13

Energy Reduction: 0

Swift [Exert] - Basic Attack [1]



Any cards that require access to a subconscious, timeline, or recover or reduce energy or aura should be turned backwards in the player's hand to signify their transformation to a Left Hook card with: Swift [0] - Basic Attack [1]. All other cards remain hidden in your hand until such time as you play them.



Play order starts with a random player then proceeds in a clockwise fashion.

All cards can be played as they are written ignoring Energy and Aura costs. When you have no cards left in hand your Champion's attack becomes Swift [Exert] - Basic Attack [2]. All other regular rules of Genesis: Battle of Champions are to be used while playing. Play continues in regular turn/round fashion until all but one Champion has been eliminated.

For the Six Player variant, use two playmats overlapping one column. Each player places a representative of their champion in one corner or the two middle spaces at either end.

