

SAILOR MOON[®]



Collectible Card Game
Rule Book



SAILOR MOON®



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SAILOR MOON CCG CREDITS

Lead Designer: Mark C. MacKinnon

Design Team: Jeff Mackintosh, Karen A. McLarney,
John R. Phythyon, Jr.

Art Direction: Jeff Mackintosh

Sailor Moon Research: Lindsey Ginou, Mark C. MacKinnon,
Karen A. McLarney

Writing: Mark C. MacKinnon

Editing: Karen A. McLarney

Rulebook Layout: Jeff Mackintosh, Mark C. MacKinnon

Playtesters: Wayne Arnott, Adam Babin, Lucas Bayard, Mike
Champagne, Chris Demarais, James Ernest, Nick
Frederic, Katie Frisella, Lindsey Ginou, Guardians Of
Order, Mathieu Lalonde, Jesse Scoble, Don Steeves

*Dedicated to the world's biggest Sailor Moon fan, Marcelo Figueroa.
Thank you for all your helpful suggestions and tremendous support.*

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Produced by Dart Flipcards, Inc. Game Design by Guardians Of Order, Inc.



DART FLIPCARDS inc.

DART FLIPCARDS, INC.
8086 Trans Canada Highway
St. Laurent, QC
CANADA H4S 1M5

<http://www.total.net/~dart>
dart@total.net



GUARDIANS OF ORDER, INC.
176 Speedvale Avenue W., #2
Guelph, ON
CANADA N1H 1C3

<http://www.guardiansorder.on.ca>
info@guardiansorder.on.ca

Got Questions? Contact info@sailormoonccg.com
or visit <http://www.sailormoonccg.com>

Welcome to the World of Sailor Moon

During the Silver Millennium one thousand years ago, the universe was in a state of total peace. It was ruled by Queen Serenity who lived in a great palace located at the heart of the Moon Kingdom.

Unfortunately, this peace was not to endure forever. The Negaverse — a place of hatred, deceit, cruelty, torment, and evil — was the direct opposite of the universe of the Moon Kingdom. The Negaverse was ruled by an evil and vicious being named Queen Beryl. With the help of the powerful Negaforce and the vast armies of the Negaverse, the Queen planned to conquer the entire universe...starting with Earth and the Moon Kingdom.

During a lunar eclipse, Queen Beryl led her minions in an assault against the Moon Kingdom. The warriors of the Moon Kingdom were no match for the battle-ready and relentless forces of the Negaverse. Four powerful young girls, the princesses of their respective planets, joined together in an attempt to defend against the tremendous Negaforce. However, even their attempts proved futile.

After the decisive battle, the Negaverse claimed victory. Queen Serenity knew that she could not let the Negaverse control the universe or all would fall into eternal darkness. She drew upon her remaining strength and, using the power of the Imperium Silver Crystal, purged the universe of its invaders. Queen Beryl, the Negaforce, and the great legions of darkness were all sent back to the Negaverse. Queen Serenity also sent an Earth Prince, her daughter, and the court of princesses one thousand years into the future to present-day Earth, where they would be reborn. Queen Serenity gave her life in doing so, allowing her daughter, her people, and her universe to live in peace once again. She knew her precious daughter must live on because she was destined to be the next Queen of the Universe. Queen Serenity also knew that Queen Beryl and the evil forces of the Negaverse would eventually break free of their prison, and once again threaten the Earth.

And so, our story begins...

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The Sailor Moon Collectible Card Game

Welcome to the Sailor Moon Collectible Card Game (or SMCCG). Unlike a regular deck of cards, this game will have hundreds of cards for you to collect and use in play. This first game set contains 160 cards in total, featuring the Sailor Scouts and Tuxedo Mask, as well as many monsters, villains, people and items from the smash hit TV series! These rules come with a deck of 60 cards — enough cards for 1 or 2 players — but you can collect other cards to build a customized deck just the way you want it. And unlike some other games, the SMCCG can be played with a group of your friends — it's not just limited to a 2-player game.

Not all cards in the SMCCG are as easy to collect as others, since they do not appear in the packs as frequently. Common cards (cards 1-60) are the easiest to collect, uncommon cards (cards 61-120) are the next easiest, and rare cards (cards 121-150) are the hardest. This set also contains 10 ultra-rare foil cards (cards 151-160).

The SMCCG is designed as a companion to the Tri-Stat™ System that is used in the *Sailor Moon Role-Playing Game and Resource Book*, by GUARDIANS OF ORDER. Most of the card values (such as Health and attack damage) are derived directly from the RPG and its supplement book, *The Complete Book of Yoma, Volume 1*. For more information on the Tri-Stat™ System, visit the GUARDIANS OF ORDER webpage at <http://www.guardiansorder.on.ca>.

The SMCCG is a great game for children and adults to play and collect. Whether you are a dedicated Sailor Moon fan, an avid card gamer, or a bit of both, this game is for you. It's simple, fun, and is just like the battles between the Sailor Scouts and the Negaverse Monsters on the TV show.

Game Equipment

To play the game, you and your friends will each need a deck of CCG cards and some counters to represent damage. Included with this game are red beads (10 damage), blue beads (30 damage) and yellow beads (100 damage). For the 2-Player Starter Deck (an introductory game), you and a friend will each play with 30 game cards. If you and a group of friends decide to play a standard game, you will each need to have your own deck with a minimum of 60 cards in each deck (there is no maximum limit to the number of cards). Since all 6 Character Decks contain 60 game cards, you can start playing right out of the box!

Red Bead



10 damage

Blue Bead



30 damage

Yellow Bead



100 damage

Card Types

Scout/Knight Cards



You start the game with one Level 1 Scout/Knight card in play. As the game progresses, you may have the chance to power up your Scout/Knight to Level 2 or higher, or bring in ally Scout/Knight cards to help fight the enemies. The more Scouts/Knights you have, and the stronger their powers, the greater the chance you have to win the game.

Monster Cards

Monsters are the minor enemies that the Sailor Scouts battle frequently on the TV show. There are 3 types of Monsters: Negaverse Yoma (from the first TV season), Doom Tree Cardians (from the earlier part of the second TV season), and Dark Moon Droids (from the latter part of the second TV season). Just like the show, the Scouts/Knights will battle the Monsters quite frequently. These Monsters will not attack the Scouts/Knights unless they are attacked first.



Villain Cards

Villains are the powerful, major enemies that are very hard for the Sailor Scouts to defeat by themselves. Villains replace the Monsters that they have control over: the Generals replace the Yoma, Alan and Ann replace the Cardians, and the Negamoon Family replace the Droids. Like the Monsters, Villains can only attack the Scouts/Knights after they have been attacked first.



PIE Cards

PIE cards stand for Person, Item, and Event cards. All 3 card types are played differently, but they all affect the game in some way.

Power Cards

Power cards come in 3 types: Body Power (✳), Mind Power (✦), and Soul Power (☼). They are attached to other cards (such as Scouts/Knights), which allow those cards to perform an attack (such as Sailor Moon's "*Moon Tiara Magic*"), a defense, or a special ability. The Any Power symbol (⊕) indicates that any single Power card (Body, Mind, or Soul) can be used.

Basic Game for Beginners

Before you read the rules for the Standard and Advanced games, you might want to try playing this Basic game (a 5-15 minute game). This will help you become familiar with the different types of cards, and is a great way to have fun with a friend or family member. Players as young as 5 years old can play this game, and adults can play it too!

Remember that this Basic game has very different rules than the Standard or Advanced games. As a reminder, card rules for this Basic game are printed in pink at the bottom of each Monster, Villain, Person, Item, and Event card. Once you are more familiar with the cards, you can read the rest of the rules in this booklet.



Reminders for the Basic Rules are printed in pink at the bottom of the cards.

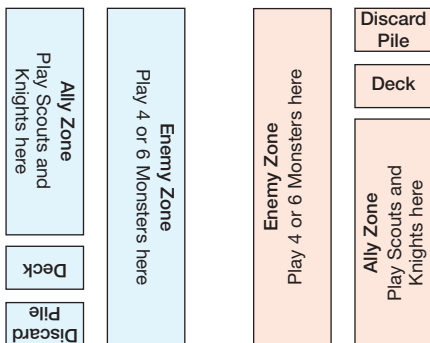
Goals of the Game

Your goal in this game is to defeat all of the Monsters that your opponent has in play. This will either be 4 Monsters (when playing with 30-card decks) or 6 Monsters (when playing with 60-card decks). The first player to defeat all of the Monsters wins!



Basic Game Setup

1. Find a friend or family member to play with. Both of you will follow these game rules.
2. You can play this game with either one 2-Player Introductory Starter Deck (two 30-card decks), or any two 60-card Character Decks. For variety, you can even play with your own customized 30- or 60-card decks.
3. Search through your deck and take out 4 different Monster cards (for 30-card decks) or 6 different Monster cards (for 60-card decks). Place them face down in front of you in your Enemy Zone.
4. Search through your deck and take out one Level 1 Scout/Knight card and place it face up in front of you in your Ally Zone.
5. Shuffle your deck and place it face down next to your Scout/Knight card.



Basic Game Summary

1. You and your opponent both flip over the top cards of your decks at the same time.
2. If the cards are the same type, you can heal your Scouts/Knights by discarding 2 Power cards (see page 15).
3. If the cards are different, perform an action:
 - Scout/Knight — Place card into Ally Zone
 - Monster — Attack once
 - Villain — Attack twice
 - Person — Jan-Ken-Pon to revive Monster
 - Item — Draw 2 cards, use 1 of them
 - Event — Turn 1 opponent Monster face up
 - Power — Attach to Scout/Knight to power-up that card
4. Shuffle discard pile if deck is empty.
5. Game is over when one player's Monsters are all defeated.



Basic Game Rules

At the same time, you and your friend flip over the top cards of your decks and place the cards in your own discard piles. The type of card that you flip over will determine what you do in the game, but a special rule applies if you and your friend both flip over the same type of card (see page 15). When you flip over the last card in your deck, shuffle your discard pile and continue.

Scout/Knight Cards

If the card has the same name as one of the Scout/Knight cards already in your Ally Zone, then you can place this new card on top of the old one. The Level of the Scout/Knight is unimportant. All damage counters on the older Scout/Knight card are removed. If the card has a different name than the Scout/Knight cards you already have in play, you can place this new Scout/Knight right into your Ally Zone.

Monster Cards

A Monster card allows one of your Scouts/Knights (your choice) to attack any target Monster in your opponent's Enemy Zone. If you choose a face-down Monster, that card is flipped over to reveal what it is.

Pick one of the Scout/Knight's attacks to use that is listed on the card. The Scout/Knight card must have the required number of Power cards attached to it (placed underneath it; see picture on page 28), but these Power cards can be of any type (Body, Mind, or Soul). The Power cards do not need to match the symbols on the Scout/Knight card. This requirement is printed to the left of the attack name. Your Scouts/Knights cannot attack if they do not have the required number of Power cards.

The Scout/Knight will deliver damage to the target Monster equal to the value listed on the Scout/Knight card for the specific attack. Place enough damage counters on the target Monster to add up the total damage delivered. Ignore all other text on the Scout/Knight and Monster cards when playing this basic game.

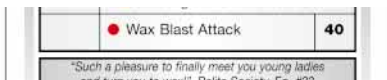
The target Monster also gets to attack the Scout/Knight back with one attack listed on its card (look for the attack description next to the red dot ●). The Monsters do not require any Power cards for this attack, even if the card text indicates otherwise. The damage delivered to the Scout/Knight is equal to the attack damage value listed on the Monster card. Place enough damage counters on the Scout/Knight to add up the total damage delivered.

If the number of damage counters on a Monster or Scout/Knight is greater than or equal to its Health, the card is “defeated”. Defeated Monsters are removed from the play area and are out of the game. Do not place the defeated Monsters in the discard pile — make a new pile for these defeated cards.

Defeated Scout/Knight cards cannot attack again until the damage is removed. This healing ability can only be used when you and your friend both flip over the same type of card (see page 15).



The amount of damage a Monster can take is listed at the top of the card.



The damage a Monster delivers is listed following the red dot (●).

Villain Cards

A Villain card acts just like a Monster card, but it allows 2 attacks instead of only 1 (your choice of targets). You can have one of your Scouts/Knights attack 2 targets, 2 different Scouts/Knights attack a single target, or 2 different Scouts/Knights attack two different targets. Both targets get to attack back (or a single targets attacks back twice). A Scout/Knight card cannot make a second attack if it is defeated (has more damage counters on it than it has Health) after the first attack.

If you flipped over a Villain card, and your opponent flipped over a Monster card at the same time, you attack first. Villains have this speed advantage over Monsters.

Person Cards

If your opponent has previously defeated one or more of your Monsters, you can challenge him or her to a round of Jan-Ken-Pon (see page 20). If you win, you can select one of the Monsters in your defeated Monster card pile and place it back into your Enemy Zone face up. If you lose, nothing happens.

Item Cards

Draw 2 more cards from your deck, and choose which one you want to use. Discard both cards as normal, but only the card you choose will have an effect in the game. Follow the instructions as normal for the card you chose. If the card you choose is the same type of card that your opponent flipped over, see the special rules on page 15 (Flipping Over the Same Card).

Event Cards

You may choose any single face-down Monster in your opponent's Enemy Zone and turn that card face up. This card has no effect if all of the Monsters are already face up.

Power Cards

Although Power cards come in 3 types — Body Power (✿), Mind Power (◆), and Soul Power (●) — they are all assumed to be the same in this basic game (including the Any Power card symbol (●)). When you draw a Power card, you can attach it to one of the Scout/Knight cards in your Ally Zone (place the Power card underneath the Scout/Knight card). Attached Power cards allow your Scouts/Knights to perform attacks when a Monster or Villain is drawn.



In the Basic Game all Power cards are considered to be the same.

Flipping Over the Same Card

If you and your friend both flip over the same type of card (any 2 Monsters, any 2 Events, any 2 Scouts/Knights, etc.), the regular rules for the cards do not apply. Instead, you both have the option of rejuvenating one or more of the Scouts/Knights in your own Ally Zones. To rejuvenate a Scout/Knight, discard any 2 of his or her attached Power cards. This allows you to remove all damage counters from that Scout/Knight.

Overview of the Game

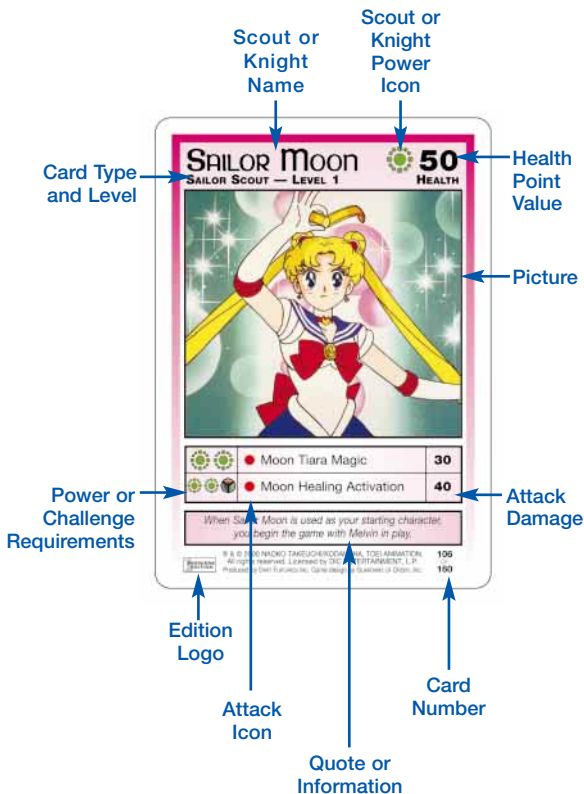
You and your opponents are each playing the roles of one or more Sailor Scouts or Knights. Your goals are clear: power up to stronger levels and defeat the evil enemy forces. You each have a secondary role in the game as well, playing the Monsters and Villains that try to stop your opponents' Scouts/Knights. All players can also bring People, Items, and Events into play that can help them win the game...or make it more challenging for their opponents to win.

It is important to remember that the rules printed on the cards can override the rules printed in this book. When in doubt, follow what the card says and use this book for backup. Also, the rules presented here are for both the Standard Game and the Advanced Game. All rules for the Standard Game apply in the Advanced game, **but rules that are specific to the Advanced game only are highlighted in red text.**

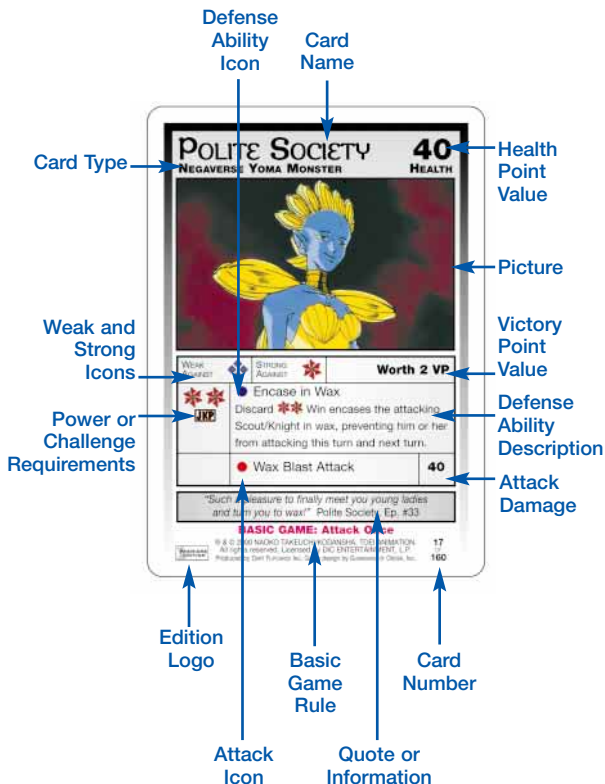
Winning the Game

During the game, you use your Scouts and Knights to defeat Monsters and Villains. The first player to reach a pre-determined number of Victory Points (earned when you defeat an enemy) wins the game. You will need to reach 4 Victory Points for short games, 5 Victory Points for medium-length games, or 6 Victory Points for long games. You and your friends should agree on the number of Victory Points needed to win before the game begins. If your last or only Scout/Knight is defeated, however, you are removed from game play — even if you reach your Victory Point goal. If two or more players reach the Victory Point goal at the same time, the game is a tie.

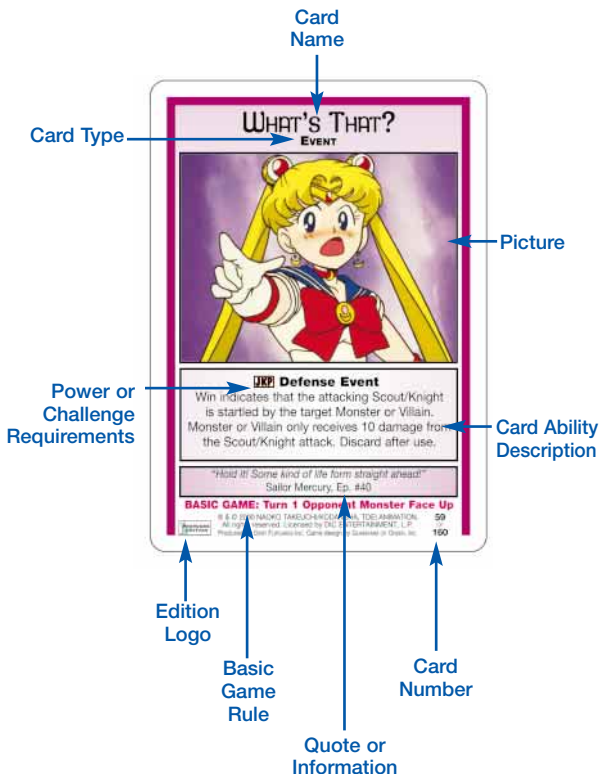
Sailor Scout or Knight Card Layout



Monster or Villain Card Layout



PIE Card Layout



Challenges: Jan-Ken-Pon

In the Sailor Moon TV series, it is not always obvious what is going to happen. Knowing an opponent's strategy and sometimes even simple luck can have a large effect on the outcomes of the events in the show. This card game uses a similar element of chance — Jan-Ken-Pon — to better simulate the TV show.

Jan-Ken-Pon is a 2-player game that people play in Japan that is similar to “scissors-paper-rock”. Here is how you play one round of the game:

1. You and your opponent both hide one of your hands underneath the table or behind your back.
2. You both use your hidden hand to choose 1 of the following objects: rock, paper, or scissors.

Rock — Make a fist with your hand.

Paper — Hold your hand flat.

Scissors — Make a fist with your hand, but extend your index finger and middle finger outwards in a “V” shape.

This looks like a pair of scissors (or “rabbit ears” or the “peace sign”).

3. You and your opponent both say the words “Jan-Ken-Pon” (or “1-2-3”) and pull out your hands from hiding, revealing your choices at the same time.





4. See who the winner is by comparing the choices made in the chart below — rock beats scissors, scissors beats paper, and paper beats rock. If you have a tie, play another round of Jan-Ken-Pon until you have a winner (unless indicated otherwise by the card's text).

Player 1	Player 2	Winner
Rock	Scissors	Player 1
Rock	Rock	Tie
Paper	Rock	Player 1
Paper	Paper	Tie
Scissors	Paper	Player 1
Scissors	Scissors	Tie



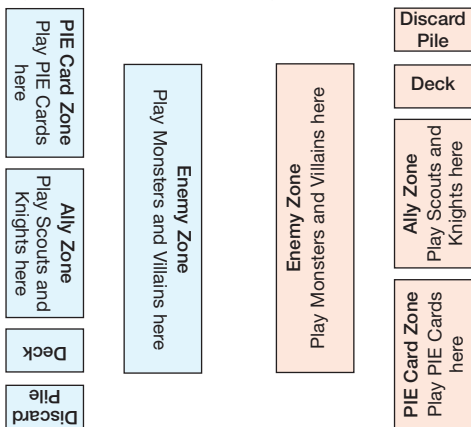
Whenever you see the Jan-Ken-Pon symbol (**JKP**), the 2 players involved will need to play a round of Jan-Ken-Pon. This is known as a challenge. The game cards tell you the outcome of the challenge if the owner of the card wins. For example, “win avoids attack” means that if the owner of the card wins the round of Jan-Ken-Pon, then that card will avoid an attack. If the owner

of the card loses the Jan-Ken-Pon challenge, then the relevant ability usually does not apply. In the above example, this would mean that the attack is not avoided.

If you are involved in a challenge and are unsatisfied with the result, you can discard 3 Power cards from your hand to force a replay of the challenge. You do not replace the discarded cards until it is your turn to Balance your hand (Step 8 of your Turn). Only the two players involved in a challenge can discard the 3 Power Cards to force a replay. Either of these players can also force a second, third, or fourth replay of a challenge by discarding 3 Power Cards each time.

Starting the Game

The following starting rules apply to both players in a 2-player game, or all players in a larger multi-player game.



1. Use the pre-constructed decks provided in the 2-Player Starter Set (30 cards each player) or one of the 6 Character Decks (60 cards). You can also construct a deck of your own using a minimum of 60 cards (no maximum number), but you can't include any more than 4 of any one specific card (other than Power cards, which have no limit).
2. Take out one Level 1 Sailor Scout card (Sailor Moon, Mercury, Mars, Jupiter, or Venus), or one Level 1 Knight card (Tuxedo Mask, Moonlight Knight, or Prince Darien), and any one Monster card that is worth 1 Victory Point. You and your opponents may also choose to start the game with one specific PIE card in your PIE Zones, depending on which Scout/Knight you are first playing in your Ally Zone:

Sailor Moon	Melvin Gurio (Person)
Sailor Mercury	Computer & VR Goggles (Item)
Sailor Mars	Grandpa Hino (Person)
Sailor Jupiter	Lunch! (Item)
Sailor Venus	Artemis (Person)
Tuxedo Mask	Rini (Person)
Moonlight Knight	Rini (Person)
Prince Darien	Rini (Person)

Lay the Scout/Knight, Monster, and PIE cards in front of you, face down. Once everyone has chosen their cards, you and all your opponents must then flip over your cards at the same time.

3. Shuffle your deck and put it face down on the table (this is your draw deck). Draw 5 cards from the top of your deck to make a starting hand. If you are playing Sailor Venus (who starts with the Artemis card in play) draw 6 cards. Do not show your cards to any other player.
4. For a 2-player game, play a round of Jan-Ken-Pon to determine who goes first. For a larger multi-player game, the youngest player goes first.



Example Setup: If you wish to play *Sailor Moon*, begin with the Level 1 *Sailor Moon* card in play. *Sailor Moon* also begins with *Melvin* in play, which you place in your PIE Zone. As your 1 Victory Point Monster, you may decide to start with *Bobo the Vulture*, which you would place in your Enemy Zone. Shuffle your remaining cards and place the deck face down and to the side. With these cards set up, you are ready to begin the game.

The Game Turn

You and each of your opponents will take Turns playing once the game begins. In a 2-player game, the Turns go back and forth between you and your friend. In a larger multi-player game, the Turn passes around in a circle in a clockwise fashion.

Unless it is your Turn, you can only play the following cards: Defense Events to protect your Monsters or Villains, or **Power cards to replay a challenge/reduce damage (more information later)**. When it is your Turn, you can do the actions listed in the table. Some actions are optional, while some actions you must do. If at any time you cannot complete a step or cannot do what a card says, ignore that problem and continue to play as normal.

The Game Turn

1. Draw 1 card.
2. Play cards. Bring into play as many of the following cards as you wish: Scout/Knight cards, Monster cards, Villain cards, PIE cards, Power cards (must be attached).
3. Use cards. Use the abilities of the Person or Item cards that you have in play.
4. Play new cards. If you drew any additional cards from your deck in Step 3, you may be able to play these new cards now.
5. Scout/Knight action. You can use ONE action for each Scout/Knight card you have in play. These actions are:
 - Attacking
 - Participating in a combined attack
 - Rejuvenating
6. Defeat a card. Remove any defeated Scouts, Knights, Monsters, or Villains from play. Victory Points might be awarded for defeated Monsters or Villains.
7. Discard. Discard any number of cards from your hand.
8. Balance. Make sure your hand has exactly 5 cards in it.
9. Your Turn is over. Wait until next Turn.

Step 1: Draw 1 card

At the beginning of your Turn, you always draw one card. Some cards (such as Melvin) may modify this procedure, so read your cards carefully. If your deck is empty, reshuffle your discard pile and use it as your new draw pile.

Step 2: Play cards

Excluding the Defense Event cards, you can now play as many cards from your hand as you like. Cards that remain in play and are not discarded are placed in the play area face up. Specific rules for playing the cards are given below:

Scout/Knight cards

Play these cards in your Ally Zone. Only the Level 1 Scout/Knight cards can be played directly into the Zone. Level 2, 3, and 4 cards can only be played to replace the specific Scout/Knight that the card indicates, and they can only replace the Scout/Knight card that is one Level lower.

For example, the Level 2 Sailor Mars card can only replace a Level 1 Sailor Mars. If you do not have a Level 1 Sailor Mars in play, then you cannot play the Level 2 Sailor Mars card. Similarly, a Level 3 Sailor Jupiter can only replace a Level 2 Sailor Jupiter, and a Level 4 Sailor Venus can only replace a Level 3 Sailor Venus. So to play a Level 4 Sailor Venus, you first need to play the Level 1 card, then the Level 2 card, and then the Level 3 card. If you replace a Scout/Knight card with their next Level card (such as Level 2 Sailor Moon replacing a Level 1 Sailor Moon), remove all damage counters on that Scout/Knight.

When you replace a Scout/Knight card, you have the option of discarding any or all attached PIE and Power cards, or keeping them attached to the higher level Scout/Knight. Also, you can only have one of each Scout/Knight in play at any time, regardless of their Level. For example, if you have Level 1 Sailor Moon, Level 1 Moonlight Knight, and Level 3 Sailor Mercury in your Ally Zone, you could not bring into play a Level 1 Sailor Mercury since you already have Sailor Mercury in play.

Note: Just because your friend has a particular card in play, doesn't mean you can't play it as well. For example, you can both have one Luna or Sailor Venus in play at the same time.

Monster and Villain cards

Play these cards in your Enemy Zone. Monsters can be played directly into this Zone and you can have more than 1 of each specific Monster card in play. Villains can only replace the type of Monsters that they control in the TV show. For example, Nephrite is a Negaverse General and his card reads, "Replace Negaverse Yoma" — he cannot replace Cardians or Droids. Similarly, Alan and Ann are aliens from the Doom Tree and their cards read, "Replace Doom Tree Cardian" — they cannot replace Yoma or Droids.

There are three restrictions to playing Villain cards. First, no one can use a Villain to replace a Monster until every player has had at least one Turn. Secondly, you cannot replace a Monster with a Villain in the same Turn that the Monster was placed in your Enemy Zone. Finally, you can only have one of each specific Villain card in your Enemy Zone at any time.

If you replace a Monster card with a Villain card (such as Wicked Lady replacing the Droid Marzipan), remove all damage counters on that Monster. When you replace a Monster card, you have the option of discarding any or all attached PIE and Power cards, or keeping them attached to the Villain card. Monsters that are replaced by Villains are no longer considered to be part of the game, and are ignored until the game is over.

Person and Item cards

Play these cards directly into your PIE Zone. You can only have one of each specific Person card in your PIE Zone at any time.

Power cards

These cards must be attached to a Scout/Knight card, Monster card, Villain card, or PIE card. To attach a Power card, place it underneath the card you want to attach it to.



Example of two Soul Power cards attached to Sailor Moon — Level 1.

Event cards

To play these cards, do what the Event cards indicate. Place the Event cards in the discard pile when you have finished. Defense Event cards can only be played when an opponent is attacking one of your Monsters or Villains during the opponent's Turn.

Step 3: Use cards

If you have any Person or Item cards in your PIE Zone, you may choose to use their abilities before your Scouts/Knights act. Read the text on the card and do what it indicates. When you are finished with the Item cards, place them in your discard pile. Person cards remain in play, allowing you to use their special abilities each Turn if you can.

Some Person or Item cards affect other Steps of your Turn, such as drawing cards (Step 1) or a Scout/Knight Attack (Step 5). This is perfectly fine — just do what the Person or Item card indicates at the appropriate time.

Step 4: Play new cards

If a card ability in Step 3 allowed you to draw any additional cards from your deck or discard pile, you may now bring those cards into play. Return to Step 3 if you wish to use these new cards.

Step 5: Scout/Knight action

On every Turn, you can use each Scout/Knight you have in your Ally Zone to perform one (and only one) of the following actions: attack, participate in a combined attack, or rejuvenate. Your Scouts/Knights do not need to perform the same action.

Attacks

Attacks are divided into 5 phases, which are carried out in the order indicated below. No one can attack during their first Turn.

Attack Phase 1: Pick an opponent

Attack Phase 2: Select an attack

Attack Phase 3: Target defense abilities

Attack Phase 4: Deliver damage to target

Attack Phase 5: Deliver damage to Scout/Knight








Attack Phase 1: Pick an opponent

Pick one target opponent for the Scout/Knight. In a 2-Player game, the target can be any Monster or Villain in your opponent's

Enemy Zone. In a larger multi-player game, the target can be any Monster or Villain in the Enemy Zones belonging to the players immediately to your right and left. You can only attack any single target Monster/Villain with one attack or combined attack each turn.

If there are no Monsters or Villains in play that you can attack, you may automatically Defeat one Monster or Villain in your own Enemy Zone for each Scout/Knight that forfeits his or her action (see Step 6 on page 37). You must choose a Monster or Villain that is worth the fewest number of Victory Points.

Attack Phase 2: Select an attack

Pick one of the Scout/Knight's attacks to use that is listed on the card. The Scout/Knight card must have the required number of Power cards of the correct type (, , ) attached to it. This requirement is printed to the left of the attack name. Cards that have an  requirement indicate that a , ,  card can be used. These Power cards are not discarded after the attack is used.

Attack Phase 3: Target defense abilities




Some Monsters and Villains have one or more defense abilities (indicated by a blue circle ●) that will come into effect before Phase 4. Resolve the outcome of the target's defenses now, since they are pre-emptive and occur before the Scout/Knight attacks. If the defense Prevents the Scout/Knight from attacking then the attack is over immediately. If the defense helps the target Avoid the attack, then the attacking Scout/Knight delivers no damage, but the target can still attack back (Phase 6). Some of these defense abilities require Power cards to be attached to the Monster or Villain. After a Monster or Villain uses this type of defense ability, the indicated Power cards are discarded.



PIE cards attached to the target, and Defense Event played from the defending opponent's hand before the end of this Phase, may also provide the target with defenses. The effects of these cards are resolved after the target has used its own defense abilities.

At the end of Phase 3, if the attacking Scout/Knight no longer has the required Power cards attached to do the attack selected in Phase 2, the attack is now over. Do not proceed to Phases 4, 5, or 6.

Attack Phase 4: Deliver damage to target

The Scout/Knight will deliver damage to the target Monster or Villain equal to the attack damage value listed on the Scout/Knight card. Place enough damage counters on the target to add up to the total damage delivered. The damage may be reduced by the target's defense abilities.

A Monster might be Strong or Weak Against the attacking Scout/Knight's Power Icon. If a Monster is Strong Against the Power Icon, the Scout/Knight's attack is reduced by 10 damage. If a Monster is Weak Against the Power Icon, the Scout/Knight's attack is increased by 10 damage. For example, if Sailor Venus (who has a Mind Power Icon) attacks a Monster who is Strong Against  and Weak Against , the attack is increased by 10 damage. If Sailor Jupiter (who has a  Power Icon) had attacked the same Monster, the attack would be decreased by 10 damage.

The defending opponent may also reduce damage delivered to the target Monster or Villain by playing Power cards from his or her hand. During this phase, for every Power card the defending opponent discards, the damage delivered to the target is reduced by 10 damage. For example, if Prince Darien attacks a Monster for 40 damage, and the defending opponent discards two  Power, and one  Power from his or her hand, the damage

delivered to the Monster is reduced by 30 points (only 10 damage is delivered). The defending opponent does not replace the discarded cards until Step 8 of his or her Turn (Balance).



For example, this Monster is Weak Against Mind and thus would take 10 points more damage from Sailor Mercury's and Sailor Venus's Mind-Powered attacks. However, the Monster is also Strong Against Body so it would take 10 points less damage from an attack by Sailor Jupiter, Tuxedo Mask, Moonlight Knight, or Prince Darien.

Attack Phase 5: Deliver damage to Scout/Knight

The target Monster or Villain gets to attack the Scout/Knight back with one attack listed on its card (indicated by a red circle ●). The damage delivered to the Scout/Knight is equal to the attack damage value listed on the Monster or Villain card. Place enough damage counters on the Scout/Knight to add up the total damage delivered. If the selected Monster or Villain attack indicates that Power cards must be attached to perform the attack, the Power cards are discarded at this time.

Some Scouts/Knights have defense abilities that can protect them if they use a specific attack. For example, Sailor Mercury, Tuxedo Mask, and the Moonlight Knight might be able to prevent the target Monster or Villain from attacking them back, while Prince Darien can ignore 10 damage from each attack. These defenses are used before damage is delivered to the Scout/Knight. PIE cards attached to your Scout/Knight may also provide additional defenses. These cards are used after the Scout/Knight has used his or her own defense abilities.

Combined Attacks

Just like the Scouts in the TV show, the Scouts/Knights you have in your Ally Zone can combine their powers to deliver a lot of damage against an enemy. Combined attacks are divided into 6 phases, which are carried out in the order indicated below:

Combined Attack Phase 1: Pick an opponent

Combined Attack Phase 2: Select your Scouts/Knights

Combined Attack Phase 3: Energize the attack

Combined Attack Phase 4: Target defense abilities

Combined Attack Phase 5: Deliver damage to target

Combined Attack Phase 6: Deliver damage to Scout/Knight

Combined Phase 1: Pick an opponent

Pick one target opponent for the Scouts/Knights. In a 2-player game, the target can be any Monster or Villain in your opponent's Enemy Zone. In a larger multi-player game, the target can be any Monster or Villain in the Enemy Zones belonging to the players immediately to your right and left. You can only attack any single target Monster/Villain with one attack or combined attack each turn.

Combined Phase 2: Select your Scouts/Knights

At least 2 Scouts/Knights must join together to make a combined attack. Each participating Scout/Knight card must have at least 2 Power cards attached to it that match the Power Icon type (✳, ✨ or ⚡) that is printed to the right of the character name. For example, Sailor Moon and Sailor Mars must have at least 2 ⚡ Power cards, while Sailor Jupiter and the Moonlight Knight must have at least 2 ✳ Power cards.

Combined Phase 3: Energize the attack

You must discard at least 1 attached Power card from each Scout/Knight joined in the attack. These discarded Power cards must match the specific Scout/Knight's Power Icon type. For each attached Power card you discard from the Sailor Scouts, add 30 damage to the combined attack. For each attached Power card you discard from the Knights, add 20 damage to the combined attack. For example, if you discarded 4 Soul cards from Sailor Mars and 3 Body cards from Prince Darien, the combined attack damage is equal to 180 (4 Soul x 30 damage = 120 damage; 3 Body x 20 damage = 60 damage; 120 + 60 = 180 damage total).

Combined Phase 4: Target defense abilities

Some Monsters and Villains have one or more defense abilities (indicated by a blue circle ●) that will come into effect before the attack damage is delivered. Resolve the outcome of these target's defenses now, since they are pre-emptive and occur before the combined attack. If the defense Prevents the combined attack, then the attack is over immediately. If the defense helps the target Avoid the attack, then the combined attack delivers no damage, but the target can still attack back (Phase 6). Some of these defense abilities require Power cards to be attached to the Monster or Villain. After a Monster or Villain uses this type of defense ability, the indicated Power cards are discarded.

PIE cards attached to the target, and Defense Events played from the defending opponent's hand before the end of this Phase may also provide the target with defenses. The effects of these cards are resolved after the target has used its own defense abilities.

When a defense ability refers to a single "Scout/Knight" or "attacker", it includes each and every Scout/Knight participating in

the combined attack. For example, Cardian Skulker's card reads: "Attacker must discard all attached Power cards." If you used three Scouts in a combined attack, they would all lose their Power cards.

Combined Phase 5: Deliver damage to target

You must play a round of Jan-Ken-Pon with the opponent who controls the target Monster or Villain. If you win, the combined attack delivers damage to the target Monster or Villain equal to the total calculated in Phase 3. Place enough damage counters on the target to add up the total damage delivered. If your opponent wins, the combined attack fails and no damage is delivered. The damage may be reduced by the target's defense abilities, but is not affected by the Strong/Weak damage modifier.

The defending opponent may also reduce damage delivered to the target Monster or Villain by playing Power cards from his or her hand. During this phase, for every Power card the defending opponent discards, the damage delivered to the target is reduced by 10 damage. For example, if Sailor Moon and Tuxedo Mask do a combined attack against a Monster for 80 damage, and the defending opponent discards one ✱ Power, one ✧ Power, and one ☀ Power from his or her hand, the damage delivered to the Monster is reduced by 30 points (only 50 damage is delivered). The defending opponent does not replace the discarded cards until Step 8 of his or her Turn (Balance).



Combined Phase 6: Deliver damage to Scout/Knight

The target Monster or Villain gets to attack the Scouts/Knights back with one attack listed on its card (indicated by a red circle ●). The damage delivered to the Scout/Knight group is equal to the attack damage value listed on the Monster or Villain card. You can divide this damage among all Scouts/Knights joined in the attack, provided the total amount of damage remains the same. Place enough damage counters on the Scouts/Knights to add up the total damage delivered. If the selected Monster or Villain attack indicates that Power cards must be attached to perform the attack, the Power cards are discarded at this time.

Scout/Knight defense abilities cannot be used to avoid or reduce the damage delivered, but some PIE cards can.

Rejuvenating

If you do not use your Scouts/Knights to attack or join in a combined attack, you can rejuvenate them. Discard 1 or more Power cards attached to a Scout/Knight that matches his or her Power Icon type. For every Power card you discard, you can remove up to 20 damage from that Scout/Knight.

The maximum number of Power cards you can discard during rejuvenation cannot exceed the number of Monsters (not Villains) that you currently have in your Enemy Zone. For example, if you have 4 Monsters and 2 Villains in your Enemy Zone, you can discard a maximum of 4 Power cards during rejuvenation, which will remove up to 80 damage. If you do not have any Monsters in your Enemy Zone, none of your Scouts/Knights can rejuvenate. Monsters that have been replaced by Villains are ignored during rejuvenation.

Step 6: Defeat a card

If the number of damage counters on an opponent Monster or Villain is greater than or equal to its Health, the Monster or Villain is defeated. Defeated cards are removed from the play area and are out of the game. Do not place the defeated cards in the discard pile. For defeating an opponent Monster or Villain, you are awarded the Victory Points (VP) listed on the card.

If one or more of your Scouts/Knights are defeated by the damage delivered by the Monster or Villain, remove the card from play. Victory Points are not awarded to anyone for defeating a Scout/Knight. Remember that if your last Scout/Knight is defeated and you have no more Scouts/Knights in your Ally Zone, you are out of the game!

Step 7: Discard

After all your Scouts/Knights have taken their actions, you can remove any number of cards from your hand and place them in your discard pile.

Step 8: Balance

You must end your Turn with exactly 5 cards in your hand. If you have fewer than 5 cards, draw cards until you are holding 5. If you have more than 5 cards, discard until you have been reduced to 5.

Ally Zone

The place where each person plays their Scout/Knight cards.

Attach

Placing a Power card or PIE card underneath the intended card.

Attack

Using a card's ability to confront and damage another card.

Attacker

The Scout/Knight that is currently attacking a Monster/Villain.

Attacking Opponent

The player who is currently using his or her Scouts/Knights to attack a Monster/Villain.

Avoids Attack

The target Monster/Villain does not receive any damage from the Scout/Knight attack, but still attacks back.

Balance

At the end of his or her Turn, a player draws from the deck or discards to end up with a total of 5 cards in his or her hand.

Cardian

The monsters from the first half of the second season of Sailor Moon.

Combined Attack

In a combined attack, ally Scouts/Knights can discard Power cards to make an attack that delivers lots of damage.

Challenge

A term that indicates that two players must play a round of Jan-Ken-Pon.

Damage

Damage reduces a card's Health, and can add up between Turns. If a card has damage on it that is greater than or equal to its Health, that card is defeated.

Deck

Each player will have a face-down pile of cards that have not yet been used during the game. Each player draws cards from his or her own deck during the game.

Defeated

When a Scout, Knight, Monster or Villain has damage on it that is greater than or equal to its Health, the card is defeated. Defeated cards are removed from the play area and are out of the game.

Defending Opponent

The player whose Monster/Villain is under attack by an opponent Scout/Knight.

Defense Abilities

Some cards have special abilities (indicated by a blue dot ●) that are done before damage from an attack is delivered.

Defense Event

These cards are played by the defending opponent after the Scout/Knight has attacked one of the defender's Monsters or Villains.

Discard

Placing a card in the discard pile.

Discard Pile

A face-up pile of cards that have been used or discarded.

Droid

The monsters from the second half of the second season of Sailor Moon.

Enemy Zone

The place where each person plays their Monster and Villain cards.

Health

A number that represents how much damage a card can take from attacks. The higher the Health, the more damage a card can take.

In Play

Any cards that are currently in use during the game, that are located in the Ally Zones, Enemy Zones, and PIE Zones.

Jan-Ken-Pon

*A 2-player game that people play in Japan that is similar to “scissors-paper-rock”. The 2 players must play a round of Jan-Ken-Pon anytime a challenge is indicated with a **JKP** symbol.*

Loss

When written on a card, the term “Loss” indicates what will happen if the owner of the card loses the round of Jan-Ken-Pon.

Monster

A Yoma, Cardian, or Droid that is worth 1 or 2 Victory Points.

PIE Zone

The place where each person plays their Person and Item cards.

Power Card

A Body, Mind, or Soul card that must be attached to other cards in play.

Prevents Attack

The Scout/Knight cannot attack the Monster/Villain, and thus the Monster/Villain cannot attack back either.

Rejuvenation

Instead of using their actions to attack, Scouts/Knights can discard Power cards to remove damage. Monsters and Villains cannot rejuvenate.

Scout/Knight

The Champions of Justice — Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Tuxedo Mask, Moonlight Knight, and Prince Darien.

Tie

When written on a card, the term “Tie” indicates what will happen if the round of Jan-Ken-Pon results in a tie. Ties are usually replayed, unless a card reads otherwise.

Tri-Stat™ System

The Tri-Stat™ System is the set of rules used in Guardians Of Order's Sailor Moon Role-Playing Game. Most Health and Damage values from each card are derived from the Tri-Stat™ System.

Turn

The time during which each player performs his or her game play actions.

Victory Points (VP)

The number of game points that a card is worth if it is defeated. A game is over when the first player reaches a set number of Victory Points (usually 4-6 points).

Villain

A Negaverse General, Doom Tree Alien, or Dark Moon Family Member that is worth 3-6 Victory Points.

Win

When written on a card, the term “Win” indicates what will happen if the owner of the card wins the round of Jan-Ken-Pon.

Yoma

The monsters from the first season of Sailor Moon.

Discard Order

During your Turn, you may end up discarding several different card types from one action. Often, the order of discarding is determined by the situation. For example, most Item or Event cards that require you to discard a number of cards will be resolved in this order:

1. Discard the master card that is causing the action to happen. This will be the Item or Event card.
2. Discard any required Power cards.
3. Discard any other required cards.

For some other situations, the order of discarding is up to the players. Some examples are given below:

- The Confusion card (Event) causes an opponent to discard his or her entire hand and redraw. The order that the cards are discarded is up to the opponent.
- The Grandpa Hino card (Person) can knock a Monster to the discard pile. If the Monster happens to have 3 Power cards and 2 Item cards attached to it, all 6 cards must be placed in the discard pile. The order that the cards are discarded is up to the player that owned the Monster.
- The Amphibia card (Monster) can force the attacking opponent to discard 2 Person cards of his or her choice. The order that these 2 cards are discarded is up to the attacking opponent.

Determining Damage

For many attacks, the total damage is easy to calculate because it is simply equal to the value printed on the card. Sometimes the damage is a little more difficult to figure out because other cards can change the damage. The following steps should be used when you are trying to figure out the total damage for an attack. If a step does not apply, then simply ignore it. While the steps refer to a Scout/Knight attacking a Monster or Villain, the same order applies when a Monster or Villain is attacking back.

1. Start with the base damage listed on the attacking card.
2. Add any damage bonuses from PIE cards that benefit the attacker (such as Luna or Mini-Computer & VR Goggles).
3. Subtract any damage defenses that the opponent has. This could be a defense ability on the target card (such as Leo the Lion's Super Strength), or an opponent's PIE card (such as an attached Knight Armour Item, or a Negative Energy Shield Defense Event).
4. Subtract 10 damage for each Power card the defending opponent plays from his or her hand.
5. Some cards, such as the Mud Minion Horde, can double the damage delivered. Do all damage multiplication now.
6. When attacking Monsters, subtract 10 damage if the target is Strong Against the Scout/Knight's Power Icon type, or add 10 damage if the target is Weak Against the Scout/Knight's Power Icon type.

Making New Decks

If you want to customize your deck, you can make use of any of the cards in the Introductory 2-Player Starter Deck, the 6 different Character Decks, or the Booster Packs. A regular customized deck has a minimum of 60 cards, but no maximum number. Also, you cannot have more than 4 of any one specific card in your deck, other than the Power cards (Body, Mind and Soul cards) because there is no limit for these cards. It is recommended that you have 20 to 30 Power cards in a 60 card deck.

There are many strategies you can use when you customize your deck, depending on your plan for the game. The next page gives you a few hints to use when designing your new deck.



Deck Designing Hints

1. Make sure that you have enough of the right type of Power cards in your deck. It's no fun when you only need Soul cards to power the attacks of your Scouts and you keep drawing Mind cards!
2. Having different Scouts/Knights in your deck means that you can do a lot of combined attacks. You have to balance between having many Scout/Knight cards at Level 1 and 2 in your deck, against having only a few Scouts/Knights that you plan to power up to Levels 3 or 4.
3. Villains are usually more powerful than Monsters, but it is sometimes difficult to get them into play. You may find that a balanced combination of tricky Monsters and Villains can give you the best results.
4. Since you can only have one of each Person and Villain card in play at a time, it may seem foolish to place more than one of each in your deck. Remember that you might be forced to discard your favourite Person card, however, so having a backup card or two might be useful.
5. Try different strategies, because you never know which one is the best. The more you keep trying new deck designs, the more you will see which cards work well together. Perhaps the best game strategy is one you haven't even thought of yet!

SAILOR MOON CCG COMPLETE CARD LIST

#	Rarity	Card Title	#	Rarity	Card Title
❑ 1	C	Body Power	❑ 42	C	Lunch!
❑ 2	C	Mind Power	❑ 43	C	Costume
❑ 3	C	Soul Power	❑ 44	C	Mini-Computer & VR Goggles
❑ 4	C	Morga/Kigaan	❑ 45	C	Ofuda Scroll
❑ 5	C	Kyurene/Garoben	❑ 46	C	Love Letter
❑ 6	C	Titus	❑ 47	C	Knight Armour
❑ 7	C	Black Widow	❑ 48	C	Negaverse Sword
❑ 8	C	Leo the Lion	❑ 49	C	Damage Transfer
❑ 9	C	Yasha/Plant Sisters	❑ 50	C	Good Night's Rest
❑ 10	C	Game Machine Man	❑ 51	C	Detention
❑ 11	C	Bobo the Vulture	❑ 52	C	Split Attack
❑ 12	C	Bumboo	❑ 53	C	Baby-Sitting
❑ 13	C	Veena/Misha & Janelle	❑ 54	C	Cram School
❑ 14	C	Techniclon	❑ 55	C	Taunt
❑ 15	C	Bakene	❑ 56	C	Rats!
❑ 16	C	Mitsuaami	❑ 57	C	Combat Training
❑ 17	C	Polite Society	❑ 58	C	Run Away!
❑ 18	C	Fro/Blizzard	❑ 59	C	What's That?
❑ 19	C	Papillon	❑ 60	C	Fail a Test
❑ 20	C	Mud Minion Horde	❑ 61	U	Baamu
❑ 21	C	Falaion	❑ 62	U	Iguaala
❑ 22	C	Nacrid	❑ 63	U	Ramwoir/Dream Dolly
❑ 23	C	Racy	❑ 64	U	Tensie/Akan
❑ 24	C	Vulturos	❑ 65	U	Petasos/Gemini Warriors
❑ 25	C	Amphibia	❑ 66	U	Derela/Kyameran
❑ 26	C	Mophead	❑ 67	U	Jumo
❑ 27	C	Pierrot	❑ 68	U	Pox
❑ 28	C	Four Face	❑ 69	U	Ninjana
❑ 29	C	Frosty/Hypnotica	❑ 70	U	Doom and Gloom Girls
❑ 30	C	Thunderclap	❑ 71	U	Water Sprite
❑ 31	C	Avocado	❑ 72	U	Vampeal
❑ 32	C	Grim Man	❑ 73	U	Minotaur
❑ 33	C	Animal Instinct	❑ 74	U	Skulker
❑ 34	C	Doom and Gloom Guys	❑ 75	U	Insectia
❑ 35	C	Dragon/Timewarp Genie	❑ 76	U	Jellax/Droido
❑ 36	C	Luna	❑ 77	U	Rhonda
❑ 37	C	Molly Osaka	❑ 78	U	Marzipan
❑ 38	C	Melvin Gurio	❑ 79	U	Regalia
❑ 39	C	Grandpa Hino	❑ 80	U	Injector
❑ 40	C	Chad Kumada	❑ 81	U	Mistrust
❑ 41	C	The Tree of Life	❑ 82	U	Artemis

SAILOR MOON CCG COMPLETE CARD LIST

#	Rarity	Card Title	#	Rarity	Card Title
❑ 83	U	Ms. Haruna	❑ 124	R	Imperium Silver Crystal
❑ 84	U	Andrew Furuhashi	❑ 125	R	Spaceship
❑ 85	U	Serena's Parents	❑ 126	R	Negamoon Bomb
❑ 86	U	Sammy Tsukino	❑ 127	R	On the Ball
❑ 87	U	Luna Pen	❑ 128	R	Strength of the Fallen
❑ 88	U	Negaverse Crystal	❑ 129	R	Overpowering Attack
❑ 89	U	Cardian Flute	❑ 130	R	Self-Sacrifice
❑ 90	U	Luna Ball	❑ 131	R	Lose Powers
❑ 91	U	Dark Fruit	❑ 132	R	Sailor Moon, Level 3
❑ 92	U	Dark Crystal Wedge	❑ 133	R	Sailor Mercury, Level 3
❑ 93	U	FM No. 10	❑ 134	R	Sailor Mars, Level 3
❑ 94	U	Confusion	❑ 135	R	Sailor Jupiter, Level 3
❑ 95	U	Temple Blessing	❑ 136	R	Sailor Venus, Level 3
❑ 96	U	Discovery	❑ 137	R	Nephrite
❑ 97	U	Redistribute Power	❑ 138	R	Malachite
❑ 98	U	Memories of the Past	❑ 139	R	Evil Darien
❑ 99	U	Resignation	❑ 140	R	Alan
❑ 100	U	Regeneration	❑ 141	R	Ann
❑ 101	U	Green Yoma from London	❑ 142	R	Catzi
❑ 102	U	Hidden	❑ 143	R	Bertie
❑ 103	U	More Dark Power	❑ 144	R	Avery
❑ 104	U	Not So Tough	❑ 145	R	Prizma
❑ 105	U	Negative Energy Shield	❑ 146	R	Rubeus
❑ 106	U	Sailor Moon, Level 1	❑ 147	R	Emerald
❑ 107	U	Sailor Mercury, Level 1	❑ 148	R	Sapphire
❑ 108	U	Sailor Mars, Level 1	❑ 149	R	Prince Diamond
❑ 109	U	Sailor Jupiter, Level 1	❑ 150	R	Wicked Lady
❑ 110	U	Sailor Venus, Level 1	❑ 151	*	Sailor Pluto
❑ 111	U	Tuxedo Mask, Level 1	❑ 152	*	Sailor Moon, Level 4
❑ 112	U	Moonlight Knight, Level 1	❑ 153	*	Sailor Mercury, Level 4
❑ 113	U	Prince Darien, Level 1	❑ 154	*	Sailor Mars, Level 4
❑ 114	U	Sailor Moon, Level 2	❑ 155	*	Sailor Jupiter, Level 4
❑ 115	U	Sailor Mercury, Level 2	❑ 156	*	Sailor Venus, Level 4
❑ 116	U	Sailor Mars, Level 2	❑ 157	*	Tuxedo Mask, Level 2
❑ 117	U	Sailor Jupiter, Level 2	❑ 158	*	Queen Beryl
❑ 118	U	Sailor Venus, Level 2	❑ 159	*	Wiseman
❑ 119	U	Jedite	❑ 160	*	The Negaforce
❑ 120	U	Zoycite			
❑ 121	R	Rini			
❑ 122	R	Pocket Communicator			
❑ 123	R	Moon Star Locket			

C = Common

R = Rare

U = Uncommon

* = Foil Chase

Choose Scissors



Choose Rock



Choose Paper



You Make the Choice!

The Sailor Moon Collectible Card Game is available in 3 formats — a 2-Player Introductory Starter Deck, 6 different Character Decks, and 11-card Booster Packs. Visit our website to learn more about all 160 game cards, and how you can find the ones you want!

<http://www.sailormoonccg.com>