

Welcome to Waifus Arena!

Step into a universe where the most powerful and dazzling girls face off in strategic battles full of magic and flair.

But it's not all about beauty—an ominous threat has awakened. The Noctas, shadowy creatures, are rising to shatter the world's balance.

Are you ready for the challenge?

Build your team of Waifus, master their unique abilities, and find out who truly deserves the title of Legendary Waifu.

Collect, battle, and feel the thrill in every match!

Goal

The goal is to capture the most Beasts or be the last player standing.

Who Goes First?

Each player draws one Action card. The first player to draw an Attack card goes first. If two or more players draw an Attack card, only those players draw again until one of them wins.

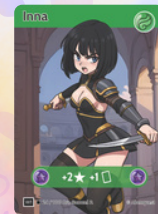
Setup

1. Each player draws one card from the Waifu deck and places it face up so all players can see it.
2. The Beast Turn card is placed to the left of the first player, with the Aggressive side facing up.
3. Then, each player draws four Action cards.
4. The player going first draws one card from the Beast deck and places it face up in the center of the table.



The Starter Deck includes:

13 Waifu Cards
14 Nocta Cards
70 Action Cards
9 Game Cards
1 Credits Card
1 Special Card



Battle

The battle is divided into Player Turns and the Beast Turn. The Beast Turn takes place after all players have completed their turns.

Player Turn

Each player has 1 Action Point on their turn, and each card has a Point cost—some cards have no cost at all.

At the start of their turn, the player draws 1 card from the Action deck and may keep adding cards over time.

If the player has fewer than 4 Action cards at the end of their turn, they draw cards until they have 4 in hand.

If the player has more than 4 Action cards at the end of their turn, they may keep them, but do not draw any additional cards.



Beast Turn

The Beast card has two sides: Passive and Aggressive.

When the Beast Turn begins, flip the card. The Beast will attack using the side that ends up face up after the flip.

Passive Mode:

The Beast follows this attack priority:

- If two or more players share the same element, the Beast attacks all of them, regardless of the Beast's own element.
- In any other case, it attacks the player who matches its own element.

Aggressive Mode:

The Beast attacks all players.

If the Beast has a special element, it attacks all players in both Passive and Aggressive modes.



Passive Mode



Aggressive Mode



Beast Attack



Formar Ataques

When the Beast attacks one or more players, each affected player receives a Beast Attack card. Players can only attempt to defend against the attack on their own turn. However, if the Beast is defeated before the attacked player's turn comes around, the Beast Attack card is discarded.

Battle Climax

When playing with two players — or when only two players remain in the arena — the Beast no longer attacks in Passive mode. It will only attack in Aggressive mode from that point on.

Death of a Beast

When a Beast is defeated, the player takes its card and keeps it. All active effects linked to the Beast (like Provocation, Charge, Alchemy, Artillery, and Beast Attack cards) are discarded.

Provoking Attacks

A player can provoke another using a Provocation card. The target keeps the card until their turn and must defend or be eliminated.

Waifus have only one life point.

A player can't be directly provoked again if they already have a Provocation card—but indirect provocations (e.g., through Agility) are allowed.

If the Beast attacks them again, a new Attack card is added.

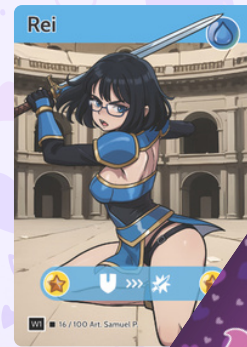
Death of a Waifu

Waifus only have one life point—they are as fragile as they are powerful. If they can't defend, they're eliminated!

Place the defeated Waifu in your Waifu Graveyard. Discard your hand and any linked cards (like Barrier, Alchemy, Hybridization, Companions).

Draw a new Waifu and 4 Action cards. If you didn't spend your Action Point, you may start playing immediately.

If a player loses 3 Waifus, they are eliminated.



Victory

Win by capturing the most Beasts or being the last player standing.

Each Beast has a point value. Add up your Beast points and subtract 1 point for each Waifu in your graveyard.

Or the last player with a Waifu still standing wins the game.



Combos

A combo lets you play more than one card for the cost of a single Action Point.

Simple Combo

If a player has 2 identical cards, they may be played as an Attack or Defense.

Sudden Attack

Sudden Attack is a powerful move that cannot be defended by the Beast and ignores its element.

To perform a Sudden Attack, you need 3 Attack cards (natural or combined). Play them using 1 Action Point to strike the Beast.

If the Beast was attacking you, its attack is discarded.

Special Element

Some Beasts have no element and attack all players every turn. To defeat them, play the required combo (e.g., sword + shield or two swords) using 1 Action Point.



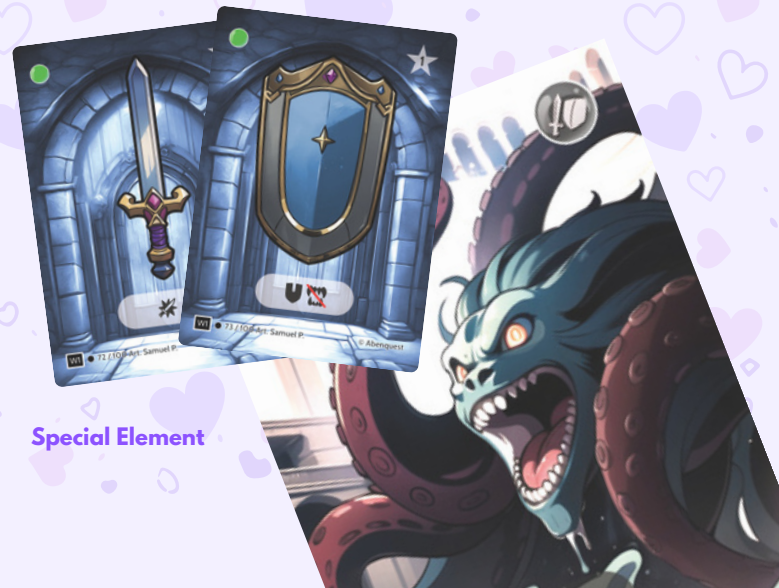
Simple Combo



Sudden Attack Natural or Combined



Special Element



Action Cards

Each card includes:

1. Effect
2. Action Point cost
3. Image
4. Description with Symbols

Types of Effects



Immediate: Activates when played (e.g., attack or defend).



Passive: Triggers at the end of the turn and activates next turn or when conditions are met.



Linked: Stays with the character/Beast until death. Max 2 bonuses per Waifu.

Cards are placed to the right of the Waifu, visible to all.

Action Points

Shows how much it costs to play the card.

Symbols

Waifus Arena uses a symbol system for visual guidance, independent of language.



Waifus Cards

Waifu cards are made up of:

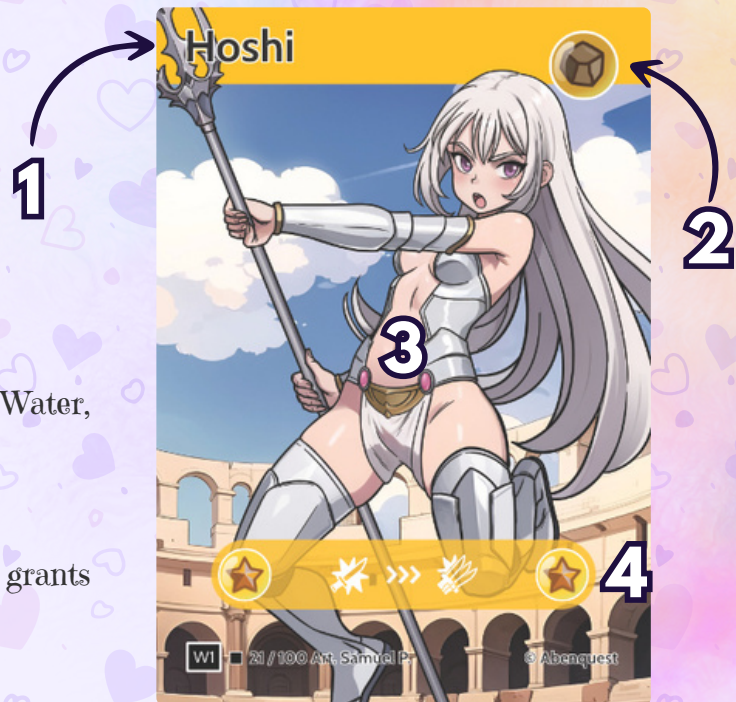
- 1.Name
- 2.Element
- 3.Image
- 4.Spell / Ability

Element

There are currently 4 elements: Earth, Water, Fire, and Air.

Spell / Ability

A special trait of certain Waifus that grants advantages.



Beast Cards

Beast cards are made up of:

- 1.Name
- 2.Element
- 3.Image
- 4.Victory Points

Element

There are currently 4 elements: Earth, Water, Fire, and Air.

Victory

Victory points awarded by the Beast when defeated.

Actions Cards

Agility



Redirects a Beast Attack to the next player. The Agility card is discarded, but the Attack card is passed to the next player.

Alchemy



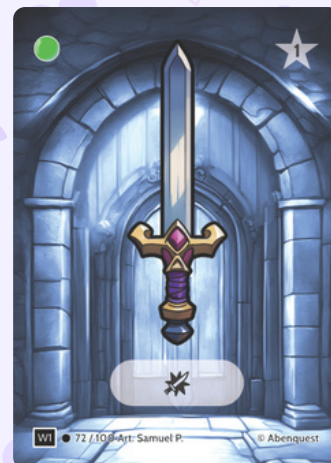
Changes the Beast's element to match the element of the Waifu using the card. If the Waifu has more than one element, the player chooses which one to apply. The card remains linked between the Beast and the Waifu. If either one is defeated, the card is discarded. It is also discarded if another player later plays a new Alchemy card.

Artillery



When this card is played, it becomes linked to the Beast. On the player's next turn, it automatically triggers a Sudden Attack. This attack cannot be blocked or redirected and ignores the Beast's attacks against the player. If the Beast is defeated before the Artillery or Trocar turn, the Artillery card is discarded.

Attack



Used to strike Beasts when your Waifu shares the same element. If you have three Attack cards, you can perform a Sudden Attack.

Barrier



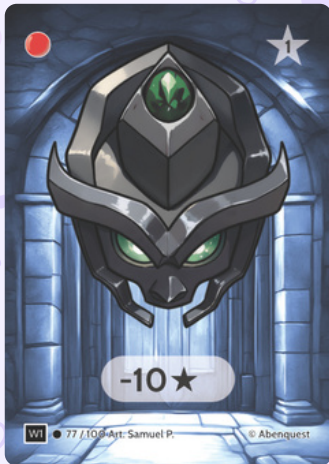
Its effect activates starting on the next turn—it does not protect during the turn it is played. The protection automatically triggers at the beginning of the attacked player's turn, at no Action Point cost. Once it blocks an attack, the card is discarded.

Convection



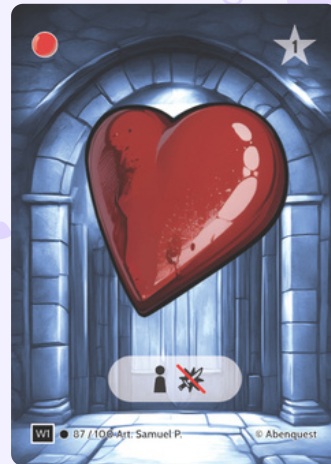
Can be used to change the turn order or to swap 1 to 4 cards from the player's hand.

Empathy



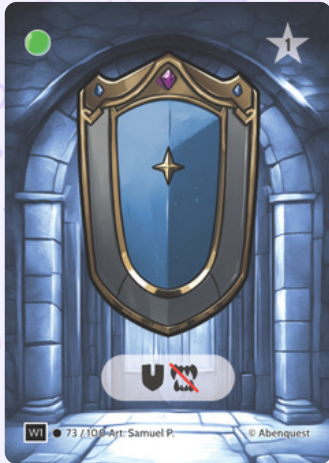
The player loses 10 Action Points on their turn.

Charge



When this card is played, the targeted player cannot attack the Beast on their next turn.

Shield



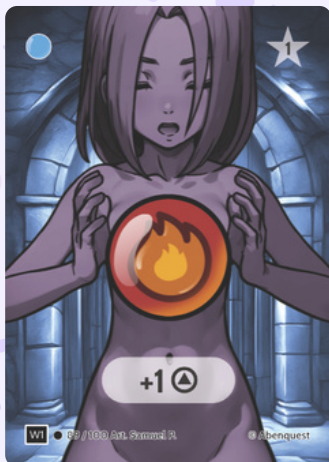
Blocks a Beast Attack. Both the Shield card and the Attack card are discarded.

Spell



Activates your Waifu's spell ability, or can be used as a substitute for a Defense or Attack card.

Hybridization



Grants the player an extra element for attacking.

Ovation



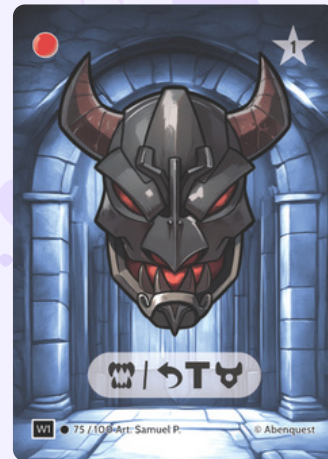
If you defeat the Beast on the turn after playing this card, you keep both the Beast card and this one, and the Beast's point value is doubled. If you fail to defeat the Beast on your next turn—or if someone else defeats it first—this card is discarded.

Power Boost



Grants the player 2 Action Points.

Provoke



Can be used against any player to provoke a Beast Attack. You cannot target a player who already has a Provocation card in play, whether placed by the Beast or another player. This card can also be used to rearrange the Beast's turn order.

You may choose only one of these two effects when playing the card.

Lure



This card can be played on any player.

If one or more players have a Lure card, the Beast will only attack those players during its turn, ignoring everyone else.

Tactic



When you play this card, draw 2 additional Action cards from the deck. These cards are temporary and remain in your hand only until you play them.

Swao

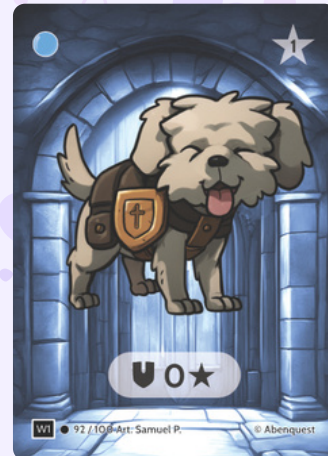


Replaces the current Beast. The Beast is discarded from the game along with any cards linked to it.

The player gains 1 Action Point.

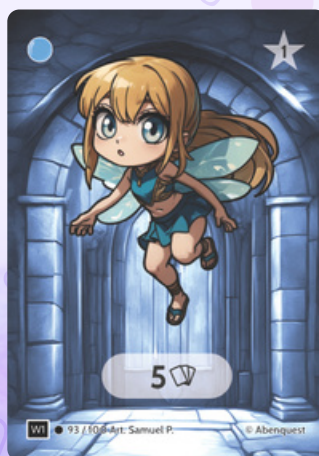
Tip: This can be used as a defensive move against one or more attacks.

Dogy



Shield cards cost 0 Action Points, but only for Shield cards.

Lucy



Your hand limit increases from 4 to 5 cards.

Symbols



Attack



Beast Attack



Sudden Attack



Beast



Swap



Card



Defense



Passive Defense



Element



Spell



Player



Hand



Victory Points



Action Points



Next



Turn

