

Little Busters! - Ex Dotabata Ranking Battle

0. Introduction

Little Busters EX Dotabata Ranking Battle is a deck building card game designed for 3-5 players based on the mini game featured in the Little Busters! visual novel.

Each player starts with a deck of 8 cards, and over the course of the game, players acquire more cards and allies to help them gather victory points. The player who can attain the number 1 ranking and gather enough victory points is crowned the battle ranking champion.

1. Components

- 300 Cards
- 119 Character cards
- 36 Event cards
- 44 Weapon cards
- 60 Cat cards
- 5 Ranking cards
- 36 Victory cards
- 1 Manual Booklet
- 1 Storage Box

2. Game terms

Describes the terms used in this game.

- Deck (デッキ)

A pile of shuffled cards. There are three types of decks: a player's personal deck, the weapons deck and the event deck.

- Discard Pile (捨て山)

When cards are used they are usually put into a discard pile afterwards. Each player has their own discard pile for any cards belonging in their deck. Weapons are put into a separate discard pile.

- The Common Pool (共有の場)

This refers to the cards and card piles that do not belong to any player. This includes the character, event and cat cards available for players to acquire during their turns. It also includes the event and weapon decks, the weapon discard pile and the pile of victory cards.

- Board (あなた(自分)の場)

This refers to each player's individual playing field.

- Acquire (取得する)

This refers to a player obtaining any card from the common pool. When a player acquires a character or cat card, that card is put into that player's discard pile. When a player acquires an event or victory card, those cards are placed on that player's board.

- Removed From the Game (ゲームから除外する)

Some cards have the ability to remove a card from the game. Cards that are removed are placed in the game box and can not be used for the rest of the current session.

- Draw

Refers to adding the top card of your personal deck to your hand.

- Attacker (アタッカー)

All players always have a character on their board that is their dedicated attacker. Attackers are used in battle, and certain characters have abilities that activate when they are your attacker.

- Ability (能力)

Refers to the text on the cards. The details of an ability is described on the card.

- Bonus (ボーナス)

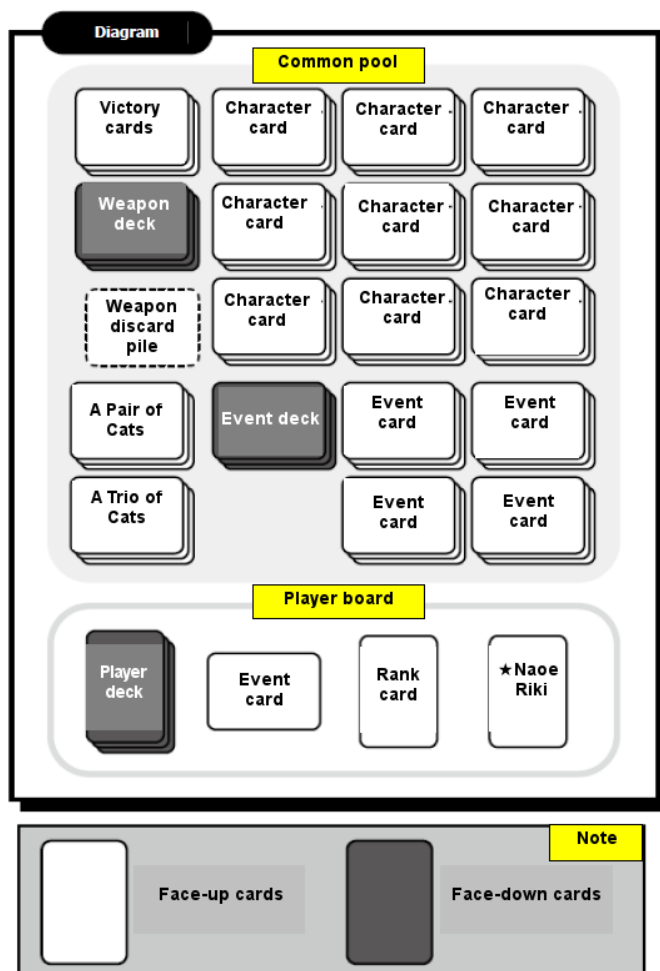
Many abilities give bonuses. Bonuses are enclosed in square brackets like these []. There are four types of bonuses: [Draw], [Character Plays], [Acquisition Points] and [Attack Power].

3. Game Setup

3-1 The Common Pool

The diagram below shows what the common pool looks like when it's complete.

- Before the game, you must determine which character cards will be used. Out of the twelve characters that are not ★**Riki Naoe** or **Riki Naoe**, you must pick eight to be in the game. You may choose randomly or select them through other means. You must also exclude any event cards that require any of the four characters that are excluded from the game. For example, if **Futaki Kanata** is excluded, you must exclude the events **Public Morals Chairman!** and **Haruka and Kanata**.
- When you have decided which characters to use, sort all cards by name except for weapon and event cards.
- Set aside all ★**Naoe Riki** cards, **A Single Cat** cards and ranking cards.
- Shuffle all event cards together to form the event deck. Do the same for weapons to form the weapon deck. Place the two decks along with the sorted piles of character, cat and victory cards in between all the players. This is the common pool.
- Finally, lay the top four events face-up in the common pool.

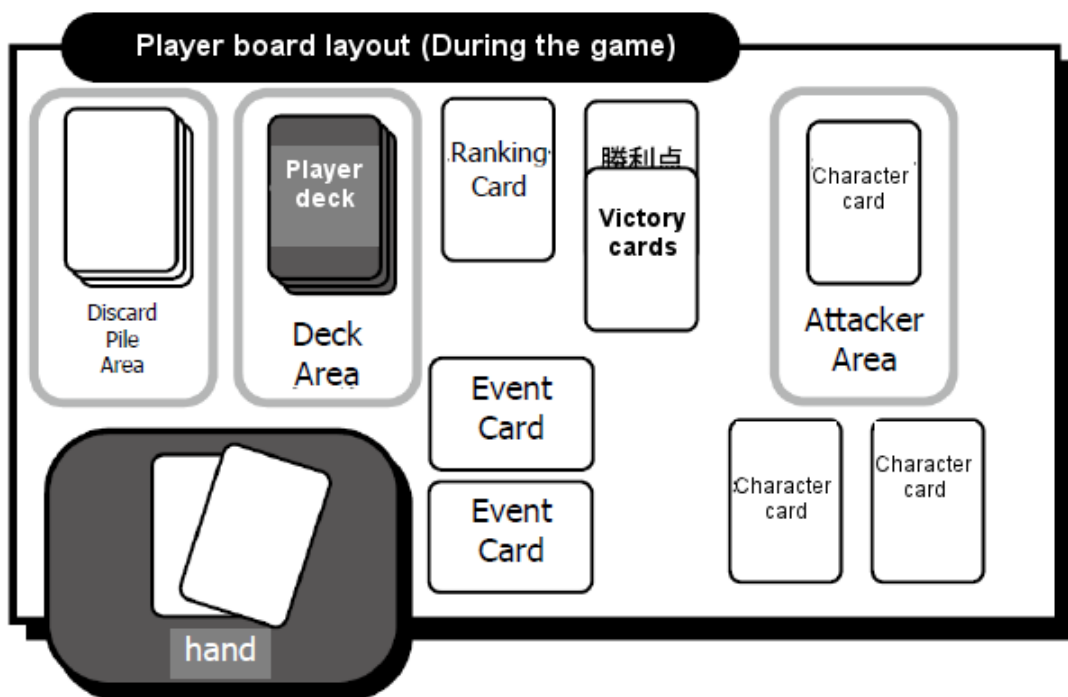


3-2 Player Setup

- Each player must have a ranking card. If there are less than five players in the game, you use as many cards as needed in descending order.
- Deal out a copy of ★**Naoe Riki**, a random event card and ranking card to each player. Each player puts these cards face-up on their boards.
- After that, all players receive two copies of ★**Naoe Riki** and six copies of **A Single Cat**. These are shuffled to form the players' personal decks.
- All players draw four cards from their decks as a starting hand.
- The player with the lowest rank gets the first turn, and then the order moves around the table clockwise.

3-3 Board

Each player has a personal playing field called their board. A board contains a player's deck, discard pile, character cards, victory cards and event cards. All cards on a board can be viewed by all players.



Caution!

- The cards in your hand are hidden information. You should not show your hand to other players
- Cards placed on the board are public information.
- Players can not shuffle a deck outside of when an effect or rules says to.

4. Card details

The cards in the game are divided into categories that determine their function. This segment describes the different parts of cards in the different categories. For details on how the cards play, see section 6 on phase details.

4-1 Character Cards

Characters are the most central type of card in the game. They are used to determine the outcome of battles. Characters are a part of a player's personal deck. A player may play up to one character during their character phase. To play additional characters they would require a [Character Plays+] bonus.

Below is a description of the different parts of a character card.

(1) Acquisition Cost

In the acquisition phase, a player must have at least this many [Acquisition Points] to acquire the card.

(2) Card Name

(3) Card Category

(4) Attack Power

This is the character's base attack power. In battle, a character's total attack power is calculated by adding up the base value along with all active bonuses.

(5) Attacker Bonus

This is a type of effect that activates when the card is played and also when you begin your turn with that character as your attacker. These effects are highlighted in yellow.

(6) Special Ability

These are effects that apply during specific conditions specified on the card. PLAY effects apply when the character is played from your hand. BATTLE effects apply during the battle phase when the conditions are met.



4-2 Event Cards

Events are cards that provide additional advantages. They are not part of player decks. They can only exist on a player's board or in the event deck.

A player can use events on their board during the character phase of their turn. Players can only use a specific event once per turn and only if they have the character(s) listed under event condition on their board.

Players can not have more than two event cards on their board at a time. Players can also not have multiple events with the same name. If a player would acquire a third event, they must first choose one event on their board and put it on the bottom of the event deck.

Below is a description of the different parts of an event card.

(1) Acquisition Cost

(2) Card Name

(3) Card Category

(4) Event Condition

In order to use the event, the player must also have the character(s) listed on their board.

(5) Event Ability

When all conditions are met, this effect resolves as written.



4-3 Weapon Cards

Weapons are cards used during battles. Weapons can not be acquired like events or characters. During a battle, the attackers are given a weapon of the top of the weapon deck. Some weapons have variable power and others, like **Tally Counter**, do not use power at all to win.

Below is a description of the different parts of a weapon card.

(1) Card Name

(2) Card Category

(3) Attack Power Modifier

When a character equips a weapon, that character receives an [Attack Power] bonus equal to this number for as long as they have that weapon equipped.

(4) Weapon Ability

When a weapon is equipped, its ability resolves as written.



4-4 Cat Cards

Cats are the resource used to acquire more character, event and higher level cat cards. Cats are part of a player's personal deck along with characters. During a player's acquisition phase they can use the cats in their hand to acquire a card from the common pool with an acquisition cost equal or less to the player's total amount of [Acquisition Points].

Players are given six copies of **A Single Cat** at the start of the game while the more valuable **A Pair of Cats** and **A Trio of Cats** must be acquired throughout the game.

Below is a description of the different parts of a cat card.

- (1) Acquisition Cost
- (2) Card Name
- (3) Card Category
- (4) Acquisition Points Bonus



4-5 Ranking Cards

These cards indicate the players' ranks. The cards are handed out at the start of the game, and players always have the ranking cards face-up on their board. When a player defeats a player of higher rank, the two switch ranking cards.

Below is a description of the different parts of a ranking card.

- (1) Card Name
- (2) Card Category
- (3) Rank Ability



4-6 Victory Cards

Amassing these cards is the ultimate goal of the game. Victory cards are given to a player who wins a battle by 3 or more total attack power. A player's victory cards are placed on their board and can be used for an [Attack Power] bonus.

Below is a description of the different parts of a cat card.

- (1) Card Name
- (2) Card Category
- (3) Attack Power Modifier
- (4) Card Text



5. Game Structure

When the game setup is finished, the player with the lowest rank gets the first turn. After that, the turns go around in clockwise order. Below are details on how a turn is structured.

1) Beginning Phase

During this phase the active player may take the following actions in any order:

- * Optional: Activate the ability of the player's ranking card
- * Optional: Activate the attacker bonus of their attacker if it has one.

2) Character Phase

During this phase the active player may take the following actions in any order:

- * Optional: Play a character card from their hand. This can only be done once unless the player has a [Character Plays] bonus.
- * Optional: Activate the ability of an event card. Each event card can only be activated once per turn, and only if the conditions are met.

3) Acquisition Phase

A player may take the following actions **in order**.

1. Optional: Replace all event cards in the common pool.
2. Optional: Reveal cat cards from their hand in order to gain [Acquisition Points].
3. Optional: Acquire one event, cat or character card from the common pool with an acquisition cost equal or less than their [Acquisition Points].

4) Battle Phase

1. Mandatory: The active player declares one of the characters on their board as their attacker
2. Optional: They may challenge another player to battle.

5) End Phase

1. Mandatory: The active player discards their hand and puts all of their characters other than their attacker into their discard pile
2. Mandatory: The active player draws until they have four cards in hand.
3. Mandatory: All temporary effects wear off.

6. Phase details

6-1 Beginning Phase

This is a phase for activating any abilities that apply at the beginning of a turn. Some of the ranking cards have abilities that activate in this phase. Several characters also have an attacker bonus marked in yellow that applies in this phase if that character is the player's attacker. These effects can be activated in any order.

6-2 Character Phase

This is the phase where the active player plays characters and uses the effects of events. The player can only play one character from their hand per turn, and its abilities activate as written.

If the player has received a [Character Plays] bonus, that enables them to play more characters from their hand equal to the number of extra plays. A player can have multiple characters of the same name on their board at a time.

A player may activate the ability of an event on their board if they also have the character(s) listed as the event's condition on their board.

A player may have up to two events on their board at a time, but they must have different names.

A player can only use an event card of a specific name once per turn.

Example of a Character Card

Nishizono Mio

[Draw+1]

■Special Ability: PLAY■

You receive [Draw+1] and then discard a card from your hand.

When a player plays **Mio** from their hand, two effects are activated.

1. The attacker bonus marked in yellow makes the player draw a card. This bonus will activate again at the beginning of the player's next turn, as long as **Mio** is the player's attacker.
2. **Mio** also has a PLAY ability which makes the player draw another card, but they must also discard a card from their hand afterwards. This effect only activates when the cards is played from the hand.

Example of an Event Card

Bathing with Friends

□Event Condition: **Rin** and **Komari**□

Flip a face-up victory card on your board face-down. If you do, you receive [Character Plays+2] and [Acquisition Points+2].

When a player has this card, **Rin** and **Komari** on their board, this card's effect can be activated. The player must then flip a face-up victory card face-down. If they do not have any face-up victory cards on their board, the event does nothing. If they do flip a victory card, they receive the bonuses of [Character Plays+2] and [Acquisition Points+2].

6-3 Acquisition Phase

This is the phase where players can acquire new character, event or cat cards from the common pool. The actions below can only be taken in the written order even if some are optional.

Firstly, the active player may choose to put all event cards in the common pool on the bottom of the event deck. If they do the top four event cards are placed face-up in the common pool. Next, the active player may show any number of cat cards in order to gain the [Acquisition Points] indicated on those cards.

Finally, the player may acquire a card from the common pool with an acquisition cost equal to or less than their amount of [Acquisition Points]. (An acquired character or cat card is put into the player's discard pile. An acquired event card is put onto the player's board.)

6-4 Battle Phase

1. The active player chooses one character card on their board and declares it as their attacker. This action is mandatory.
2. After that, the player decides if they wish to challenge another player to battle. If they choose to not challenge anyone, the battle phase ends.

<<Rules for Challenging Other Players>>

- A player can challenge someone that is up to two ranks higher than them.
- Players can not challenge someone of a lower rank.
- The Rank 2 player can only challenge the Rank 1 player.
- The Rank 1 player can challenge anyone.
- While there is a provisional ruler (happens if the Rank 1 player has six or more victory cards), the restrictions on challenging are removed. Anyone can challenge anyone else.

3. If the active player chooses to challenge someone, the defending player is first given a chance to use the abilities of ★**Naoe Riki** and **Naoe Riki**.
4. The attacking player chooses how many **Weapon Expertise** cards they will use for the battle.
5. The defending player chooses how many **Weapon Expertise** cards they will use for the battle.
6. The attacking player takes the top card of the weapon deck and equips it to their attacker. The weapon's effect activates when it is equipped.
7. The defending player takes the top card of the weapon deck and equips it to their attacker. The weapon's effect activates when it is equipped.
8. The players add up the total attack power of their attackers. If the difference between the two is 2 or less, the battle ends in a draw. If the difference is 3 or greater, the player with the most power is the winner.

- If the battle is a draw nothing further happens.
- If the player with the lower rank is victorious, the players switch ranking cards, and the winner acquires a victory cards.
- If the player with the higher rank is victorious, the winner acquires a victory card.

(9) End the battle phase.

6-5 End Phase

The active player puts all their character cards except their attacker into their discard pile. They also discard all cards in their hand. (All events, ranking and victory cards remain on their board.)

After that, they draw cards from their deck until they have four cards in hand.

Finally all effects wear off.

7. Ending the Game

7-1 Conditions for Ending the Game

Whenever the Rank 1 player has six or more victory cards on their board, they are declared the provisional ruler. The game ends if any of the three conditions below are met.

- When a player becomes the provisional ruler, the other players are allowed one turn each. If the provisional ruler maintains their title throughout this period, the game is over.
- If the provisional ruler has nine or more victory cards, the game ends immediately.
- If a player with nine or more victory cards becomes the Rank 1 player, the game also ends immediately.

7-2 Game Winner

When the game ends, players place according to their ranking, therefore the Rank 1 player is the winner of the game.

8. Other Rules

8-1 Empty decks

During the game, it's common for player decks or the weapon deck to be left empty of cards. If a card is to be taken from an empty deck for whatever reason, the deck will be reconstructed and shuffled from the cards in the discard pile.

8-2 Card Text and Rules

If a card's text ever contradicts the normal rules of the game, the card text takes priority over the game rules.

8-3 Content, Card Text and Rules

Deck that are face-down and players' hands are hidden information. A player may confirm the quantity of these, but can not look at the card's front.

Decks can not be shuffled unless a game rule or effect says to do so.

9. Cards list

Characters	14 Unique Cards	119 Cards Total
Card Name	Acquisition Cost	Quantity
★Riki Naoe	0	15
Komari Kamikita	2	8
Kudryavka Noumi	2	8
Mio Nishizono	2	8
Rin Natsume	3	8
Haruka Saigusa	3	8
Kanata Futaki	3	8
Sasami Sasasegawa	4	8
Saya Tokido	4	8
Riki Naoe	5	8
Kyousuke Natsume	5	8
Kengo Miyazawa	6	8
Masato Inohara	6	8
Yuiko Kurugaya	7	8

Event Cards	18 Unique Cards	36 Cards Total
Card Name	Acquisition Cost	Quantity
Snack Time!	2	2
A Day with Kud	2	2
Mio and Midori	2	2
Playing with the Cats	3	2
Escape!	2	2
Disciplinary Committee President!	2	2
Sasami's Cooking	3	2
A Dramatic Encounter	3	2
Making an Entrance!	3	2

Heroic Stunt	3	2
Muscle Sensation!	3	2
Bizarre Tea Party	3	2
Bathing with Friends	2	2
Haruka and Kanata	3	2
That Tickles!	3	2
Getting Too Excited	4	2
Entrusted Feelings	4	2
Little Busters!	5	2

Weapon Cards	14 Unique Cards	44 Cards Total
Card Name		Quantity
Shinai		3
Sea Urchin		3
Tally Counter		4
MP3 Player (60GB)		3
Burdock Root		3
Volleyball		3
Stuffed Penguin Doll		3
Cyber Yo-yo		3
Strelka & Belka		3
Army of Cats		3
Dorj		3
Drone Beetle		3
Bluebeard		3
Eel Pie		4

Card Name	Acquisition Cost	Quantity
Cat Cards	3 Unique cards	60 Cards Total
A Single Cat	1	30
A Pair of Cats	3	20
A Trio of Cats	5	10
Ranking Cards	5 Unique Cards	5 Cards Total
RANK 1	-	1
RANK 2	-	1
RANK 3	-	1
RANK 4	-	1
RANK 5	-	1
Victory Cards	1 Unique Card	36 Cards Total
Weapon Expertise	-	36