Justice League TCG



Panini Games 1



- Very popular license
- Simple to learn
- Language independent
- Competitive
- Strategic depth





\* Images and text are not final and approved.



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### Event Cards\*



\* Images and text are not final and approved.

### Battle Cards\*



Victory Points

Draw Deck goes here

## Battle Zone

Character #1

Character #2

Character #3

Discard Pile

\* Images and text are not final and approved.

10 Meta-

Points





## Battle Zone

SUPERGIAL

of five cards

Draw a hand

Discard Pile



\* Images and text are not final and approved.

PANINI



Pile

# Battle Zone

In the planning step, play a character





Character #3

\* Images and text are not final and approved.





Pile

#### Battle

Zor

Add Meta Points.

Meta points are used

to "purchase other"

cards later on.





Character #3

\* Images and text are not final and approved.



Victory Points

Discard

Pile

## Battl Zone

You can now attack by playing a Battle Card <u>10</u>

9

<u>8</u>

7

6

5

4

3

2

1

Meta-Points

Character #1



Character #3

\* Images and text are not final and approved.

PANINI



Pile



Character #1



Character #3

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Pile

7 Victory Points win the game!



Character #1



Character #3

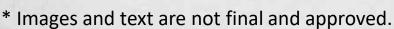
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MetaX TCG Configuration\*

The MetaX TCG Configuration is as follows:

- Starters
  - 50 cards per pack
  - 10 packs in a box
  - 8 boxes in a case
- Boosters
  - 12 cards per pack
  - 24 packs in a box
  - 12 boxes in a case







### MetaX TCG Rarity\*



The following is available in the MetaX TCG:

- 60 common cards
- 40 uncommon cards
- 40 rare cards
- 4 cross-rare cards

   (an ultra-rare quality card in every box)
- 2 ultra-rare cards
- 20 promo cards
- Foil parallels of all cards

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