



THE STORY SO FAR...

In antiquity, Earth stood on the brink of calamity. Monstrous aliens from another dimension had descended and wrecked havoc upon the planet. The armies of the Druid Kings and all their traditional weapons were useless against this alien threat.

Thankfully, humanity's salvation came in an unexpected form. Pritchard Leftfield, a notable modern game designer and time traveler, appeared to teach the ancient Druid Kings the secrets of Millennium Blades, a card game with mysterious powers. With the power of Millennium Blades, the Druid Kings were able to drive off the alien threat and save Earth.

Over a thousand years later, Millennium Blades is a world pastime, with thousands of expansions and tens of billions of cards in print. The game became a hobby, a toy, and a business. Few remember that it started as a rite of combat, or the sacred duty of Millennium Blades players to defend the Earth. However, there was an ancient prophecy—a day would come when the Earth was threatened once more, and the Druid Kings would return and teach new heroes the true power of the game, bringing forth new cards with untold power in the process, and changing the very nature of the world. In the prophecy, the name of that fateful day was spoken only in hushed whispers...

Set Rotation is an expansion to Millennium Blades that brings an over-the-top flair to the CCG Simulator Card Game. Befriend aliens, fight ancient Cthonian horrors, travel through time, and unravel a vast conspiracy together with new characters, new cards, new promos, and the all-new cooperative mode!

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DESIGNER'S FOREWORD

Millennium Blades has been the most incredible project I've ever had the opportunity to work on in my career as a game designer. The game has grown so much since I envisioned a simple tournament simulator, and exploring and immersing myself in the culture of collectible card games has been quite a fun experience.

In Set Rotation, I wanted to bring you some of the wilder aspects of Collectible Card Games, mainly to bring to life some of the shenanigans we see in anime, movies, comics, and in the card games themselves when they do take themselves seriously.

It's easy to lose yourself in a game and get excited about the fantastical plot and setting of the world you've entered, and I hope that Set Rotation brings that immersion to your table when you play Millennium Blades. Most of all, I hope that you enjoy the game!

As always, Happy Gaming!

D. Brad Talton Jr.

Millennium Blades Designer

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OVERVIEW

Additional Core Cards (24) - The Core Set expands with new singles, accessories, and deckboxes. You can simply shuffle these into your Store Deck no matter what other sets or mode you are playing with. They are permanent additions to all stores.

Additional Set Cards (9) - We've expanded some of the sets in the base game and Set Rotation with additional rare cards. These cards go into their sets and will be shuffled into the Store Deck when playing with those sets.

12 New Expansion, Premium, and Master Sets (12 cards each) - These sets function just like the card sets in the base game, and you can shuffle them in to add new possibilities to your games!

9 New Promo Sets (6 cards each) - Just like the promos in the base game, these can be selected as promotional cards for fusion, or for Prize Support during your games.

4 New Characters (13 cards each) - There are 4 new playable characters included in Set Rotation. These come with Ability Cards, Friendship Cards, and Pro Player Cards, just like the characters in the base game. The new characters are a bit more advanced, so we recommend playing with the base game characters first if you are still new to Millennium Blades.

6 New Starter Decks (9 cards each) - Featuring a combination of old and new cards, these starter decks offer a different set of starting tools to players. These starter decks focus on Types, and tend to favor more aggressive play, as opposed to the traditional starter decks.

4 Cooperative Scenarios (13-14 cards each) - Do battle against the forces of evil using your trading cards! You can cooperate with a team of 2-4 heroes in a campaign against various villains, or take them on with just yourself! Characters have different abilities in cooperative mode, that come with new Co-Op power cards.

Updated Cards (15) - We've included a few cards that are errata'd versions of cards in the base game. You can safely destroy the original copies of these cards and replace them with the new versions.

GAMEPLAY CHANGES

Since Core Set is larger, when setting up your Store include one more Expansion, Premium, and Master set.

New Keywords

Many sets use special Keywords to describe their effects. When you see a keyword, its effects are always the same. On most cards, the keyword's full text is printed out.

Coin Op (Action) - As an Action, you can pay 2 Millennium Dollars to use all Play effects on a card with Coin Op again. After the Play effects resolve, the card is flipped as part of the Action cost.

Speed (Play) - When you play a card with Speed, you are able to play another card this turn. The second card is played after all effects and results of the first card are completed. It is possible to use Actions between the two card plays.

Investigate (Play) - When you play a card with Investigate, you choose one of the six types (Citizen, Soldier, Mage, Construct, Myth, or Animal) or one of the six elements (Fire, Water, Earth, Air, Light, Dark). Each player must reveal all cards in their hand that match the named element or type.

Epic (Deckbuilding) - You are only allowed to bring one Epic card in your deck to the tournament, regardless of whether or not you play it. If you acquire additional Epic cards during the tournament (such as by an effect that randomly draws Promo Cards), the keyword does not prevent you from playing it during that tournament.

Earthcraft (Ongoing) - Each time you play another Earth card, copy this card's Play effect. This effect cannot be copied.

Duelist (Reaction) - When you clash, you may use this card instead of your Top card to clash. If you do, the card with Duelist is flipped after the clash ends, regardless of the results of the clash.

Shadowbond (Ongoing) - Other DARK cards in your tableau have a copy of this card's Flip Effect. This effect cannot be copied.

CHARACTER INTROS



PRITCHARD LEFTFIELD

England, 48, Game Designer

Specialty: Card Creation

Why he plays: To Save the World

In antiquity, Earth stood on the brink of calamity. Monstrous aliens from another dimension had descended to Earth, and wreaked havoc upon the planet. The armies of the Druid Kings and all their traditional weapons were useless against this alien threat.

Thankfully, humanity's salvation came in an unexpected form. Pritchard Leftfield, a notable modern game designer and time traveler, appeared to teach the ancient Druid Kings the secrets of Millennium Blades, a card game with mysterious powers.

Over a thousand years later, Millennium Blades is a world pastime, with thousands of expansions and tens of billions of cards in print. Everyone owns a Millennium Blades deck, from world leaders to kids in elementary school. Millennium Blades is a part of almost every dimension of modern life, and while competing trading card games exist, none have ever come close to reaching the height achieved by Millennium Blades.

With the world in danger, Pritchard Leftfield has returned to the modern era. Wielding legendary cards forgotten to time, Pritchard and his chosen heroes stand against the many forces that would endanger Earth.



FRIENDLY ALIEN LETTSTRADE

Outer Space, 36 (in Cardelian years), Scientist

Specialty: Friendship

Why she plays: To Understand Friendship's True Power

Banished from our dimension a thousand years ago by the power of Millennium Blades, the Cardelians returned home to lick their wounds and evolve. A few managed to bring back Millennium Blades cards from Earth, and their scientists studied these cards, using their innate powers to harness incredible new energy sources. Without the power of their Millennium Blades cards sealed away, the Cardelians made rapid advances in technology.

Now, having mastered the game (or so they believe), the Cardelians prepare to invade and challenge humans to the first Universal Millennium Blades Tournament!

One Cardelian publicly opposed the invasion, declaring that the true power of Millennium Blades had yet to be fully understood. While studying the game, Cardelian Scientist Lettstrade discovered a new source of power within the cards, which she calls 'Friendship'. Could this new discovery unlock the true secrets of the game? And if humanity was destroyed, would the secret of Friendship be lost forever? Disregarding orders from her superiors, Lettstrade opened a portal to Earth and sought out humans who could teach her the true power of Friendship before it was too late...

CHARACTER INTROS



CARDINAL BAANZ

Germany, 39, Judge

Specialty: Disruption

Why he plays: To Unravel the Conspiracy

In the early days of Millennium Blades, there was no central authority. Chaos reigned, as any Druid King with access to a printing press could create cards of incredible power. Eventually, the high council of the Druid Kings formed a collective pact, the Magna Carda, and signed it with their seals. This pact forbade anyone from printing overpowered cards on penalty of a gruesome death.

The Magna Carda formed the first order of Cardinals, the wandering judges tasked with enforcing the gruesome death portion of the deal, as well as removing the existing overpowered cards from circulation. For a thousand years, dangerous, overpowered, and apocryphal cards have accumulated within the vaults of their Headquarters. The upper echelons of the Cardinals, the TCG-Illuminati, secretly plot to use these broken cards to guide the future of humanity, eventually seizing control...

One of these judges discovered the secret plot of the TCG-Illuminati and knew it was his sacred duty to oppose their use of the banned cards. Cardinal Baanz took a stand against his superiors, and was expelled from the order of the Cardinals. Now, he searches for duelists who can help him stand up against the all-powerful TCG-Illuminati.



THE CARD SHARK

Oceania, Ancient Beyond Ages, Publishing Magnate

Specialty: Card Destruction

Why he plays: For World Domination

Not all of the Druid Kings agreed to the terms of the Magna Carda. Some, obsessed with the power of the cards, sought to use them for a darker purpose. This secret cabal used the power of Millennium Blades to make contact with abominations from beyond time and space, and their new masters granted them with unfathomable card-dueling powers, knowable only through pure madness.

Seeking to unleash their masters into this world, the cabals eventually formed the Eldritch Entertainment Group, which produces its own card game, Legend of the Elder Things. To those who have been awakened to the mysteries of madness, it is a gateway to channel forbidden power from the worlds beyond.

After the release of LET, the game had some limited success. As the cards spread, the boundary between dimensions began to weaken in areas where it was most popular. Through one such portal, the Card Shark escaped into our world. This diabolic entity wasted no time seizing control of the Eldritch Entertainment Group in the name of its dark masters, and set about plotting the release of greater abominations, as well as the destruction of the one thing that could stand in their way—Millennium Blades.


COOPERATIVE SCENARIOS

Cooperative Scenario Mode allows 1-4 players to take on specialized Boss decks.

You can play a single scenario, or play all 4 Scenarios back-to-back in a multi-round epic event.

Boss Components

Each boss deck has a Deck Box, 4 Accessories, and 8 Singles.

Boss Deck Box - The boss Deck Box provides the boss with free  RP at the end of the game based on how many opponents there are. Players combined scores must beat the Boss's total score in order for them to win! Note that **Boss Deck Boxes can never be flipped by any means.**

Boss Accessories - Two of the boss's four Accessories are randomly selected at the start. One is revealed with each of the metas during gameplay. Boss Accessories will change the rules of the game and force you to adopt new strategies to survive the battle! Note that **Boss Accessories can only be flipped by their own effects, never by an opponent's effects.**

Boss Singles - The boss will randomly play 6 of their 8 cards during the tournament. A boss can't be forced to discard cards from their deck, but you can look through their deck during Deckbuilding in order to build against their most dangerous cards. When the Tournament begins, the boss deck is shuffled and cards are played from it at random.

Gameplay Changes

Gameplay is similar to a normal Millennium Blades game, with the following changes:


1. Friendship, Collections, and the normal Special Character Powers are not used in this mode. Each character has an alternate special power card that they will use when playing in Cooperative Mode, that will benefit all their teammates in both the Tournament and Deckbuilding phases.

2. You cannot trade with or sell from the Boss Decks at any time. You can look through the boss's deck of singles

freely. Try and counter-play against their strongest cards!

3. Whenever you reveal a Meta card, also reveal one of the two boss accessories that will be used in this game.

Players should pay attention to the boss Accessories, as they will require significant work to play around.

When time runs out for the Deckbuilding round, shuffle the boss's deck of singles, and set up their tableau with their Deck Box and two Accessories, just like a player. The player seated to the left of the boss takes the first turn, and turns go clockwise, with the boss taking the last turn. **Whenever the boss needs to make a decision for a card effect, the players can decide amongst themselves and choose who will be affected. When the boss needs to flip a card of their choice, they always choose the lowest  card in their tableau.**

Note that players do not consider each other 'opponents' for the sake of card effects. The boss is the only 'opponent' in scenario mode.

Mystic Rare

Mystic Rare is a new Rarity exclusive to Bosses. Mystic Rares can **never** be included in a player's deck or be played by a player.

Mystic Rare Deck Boxes and Accessories can never be flipped, except by their own effects.



Difficulty Levels

You can adjust the boss' difficulty by increasing or decreasing the number of Accessories they will use. For an easier game, reveal only 1 Accessory at the start of Deckbuilding. For a more difficult game, reveal a third Accessory when the Aftermarket closes during Deckbuilding.



Campaign Scenarios

If you want to experience the Ultimate Millennium Blades Challenge™, you can play through each of the different scenarios over a 4-round game. Players begin with starter decks as normal, and play through Deckbuilding and Tournament rounds, with each deckbuilding round introducing a new boss.

There are a few changes in this mode versus a normal game:

1. At the start of round 3, create a new store deck by reclaiming all discarded, unbought, and boxed core cards, then mixing in 5 new expansion, 4 new premium, and 3 new master sets. This is also a good time for a short intermission and a snack.

2. Before the start of each deckbuilding phase, discard all remaining fusion promos, and introduce 3 new sets of fusion promos.

3. Each successive round, the boss gains an additional 10  RP per player during scoring, up to a bonus of +120  RP at the end of round 4.

Play continues until the players fail to defeat one of the boss scenarios. Can you and your friends defeat them all?

OTHER PLAY MODES

Sealed Play

Instead of using starter decks, it is possible to begin the game with a more random spread of cards. This variant is recommended for experienced players!

Instead of the starter decks and 3 draws from the store, give each player 15 cards from the store deck at the game startup.

Playing this way makes set collection more difficult early on, and provides more potential directions for decks to develop. The lack of guaranteed Card Sleeve accessories and Deck Boxes means that players will have to pay more attention to disruptive decks and to digging within the store decks to find pieces they need.

Good luck!

RULES CLARIFICATIONS

Here is a list of clarifications on some basic game rules :

The Tableau

Your tableau expands and collapses so that all cards are adjacent. There is no effect or way to leave “gaps” in the tableau, and such gaps are closed immediately if they are created by discarding or moving a card.

Running out of Store Cards

If you run out of cards in the Store during gameplay and there are no cards in the Store Discard, shuffle the cards that have been put in the box during gameplay into the Store Deck.

Flipping and Tokens

Tokens on cards are discarded when a card is flipped.

What works during scoring

Top effects do not work during scoring, unless stated otherwise.

Discarding

Discarding cards is always done from your hand, unless stated otherwise.

SET BREAKDOWN

Sets are organized by kind as indicated by the colored background:
Green: Expansion, Blue: Premium, Purple: Master, Orange: Promo



Tired of spending your cash on trading cards? Use it to power your own cardboard arcade with these dollar-devouring cards!



Nothing can keep these undead down! The zombies in this set won't get flipped, and will actually become stronger instead!



In space, no one can hear you flip cards... Damage control when flipping is the name of game in this sci-fi themed set. If you can flip your cards just right, you can score big!



You can't always be a winner—unless you win by losing! These cards give the advantage to the underdog, with effects based on your relative score to other players.



Play your cards furiously with this action-inspired set! Non-stop play is the name of the game, as you race to combo your cards all at once!



Fight the system with these hi-tech cards that can disrupt Top effects and flip themselves to unlock additional powers!



In a faraway land, in ancient times, gamers relied on the power of their left-most card, and clashes were issued from the other side of the tableau!



Friendship is the weapon in this anime inspired set! Cash in on your hard-earned friendship to get more power!



If you like card games, then look no further! These scrappy developers will surprise you as you acquire and play new cards on the fly!

The logo for Penny Dreadful, featuring the title in a stylized, slightly distressed font with a small character icon above the 'd'.

You lookin' for a certain card, friend? Whether gangsters or gumshoes, these hard-boiled cards will hunt down and lock away your opponent's best plays!

The logo for Ultimate Kaiju Throwdown, with 'ULTIMATE' in blue, 'KAIJU' in yellow, and 'THROWDOWN' in large, bold, black letters with a yellow outline.

Once these massive movie monsters invade your tableau, no deck is safe! Destroy your opponent's deck boxes with these terrifying creatures!

The logo for The Ultimate Steel Cook, featuring a cloud with 'SC' inside, and the title 'THE ULTIMATE STEEL COOK' in bold, metallic letters.

Finding the right mix of ingredients for the perfect deck can be tough. These expert chefs will help you cash in by setting up your table... er... tableau just right!

The logo for BattleCON, with 'BATTLE' in blue and 'CON' in large, bold, blue letters with a yellow outline, and 'BATTLE CONNECTING FIGHTING SYSTEM' in smaller text below.

Bring the heroes of BattleCON to Millennium Blades! These three sets can be played together in the Bronze, Silver, and Gold fusion slots to create a thematic setting! They can also be used separately.

The logo for Argent, featuring the word 'ARGENT' in a stylized, metallic font with a large arrow pointing to the right.

Bring the familiar faces of Argent: the Consortium to Millennium Blades! These sets can be played together in the Bronze, Silver, and Gold fusion slots to create a thematic setting! They can also be used separately.

The logo for Backers in the House, with 'BACKERS' in red and 'IN THE HOUSE' in blue.

Guess who's back?! These six backers bring a wide variety of new opportunities to your deck!

The logo for Backers in the Middle, with 'Backers' in black, 'in the' in red, and 'Middle' in black.

Get back to basics with six promo cards featuring dual type affiliations. Give them a try!

The logo for Everybody Loves Backers, with 'Everybody Loves' in blue and 'Backers' in large, bold, red letters.

We've got your back with seven more promo cards featuring dual elements and powerful effects!